

## 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).

## CAMPWIDE GAMES & COMPETITIONS

This year, HMSR is re-introducing a long standing tradition at camp: CAMPWIDE GAMES! This year there will opportunities to for your Unit to compete against other units for Scout and Adults:

### **Gateway Competition**

Each Unit will receive the opportunity to show how imaginative they are in creating a gateway for their campsite. This can be done by Patrol, Troop or Campsite if there are multiple units that wish to work together. Gateways will be judged on creativity, stability, teamwork presented by the youth and Scout Spirit. Gateways will be judged on Thursday during the day and awards will be presented at the Friday Night Closing Campfire.

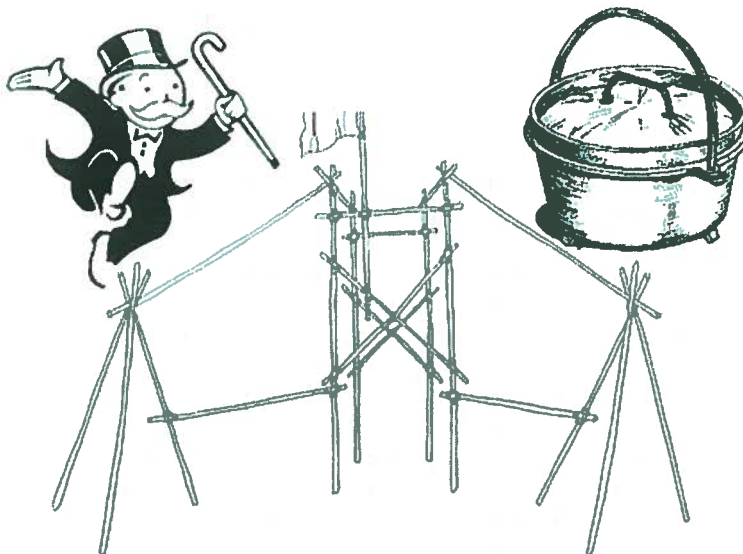
### **Cast Iron Chef for Scoutmasters**

The Cast Iron Chef Challenge is a competition to test the cooking and artistic skills of the Adults at HMSR. Scoutmasters can use any means of cooking but must primarily use a Dutch oven(s) or cast iron. Participants will be judged on presentation, creativity, taste and overall enthusiasm and Scout Spirit. This Competition will be judged on Monday Evening during Open Program.

### **Campwide Games**

This year, Hawk Mountain Scout Reservation is reintroducing CAMPWIDE GAMES! The Theme for Campwide Games is **H.M.S.R. Monopoly** and has a many exciting elements to these games. Campwide Games will take place on Friday afternoon from 2:00-4:00. Some parts that will be included are: The Mr. Monopoly Contest, various challenges sponsored by Program Areas, and the Race to see who will control the H.M.S.R. Monopoly!

Complete information on Campwide Games shall be released at the Leaders Meeting in April.














## MERIT BADGE PRE-REQUISITES



### Aquatics Area

	<b>Canoeing</b>	<p style="text-align: center;">*Swimming Merit Badge</p> <p>*Bring clothes and shoes that cover toes and heel to get wet</p> <p style="text-align: center;">*Recommended minimum age of 13</p>
	<b>Lifesaving</b>	<p>*Must bring long sleeve button-down shirt, long pants</p> <p>*Must have passed *SWIMMING merit badge</p> <p>*Second Class (7a through 7d) and First Class (9a and 9c)</p> <p style="text-align: center;">*Recommended minimum age of 13</p>
	<b>Rowing</b>	<p style="text-align: center;">*Swimming Merit Badge</p> <p style="text-align: center;">*Must be able to lift rowboat</p> <p>*Bring clothes and shoes that cover toes and heel to get wet</p> <p style="text-align: center;">*Recommended minimum age of 13</p>
	<b>Small Boat Sailing</b>	<p style="text-align: center;">*Swimming Merit Badge</p> <p>*Bring clothes and shoes that cover toes and heel to get wet</p> <p style="text-align: center;">*Recommended minimum age of 13</p>
	<b>Swimming</b>	<p>*Must complete swimmer classification test</p> <p style="text-align: center;">*CPR Instruction – not certification</p> <p>*Must bring long sleeve shirt, long pants</p> <p>*Second Class (7a through 7d) and First Class (9a and 9c)</p>
	<b>BSA Lifeguard</b>	<p style="text-align: center;">*CPR &amp; First Aid Certification (Bring current card/proof of certification)</p> <p>*Swimming Merit Badge, Lifesaving Merit Badge, and Rowing Merit Badges suggested</p> <p style="text-align: center;">*Minimum age of 15</p> <p style="text-align: center;">*DO NOT SCHEDULE ANY OTHER PROGRAMS DURING THE DAY</p>
	<b>Snorkeling BSA</b>	<p>*Must bring own equipment – mask, fins, snorkel</p> <p>*Must complete swimmer classification test</p>
	<b>Mile Swim</b>	<p style="text-align: center;">*Must be a swimmer</p> <p style="text-align: center;">*Must attend practice every day</p>
	<b>BSA Kayak</b>	<p style="text-align: center;">*Must complete swimmer classification test</p>



## Ecology and Conservation Area

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

### Ecology and Conservation Area Cont.






	<b>Weather</b>	*8 – Bring weather instrument and week long record to camp
	<b>Plant Science</b>	

### Extreme Sports







	<b>Personal Fitness</b>	1 6 7 8 & 9
	<b>Sports</b>	Can be Taken by Appointment with the Extreme Sports Director *4 *5










### Handicraft Area

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


### Indian Village

	<b>Archaeology</b>	*4 - Complete research prior to camp: Bring research materials to camp
	<b>American Heritage</b>	*3C – Bring family history *4C – Bring community history
	<b>Fishing</b>	*Bring fishing equipment *9 – Bring proof of completion to camp
	<b>Fire Safety</b>	*6a - Bring completed plan to camp *9a – Bring proof of completion *11 – Bring proof of completion
	<b>Indian Lore</b>	*\$8.00 - \$12.00 for merit badge supplies
	<b>Fly Fishing</b>	*8 Each Scout <b>must</b> bring their own Fly Fishing Equipment

## Outdoor Skills







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

## Merit Badge offered by Camp Chaplain




	<b>Citizenship in the Community</b>	*2, 3, 5, 7, 8 *Bring the Completed Pre-Reqs for Discussion with Fellow Scouts *Not recommended for first year Scouts
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### Science/Technology

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

### Shooting Sports

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

**PLEASE NOTE:**

**ALL PREREQUISITES MUST BE COMPLETED PRIOR TO CAMP FOR MERIT BADGE COMPLETION AT CAMP**  
**& REQUIREMENTS MAY CHANGE PENDING NATIONAL UPDATES!**

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