

2010 Camp Potomac

BOY SCOUTS OF AMERICA
100 YEARS OF SCOUTING



CELEBRATING THE ADVENTURE
CONTINUING THE JOURNEY

Program Update and Special Programs

Dear Camp Leaders

Every year, the staff of Camp Potomac works hard to provide the best program possible to the scouts and leaders who attend our camp. A big part of this involves the production of a Camp Leader Guide in December the year before the camp season. In this guide we try to outline the program for the upcoming summer as accurately as possible, however, due to a number of factors, including new merit badge requirements and requirement updates coming out in January, changing vendor prices for merit badge supplies, and specific staffing concerns, sometimes changes have to be made between the time the Leader Guide comes out in December and when Camp actually starts in June.

In the past, I feel, this information has not been communicated with you well enough causing headaches for everyone. I believe that communication is important for a good summer camp experience and this program update is my attempt to get new and updated information to you before the camp season so that you and your scouts can prepare for a great camp experience.

Please find several program revisions from the Boy Scout Resident Camp Leader Guide on the following page. As part of Camp Potomac's celebration of the BSA's 100th Anniversary, several special programs are in the works including time for ALL SCOUTS to begin working on, or complete depending upon their preparation, the four BSA Historical Merit Badges only available this year. Again, see the following pages for more information.

I look forward to working with all of you so that your scouts can have a great week at Camp Potomac!

Mike Manner
Camp Director

Camp Potomac Boy Scout Program Update

Merit Badge Schedule Changes

There are **two** changes from the Leader Guide issued in December or available at www.bsa757.org. Remember that it is BSA policy that Scouts must begin working on merit badges with the current requirements, but once begun, can continue to use those requirements even if they were to change in future years.

The two changes are:

1. Model Design and Building Merit Badge **WILL NOT** be offered through the Handicraft Area. The supplier of the needed kits has stopped producing them.
2. Home Repairs Merit Badge will be replaced by the brand new **Scouting Heritage** Merit Badge. See below for requirements and camp prerequisites.

Partials

As merit badge requirements are updated, it is becoming more and more difficult to complete entire merit badges during a one-week camp session. Please help your scouts understand that receiving a partial does not mean they have failed, it simply means that they have a little bit more to do to finish the merit badge. Finishing partials can provide a wealth of meeting and trip ideas for the rest of the year.

Scouting Heritage Merit Badge

Overview: Scouts who come prepared will be able to complete this merit badge at camp. This is a brand new merit badge (as of April 2010) and is different from the Historic Merit Badges

Time: 6th Period offered through Camp Commissioners

Required Pre-Camp Work and Materials:

All materials as outlined below should be brought to camp if a scout desires to complete the badge. The merit badge book will be extremely useful in earning this badge

Requirement 1: Discuss with your counselor the life and times of Lord Baden-Powell of Gilwell. Explain why he felt a program like Scouting would be good for the young men of his day. Include in your discussion how Scouting was introduced in the United States, and the origins of Boy Scouting and Cub Scouting under Baden-Powell.



Requirement 2: Do the following:

- a. Give a short biographical sketch of any TWO of the following, and tell of their roles in how Scouting developed and grew in the United States prior to 1940.
 1. Daniel Carter Beard
 2. William D. Boyce
 3. Waite Phillips
 4. Ernest Thompson Seton
 5. James E. West
- b. Discuss the significance to Scouting of any TWO of the following:
 1. Brownsea Island
 2. The First World Scout Jamboree
 3. *Boy Scout Handbook*
 4. *Boys' Life* magazine

Requirement 3: Discuss with your counselor how Scouting's programs have developed over time and been adapted to fit different age groups and interests (Cub Scouting, Boy Scouting, Exploring, Venturing).

Requirement 4: Do ONE of the following:

- a. Attend either a BSA national jamboree, OR world Scout jamboree, OR a national BSA high-adventure base. While there, keep a journal documenting your day-to-day experiences. Upon your return, report to your counselor what you did, saw, and learned. You may include photos, brochures, and other documents in your report.
- b. Write or visit the National Scouting Museum in Irving, Texas.* Obtain information about this facility. Give a short report on what you think the role of this museum is in the Scouting program.

Requirement 5: Learn about the history of your unit or Scouting in your area. Interview at least two people (one from the past and one from the present) associated with your troop. These individuals could be adult unit leaders, Scouts, troop committee members, or representatives of your troop's chartered organization. Find out when your unit was originally chartered. Create a report of your findings on the history of your troop, and present it to your patrol or troop or at a court of honor, and then add it to the troop's library. This presentation could be in the form of an oral/written report, an exhibit, a scrapbook, or a computer presentation such as a slide show.

Requirement 6: Make a collection of some of your personal patches and other Scouting memorabilia. With their permission, you may include items borrowed from family members or friends who have been in Scouting in the past, or you may include photographs of these items. Show this collection to your counselor, and share what you have learned about items in the collection. (There is no requirement regarding how large or small this collection must be.)

Requirement 7: Reproduce the equipment for an old-time Scouting game such as those played at Brownsea Island. You may find one on your own (with your counselor's approval), or pick one from the *Scouting Heritage* merit badge pamphlet. Teach and play the game with other Scouts.

Requirement 8: Interview at least three people (different from those you interviewed for requirement 5) over the age of 50 who were Scouts. Find out about their Scouting experiences. Ask about the impact that Scouting has had on their lives. Share what you learned with your counselor.

For Adults

For the adults that come to camp, there are a number of trainings and other things that you can get involved in. They Include:

One-Day Supplemental Leader Trainings-Times and Locations will be announced during camp unless otherwise noted here:

1. Safe Swim Defense-Learn the basics of keeping your scouts safe during swimming activities. Required for Tour Permit approval of swimming activities
2. Safety Afloat-Learn the basics of keeping your scouts safe during boating activities. Required for Tour Permit approval of boating activities
3. Trek Safely-Learn the basics of keeping your scouts safe during backcountry trips and long term treks.
4. Climb on Safely-Learn the basics of keeping your scout safe during climbing activities. Required for Tour Permit approval of climbing activities
5. Scouting Safety-General review of scouting safety policies, including driving safety and the Sweet 16 of BSA Safety
6. Youth Protection-Required course for all BSA leaders to be considered trained. A leader without this training is absolutely unacceptable. It is recommended that leaders retake this course at least every two years.

Multi-Day Supplemental Leader Trainings-These courses are more involved and take several days of classes to complete. All are taught in conjunction with a class available to scouts that are listed.

1. Leave No Trace-The National Standard in Camping and Outdoor Ethics. This awareness workshop will familiarize leaders with Leave No Trace Camping Practices to be used during all unit campouts. **Course runs all week during 2nd period at the Scoutcraft Area.**



2. BSA Aquatics Supervision- Swimming and Aquatic Rescue-A new course that replaces BSA Lifeguard. This course is open to all Troop Leaders and Scouts over age 16. Training for *BSA Swimming & Water Rescue* provides BSA leaders with information

and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by *Safe Swim Defense* training. Completion of the practical and written exams will result in a three-year certification. **This course runs all week and is taught in conjunction with 1st period Lifesaving Merit Badge at the Aquatics Area.**



3. BSA Aquatics Supervision- Basic Paddle Craft Safety-A new course for all Troop Leaders and Scouts over age 16. *BSA Paddle Craft Safety* expands *Safety Afloat* training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water. Persons completing the training should be better able to access their preparation to supervise paddle craft activities. Completion of the practical and written exams will result in a three-year certification. **This course runs all week and is taught in conjunction with 1st period Canoeing Merit Badge at the Aquatics Area.**

4. Introduction to Outdoor Leader Skills-Interested leaders will be given a series of tasks to complete and skills to demonstrate. Those who complete the list will receive credit for Introduction to Outdoor Leader Skills Training which is required to be a “trained” Scoutmaster or Assistant Scoutmaster.



2010 Special Programs

Communications Merit Badge

Counselor: John Moore

Overview: Scouts who come prepared will be able to complete this Eagle Required Merit Badge while at camp.



Target Group: Older Scouts beginning to work on Star, Life and Eagle Requirements and needed merit badges.

Time: Monday Siesta

Required Pre-Camp Work and Materials:

All materials as outlined below should be brought to camp if a scout desires to complete the badge in the afternoon session. The counselor requests that all items are typed and professional in appearance. All items will be used during discussions with the counselor and group.

Requirement 1: Bring written documentation of whichever option you choose to complete to discuss with the counselor and group.

Requirement 2: Come prepared with either the aid you created to describe yourself (2.a) or your sales plan (2.b) and be prepared to present it to the counselor and group.

Requirement 3: Prepare your 5-minute speech, have note cards to help you give it, and come prepared to give your speech to the counselor and group.

Requirement 4: Bring a typed report of the interview you conduct including the questions you asked and the interviewee's answers. Prepare a brief introduction of the interviewee to be given as if introducing him or her as a guest speaker. Be prepared to show how you would call and invite them to speak at an event.

Requirement 5: Attend a public meeting, type your notes, and come prepared to report to the counselor and group on the meeting.

Requirement 6: Pick a skill to teach. Prepare a poster with step-by-step instructions and pictures to use as a teaching aid. Come prepared to teach the skill to the counselor and group.

Requirement 7: Bring written documentation of whichever option you choose to complete.

Requirement 8: Work with your Troop to plan a troop court of honor. Bring a copy of the script and program you plan to use. If the court of honor has already taken place bring evidence that you served as master of ceremonies.

BSA Historic Merit Badges

As part of the 100th Anniversary Celebrations of 2010, the BSA has re-released four of the original Merit Badges from 1910. They include Signaling, Tracking, Pathfinding, and Carpentry. These badges are only available for Scouts to earn during 2010. Any Scout who does complete one or more than one of these merit badges can count them toward the number of elective merit badges needed for rank advancement.

Program Purpose

100 years ago there were no power tools and everyday items had to be made by hand. 100 years ago being able to track animals was sometimes the difference between putting food on the table or going hungry. 100 years ago there were no gps navigation tools and a person had to use his brain and remember how to get from place to place. 100 years ago there were no cell phones or computers and people had to figure out ways to communicate over large distances. The 2010 Historical Merit Badge program is intended to give today's scouts a taste of what it was like to be a scout 100 years ago, to experience life without many of today's modern conveniences that they often take for granted. As Camp Potomac offers Scouts a chance to begin working on these badges, keep in mind the intention of the program, and encourage your scouts to complete requirements as they are intended, in the way that scouts would have had to complete them 100 years ago.

Program Scheduling

To accommodate all scouts without taking time away from other merit badge classes, the Historical Merit Badges will be offered Monday and Tuesday evenings from about 7 to 9 PM. All interested scouts will be divided into two groups and will rotate between badge sessions. For example, on Monday evening, group one will work on Carpentry the entire time, while group two spend will be split in half with each half working about 1 hour working on Signaling and Tracking then switching. On Tuesday Evening, group two will work on Carpentry while group one works on Signaling and Tracking. See below for scheduling information for Pathfinding.

Who are these Special Programs For?

The Historical Merit Badge Program is intended for all interested scouts and leaders to participate in and experience scout skills of the past.

Pre-Camp Work, Materials, and Costs

Many of the skills involved in the Historical Merit Badge series are very different from things that today's scouts are used to doing. Do to this, if scouts want to complete the various requirements found below, they will need to start practicing. Unless a scout comes prepared, these classes will serve as introductions to skills for Scouts to practice and get signed off later. Because these badges can count toward rank advancement, just like requirements for any other regular merit badge, a scout must complete the requirement before it will be signed of by a member of Camp Potomac's staff. Just trying is not enough. See the individual badge requirements below for a statement of what is being looked for in **bold**.

Carpentry

Requirements

To obtain a Merit Badge for Carpentry, a Scout must:

1. Demonstrate the use of the rule, square, level, plumb-line, mitre, chalk-line and bevel.
2. Demonstrate the proper way to drive, set, and clinch a nail, draw a spike with a claw-hammer, and to join two pieces of wood with screws.
3. Show correct use of the cross-cut saw and of the rip-saw.
4. Show how to plane the edge, end and the broad surface of a board.
5. Demonstrate how to lay shingles.
6. Make a simple article of furniture for practical use in the home or on the home grounds, finished in a workmanlike manner, all work to be done without assistance.



Scouts will work to build a piece of furniture needed at Camp Potomac. All work will be done with hand tools. Work Gloves are recommended.

Resources

Original Merit Badge Book: <http://www.scouting.org/filestore/pdf/Carpentry.pdf>

New BSA Information: http://www.scouting.org/filestore/pdf/historic_carpentry_new.pdf

Pathfinding

Because so much of this merit badge must be done before camp, we recommend you work on this one completely at home, if not, scouts will need to bring all needed information with them to go over with counselors during their free time or Siesta.

Special Note: Anywhere in these requirements that mention the “local scout headquarters” they are talking about the place where a scout’s unit meets, not the Potomac Council Service Center. There were no Council Service Centers in 1910!

Requirements

To obtain a Merit Badge for Pathfinding, a Scout must:

1. In the country, know every lane, bypath, and short cut for a distance of at least two miles in every direction around the local scout headquarters; or in a city, have a general knowledge of the district within a three-mile radius of the local scout headquarters, so as to be able to guide people at any time, by day or by night.



2. Know the population of the five principal neighboring towns, their general direction from his scout headquarters, and be able to give strangers correct directions how to reach them.
3. If in the country, know in a two mile radius, the approximate number of horses, cattle, sheep, and pigs owned on the five neighboring farms; or, in a town, know, in a half-mile radius, the location of livery stables (**public parking lots**), garages (**gas stations**), and blacksmith shops (**mechanics**).
4. Know the location of the nearest meat markets, bakeries, groceries, and drug stores.
5. Know the location of the nearest police station, hospital, doctor, fire alarm, fire hydrant, telegraph and telephone offices, and railroad stations.
6. Know something of the history of his place; and know the locations of its principal public buildings, such as the town or city hall, post-office, schools, and churches.
7. Submit a map not necessarily drawn by himself upon which he personally has indicated as much as possible of the above information.

Remember the intention of this badge, to think about what it was like in 1910. Scouts did not have gps', they did not have the internet to look stuff up; they had to know it from memory. If a scout does work on this badge at camp, Camp Potomac's staff will be expecting scouts to come prepared to meet the requirements from memory.

Resources

Census Records: <http://www.census.gov/popest/cities/SUB-EST2008-4.html>

Original Merit Badge Book:

http://www.scouting.org/filestore/pdf/Pathfinding_MBP_Historical.pdf

New BSA Information:

http://www.scouting.org/filestore/pdf/historic_pathfinding_new.pdf

Signaling

Requirements

To obtain a Merit Badge for Signaling, a Scout must:

1. Make an electric buzzer outfit, wireless, blinker, or other signaling device. (**Scouts will make semaphore flags**)
2. Send and receive in the International Morse Code, by buzzer or other sound device, a complete message of not less than 35 words, at a rate of not less than 35 letters per minute.
3. Demonstrate an ability to send and receive a message in the International Morse Code by wigwag and by blinker or other light signaling device at a rate of not less than 20 letters per minute.
4. Send and receive by Semaphore Code at the rate of not less than 30 letters per minute.



5. Know the proper application of the International Morse and Semaphore Codes; when, where, and how they can be used to best advantage.
6. Discuss briefly various other codes and methods of signaling which are in common use.

Due to time, unless a scout practices before camp and comes proficient in the signaling methods required, we will only be doing an introduction so they have something to build upon after camp and meet the requirements.

Resources

Original Merit Badge Book:

http://www.scouting.org/filestore/pdf/Signaling_MBP_Historical.pdf

New BSA Information: http://www.scouting.org/filestore/pdf/historic_signaling_new.pdf

Morse Code: <http://www.learnmorsecode.com/>

Morse Code: <http://www.wikihow.com/Learn-Morse-Code>

Semaphore: <http://scoutdocs.ca/Documents/Semaphore.php>

Semaphore: <http://www.marinewaypoints.com/learn/flags/semaphore/semaphore.shtml>

Semaphore: <http://www3.sympatico.ca/lar.richardson/semaload.htm>

Tracking

Requirements

To obtain a Merit Badge for Carpentry, a Scout must:

1. Demonstrate by means of a tracking game or otherwise, ability to track skillfully in shelter and wind, etc., showing how to proceed noiselessly and “freeze” when occasion demands.
2. Know and recognize the tracks of ten different kinds of animals or birds in his vicinity, three of which may be domestic.
3. Submit satisfactory evidence that he has trailed two different kinds of wild animals or birds on ordinary ground far enough to determine the direction in which they were going, and their gait or speed. Give the names of animals or birds trailed, their direction of travel, and describe gait and speed; or submit satisfactory evidence that he has trailed six different kinds of wild animal or birds in snow, sand, dust, or mud, far enough to determine the direction they were going and their gait or speed. Give names of animals or birds, their direction of travel, and describe gait and speed.
4. Submit satisfactory evidence that he has tracked a human being and deducted from the trail whether it was a man or woman, young or old, the gait or speed, and also give any other information deduced.
5. Submit evidence that he has scored at least 30 points from the follow groups: Group (f) and 4 of the 5 groups (a), (b), (c), (d), (e) must be represented in the score of 30 and at least 7 points must be scored from (a), (b), or (c). Make clear recognizable photographs of



- a. Live Bird away from nest (4 points each)
 - b. Live woodchuck or smaller wild animal (3 points each)
 - c. Live wild animal larger than woodchuck (4 points each)
 - d. Live bird on nest (3 points each)
 - e. Tracks of live wild animal or bird (2 points each)
- AND
- f. Make satisfactory plaster cast of wild animal or bird tracks with identification imprint on back of cast. (2 points each)

Again, due to time, this will be an introduction to many of these skills unless Scouts come prepared showing they have done many of these things before camp.

Resources

Original Merit Badge Book:

http://www.scouting.org/filestore/pdf/Stalking_MBP_Historical.pdf

New BSA Information: http://www.scouting.org/filestore/pdf/historic_tracking_new.pdf

Tracks and Tracking Skills: <http://www.bear-tracker.com/>

Tracking Skills: http://www.ussartf.org/animal_tracking.htm

Collected Tracking links and resources: <http://42explore.com/animaltracks.htm>



The Scoutmaster must be alert to check badge hunting as compared with badge earning. -Baden-Powell