

Advancement in Camp

very important stuff, please read carefully!

One of the methods of Scouting is to foster healthy association with proper role models. The genius of Scout advancement stems from the opportunity to visit with a counselor and share in the friendship, encouragement and expertise he or she may offer the Scout.

Supporting Scouting's advancement philosophy, opportunities offered at camp are geared principally to rank advancement and merit badge subjects related to the outdoors where resources are more readily available than at home.

Advancement is not the principal objective of the camp program. There needs to be time for fun and to bring a positive, successful, outdoor camping experience to all Scouts and leaders. If a Scout comes to camp and does nothing but work towards advancement, the program is certainly incomplete.

Troop leaders should be sensitive to the capacity of the individual and assure that the program he pursues is appropriate to rank and age. A first year camper could work on a few merit badges such as Basketry, Mammal Study or Leatherwork. He should also find rewards at the Braddock's Brigade program.

Troop leaders with skills in offered merit badge topics are encouraged to share their talents at the program areas. Remember, the camp staff remains responsible for the certification of the requirements.

Advancement and Your Program

very important stuff, please read carefully!

Advancement is not an end in itself, it is the result of a good program. It should be achieved through a natural experience. As an example, fires are built for cooking, fellowship or warmth, not just to pass a test. Consequently, in the act of building a fire, the skill of handling an ax or saw is put into play. Thus, two skills are applied. We should therefore plan activities which will give a Scout opportunities to use his skills for a functional purpose and to demonstrate his proficiency naturally. A Scout advances by doing things with his patrol, his Troop, his leaders and on his own. A natural experience should have these four elements: The Scout Prepares; The Scout Qualifies; The Scout is Reviewed; The Scout Receives Recognition.

The summer camp advancement program is a unit responsibility. The camp staff will guide, counsel and instruct, but is not responsible for planning or directing a Troop's program.

Each unit leader should prepare a detailed advancement plan before arrival, to include:

- Setting realistic goals for each Scout. Discourage making the number of merit badges earned a primary summer camp objective. Three to four merit badges is a reasonable goal for an average 13 year old Scout.
- Review with each Scout the advancement path he plans to take. Scouts should be familiar with the requirements in advance. We recommend that they have the merit badge pamphlet for each badge.
- Evidence of partial completions from the Scout's local "home" counselor must be presented to the camp counselor. The "Application for Merit Badge" (blue) card has a section to record partials.

Braddock's Brigade

our first year camper program

This newly revised first year camper program has been a fantastic success in the past! With recent revisions we are set to offer a top notch program to your newer Scouts. The program allows first year Scouts to enter into a half day, week-long program which mixes outdoor skills, Scouting values, and FUN! Braddock's Brigade incorporates the majority of rank requirements from Tenderfoot to First Class, as well as a variety of classic Scouting games and activities while focusing on the patrol method.

Leader's assistance in the area is always welcome, and Troops that send more than five boys are encouraged to send at least one leader. See page 50 for detailed information.

Merit Badge Program

very important stuff, please read carefully!

Scouts will attend a number of instruction and review sessions with the counselors. A few things to keep in mind:

- Just because a Scout attends a session, this does not mean that he passes the requirements that were taught that day. Scouts are usually taught as a group, but are reviewed individually.
- Instruction begins on Mondays for all badges. However, work can be started at any time throughout the week on most badges. Please see the area director in each program area if a Scout would like to begin a badge mid-week. Scouts who begin badges mid-week typically will not complete the badge at camp.
- If a Scout is going to miss an instruction session, he needs to let the counselor know to set up a make-up appointment.
- Troop leaders are encouraged to monitor the progress of their Scouts in each merit badge. Daily reports will be available through the unit mailboxes in the Program Halls to help keep Troop leaders informed about the status of each Scout's advancement.
- Counselors maintain instruction records for each badge, noting each Scout's attendance and progress in completing requirements. We maintain a record of this after camp at Flag Plaza Scout Center.
- On Friday evening after the campfire, merit badge cards are signed by members of the staff and are made available for inspection in the Program Hall by troop leaders. Please do not remove the cards from the building. All cards will be turned over to unit leaders during check-out on Saturday morning.

Merit Badge Cards

A Scout must present the counselor with a merit badge card signed by his Scoutmaster. Cards should be placed in mailboxes in the Program Hall Sunday night. Heritage Reservation will accept the standard three part merit badge cards issued by National Supply. They will also be provided at the Program Hall on request.

Merit Badge Preparation

Each Scout should determine what merit badges he wants to work on before he gets to camp and complete preparation on as many requirements as possible before camp. Many merit badges cannot be completed at camp without some prior work or preparation. If this prior work is not done, the Scout can only earn a partial in those merit badges at camp. The Scout must bring a merit badge card with completed requirements signed by a home merit badge counselor as evidence of work completed. The camp staff will not abbreviate or short cut any requirements.

All About Prerequisites

understanding what can be done in camp and out of camp

Starting Requirements (SR)

These are requirements that the Scout needs to complete before taking the merit badge/activity. For example, a Scout must complete First Aid Merit Badge before starting Emergency Preparedness. If the Scout has not completed these Starting Requirements before coming to Heritage, they will not be able to sign up for the merit badge/activity. See the example below.

Prerequisites (P)

These are requirements that the Scout needs to complete before camp if they want to complete the merit badge/activity while at camp. For example, a Scout must complete requirement 10 of Medicine before coming to Heritage if they want to complete it while at camp. Prerequisites are shown with a (P) noting under the Requirement column. See the example below.

Post Camp Requirements (PC)

These are requirements that the Scout will need to complete after camp. For example, a Scout must complete Requirement 7d of Cooking after completing requirements 7a, b and c at camp. Post Camp Requirements are shown in the Requirements column listed with a (PC). See the example below.

Levels of Difficulty

Listed in parentheses after each merit badge/activity is a letter that indicates its difficulty.

- A - Difficult merit badge/activity, for older scouts with three or more years in Scouting.
- B - Appropriate for advancing Scouts with two or more years in Scouting.
- C - Easy merit badge/activity, appropriate for all Scouts.

Comments

Comments listed for each merit badge/activity provide additional details that will help you in your planning and preparations.

Merit badge	Requirements*	Comments
Rowing (C)	Be a swimmer (SR)	Current CPR certification card fulfills Req. 2
Energy (A)	1a (P), 4(P)	Bring your log of Req. 4 to camp.
Cooking (B)	7d(PC)	Meets for additional cooking times.

Requirement numbers listed are taken from the 2010 Boy Scout Requirements book. Merit badge pamphlets may have incorrect requirements listed so please refer to this book when inquiring about requirement specifics. The following merit badges and ranks have revised requirements for 2010: Tenderfoot, Second Class, First Class, Fishing, Fly Fishing, Communication, Geology, Home Repairs.

Completing Requirements After Camp

Sometimes it is not possible to complete all of the merit badge requirements at camp due to time requirements, approvals and/or proper instruction. As a result, Scouts will receive a partial at camp and are encouraged to find an approved Troop or District counselor to finish at home.



Merit badge	Requirements*	Comments
Canoeing (B)	Be a Swimmer (SR)	CPR certification card fulfills Req. 2
LIFESAVING (B)	Be a Swimmer (SR), Req. 1a (SR),	CPR certification card fulfills Req. 13. Bring long pants, long sleeve shirt and belt for disrobe.
<i>Motorboating</i> (B)	Be a Swimmer (SR)	Swimming MB recommended
Rowing (C)	Be a Swimmer (SR)	CPR certification card fulfills Req. 2
Small-Boat Sailing (B)	Be a Swimmer (SR)	CPR certification card fulfills Req. 1b
<i>SWIMMING</i> (C)	Be a Swimmer (SR), Req. 3 (SR)	CPR certification card fulfills Req. 2 Bring light pants and lightweight long sleeve shirt for clothes inflation.
Activity	Requirements*	Comments
Boardsailing	Be a Swimmer (SR)	Not a Merit Badge
Instructional Swim	None	Not a Merit Badge
Kayaking BSA (C)	Be a Swimmer (SR)	Not a Merit Badge
Paddlecraft Safety (A)	Be a Swimmer and 16 or older (SR)	Not a Merit Badge, replaces BSA Lifeguard for unit level boating activities
Snorkeling (C)	Be a Swimmer (SR)	Not a Merit Badge
Swimming & Water Rescue (A)	Be a Swimmer and 16 or older (SR)	Not a Merit Badge, replaces BSA Lifeguard for unit level swimming activities
*See page 57 for more information about requirements and levels of difficulty. CAPS: Eagle Required. Bold: New. <i>Italics</i> Revised Requirements for 2010.		





Braddock's Brigade

Braddock's Brigade offers opportunities to help young Scouts complete their Tenderfoot, Second Class and First Class ranks. The schedules are designed to cover the requirements that naturally fit into the camp setting. The requirements not offered need to be completed within the Troop.

If a Scout only needs help on a few requirements, they should sign up for merit badges and come to Braddock's Brigade during open program. Open program from 4-5:30 p.m. at Braddock's Brigade is a good way to make up missed requirements or to complete new ones. However, it is not a replacement for attendance at Braddock's Brigade. Some requirements like cooking, the 5 mile hike, the 1 mile compass course, etc. cannot be completed during open program. Most requirements need a day of instruction and another for practice; therefore Scouts should not wait until Friday to start requirements.

Braddock's Brigade is a full week program. We offer two opportunities for Scouts to join us at Braddock's Brigade:

- Red Troop, 10 a.m. - 12 p.m., Monday through Friday
- Blue Troop, 2 - 4 p.m., Monday through Friday

Scouts are then free during the other times to sign up for some easier merit badges like Mammal Study, Basketry, Leatherwork and Fingerprinting.

The Braddock's Brigade program is based on the Patrol Method. Scouts will form patrols of 8-10 Scouts on Monday and have an opportunity to serve as Patrol Leader or Assistant Patrol Leader. Patrols then participate in a week of round-robin work with the other patrols. This allows our staff to teach where their strengths lie and the participants to learn from many Life and Eagle Scouts who are staff members.

Three days during the week (Tuesday, Wednesday and Thursday) both the Red Troop and the Blue Troop will meet over the lunch break to complete the five mile hike and the cooking requirements.

The requirements that we will instruct and practice at Braddock's Brigade are:

- Tenderfoot: 3, 4a, 4b, 4c, 5, 6, 7, 9, 10a, 11, 12a, 12b
- 2nd Class: 1a, 1b, 2, 3c, 3d, 3e, 3f, 3g, 4, 5, 6, 7a, 7b, 7c, 8a, 8b, 8c, 9b
- 1st Class: 1, 2, 4a, 4c, 4d, 5, 6, 7a, 7b, 8a, 8b, 8c, 8d, 9a, 9b, 9c, 11

At Braddock's Brigade, we will instruct and put into practice the requirements of Tenderfoot, Second Class and First Class. Final evaluation, however, must be completed by the unit leadership as with all rank requirements.



We do encourage unit leaders to help out at Braddock's Brigade. There are opportunities to assist in instruction and crowd control.



Merit badge	Requirements*	Comments
Climbing (A) **	None	Recommended for those 13 and older. Limited to eight Scouts per class.
Home Repairs MB (B)	None	Meet at program hall for ride to Stockade
Plumbing MB (B)	None	Meet at program hall for ride to Stockade
Shotgun Shooting (A) **	None	Recommended for those 12 and older. Practice needed, limited to eight Scouts per class.
Watersports (A)	Must be a swimmer (SR)	Recommended for those 13 and older. Practice needed, limited to six Scouts per class.
Activity	Requirements*	Comments
Project C.O.P.E. (A)	None	Recommended for those 13 and older. Not a merit badge. Limited to 12 Scouts per class.
<p>*See page 57 for more information about requirements and levels of difficulty. CAPS: Eagle Required. Bold: New. <i>Italics</i> Revised Requirements for 2009. **Scouts attending Climbing and Shotgun Shooting should meet at Aquatics at the scheduled time to be transported by pontoon boat the Discovery area.</p>		



Ecology - Conservation

Merit badge	Requirements*	Comments
Archeology (A)	Req. 4 (P), 10 (P)	None
Astronomy (A)	Req. 6 (P), 7b (P)	Involves written work and night observations
Bird Study (A)	Req. 8 (P)	None
ENVIRONMENTAL SCIENCE (A)	Req. 3e (P)	Req. 4 can be completed at home, be sure to bring your journal to camp along with your report.
Fish & Wildlife Management (B)	None	Bring a fishing rod.
Forestry (B)	None	Req. 7 can be completed at home.
<i>Geology</i> (B)	None	None
Mammal Study (C)	None	None
Nature (C)	None	Req. 4 can be started at home.
Oceanography (A)	None	Req. 8 can be completed at home.
Reptile & Amphibian Study (C)	Req. 8 (P)	Bring journal to camp.
Weather (B)	Req. 8	Req. 9 can be completed at home



Field Sports

Merit badge	Requirements*	Comments
<i>Archery</i> (B)	None	Practice, limited to 16 Scouts per session.
Rifle Shooting (A)	None	Practice, limited to 16 Scouts per session.

*See page 57 for more information about requirements and levels of difficulty.
CAPS: Eagle Required. **Bold:** New. *Italics* Revised Requirements for 2010.



Handicraft

Merit badge	Requirements*	Comments
Art (C)	None	None
Basketry (C)	None	None
Fingerprinting (C)	None	None
Leatherwork (C)	None	None
Model Design & Building (A)	None	None
Photography (B)	None	Bring a digital camera
Pulp & Paper (C)	None	None
Sculpture (C)	None	None
Space Exploration (C)	None	Do not bring your own rocket or engines
Woodcarving (B)	Totin' Chip (SR)	Pocket knives with blades over 3.5" prohibited.



Scoutcraft

Merit badge	Requirements*	Comments
CAMPING (B)	Req. 4b, 5e, 7b, 8d, 9a, 9b (P)	Most of the written work can be completed at home
Cooking (B)	Req. 7d (PC)	Meets for additional cooking times
<i>Fly Fishing (B)</i>	None	Recommended for those 13 and older. Limited to ten Scouts per class.
<i>Fishing (C)</i>	None	Bring your own gear
Indian Lore (B)	None	Req 2d, includes field trip to Fort Necessity National Battlefield
Orienteering (A)	None	None
Pioneering (B)	Req. 2a (SR)	Practice knots
Wilderness Survival (B)	None	For Req. 5 bring your kit to camp, involves spending a night in an improvised shelter

*See page 57 for more information about requirements and levels of difficulty.
CAPS: Eagle Required. **Bold:** New. *Italics* Revised Requirements for 2010.



Trail to Eagle

Merit badge	Requirements*	Comments
American Heritage (B)	Req. 5 (P)	4b, 4e, Includes field trip to Fort Necessity National Battlefield
CITIZENSHIP IN THE NATION (B)	Req. 2b, c or d (P), 8 (P)	2a, Includes field trip to Fort Necessity National Battlefield
COMMUNICATIONS (B)	Req. 5 (P), 8 (P)	None
EMERGENCY PREPAREDNESS (B)	First Aid MB (SR), Req. 2c (P), 6c (P)	Req. 8c bring your kit to camp
FIRST AID (B)	First Aid Req. for Tenderfoot, 2nd Class and 1st Class (SR)	Req. 2d bring your kit to camp, Current CPR certification card fulfills req 3c
Music (B)	None	Instruments welcome
Public Speaking (B)	None	None
Activity	Requirements*	Comments
Eagle Preparation	Star rank (SR)	Get assistance from Eagle Scouts in best practices for your project, leadership and merit badges, will include group discussions and brainstorming sessions

*See page 57 for more information about requirements and levels of difficulty.
CAPS: Eagle Required. **Bold:** New. *Italics* Revised Requirements for 2010.

