

CRATER DISTRICT MERIT BADGE CAMPOUT



APRIL 7 – 9, 2006

Sponsored by Karakona Chapter 19

APRIL 2006 MERIT BADGE CAMPOUT

Merit Badge Program

Order of the Arrow Karakona Chapter 19 and Crater District invite your unit to the April 2006 Merit Badge Campout, Apr. 7-9, 2006, at Albrights Scout Reservation. The staff has worked hard to present a quality weekend merit badge program that will be attractive to all scouts, including those who are looking for opportunities to complete badges required for the Eagle Scout Award. *Please read this leaders' guide carefully so your scouts will be able to take full advantage of this program.*

The following merit badges will be offered:

- Archaeology
- Art
- Astronomy (weather permitting)
- Auto Mechanics
- Cinematography
- Crime Prevention
- Electricity
- Emergency Preparedness
- Environmental Science
- Fingerprinting
- Fire Safety
- First Aid
- Handicap Awareness
- Home Repair
- Indian Lore
- Leatherwork
- Metalwork
- Model Design
- Music
- Orienteering
- Pioneering
- Sculpture
- Textile
- Truck Transportation

Most of the above merit badges will require scouts to complete prerequisites before the Campout. Prerequisites are listed under each merit badge later in this guide. This list is subject to change.

SCOUTS MUST BRING THEIR COMPLETED PREREQUISITES, AS DESCRIBED IN THIS GUIDE, TO THE CAMPOUT IN ORDER TO COMPLETE MERIT BADGES.

It is the responsibility of the Scoutmaster of each unit to inform scouts of the prerequisites that must be completed before the merit badge weekend and of their obligation to bring evidence of completion, including written reports, charts, and letters from parents. Scouts should read the merit badge pamphlet before the campout and must have the pamphlet, paper and pencil with them at the campout. Scouts should be prepared to participate fully in discussions and activities.

Scoutmasters must complete and sign blue cards for each scout in their unit, listing name, unit number, district, and name of merit badge. Blue cards filled out in this manner must be turned in Friday night. **Blue cards lacking the above information will not be accepted by merit badge counselors.** Scoutmasters also are expected to have typed lists of scouts taking each merit badge. Lists should be emailed in advance to Marigene Little at thomas.d.little@lee.army.mil or Shawn Smith at atmomtrieste@aol.com.

Merit badge classes will begin at 9:00 and will end at 4:00.

General Information

Registration

1. All units must have valid tour permits.
2. The deadline for registration is March 31, 2006.
3. The registration fee is \$10.00 per registered person.

Prohibitions

The usual prohibitions that apply for scouting activities are in effect for the campout, including:

1. No sheath knives allowed.
2. No cutting of live wood.
3. No firearms or fireworks.
4. No vehicles allowed in campsites.
5. Park only in designated areas.
6. Fires only in fire barrels or designated fire rings. No unattended fires.
7. No alcohol or illegal drugs allowed.
8. Class "B" uniform required for opening ceremony and merit badge classes. Class "A" uniform required for campfire and chapel ceremony.
9. Profanity and disrespectful behavior not allowed.
10. No radios or boom boxes without headphones.
11. No littering.
12. Troops must pack out their own trash.

Campout Contacts:

Ralph Orr: (804) 452-4152
Phil Hagerich: (804) 862-2680
Marigene Little: (804) 458-2869
Shawn Smith: (804) 520-8739

Campout Schedule

Dates: April 7 – 9, 2006

Location: Albrights Scout Reservation

Friday, April 7, 2006

5 p.m. to 9 p.m.

Troop check-in and registration. Fee is \$10.00 per person. Check -in will be at the main pavilion.

9:30 p.m.

Scoutmasters and Senior Patrol Leaders turn in merit badge cards.

10:30 p.m.

TAPS. All scouts are bedded down and **QUIET**.

Saturday, April 8, 2006

7 a.m.

Reveille and breakfast.

8:15 a.m.

Scoutmasters and Senior Patrol Leaders meeting.

8:45 a.m.

Opening ceremony

9 a.m. - 12 p.m.

Morning merit badge classes

12 p.m. - 1 p.m.

Lunch

1 p.m. - 4 p.m.

Afternoon merit badge classes

4 p.m. - 7 p.m.

Free time.

7 p.m. - 8 p.m.

Campfire and OA call-out. Cracker barrel immediately following.

8 p.m. - 9 p.m.

Scoutmasters and Senior Patrol Leaders meeting.

10:30 p.m.

Taps and all quiet in campsites.

Sunday, April 9, 2006

7 a.m.

Reveille and breakfast

8:30 a.m.

Chapel service. Class "A" uniform required.

10 a.m.

Troop check-out. Troops must pack out their own trash.

April 2006 Merit Badge Campout Advanced Registration

Please register Troop _____ for the April 2006 Merit Badge Campout,
April 7 – 9, 2006 at Albrights Scout Reservation.

We will have _____ scouts at \$10.00 each and _____ adults at \$10.00 each.

We will have _____ scouts and _____ adults for OA call-out (if you need unit
elections, contact your Unit Elections chairman).

Total fee enclosed \$_____.

Checks payable to: Heart of Virginia Council, BSA

Mail to: Crater District Merit Badge Campout
 Heart of Virginia Council
 4015 Fitzhugh Avenue
 P.O. Box 6809
 Richmond, VA 23230

Unit Contact Information (please print)

Name: _____
Telephone: _____
E-mail: _____

Please register by March 31, 2006.

Merit Badges & Prerequisites

Scouts must have merit badge pamphlet, paper and pencil

Archaeology - Morning Class

Complete requirements 4 and 11 at home (not looking for large reports – just the basic information in a few paragraphs).

Art - Morning and afternoon classes – Cost \$2.00

Astronomy (weather permitting) - Evening class Friday and Saturday
Night 8:30 PM

Auto Mechanics – Morning and afternoon classes

Complete requirements 1, 4A(1), 4B(1), 4C(1), 4D, 4E, and 11 at home

Cinematography - Afternoon class

Camcorder, tape and fully charged battery required. A tripod would be helpful but is not required. 2 Scout may share 1 camcorder.

Crime Prevention - Morning and afternoon classes

Dog Care - (KRIS JONES DVM)

Electricity - All day class

Emergency Preparedness - All day class

Complete requirements 2B and 6C at home.

Environmental Science - All day class

Complete requirements 1, 2, 4 and 5

Fingerprinting

Fire Safety - All day class

Complete requirements 6a and 6b at home.

First Aid - All day class

Complete requirement 1 at home and bring First Aid Kit (req. 2B)

Home Repair - Do all requirements at home. Write a short write-up including what you did and how you did it. Have your parents sign it and bring it to the campout.

Indian Lore - All day class. Make an article of clothing or make and decorate 3 hand items. Know the tribe represented and year.

Leatherwork - Classes run all day (takes about 45 minutes)
Cost \$5.00

Metalwork- Classes run all day (takes about 45 minutes)
Cost \$2.00

Model Design - Classes run all day
Cost \$ 3.00

Music –Classes run all day (takes about 45 minutes)

Orienteering - All day class
Read merit badge pamphlet at home

Pioneering - All day class
Understand requirements and know how to tie knots and splices in requirements 3 and 4

Sculpture - Classes run all day
Cost \$2.00. Merit badge pamphlet not required

Textile - Classes run all day
Cost \$2.00. Merit badge pamphlet not required

Truck Transportation

VETERINARY MEDICINE (KRIS JONES DVM)

Weather (DAVID JONES)

Archaeology Merit Badge

4. Do two of the following:

a. Gather research on 3 archaeological sites outside the U.S. Point out each site on a world map. Explain how each site was discovered. Describe some of the information from the past that has been found at each site. Explain how the information gained from the study of these sites answers questions that archaeologists are asking and how the information may be important for modern people. Compare the relative ages of the sites.

b. Gather research on 3 archaeological sites that are within the U.S. Point out each site on a map. Explain how each site was discovered. Describe some of the information from the past that has been found at each site. Explain how the information gained from the study of these sites answers questions that archaeologists are asking and how the information may be important for modern people. Compare the relative ages of the sites.

11. Do one of the following:

a. Research American Indians who live or once lived in your area. Find out about traditional life ways, dwellings, clothing styles, arts and crafts, and methods of food gathering, preparation, and storage. Describe what you would expect to find at an archaeological site for these people.

b. Research settlers or soldiers who were in your area at least 100 years ago. Find out about the houses of forts, ways of life, clothing styles, arts and crafts, and dietary habits of the early settlers, farmers, ranchers, soldiers, or townspeople who once lived in the area where your community now stands. Describe what you would expect to find at an archaeological site for these people.

Dog Care - (KRIS JONES DVM)

4. For two months, keep and care for your dog.*
Maintain a log of your activities during this period that includes these

items: feeding schedule, types of food used, amount fed, exercise periods, training schedule, a weekly body weight record, grooming and bathing schedules, veterinary care, if necessary, and costs. Also include a brief description of the type of housing/shelter arrangements you have for your dog. Bring your log to the campout.

5. Explain the correct way to obedience train a dog and what equipment you would need. Show with your dog any three of these commands: "come", "sit", "down", "heel", "stay", "fetch" or "get it", and "drop it". Bring a note from your parents verifying that your dog did these commands for you.

Anyone who is unable to complete these requirements before the campout, may complete them at a later date, Dr. Jones will hold your bluecard and mail it to you after you complete the requirements and mail them to her, along with a note from your parent or scoutmaster verifying the requirements.

VETERINARY MEDICINE (KRIS JONES DVM)

6. DO ONE OF THE FOLLOWING:

a.) Visit a veterinary clinic, hospital, or veterinary referral teaching hospital that does work in one of the practices listed in requirement 1. Spend as much time as you can observing the veterinarians and their staff. Write a report on what you observed and learned at the facility. Share your report with your counselor. Bring this report to the campout.

b.) Spend as much time as possible with a veterinarian who works in one of the fields listed in requirement 2. Learn about what special training beyond veterinary medical school may have been required for that position. Learn about any special or unusual activities required of this position. Write a report about what you have learned about this field of veterinary medicine. Include in your report how this field serves the needs of the general public. Share your report with your counselor. Bring this report with you to the campout.

THESE ARE NEW REQUIREMENTS AS OF 2006. Anyone who is unable to complete these requirements before the campout, may complete them at a later date, Dr. Jones will hold your bluecard and mail it to you after you complete the requirements and mail them to

her, along with a note from the veterinarian that you visited, verifying the visit.

Weather: (DAVID JONES)

8. Do ONE of the following
 - a. Make one of the following instruments: wind vane, anemometer, rain gauge, hygrometer. Keep a daily weather log for 1 week(or longer) using information from this instrument as well as from other sources such as local radio and television stations or NOAA Weather Radio. The following information should be recorded at the same time every day: wind direction and speed, temperature, precipitation, and types of clouds. Be sure to make a note of any morning dew or frost. In the log, also list the weather forecasts from radio or television at the same time each day and show how the weather really turned out. Bring the log with you to the campout.
 - b. Visit a National Weather Service office or talk with a local radio or television weathercaster, private meteorologist, local agricultural Extension service office, or university meteorology instructor. Find out what type of weather is most dangerous or damaging to your community. Determine how severe weather and flood warnings reach the homes in your community. Bring a note from the person/place that you visited documenting the visit.
9. Do ONE of the following:
 - a. Give a talk of more than five minutes to your unit explaining the camping safety rules in the event of lightning, flash floods, and tornadoes. Before your talk, show your outline to your counselor for approval. Be prepared to give this talk at the campout.
 - b. Read several articles about acid rain and give a prepared talk of more than five minutes about the articles to your unit. Before your talk, show your outline to your counselor for approval. Be prepared to give this talk at the campout.

Anyone who is unable to complete these requirements before the campout, may complete them at a later date, Mr. Jones will hold your bluecard and mail it to you after you complete the requirements and mail them to him, along with a note from your parent or scoutmaster verifying the visits.

Directions to Albrights Scout Reservation

From I-95, take Temple Avenue exit. Turn left at light. Follow Temple Avenue to the Boulevard (Rte. 301) and turn left. Turn right at Dupuy Rd. (by the WaWa convenience store). At the end of Dupuy Rd. after you pass Virginia State University, turn right onto River Rd. You will cross a bridge over the train tracks. Stay on River Rd. for about 10 miles until Trench Rd. There is a big microwave tower. Turn left on Trench Rd. for about 1.5 miles. Turn left into Albrights Scout Reservation and follow signs to Registration.