

Summer Camp Leaders Guide

Advancement Section



BOY SCOUT RESIDENT CAMP



ADVANCEMENT PROGRAM

MERIT BADGES

The core of the scout's week at camp is the opportunity for advancement through earning merit badges and completing requirements for rank advancement. There are five sessions for scheduled merit badge classes per day with opportunity for others during free time. Certain merit badges also require [prerequisites](#). It is beneficial to the scout to complete them **prior to the beginning of camp**. Scouts will need to show the work that they completed for the prerequisites to the assigned Merit Badge Counselor. However, some merit badges simply cannot be completed at camp. To be recognized at the Saturday Court of Honor for the completion of the merit badge, scouts must have proved that they have completed *all* the requirements.

Be sure that your merit badge pamphlet is up to date!!

RANK ADVANCEMENT

We recognize that many scouts will work towards advancing in rank during the week. The staff is committed to work with unit leaders to allow scouts to advance at camp and be recognized at the court of honor on Saturday Morning. One of the main goals of our First Year camper program is to work collaboratively with scout leaders to fulfill as many advancement goals as possible during their week at camp. More information will be provided at the pre-camp meeting and during your week at camp.



BOY SCOUT MERIT BADGE PROGRAM

MERIT BADGE SIGN-UPS

As mentioned above, Scoutmasters must submit blue cards and a merit badge registration form for their troop at the **pre-camp meeting on Tuesday night prior to camp**. This allows the camp staff time to plan accordingly. The camp administration will do their best to accommodate all schedule requests. The program director reserves the right to adjust the merit badge schedule to best accommodate the majority of scouts.

The form is titled 'APPLICATION FOR MERIT BADGE'. It includes a section for 'Information for Applicant' with instructions: 1. A merit badge application can be approved only by a registered merit badge counselor. 2. The applicant must have a buddy with the same merit badge interest at each meeting with the merit badge counselor. 3. Turn in your application appointment to your unit leader. You will be assigned the merit badge position and certificate of a suitable location. Below this is a section for 'Information for Counselor' with instructions: 1. Merit badge applications must be signed in advance by the applicant's unit leader. 2. The Scout must have his buddy (with the same interest) at all merit badge sessions. 3. This may not change any requirement, but you may share your knowledge or experience that will make the experience more interesting and valuable. The form also has a grid for recording merit badge sessions, a barcode with the number 7 30176 34124 8, and a section for personal information: Name, Address, City, State (with checkboxes for Registered, Boy Scout, or Young Scout), Country, and a signature line for the Scoutmaster. At the bottom, it says 'BOY SCOUTS OF AMERICA' and 'No. 94134'.

CHANGING CLASSES

Scouts are able to change classes **on Monday** by seeing the instructor directly. However, due to space limitations, it may not always be possible to do so.

BY APPOINTMENT MERIT BADGES

Many badges, are available by scheduling an appointment with the counselor. For a list of available merit badges, please visit the appropriate area. Free time (except Siesta) may be used for 'By Appointment' merit badges at times agreed upon by the camper and counselor.

MERIT BADGES OFFERED

Below is a list of the merit badges offered at Camp Strang during the 2014 season. Please pay specific attention to the list of items the scouts should bring, requirements that must be completed before arriving at camp, and any prerequisites for taking the class. Feel free to contact the appropriate area director prior to attending camp if there are any questions regarding any merit badge.

Please adhere to the age recommendations noted on the merit badge schedule.

** designates eagle required badge*

American Heritage is recommended for all scouts. Is by appointment. Requirement 4d, 4e, and 5a,b or c should be completed prior to camp

Archery is not recommended for first year campers because of the amount of physical strength and practice that it requires. Requirement #5 is possible to achieve at camp, but may prove difficult. Scouts must attend both periods.

Art is offered by appointment and is recommended for all scouts.

Astronomy is a merit badge for all scouts. Some work and observations may need to be completed outside of class hours and in the evenings. Some requirements can only be completed with favorable weather conditions throughout the week.

Athletics Recommended for all scouts. Requirements 3 and 5 must be completed prior to camp.

Basketry is recommended for all scouts. Kits can be purchased in the Camp Trading Post.

Bird Study is offered by appointment and is recommended for all scouts. Requirement 5 and 6 may be hard to complete in one week at camp, but is possible. Requirement 7 cannot be completed at camp.

***Camping** is not recommended for first year campers. Scouts may go on an off property hike and should come prepared with the appropriate footwear to do so.

Canoeing requires physical strength and practice and is **not recommended for first year campers**. Scouts must have passed the swim test as a swimmer. This class is two sessions long.

***Citizenship in the Community** is offered during the Adventure to Eagle program. Requirement 2, 7, and 8 must be worked on prior to attending camp.

***Citizenship in the Nation** is offered during the Adventure to Eagle program. Requirements 2 and 8 must be completed prior to attending camp.

***Citizenship in the World** is offered during the Adventure to Eagle program. Requirement 7 must be completed prior to attending camp.

Climbing is offered to older Scouts. This will take both session plus some additional time belaying others.

Cooking is offered by appointment in the Outdoor Skills area. This badge cannot be completed at camp.

***Communications** is offered during the Adventure to Eagle program. Requirement 3 should be worked on prior to attending camp.

Computers is recommended for all campers who want to gain experience in use of hardware and software components of personal computers.

Electricity is recommended for all scouts. Requirement 9a must be completed prior to camp.

***Emergency Preparedness** is recommended for older scouts. Requirements 1, 7, 8, and 9 should be completed prior to attending camp.

Energy is recommended for all scouts. Requirement 4 must be completed prior to camp.

***Environmental Science** is recommended for older scouts. Some work and observations will have to be completed outside of class time. Written assignments that can be completed prior to camp include, 2, 3e, 4b, and 6. Refer to the merit badge pamphlet for instructions. Scouts must attend both scheduled sessions.

***Family Life** is offered during the Adventure to Eagle program. Requirements 3, 4, 5, and 6 must be worked on prior to camp. Completing this badge requires a 3 month commitment.

Fire Safety is only offered in the Brownsea Island program and will involve an off-site trip to complete.

***First Aid** is another eagle required merit badge that is available to all scouts who have completed the first class rank. Requirement 2b must be completed at home and brought to camp.

Fishing is recommended for all scouts. Is taught at the waterfront. Fish must cooperate to complete.

Forestry is recommended for older campers. Requirement 1, 2b, and 2c could be completed prior to camp.

Game Design is recommended for all scouts.

Geocaching is recommended for all scouts.

Home Repairs is offered in the Handicrafts lodge for all scouts.

Indian Lore is a merit badge for all scouts offered in the Outdoor Skills area. Purchase of materials from the trading post may be necessary and an off property trip may also be taken.

Kayaking is recommended for all scouts.

Leatherwork is recommended for all scouts. Purchase of required materials will be **necessary** and are available at the trading post.

***Lifesaving** is offered for scouts who have already completed swimming merit badge (not taking it concurrently.) It is a physically demanding eagle required badge.

Mammal Study is recommended for all campers but requires cooperation from the local wildlife.

Metalwork is offered in the handicrafts area and is recommended for all campers.

Nature is not recommended for first year campers due to its difficulty. Requirement 4 is possible to achieve but parts may be difficult and could be completed prior to camp.

Orienteering is for scouts who have completed the first class orienteering requirements. Scouts should bring a good compass with them. Scouts must proficiently complete several orienteering courses.

Painting is by appointment. It is recommended for all scouts.

***Personal Fitness** is offered at the Archery range. Requirement 7 must be pre-approved by a merit badge counselor prior to camp. Requirements 1b, 6, 7, & 8 must be completed prior to attending camp. This badge requires a 3 month commitment.

***Personal Management** is offered during the Adventure to Eagle program. Requirements 2, 8, and 9 must be worked on prior to attending camp. This badge requires a 3 month commitment.

Photography is recommended for all campers.

Pioneering is recommended for older campers who have completed the knots and lashing requirements of the **first class** rank.

Reptile and Amphibian Study Is by appointment. It is recommended for all campers but requires cooperation of wildlife. Requirement 8 needs to be completed outside of camp.

Rifle Shooting is a popular merit badge but not recommended for first year campers. Practice is required and the qualifying requirement proves to be difficult. Scouts may NOT bring their own firearms from home.

Rowing requires the scout to have passed the swim test with a swimmer qualification. Strength and physical coordination is necessary. Scouts should bring shoes that can get wet.

Safety is recommended for all campers

Salesmanship is recommended for all campers who have interest in salesmanship skills.

Sculpture is recommended for all campers who have interest in sculpting clay objects.

Search and Rescue is recommended for older campers

Shotgun Shooting is for scouts 13 years of age and older, however, a scout's physical stature should be taken into consideration prior to registering for this badge. Scouts are required to shoot 25 times in a row to qualify.

Small Boat Sailing is recommended for older scouts and may be technically and physically demanding. Scouts must pass the swim test with a swimmer qualification and must attend both sessions.

Soil and water Conservation is offered in the Outdoor Skills area and is recommended for all scouts.

Space Exploration is recommended for all scouts.

Sports is recommended for all scouts and is by appointment. Requirements 4 and 5 must be completed outside of camp in consultation with the merit badge counselor.

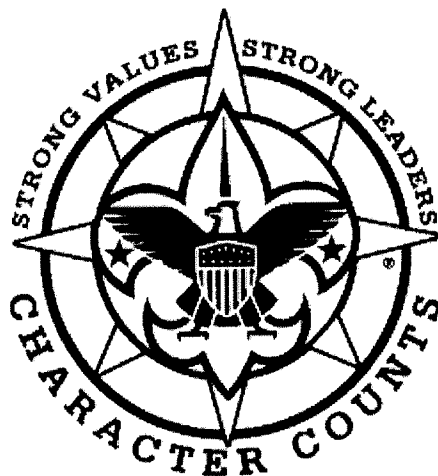
Sustainability is recommended for all scout campers. This requires a lot of research that could be done prior to coming to camp.

***Swimming** is recommended for scouts who have passed the swim test with the swimmer qualification. Scouts must attend both scheduled sessions.

Weather is recommended for all scouts.

Wilderness Survival is recommended for older scouts with prior camping experience. Scouts will be required to build a shelter and sleep one night with the ten essentials of scouting.

Woodcarving is recommended for all scout campers. Purchase of some materials at the trading post is required. Scouts must have earned Totin' Chip card prior to registering for this badge.



**Edmund D. Strang Scout Reservation
2014 Merit Badge Advancement Schedule**

<u>SESSION 1</u> 9:00 - 9:45 AM	<u>SESSION 2</u> 9:55 - 10:40 AM	<u>SESSION 3</u> 10:50 - 11:35 AM	<u>SESSION 4</u> 2:00 - 2:45 PM	<u>SESSION 5</u> 3:00 - 3:45 PM	<u>Older Boy (13+)</u> 4:00 - 4:45 PM
Brownsea Island Program					
Environmental Science (age 12+)	Astronomy	Weather	Energy	Nature Exploration	
Soil and Water	Forestry	Fish and Wildlife	Mammal Study	Nature	
		Sustainability (a lot of research required)			
Archery	Personal Fitness (age 13+)	Rifle Shooting	Game Design	Target Practice	
Shotgun Shooting (age 13+)	Athletics				
Canoeing (age 12+)	Snorkeling BSA	Lifesaving (age 12+)		Blob	
Small Boat Sailing	Kayaking	Fishing			
Emergency Preparedness	Swimming	Rowing			
Geocaching	Indian Lore	Wilderness Survival	Cooking (partial)	Camping	Scout Skills
Orienteering	Search and Rescue	Safety	Pioneering (age 12+)		
Woodcarving	Sculpture	Leatherwork	Basketry	Metalwork	Crafts
Computers	Electricity	Space Exploration	Home Repairs		
Climbing Tower					
	Salesmanship		Photography	First Aid	

**Free swims - 11:45 - 12:35 and 4:45 - 5:15
By Appointment Merit Badges**

Many Merit Badges, in addition to these, are available by scheduling an appointment with the counselor.
For a list of available merit badges, please visit the appropriate area.

Free time (except Siesta) may be used for "By Appointment" merit badges at times agreed upon by the camper and counselor

Edmund D. Strang Scout Reservation
MERIT BADGE SIGN-UP

This form is to be turned into your scoutmaster prior to attending camp

Scouts name: _____ Age _____ Troop#: _____ Week #: _____

I want to sign up for the following merit Badge(s) at the designated times.

Session time	1st Choice	2nd Choice
9:00 – 9:45 am		
9:55 - 10:40 am		
10:50 - 11:35 am		
2:00 - 2:45 pm		
3:00 - 3:45 pm		

Scoutmasters need to collect these forms in order to create troop roster sheets. It is expected that all registered scouts will be admitted into their first choice merit badge schedule but it is requested that scoutmasters retain this form in case the program director requests to use the scouts second choice.

REQUIRED FORM
Permission to Leave Camp Form

Scout's Name: _____ Unit #: _____
Campsite: _____ Week #: _____

We Cannot Release any Scout to anyone other than a Parent, Legal Guardian or other authorized person specified on this form. We require advance notice if a Scout will be leaving Camp for any reason (other than Emergencies) and with whom. In case of Emergency, a Scout will be released to the Parent or Guardian whose signature is on the Official Housatonic Council, Boy Scout of America Medical Form.

Circle One:

My son **WILL / WILL NOT** be leaving camp during the week.

Reason for Leaving:

Authorized pick-up person (Provide their name and relationship to the scout named above).

Departure Date & Time: _____ Return Date & Time: _____

Signature of Parent or Legal Guardian

Date

Trip Permission Form
(CAMP STRANG ONLY!)

Scout's Name: _____ Unit #: _____
Campsite: _____ Week #: _____

Some merit badge classes and camp program require scouts to leave the camp property. At all time while off site, proper adult/staff supervision will be provided. (A minimum of 2 adults over the age of 18.) Transportation will be by foot, chartered bus, or private car with a driver over the age of 21, most likely from your son's troop. All BSA Youth Protection Rules will be followed.

In consideration of the benefits to be derived, and in view of the fact that the Boy Scouts of America is an educational institution, membership in which is voluntary, and having full confidence that every precaution will be taken to ensure the safety of my son(s) activity, I hereby agree to his (their) participation and waiver all claims against the leaders of this trip and officers, agents, and representatives of the Boy Scouts of America.

Circle One:

I **DO / DO NOT** give my child permission to participate in off property trips.

Signature of Parent or Legal Guardian

Date

CONTACT INFORMATION

ADDITIONAL FORMS

The Summer Camp Applications are located on-line at <http://www.houstonicbsa.org> Click on Summer Camp and then FORMS.

The medical form is also located on the Council Website or the Housatonic Council Office.

HOUSATONIC COUNCIL

326 Derby Avenue
Derby, CT. 06418
(203) 734-3329 ext. 0

SCOUT EXECUTIVE

Kevin Bishop
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RESIDENT CAMP DIRECTOR

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CUB SCOUT DAY CAMP DIRECTOR

Sonia Hoponick
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CAMPING COMMITTEE CHAIR

Chuck Stankye
(203) 736-9539
Email: cmstankye@snet.net



Valley United Way