

2014 PROPOSED ADVANCEMENT SCHEDULE

This is a tentative schedule for use in advancement planning. Please note that it may be subject to minor changes.

	Aquatics	Scoutcraft	Nature	Shooting Sports	Handicraft	High Adventure	Arts / Safety
9 am	Lifesaving Kayaking Canoeing	Camping Wilderness Survival	Fishing Environmental Science Reptile & Amphibian Study	Rifle Shooting Archery	Handicraft Duo Sculpture Indian Lore	Sports	Chess
10 am	Lifesaving Kayaking Whitewater <i>Swimming & Water Rescue Training</i>	Camping Pioneering Wilderness Survival	Astronomy Geology Nature Soil & Water Conservation	Rifle Shooting Archery	Photography Textiles Art	Climbing	Chess
11 am	Swimming Small Boat Sailing Rowing <i>Paddle Craft Safety Training</i>	Geocaching Camping Fire Safety	Forestry Environmental Science Fish & Wildlife Management Space Exploration	Shotgun Shooting	Art Textiles Handicraft Duo	Climbing Cycling	First Aid Citizenship in the Nation
12 pm	Swimming Small Boat Sailing	Orienteering Cooking (until 1:50, includes lunch daily)	Energy Weather	Shotgun Shooting	Sculpture	Climbing	Scouting Heritage
1 pm		Geocaching Cooking (continued)	Space Exploration Mammal Study	Archery	Handicraft Duo		First Aid

NOTE ☞ *Pathways, the Integrated New Scout Program, meets daily from 9am until 12 noon. Pathways participants take lunch at 12 noon and a merit badge of their choosing at 1pm.*

Prerequisites for Merit Badges

Difficulty rankings are on a scale of 1-5 with 5 the most challenging.
Prerequisites are from the **2014 Scout Requirements Handbook**.

Area & Badge	Difficulty	Pre-Requisites
Aquatics		
Canoeing	4	Be a swimmer
Kayaking	3	Be a swimmer
Lifesaving	5	1a, Swimming MB, bring old long pants & long sleeve shirt
*Rowing	4	Be a swimmer
Small Boat Sailing	5	Be a swimmer
Swimming	4	Be a swimmer, 3, bring old long pants & long sleeve shirt
Whitewater	5	Be a swimmer, 3- must have Canoeing MB
Shooting Sports		
*Archery	3	None (fee \$1-2)
Rifle Shooting	4	1f (bring hunter ed cert if have)
*Shotgun Shooting	5	1f (bring hunter ed cert if have), (fee \$25+)
Nature-Ecology		
Astronomy	4	5b-c-d, 8, binoculars helpful
Bird Study	5	5, 7
Energy	4	4, 6
Environmental Science	5	3e
*Fishing	2	7, Proper gear (license if 16)
Fish & Wildlife Management	3	None
Fly-Fishing	5	8, Proper gear (license if 16)
Forestry	4	None
Geology	5	None
Insect Study	5	4, 5a, 7, bring collection
Mammal Study	2	None
*Nature	3	None (fishing gear helpful)
Reptile & Amphibian Study	3	8
Soil & Water Conservation	3	None
*Space Exploration	4	2, 5 (fee \$7-12)
*Weather	3	None
Special Arts Program		
Bugling	5	6, bring instrument
Chess	3	Have game knowledge
Citizenship-Nation	5	Age 14+, written: 2, 3, 6, 8
Music	4	3
*Scouting Heritage	3	4, 5, 6-bring, 7, 8
Health & Safety		
First Aid	3	2d-bring kit- use p.127 of latest BS Handbook for expectations of kit contents (possible fee)

Area & Badge	Difficulty	Pre-Requisites
Scoutcraft		
Backpacking	5	10, 11, backpack
Camping	4	9, bring a tent & backpack
*Cooking	5	5=bring parent note, evals, study 'MyPlate' food guide
Fire Safety	3	6a
Geocaching	3	7, 8, 9, GPS unit if owned
Hiking	5	5, 6, 7
Orienteering	4	None
*Pioneering	5	None
Wilderness Survival	4	5 -bring kit to camp
High Adventure/COPE		
Climbing	5	age 12+, sturdy long pants
*Cycling	5	7: Opt A- b,c; Opt B- c, d
Sports	3	4, 5
Handicraft		
*Art	3	6
Basketry	1	None (fee \$5-7)
*Indian Lore	4	1 (fee \$15-17)
*Leatherwork	2	None (fee \$5-7)
Photography	3	35mm or digital camera with flash, 2 rolls film or memory card, (fee for film development \$7-9)
Wood Carving	2	2a (fee \$1-2)
Textiles	3	2a & research 2b-2c-2d
Sculpture	3	None

Please Be Aware...

The note "fee" generally means that the Scout may wish to/need to purchase a kit or aid from the camp Trading Post to help him meet certain badge requirements. Approximate costs are listed above.

The following badges are by special arrangement only. Scouts are expected to be proficient in all required knowledge and skills before arrival at camp and bring with them any needed gear, projects, and/or pre-requisites: Bugling, Music, Bird Study, Insect Study, Fly-Fishing, Backpacking, and Hiking.

* Please note these starred badges have requirements that were revised or changed as of January 1, 2014. Goose Pond Scout Reservation will require that the new 2014 requirements be met to complete the badge.

More Regarding Merit Badges

Scouts should have or borrow a current copy of the merit badge pamphlet for the badges they are attempting. Furthermore, Scouts should read the pamphlet and be familiar with the content. Generally, a good supply of current pamphlets is available for sale in the camp Trading Post or at the Scout Shop at the Council Service Center. Many are also available through a Troop library.

Regarding "Notes" and Prerequisite work for Merit Badges:

The practice of unit leaders or parents writing notes regarding a Scout's completion of merit badge requirements has become a difficult issue for the staff. In some cases, such as the camping requirement for Camping merit badge, certification from a unit leader or knowledgeable adult is appropriate. In most other cases, however, Goose Pond discourages this practice. Any work completed prior to camp should be **brought** to camp and **demonstrated** for the counselor. As with partial cards, each counselor may ask Scouts to show knowledge and skills of the requirements (such as a list of camping trips, or an explanation of how they built their rocket) even if a note from a unit leader is submitted.

The prerequisites listed on the previous page are the absolute minimums that need to be done prior to camp to complete the badge, however, there are many other requirements that can be prepared in advance in order to lessen the time needed by Scouts in the evenings or other free-times to complete requirements. Many badges do have work that needs to be completed outside of the scheduled daily hour of instruction. Encourage Scouts to review the requirements to see what additional items can be completed in advance of camp. Additionally, leaders are encouraged to stop by Program Areas during the week to check on Scout's progress.

The Handicraft Duo:

Basketry is offered as a combination with either Woodcarving or Leatherwork in one session. Scouts can choose from a combo of either Basketry and Woodcarving, **or** Basketry and Leatherwork. The scheduled sessions will concentrate on the necessary skills, safety, and instruction, and Scouts can work on the associated handicraft projects during the afternoon open period or in their campsites. If Scouts already have one or the other of these merit badges, they can earn the other through individual instruction during afternoon open area. Separate "blue cards" are required for each badge.

Leaders Offering "Extra" or Additional Merit Badges:

In the past, adult Troop leaders have been approached by Scouts in camp to instruct badges during the week. This practice has led to concern from parents and leaders as to why and how these badges were being offered under the auspices of Goose Pond. As a result, Goose Pond, in concert with the Council Advancement Committee, has established the policy that no additional merit badges be offered to any youth by any Troop leaders or parents at summer camp without permission of the Camp Director and/or Program Director. This includes individualized instruction.

We do wish to continue to utilize the vast skills and knowledge of our leaders to help instruct and add depth to the established list of Merit Badge offerings at camp. You are some of our best resources! As it has been for many years, we are still happy to allow leaders to instruct badges they are **currently registered as merit badge counselors for** and have special expertise in, to Scouts in camp. However this type of instruction is based on permission from the Program Director or Camp Director and should be prearranged.

Merit Badge Applications a.k.a "Blue Cards":

Blue cards are available in quantity for purchase in the camp Trading Post by Troop Leaders. Remember, the Unit Leader must sign the Scout's card **before** he may begin the badge. All cards and other advancements are returned to Troop Leaders at the Closing Campfire on Friday. Leaders should review all materials Friday evening and resolve any questions or issues related to advancement with the Program Staff after breakfast on Saturday morning. We can quickly and easily correct errors or discrepancies before you depart. Clarity fades quickly as time goes by.