

## Braddock's Brigade

### our first year camper program

Our first year camper program has been a fantastic success in the past! With recent revisions we are set to offer a top notch program to your newer Scouts. The program allows first year Scouts to enter a five-day program which mixes outdoor skills, Scouting values, and FUN! Multiple offerings of the five core skill sets allow for low instructor to camper ratio. Braddock's Brigade incorporates the majority of rank requirements from Tenderfoot to First Class, as well as a variety of classic Scouting games and activities while focusing on the patrol method.

- Leader's assistance in the area is always welcome, and Troops that send more than five boys are encouraged to send at least one leader. See page 39 for detailed information.

## Merit Badge Program

### very important stuff, please read carefully!

Scouts will attend a number of instruction and review sessions with the counselors. A few things to keep in mind:

- Just because a Scout attends a session, this does not mean that he passes the requirements that were taught that day. Scouts are usually taught as a group, but are reviewed individually.
- Instruction begins on Mondays for all badges. However, work can be started at any time throughout the week on most badges. Please see the area director in each program area if a Scout would like to begin a badge mid-week. Scouts who begin badges mid-week typically will not complete the badge at camp.
- If a Scout is going to miss an instruction session, he needs to let the counselor know to set up a make-up appointment.
- Troop leaders are encouraged to monitor the progress of their Scouts in each merit badge. Daily reports will be available through the unit mailboxes in the Program Halls to help keep Troop leaders informed about the status of each Scout's advancement.
- Counselors maintain instruction records for each badge, noting each Scout's attendance and progress in completing requirements. We maintain a record of this after camp at Flag Plaza Scout Center.
- On Friday evening after the campfire, merit badge cards are signed by members of the staff and are made available for inspection in the Program Hall by troop leaders. Please do not remove the cards from the building. All cards will be turned over to unit leaders during check-out on Saturday morning.

### Merit Badge Cards

A Scout must present the counselor with a merit badge card signed by his Scoutmaster. Merit Badge Applications (blue cards) will be collected by the respective instructors on the first day of class. Heritage Reservation will accept the standard three part merit badge cards issued by National Supply. They will also be provided at the Program Hall on request.

### Merit Badge Preparation

Each Scout should determine what merit badges he wants to work on before he gets to camp and complete preparation on as many requirements as possible before camp. Many merit badges cannot be completed at camp without some prior work or preparation. If this prior work is not done, the Scout can only earn a partial in those merit badges at camp. The Scout must bring a merit badge card with completed requirements signed by a home merit badge counselor as evidence of work completed. The camp staff will not abbreviate or short cut any requirements.

# All About Prerequisites

understanding what can be done in camp and out of camp

Preparation  
Eagle Base  
Independence  
Liberty / Freedom  
Life in Camp  
Promotion  
Registration  
Resources

## Starting Requirements (SR)

These are requirements that the Scout needs to complete before taking the merit badge/activity. For example, a Scout must complete First Aid Merit Badge before starting Emergency Preparedness. If the Scout has not completed these Starting Requirements before coming to Heritage, they will not be able to sign up for the merit badge/activity. See the example below.

## Prerequisites (P)

These are requirements that the Scout needs to complete before camp if they want to complete the merit badge/activity while at camp. For example, a Scout must complete requirement 10 of Medicine before coming to Heritage if they want to complete it while at camp. Prerequisites are shown with a (P) noting under the Requirement column. See the example below.

## Post Camp Requirements (PC)

These are requirements that the Scout will need to complete after camp. For example, a Scout must complete Requirement 7d of Cooking after completing requirements 7a, b and c at camp. Post Camp Requirements are shown in the Requirements column listed with a (PC). See the example below.

## Levels of Difficulty

Listed in parentheses after each merit badge/activity is a letter that indicates its difficulty.

- (A) - Difficult merit badge/activity, for older scouts with three or more years in Scouting.
- (B) - Appropriate for advancing Scouts with two or more years in Scouting.
- (C) - Easy merit badge/activity, appropriate for all Scouts.

## Comments

Comments listed for each merit badge/activity provide additional details that will help you in your planning and preparations.

Merit badge	Requirements*	Comments
Rowing (C)	Be a swimmer (SR)	Current CPR certification card fulfills Req. 2
Energy (A)	1a (P), 4 (P)	Bring your log of Req. 4 to camp
Cooking (B)	7d (PC)	Meets for additional cooking times.

**Requirement numbers listed are taken from the Merit Badge Requirements listing on <http://www.scouting.org>. Merit badge pamphlets may have incorrect or outdated requirements listed so please refer to the web site or current Boy Scout Requirements Book when inquiring about requirement specifics.**

## Completing Requirements After Camp

Sometimes it is not possible to complete all of the merit badge requirements at camp due to time requirements, approvals and/or proper instruction. As a result, Scouts will receive a partial at camp and are encouraged to find an approved Troop or District counselor to finish at home.

# Preparation **Advancement & Activity Schedule**

when and where you will find every activity

Eagle Base

Independence

Liberty / Freedom

Life in Camp

Promotion

Registration

Resources

Area	9:00	9:30	10:00	10:30
<b>Aquatics</b>	Canoeing MB (18)			
	Sailing MB (18)			
	Swimming MB* (24)			
	Lifesaving MB* (12)			
	Motorboating MB (8)			
	Paddle Craft Safety (12)			
	Kayaking BSA (11)		Kayaking BSA (11)	
<b>Braddock's Brigade</b>	Mile Swim BSA (18)		Snorkeling BSA (12)	
	First Aid Skills (16)		Outdoor Skills (16)	
	Outdoor Skills (16)		Ecology Conservation Skills (16)	
<b>Eagle Base Programs</b>	Shotgun Shooting MB (8)			
	Climbing MB (9)			
	Watersports MB (6)			
	Project C.O.P.E. (6)			
	Plumbing MB (8)			
<b>Ecology / Conservation</b>	Environmental Science MB* (12)		Environmental Science MB* (12)	
	Mammal Study MB (12)		Geology MB (12)	
	Reptile & Amphibian MB (12)		Weather MB (12)	
	Plant Science MB (12)		Soil & Water Cons. MB (12)	
	Oceanography MB (12)		Bird Study MB (12)	
<b>Field Sports</b>	Rifle Shooting MB (16)			
	Archery MB (16)			
<b>Handicraft</b>	Art MB (12)		Leatherwork MB (12)	
	Space Exploration MB (12)		Sculpture MB (12)	
	Woodcarving MB (12)		Woodcarving MB (12)	
	Photography MB (12)		Photography MB (12)	
	Fingerprinting MB (12)**		Fingerprinting MB (12)**	
	Basketry MB (12)***		Basketry MB (12)***	
<b>Scoutcraft</b>	Camping MB* (12)		Camping MB* (12)	
	Fishing MB (12)		Fly Fishing MB (12)	
	Wilderness Survival MB (12)		Wilderness Survival MB (12)	
	Pioneering MB (12)		Cooking MB (12)	
<b>Trail to Eagle</b>	First Aid MB* (12)		Composite Materials MB (12)	
	Cit in the Nation MB* (12)		Cit in the Nation MB* (12)	
	Communications MB* (12)		Communications MB* (12)	
	Emergency Prep MB* (12)		Emergency Prep MB* (12)	

(#) Capacity per camp of the Merit Badge

\* Merit Badge is Required for Eagle

\*\* Merit Badge is offered Wednesday/Thursday

\*\*\* Merit Badge is offered Monday/Tuesday

11:00	11:30	2:00	2:30	3:00
Canoeing MB (18)			Canoeing MB (18)	
Sailing MB (18)			Sailing MB (18)	
Swimming MB* (24)			Swimming MB* (24)	
Lifesaving MB* (12)			Lifesaving MB* (12)	
Motorboating MB (8)			Motorboating MB (8)	
Swimming & Water Recue (12)		Rowing MB (12)		
Instructional Swim (12)		Instructional Swim (12)		
Boardsailing BSA (6)		Boardsailing BSA (6)		
Ecology Conservation (16)		Swimming Skills (32) Tues & Thurs		
First Aid Skills (16)		Hiking Skills (32) Mon, Wed & Fri		
Shotgun Shooting MB (8)		Shotgun Shooting MB (8)		
Climbing MB (9)		Climbing MB (9)		
Watersports MB (6)		Watersports MB (6)		
Project C.O.P.E. (6)		Project C.O.P.E. (6)		
Micro-Trek Day Program (12)				
Home Repairs MB (8)		Electricity MB (8)		
Environmental Science MB* (12)	Environmental Science MB* (12)			
Mammal Study MB (12)	Forestry MB (12)			
Fish & Wildlife MB (12)	Nature MB (12)			
Energy MB (12)	Insect Study MB (12)			
Astronomy MB (12)	Archaeology MB (12)			
Rifle Shooting MB (16)		Rifle Shooting MB (16)		
Archery MB (16)		Archery MB (16)		
Leatherwork MB (12)	Leatherwork MB (12)			
Space Exploration MB (12)	Space Exploration MB (12)			
Sculpture MB (12)	Woodcarving MB (12)			
Photography MB (12)	Pulp & Paper MB (12)			
Fingerprinting MB (12)**	Fingerprinting MB (12)**			
Basketry MB (12)***	Basketry MB (12)***			
Camping MB* (12)	Camping MB* (12)			
Fishing MB (12)	Fly Fishing MB (12)			
Indian Lore MB (12)		Orienteering MB (12)		
Cooking MB (12)		Geocaching MB (12)		
First Aid MB* (12)	First Aid MB* (12)			
Cit in the Nation MB* (12)	American Heritage MB (12)			
Public Speaking MB (12)	Communications MB*(12)			
Emergency Prep MB* (12)	Emergency Prep MB* (12)			

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# Aquatics

Merit badge	Requirements	Comments
Canoeing (B)	Be a Swimmer (SR)	CPR certification card fulfills Req. 2
Lifesaving* (B)	Be a Swimmer (SR), Req. 1a (SR),	CPR certification card fulfills Req. 13. Bring long pants, long sleeve shirt and belt for disrobe
Motorboating (B)	Be a Swimmer (SR)	Swimming MB recommended
Rowing (C)	Be a Swimmer (SR)	CPR certification card fulfills Req. 2
Small-Boat Sailing (B)	Be a Swimmer (SR)	CPR certification card fulfills Req. 1b
Swimming* (C)	Be a Swimmer (SR), Req. 3 (SR)	CPR certification card fulfills Req. 2 Bring light pants and lightweight long sleeve shirt for clothes inflation
Activity	Requirements	Comments
Boardsailing	Be a Swimmer (SR)	Not a Merit Badge
Instructional Swim	None	Not a Merit Badge
Kayaking BSA (C)	Be a Swimmer (SR)	Not a Merit Badge
Mile Swim (A)	Be a Swimmer (SR)	Not a Merit Badge
Paddlecraft Safety (A)	Be a Swimmer and 16 or older (SR)	Not a Merit Badge, replaces BSA Lifeguard for unit level boating activities
Snorkeling (C)	Be a Swimmer (SR)	Not a Merit Badge
Swimming & Water Rescue (A)	Be a Swimmer and 16 or older (SR)	Not a Merit Badge, replaces BSA Lifeguard for unit level swimming activities



# Field Sports

Merit badge	Requirements*	Comments
Archery (B)	None	Extra time for practice needed
Rifle Shooting (A)	None	Extra time for practice needed
See page 37 for more information about requirements and levels of difficulty. *Eagle Required.		



# Braddock's Brigade

Braddock's Brigade offers opportunities to help young Scouts complete their Tenderfoot, Second Class and First Class ranks. The schedules are designed to cover the requirements that naturally fit into the camp setting focusing on five skill sets of Scouting. The requirements not offered need to be completed within the Troop.

If a Scout only needs help on a few requirements, they should sign up for merit badges and come to Braddock's Brigade during open program. Open program at Braddock's Brigade runs from 3:30-5:00 p.m. and is a good way to make up missed requirements or to complete new ones. However, it is not a replacement for attendance at Braddock's Brigade. Some requirements like the 5 mile hike, the 1 mile compass course, etc. cannot be completed during open program.

Scouts sign up for the Skill sessions that they need and are then free during the other times to sign up for some merit badges. We recommend Mammal Study, Basketry, Leatherwork and Fingerprinting for the first year Scout.

The Braddock's Brigade program is based on the Patrol Method. Scouts of each Skill Session will form patrols of 6-8 Scouts on Monday and have an opportunity to serve as Patrol Leader or Assistant Patrol Leader. Patrols then participate in a week of round-robin work with the other patrols. This allows our staff to teach where their strengths lie and the participants to learn from many Life and Eagle Scouts who are staff members.

At Braddock's Brigade, we will instruct and put into practice through friendly patrol competition the requirements of Tenderfoot, Second Class and First Class. Final evaluation, however, must be completed by the unit leadership as with all rank requirements.

Activity	Requirements Covered	Comments
Outdoor Skills	T4a, T4b, T4c, S3c, S3d, S3e, S3f, F7a, F7b, F8a	
Ecology Conservation Skills	T11, S2, S5, S6, F6	
Aquatics Skills	S8a, S8b, S8c, F9a, F9b, F9c	Meets Tuesday and Thursday at Aquatics
First Aid Skills	T12a, T12b, S7a, S7b, S7c, F8b, F8d, F8c	
Hiking Skills	T5, T9, S1a, S1b, F1, F2	Meets Monday, Wednesday and Friday and includes a 5 mile hike on Friday



**We do encourage unit leaders to help out at Braddock's Brigade. There are opportunities to assist in instruction and crowd control. Adults to join us on the 5 mile hike are especially appreciated.**



# Eagle Base Programs

Merit badge	Requirements*	Comments
Climbing (A) **	None	Recommended for those 13 and older Extra time for practice needed
Electricity (B)	2 (PC), 8 (PC), 9a (PC)	Meets at the Special Activity Field
Home Repairs (B)	None	Meets at the Special Activity Field
Plumbing (B)	None	Meets at the Special Activity Field
Shotgun Shooting (A) **	None	Recommended for those 13 and older. Extra time for practice needed
Watersports (A)	Must be a swimmer (SR)	Recommended for those 13 and older. Extra time for practice needed
Activity	Requirements*	Comments
Project C.O.P.E. (A)	None	Recommended for those 13 and older Not a merit badge

See page 37 for more information about requirements and levels of difficulty.

\*Eagle Required.

\*\*Scouts attending Climbing and Shotgun Shooting should meet at Aquatics at the scheduled time to be transported by pontoon boat to the Discovery area. The boat will leave Aquatics at the scheduled class start time.



# Day Trek

Day Trek is a fantastic adventure for that older Scout that is staying with the Troop. Shortly after breakfast Scouts will join our Eagle Base day program and participate in exciting high adventure activities before returning to Camp Liberty or Camp Freedom about 5:00 p.m.

The mornings and evenings are spent with the unit at Boy Scout resident camp while the Scout can explore his interests during the day.

Scouts select from adventures including caving, whitewater rafting, mountain biking, sporting clays and much more. For a complete listing see pages 14-15.

**Day Trek participants must meet at their respective program hall on Sunday for an orientation meeting. Freedom 5:15 p.m. Liberty 4:15 p.m.**

# Ecology - Conservation

Merit badge	Requirements*	Comments
Archaeology (A)	Req. 4 (P), 10 (P)	None
Astronomy (A)	Req. 6 (P), 7b (P)	Involves written work and night observations
Bird Study (A)	Req. 8 (P)	None
Environmental Science* (A)	Req. 3e (P)	Req. 4 can be completed at home, be sure to bring your journal to camp along with your report
Energy (A)	Req. 1a (P), 4 (P)	Bring your log of Req. 4 to camp
Fish & Wildlife Management (B)	None	Bring a fishing rod
Forestry (B)	None	Req. 7 can be completed at home
Geology (B)	None	None
insect Study (B)	NRReq. 4a (P), 4b (P)	Bring your scrapbook to camp
Mammal Study (C)	None	None
Nature (C)	None	Req. 4 can be started at home
Oceanography (A)	None	Req. 8 can be completed at home
Plant Science (A)	Option 1-3 (PC)	Very involved badge, will require extra time at camp
Soil & Water Conservation (B)	None	Involves written work and a project at camp
Reptile & Amphibian Study (C)	Req. 8 (P)	Bring journal to camp
Weather (B)	Req. 8	Req. 9 can be completed at home

See page 37 for more information about requirements and levels of difficulty.  
\*Eagle Required.





# Handicraft

Merit badge	Requirements*	Comments
Art (C)	None	None
Basketry (C)	None	None
Fingerprinting (C)	None	None
Leatherwork (C)	None	None
Model Design & Building (A)	None	None
Photography (B)	None	Bring a digital camera
Pulp & Paper (C)	None	None
Sculpture (C)	None	None
Space Exploration (C)	None	Do not bring your own rocket or engines
Woodcarving (B)	Totin' Chip (SR)	Pocket knives with blades over 3.5" prohibited



# Scoutcraft

Merit badge	Requirements*	Comments
Camping* (B)	Req. 4b, 5e, 7b, 8d, 9a, 9b (P)	Most of the written work can be completed at home
Cooking (B)	Req. 7d (PC)	Meets for additional cooking times
Fly Fishing (B)	None	Recommended for those 13 and older Limited to ten Scouts per class
Fishing (C)	None	Bring your own gear
Geocaching (A)	Req. 8 (PC)	Req. 8 will be started in camp Includes a field trip to Ohio State Park
Indian Lore (B)	None	Req 2d, includes field trip to Fort Necessity National Battlefield
Orienteering (A)	None	None
Pioneering (B)	Req. 2a (SR)	Practice knots
Wilderness Survival (B)	None	For Req. 5 bring your kit to camp, involves spending a night in an improvised shelter



# Trail to Eagle

Merit badge	Requirements*	Comments
American Heritage (B)	Req. 5 (P)	4b, 4e, Includes field trip to Fort Necessity National Battlefield
Citizenship in the Nation* (B)	Req. 2b, c or d (P), 8 (P)	2a, Includes field trip to Fort Necessity National Battlefield
Communications* (B)	Req. 5 (P), 8 (P)	None
Composite Materials (A)	None	None
Emergency Preparedness* (B)	First Aid MB (SR), Req. 2c (P), 6c (P)	Req. 8c bring your kit to camp
First Aid* (B)	First Aid Req. for Tenderfoot, 2nd Class and 1st Class (SR)	Req. 2d bring your kit to camp, Current CPR certification card fulfills Req 3c
Music (B)	None	Instruments welcome
Public Speaking (B)	None	None
Activity	Requirements*	Comments
Eagle Preparation	Star rank (SR)	Get assistance from Eagle Scouts in best practices for your project, leadership and merit badges, will include group discussions and brainstorming sessions

See page 37 for more information about requirements and levels of difficulty.

\*Eagle Required.

