

ADVANCEMENT PLAN

Advancement is an integral part of Scouting and as such is important to any successful week in camp. The following are guidelines for planning your Scout's trail during your stay at Camp Meade. There are two essential thoughts to keep in mind while counseling those who plan to attend camps: 1) the individual boy's skill and desires, and 2) the schedule of times needed to complete any badge. Please be sure to counsel each boy individually noting the prerequisites that merit badges may have. These prerequisites are given in order to assist you and the Scout in completing the skills.

MERIT BADGE PROGRAM

Only through individual counseling can you determine what badges a boy needs to work on or in which he has desires and skills. Here are some crucial steps in the planning process.

- **A boy's physical skill needs to be considered especially in the aquatic badges. In shooting sports, the years of shooting archery, rifle, and shotgun need be considered.**
- Scouts should **come to camp having read** the requirements and reviewed the Merit Badge Book. Prerequisites should accompany them to their first class.
- **Merit badge applications** should be **readied** prior to camp arrival, including signatures.
- **Scouts** who come prepared will be able to finish the badge in less time having additional time for open areas and Troop programming. Please be sure to carefully review pre-requirements for each Merit Badge.
- All merit badge work should be completed by Friday noon, with the exception of all Boating merit badges. This will allow the Troop time for the camp-wide open program and board of review.
- We will be offering Fingerprinting merit badge that Scouts will be able to begin to take mid week if they complete other merit badges early. Scouts will have an opportunity to visit the Handicraft program area to schedule this.

PARTIAL COMPLETION

For all merit badges, a boy will receive a partial statement if he has completed any of the requirements. The partials will state the requirements that the Scout has accomplished. The philosophy behind a partial is for a boy to return home and complete the badge as soon as possible. The counselor has the right to review any and all of the completed requirements before signing for the merit badge. (If necessary, a return to camp during the same summer is possible, even for a day visit, in order to complete the badge requirements).

<u>9:00 - 10:00</u>	<u>10:00 - 11:00</u>	<u>11:00 - 12:00</u>	<u>2:00 - 3:00</u>	<u>3:00 - 4:00</u>	<u>4:00 - 5:00</u>
Archery 9:00 - 10:30	Archery 10:30 - 12:00	Fish & Wildlife Management	American Heritage	Archaeology	Art
Basketry	Astronomy	Indian Lore	First Aid	Camping	Basketry
Canoeing			Fishing	Canoeing	
Computers	Basketry	Oceanography	Pulp and Paper	Computers	Electricity
Emergency Preparedness	Energy	Orienteering	Soil & Water Conservation	Environmental Science	Emergency Preparedness
Environmental Science	Environmental Science	Cooking 12:00 - 2:00		First Aid	Geology
Fishing	Mammal Study	Space Exploration	Weather	Forestry	Indian Lore
Leatherwork	Fire Safety	Woodcarving	Wilderness Survival	Fire Safety	Mammal Study
Lifesaving 9:00 - 10:30	Shotgun Shooting 10:30 - 12:00	Citizenship in the Community	Woodcarving	Leatherwork	Communications
Reptile & Amphibian Study	Communcations	Pulp and Paper	Communications	Nature	Geocaching
Geocaching	Tracking				
Rifle Shooting 9:00 - 10:30	Art		Citizenship in the Community	Space Exploration	
Swimming 9:00 - 10:30	Camping		Insect Study		
Bird Study	Swimming 10:30 - 12:00		Pioneering 2:00 - 3:30		
Rowing				Rowing	
Sailing				Sailing	
Climbing				Climbing	












MERIT BADGE PRE-REQUISITES

Aquatics Area

	Canoeing	<p>*Swimming Merit Badge *Bring clothes and shoes that cover toes and heel to get wet *Recommended minimum age of 13</p>
	Lifesaving	<p>*Must bring long sleeve button-down shirt, long pants *Must have passed *SWIMMING merit badge *Second Class (7a through 7d) and First Class (9a and 9c) *Recommended minimum age of 13</p>
	Rowing	<p>*Swimming Merit Badge *Must be able to lift rowboat *Bring clothes and shoes that cover toes and heel to get wet *Recommended minimum age of 13</p>
	Small Boat Sailing	<p>*Swimming Merit Badge *Bring clothes and shoes that cover toes and heel to get wet *Recommended minimum age of 13</p>
	Swimming	<p>*Must complete swimmer classification test *CPR Instruction – not certification *Must bring long sleeve shirt, long pants *Second Class (7a through 7d) and First Class (9a and 9c)</p>
	BSA Lifeguard	<p>*CPR Certification (Bring current card/proof of certification) *Swimming Merit Badge, Lifesaving Merit Badge, and Rowing Merit Badges suggested *Minimum age of 14 *DO NOT SCHEDULE ANY OTHER PROGRAMS DURING THE DAY</p>
	Snorkeling BSA	<p>*Must bring own equipment – mask, fins, snorkel *Must complete swimmer classification test</p>
	Mile Swim	<p>*Must be a swimmer *Must attend practice every day</p>








Ecology and Conservation Area






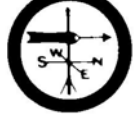
	Bird Study	<p>Must attend 6:00 AM observations according to merit badge schedule and counselor</p> <p>*7 – Bring report of checklist of requirement *8 - Bring proof of completion</p>
	Environmental Science	<p>*3e – Research prior to camp: Bring materials to camp *4 – Bring report journals to first day of class</p>
	Fish and Wildlife Management	<p>*5 – Bring written records or proof of projects to camp</p>
	Forestry	
	Geology	
	Insect Study	<p>*4B – Bring Scrapbook *7 – Bring proof of completion *11 – Bring report</p>
	Mammal Study	<p>*Pen/Pencil and Notepad</p>
	Nature	<p>*4e – Catch and identify 2 species of fish (show completion with note from SM))</p>
	Oceanography	<p>*Writing Ability *Pen/Pencil and Notepad</p>
	Reptile And Amphibian Study	<p>*8 – Bring records to camp</p>
	Soil and Water Conservation	<p>*7 – Bring report of visit or proof of project (photo and records)</p>

Other Merit Badges may be available with consultation of the Ecology Director






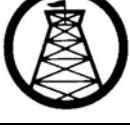

Handicraft Area

	Art	*4 Be prepared to discuss what you learned in your visit to an art museum/gallery to be covered in class time
	Basketry	* \$17 for merit badge kit
	Leatherwork	* \$8.00 for merit badge kit
	Pulp and Paper	
	Woodcarving	*Must bring Totin' Chip card * \$4.00 for merit badge supplies *Recommended Scout be at least 13 years old


Indian Village

	Archaeology	*4 - Complete research prior to camp: Bring research materials to camp
	American Heritage	*3C – Bring family history *4C – Bring community history
	Fishing	*Bring fishing equipment *9 – Bring proof of completion to camp
	Fire Safety	*6a - Bring completed plan to camp *9a – Bring proof of completion *11 – Bring proof of completion
	Indian Lore	*\$8.00 - \$12.00 for merit badge supplies
	Weather	*8 – Bring weather instrument and week long record to camp

Outdoor Skills







	Camping	*5e, 8c, 8d, 9a, 9b, 9c - Bring proof of completion to camp
	Cooking	*Bring cook kit with utensils *2a, 2b, 2c, 3a, 3b, 3c, 3d - Bring pyramid and menus to camp *7 - Bring proof of completion to camp
	Emergency Preparedness	*First Aid Merit Badge *8c - Bring proof of completion of an emergency family kit (note from SM)
	First Aid	*Must bring proof of completed First Class first aid requirements *Bring homemade personal first aid kit to camp
	Orienteering	*Bring compass, pen/pencil, and notepad *Camp orienteering map - \$3.00
	Pioneering	*Bring proof of completed First Class Rope requirements
	Wilderness Survival	*Bring materials for personal survival pack *Requires Tuesday evening overnight outing

Merit Badge offered by Camp Chaplain




	Citizenship in the Community	Parking Lot Pavilion *2A, 3, 5, 7 *Not recommended for first year Scouts
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Science/Technology

	Astronomy	<p>*Must attend nightly observations according to merit badge schedule and counselor</p> <p>* 6 – Bring sketch</p> <p>*7b – Bring sketch</p> <p>*9a or 9e</p>
	Communications	<p>*5 – Bring report from meeting</p> <p>*8 – Bring proof of completion</p>
	Computers	<p style="text-align: center;">*7a</p> <p>*10 – Be prepared to present the report at camp</p>
	Electricity	<p>*\$ 3.00 for merit badge kit</p> <p>*Bring Inspection report to camp</p>
	Energy	<p>* 1a – Bring article to camp with you</p> <p>*4 – Bring report to camp</p>
	Space Exploration	<p>* \$12.00 for merit badge supplies</p>

Shooting Sports

	Archery	<p>*Limited to 24 participants per session</p>
	Rifle Shooting	<p>*Experience with .22 caliber rifle</p> <p>*Approximately \$15.00 for ammunition/targets</p> <p>*Suggested for older scouts</p> <p>Limited to 35 Scouts</p>
	Shotgun Shooting	<p>*Strength to shoot 12 gauge shotgun</p> <p>*Approximately \$18.00 for ammunition/targets</p> <p>*Limited to 15 participants</p>

PLEASE NOTE – ALL PREREQUISITES MUST BE COMPLETED PRIOR TO CAMP FOR MERIT BADGE COMPLETION AT CAMP