

Camp Royaneh Merit Badges

Camp Royaneh 2024 Merit Badge Offerings

Merit Badge	Diff.	Limit	Age	Prerequisites	Information	Program Area
American Business	Med.				Offered EVEN years only.	RIK
Archaeology	Hard	25		Req. 10	Requires extensive work outside session.	Mountain Man
Archery	Hard	16		MUST be able to pull a 25 lb. bow. (Sunday)	now 2-hrs. May require extensive practice outside session. Older Scout priority.	Target & Range Sports
Art	Easy	16			May require time during open Handicraft. Offered EVEN years only.	Handicraft
Astronomy	Hard	25			Offered combined with Space Exploration. Requires observation time outside session.	Nature
Basketry	Easy	16			Requires extensive time outside session.	Handicraft
Bird Study	Hard	25			Require observation time outside session	Nature
Bugling	Hard	10		Req. 6 not covered at Camp.	Requires extensive practice time outside session. MUST bring own instrument.	RIK
Camping*	Med.	30		Req. 4b, 5e, 7b, 8d, 9a&b not covered at Camp.	Offered combined with Hiking.	Scoutcraft
Chemistry	Med.	20		Req. 2a & 4a.		Nature
Citizenship in the Nation*	Med.	20	14+	Req. 2		RIK
Citizenship in the World*	Hard	20	14+		Req. 7 done in buddy pairs with counselor	RIK
Climbing	Hard	12	14+		2-hr session.	Climbing
Communication*	Hard	16		Req. 5 & 7 (only opt. 7a can be done at camp)	Req. 8 requires extensive time & planning outside session.	RIK
Cooking*	Hard	16		Reqs. 4 & 6	Session overlaps meal shift. We can't accommodate all dietary restrictions.	Baden Powell
Emergency Preparedness*	Hard	20	14+	Reqs. 1, 2c, 8b	Must have First Aid merit badge to complete.	Scoutcraft
Energy	Med.	30			2-hr session offered combined with Geology. Field Trip Thursday.	Nature
Entrepreneurship	Med.	25			Offered combined with Salesmanship.	RIK
Environmental Science**	Hard	30			now 2-hrs. Requires observation time & extensive writing outside session.	Nature
Exploration	Hard	15			Requires overnight outpost.	Scoutcraft
Fingerprinting	Easy	30			Only attend 1-day session.	RIK
Fire Safety	Hard	15		Req. 6	Field Trip Tuesday	Scoutcraft
First Aid*	Med.	20		Req. 5a	2-hr session. Must bring a First Aid Kit	Scoutcraft
Fish & Wildlife Management	Easy	25			now 1-hr session offered combined with Mammal Study. Requires observation outside session.	Nature
Forestry	Med.	30			2-hr session offered combined with Pulp & Paper. Field Trip Thursday.	Nature
Game Design	Hard	16	14+		Requires technical writing & extensive work outside session.	RIK

Geology	Med.	30			2-hr session offered with Energy. Requires collection & observation time outside session. Field Trip.	Nature
Hiking**	Med.	30		Req. 4 & 5 not covered	Offered combined with Camping.	Scoutcraft
Horsemanship	Hard	TBD	13+	5-ft or taller, limit based on # of horses	3-hr session. Must wear long pants & closed toe shoes every day.	Corral
Indian Lore	Med.	25				Mountain Man
Leatherwork	Easy	16			<i>now 2-hr session.</i>	Handicraft
Lifesaving**	Hard	20		Req. 2a (MUST have Swimming Merit Badge)	2-hr session. 400 yard swim at start of class.	Aquatics
Mammal Study	Easy	25			<i>now 1-hr session</i> offered combined with Fish & Wildlife Management.	Nature
Metalwork	Hard	16			<i>now 3-hr session.</i>	Handicraft
Music	Med.	25				RIK
Oceanography	Med.	30			2-hr session. Requires observations outside session. Field Trip Wednesday.	Nature
Orienteering	Med.	30			2-hr session. May require extensive time outside session. Offered EVEN years only.	Scoutcraft
Photography	Med.	16			MUST bring own digital camera for use all week. May not share with others. Offered ODD years only.	Handicraft
Pioneering	Med.	20	13+	Working knowledge of Scout to First Class knots & lashings	2-hr session. Requires knot & lashing practice outside session.	Scoutcraft
Plant Science	Med.	30			Offered EVEN years only.	Nature
Pulp & Paper	Med.	30			2-hr session offered combined with Forestry. Requires work outside session.	Nature
Railroading	Med.	25			Field Trip.	Mountain Man
Reptile & Amphibian Study	Med.	30		Req. 8	Requires observation time outside session.	Nature
Rifle Shooting	Med.	16		Firearm Use Permission Slip	<i>now 2-hr session.</i> May require practice shooting outside session.	Target & Range Sports
Salesmanship	Med.	25			Offered combined with Entrepreneurship. Requires time outside session.	RIK
Scouting Heritage	Med.	25		Req. 5		Baden Powell
Search & Rescue	Med.	20	14+	Req. 6a		Scoutcraft
Shotgun Shooting	Hard	12		Firearm Use Permission Slip	<i>now 2-hr session.</i> May require extensive practice shooting outside session.	Target & Range Sports
Signs, Signals & Codes	Easy	20			<i>now offered EVERY year.</i>	Scoutcraft
Soil & Water Conservation	Easy	30			Offered ODD years only.	Nature
Space Exploration	Med.	20			Offered combined with Astronomy.	Nature
Sustainability**	Med.	30				Nature
Swimming**	Med.	15		Pass BSA Swim Test before start of badge.	<i>now 2-hr session.</i> Water is chlorinated.	Aquatics
Textile	Easy	20				Mountain Man

Theater	Med.	25		Req. 1		RIK
Weather	Med.	30		Req. 9a on Sunday	Requires observation outside session.	Nature
Wilderness Survival	Med.	25			Requires Overnight Outpost to complete, you build your shelter & spend the night in it.	Mountain Man
Woodcarving	Hard	16		Totin' Chip (Sunday session if needed)	<i>now 3-hr session.</i>	Handicraft

* Eagle Required **Eagle Required option

While there are 7 sessions of Merit Badges being offered, it is highly recommended that Scouts take one period for them to explore camp, complete rank advancement, hike through nature, participate in the open program, & take care of themselves. While summer camp is a great tool for a Scout to earn Merit Badges, it is also a moment for them to make lasting memories with their peers through unstructured program.