

Scouting Heritage Merit Badge Information

Updated 10/23/2023

- In class covers requirements 1, 2, 3
- **Pework covers requirements 4, 5, 6, 7, 8**

Important information about how to prepare for the merit badge

Parents, please review the content of a merit badge prior to registering your scout: some badges may be challenging for younger Scouts. Also, the class discussions are more interesting if Scouts review *all* the requirements for the badge before the program. The chances of your scout completing all the work for the badge increases dramatically when he or she is properly motivated and the badge content is age-appropriate.

Merit badges are not designed to be completed in a day and require independent work on the part of the Scout outside of the workshop. We call this PREWORK. We suggest this is done prior to the badge program date, but we realize this is not always practical or possible, in these cases we will credit the badge as a partial and accept the assignments after the program.

The merit badge will be held in two sessions about 2 hours long. There will be an individual quiz at the end of each session to assure that the Scout individually understands the information in each requirement covered.

Though not required, Scout workbooks are very useful and we prefer that Scouts use the workbook during the program. Workbooks can be found at: <http://usscouts.org/usscouts/mb/mb143.asp>

About blue cards: We will utilize Scoutbook.com and record requirement completion online. Blue cards can be printed by parents and unit leaders in Scoutbook by clicking on the Scout, the Scout's advancement, the merit badge, and print blue cards.

The following is what we will be doing during the Scouting Heritage merit badge, only RED requirements are prework! Send prework to: bill.nelson@scouting.org

Requirements

1. (Covered in class) 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.
2. (Covered in class) Do the following:
 - (a) Give a short biographical summary of any TWO of the following, and tell of their roles in how Scouting developed and grew in the United States.

(1) Daniel Carter Beard	(4) Ernest Thompson Seton
(2) William D. Boyce	(5) James E. West
(3) Waite Phillips	(6) "Green Bar Bill" Hillcourt
 - (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

3. (Covered in class) 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).
4. (Pework) Do ONE of the following:
 - (a) Attend either a BSA national jamboree, OR world Scout jamboree, OR a national BSA high-adventure base (e.g., Philmont.) 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. (You can use the [workbook](#) for this, attach any pictures; and send to bill.nelson@scouting.org)
 - (b) Write or visit the National Scouting Museum. Obtain information about this facility. Give a short report on what you think the role of this museum is in the Scouting program. (You can use the [workbook](#) for the report if you wish, attach pictures of what you received from the museum; and send to bill.nelson@scouting.org) You may take a virtual tour of the BSA National Scouting Museum to satisfy this requirement, here:
<https://www.philmontscout ranch.org/museums/national-scouting-museum-virtual-tour/>
 - (c) Visit an exhibit of Scouting memorabilia or a local museum with a Scouting history gallery, or (with your parent's permission and counselor's approval) visit with someone in your council who is recognized as a dedicated Scouting historian or memorabilia collector. Learn what you can about the history of Boy Scouting. Give a short report to your counselor on what you saw and learned. (You can use the [workbook](#) for this, attach any pictures; and send to bill.nelson@scouting.org)
5. (Pework) 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 is in the form of a written report, an exhibit, a scrapbook, or a computer presentation such as a slide show. (You can use the [workbook](#) for this, but also include when you presented this to your unit and put in the unit library. Attach a copy of what you presented, any pictures; and send to bill.nelson@scouting.org) Also send me a note from someone who saw give your presentation.
6. (Pework) 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.) (Share this in an email and attach pictures; send to bill.nelson@scouting.org)
7. (Pework) 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. (Explain which game you chose and how everyone felt about the game. Share this in an email to bill.nelson@scouting.org) (there are some games below)
8. (Pework) Interview at least three people (different from those you interviewed for requirement 5) over the age of 40 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. (You can use the [workbook](#) for this, attach any pictures; and send to bill.nelson@scouting.org)

RESOURCES

Scouting for Boys – Original Handbook from England - <http://www.thedump.scoutscan.com/yarns00-28.pdf>

Boy Scout Handbook – 1911 – First BSA handbook - <https://www.gutenberg.org/files/29558/29558-h/29558-h.htm>

The Pine Tree Web – a ton of information on Baden-Powell

Website: <http://www.pinetreeweb.com>

A list of books can be found at the end of the file, here:

https://filestore.scouting.org/filestore/Merit_Badge_RegandRes/Scouting_Heritage.pdf

Old Scouting Games (some from Scouting for Boys)

Some are below, more are here: <https://home.scoutnet.de/hiesfeld/books/games/index.htm>

When selecting a game, make sure to follow the current Guide to Safe Scouting and BSA policies.

1. FLAG RAIDING ('Capture the Flag').

This game is for two patrols, or a larger number divided into two parts, each under one Patrol-leader. Three flags (signaling flags will do) are posted within a given tract of country at about 20 yards apart. It rests upon the judgment of the leader of the defending party to choose the spot. He then posts his patrol not less than 200 yards from the flags, and the game begins.

The attackers send out Scouts to discover (1) where the flags are, (2) where the outpost is placed. They then try and reach the flags and carry them off without being seen by the outpost. One Scout may not take away more than one flag. The defending patrol may not come within the 200 yards of the flags, and to capture one of the raiders they must have at least two Scouts within 10 yards of him, and call out 'hands-up.'

At a signal given by one of the Patrol-leaders or an umpire, to show that time is up, all must stand up in their places, to see how near the raiders are, and the exact position of the outpost. It is a great point for the Patrol Leaders to keep their own patrols in touch.

If they like the attackers can arrange a false alarm on one side, while a single Scout makes for the flags from the opposite direction and secures one.

At night lanterns can be substituted for flags.

2. THE RIVAL DISPATCH BEARERS.

The game is played between two rival patrols, which for convenience we will name the Wolves and Peewits. From each patrol one Scout is selected as dispatch bearer.

The Scoutmaster takes up a position at a certain spot, preferably in the middle of a wood, or if in a town at the junction of several streets, and the chosen Scouts start from opposite points about two miles distant from the Scoutmaster and attempt to reach him. It is the duty of the remainder of each patrol to try to prevent the rival dispatch carrier reaching his goal. Thus the Wolves will watch the stretch of country over which the chosen Peewit is likely to come, and as the winning patrol is decided by the first dispatch carrier to reach the Scoutmaster, the Wolves will do all they can to capture the Peewit and secure the dispatch.

The Peewits in their turn will naturally try and effect the same result.

When the carrier has his dispatch captured he must not of course continue. The patrols must keep 200 yards away from the starting and finishing point, thus giving the dispatch-bearer a better chance of reaching the Scoutmaster.

To be captured, the dispatch-bearer must be actually held by one of the defenders, though no fighting is allowed.

3. DISPATCH RUNNING.

A Scout is chosen to carry a dispatch to a besieged place-- which may be a real village or house-or somebody stationed at an appointed spot. The dispatch-runner must wear a colored rag, at least two feet long, pinned to his shoulder, and with this in its proper place he must reach his goal.

The enemy besieging the place must prevent him reaching the headquarters, but cannot, of course, go within the lines of the supposed defenders (i.e. within 300 yards of the headquarters--certain boundaries should be decided upon beforehand). To catch him the enemy must take the rag from his shoulder. They know he starts from a certain direction at a certain time--the spot should be a mile or so from the besieged town--and they may take any steps to capture him they like, except that they may not actually witness his departure from the starting-place.

The game may be played in a town with two houses chosen as starting-place and besieged town respectively, and the dispatch-runner can adopt any disguise, so long as he wears the rag pinned to his shoulder.

4. READING THE MAP.

This is a test in map-reading and remembering the map read. The Scoutmaster or Patrol Leader in command takes his patrol into a strange town or an intricate part of the country and through them he wishes to find out particulars about the neighborhood; so he shows the Scouts a map of the district and appoints to each a place to be visited, showing the route on the map, and pointing out churches, inns, etc., to be noted on the way.

Each Scout should have a fixed distance to go and a certain number of points to be noted. Then they start off, and as they return the Scoutmaster or Patrol Leader takes down their reports. The winner is the Scout who brings in the best report in the shortest time.

5. RELAY RACE.

One patrol is pitted against another to see who can get a message sent a long distance in the shortest time by means of relays of runners (or cyclists).

The patrol is ordered out to send in three successive notes to be obtained from a certain house, or tokens such as sprigs of certain plants, from a place say two miles distant, or further if the patrols are on cycles. The leader takes his patrol out and drops Scouts at convenient distances, who will act as runners from one post to the next, and then back again for the second note or token. The runners should be started at certain intervals.

By arranging with neighboring Scoutmasters long distance relay practices can be carried out, for a hundred miles or more. Each Scoutmaster or Patrol-leader should be responsible for forwarding the message through his own district by relays of Scouts on cycles. An example of this was given at the Jamboree, when dispatches were carried to Olympia by relays of Scouts from places more than 100 miles away.

An interesting series of records could be set up, and districts compete with one another in carrying messages over fixed distances of road. The times could be published in *The Scout*.

6. FLYING COLUMNS.

For any number of patrols to compete.

A force is in need of help, and a military motorist on his way to the nearest garrison comes across a Scouts' camp. It gives to each Patrol-leader a hasty idea of the situation and shows him a rough map explaining that the distressed force is two miles along a certain road, and between the Scouts' camp and that force are the enemy's out-posts.

The Patrol-leaders are to take their patrols in the shortest time to the force in distress without being seen by the enemy. The distressed force should be represented by any conspicuous spot, and the enemy's outposts by people with red flags stationed on the road between the Scouts' camp and the other force.

As soon as they see any of the patrols they should blow a whistle, and those scouts are to be considered captured (or else they may notice to which patrol the Scouts they have seen belong and count it against them). The patrol which gets to the distressed force in the shortest time, and without any of its Scouts being seen wins.

The following gives an idea of what the rough map should be :

7. NUMBERS.

This game is admirable for training the eyesight and teaching the art of advancing under cover. Every Scout has a three figure number, pinned on the front of his hat. The number should be drawn in black and be quite decipherable at a distance of a hundred yards (the figures at least 3 in. in height).

The troop is then divided up in the following manner Two or three patrols are marched 300 yards from the camp, and instructed to advance on the camp under cover. As the work of defending is easier than attacking, only one patrol remains in camp to defend it. When the attacking party advance, their movements are watched eagerly by the defenders, who, having chosen good cover so that their hats are not visible, are waiting for the enemy to get within range. So long as the number is too indistinct to read, they are supposed to be out of range.

The nearer the attackers approach, the more careful are they not to look over the top of a bush long enough for the defenders to read their number. Of course a good Scout looks round the side, and not over the top of a bush or rock; and if he looks at all in this game he must be very sharp, for no hats may be removed or turned round and no hands used to conceal the number.

If the defenders are able to read the numbers they call them out and the umpire writes them down. The attackers also call out the numbers of any defenders who expose themselves, and the umpire attached to the attacking party makes a note of these numbers. When only 50 yards separate the two parties the umpires call out the names of those who are shot, and those boys must not take any part in the rest of the fight.

When the commander of the attackers considers that he has advanced as near as he can under cover, he gives the order ' charge ' and as the attacking party sweep over the open space in front of the camp the defenders call out the numbers as fast as they can read them. If the attackers reach the camp with more men than survive in the defending side, then they have won. But if the final charge enables the defense to pick off nearly all their enemies the camp is saved.

8. SURVEYING THE COUNTRY.

As soon as a camp has been pitched the first thing to be done is to find out about the country round; and this makes an excellent subject for a patrol competition.

Each Patrol-leader is served out with a sheet of paper upon which to make a sketch map of the country for perhaps two miles round; he then sends out his Scouts in all directions to survey and bring back a report of every important feature--roads, railways, streams, etc.--choosing the best Scouts for the more difficult directions.

The patrol whose leader brings to the commandant the best map in the shortest time wins. The Patrol-leaders must make their maps entirely from the reports of their own Scouts.

9. SCOUT MEETS SCOUT.

This game can be played with equal success in either the country or town.

Single Scouts, or complete patrols or pairs of Scouts, to be taken out about two miles apart, and made to work towards each other, either alongside a road, or by giving each side a landmark to work to, such as a steep hill or big tree.

The patrol which first sees the other wins.

This is signified by the Patrol-leader holding up his patrol flag for the umpire to see, and sounding his whistle. A patrol need not keep together, but that patrol wins which first holds out its flag, so it is well for the Scouts to be in touch with their Patrol-leaders by signal, voice, or message.

Scouts may employ any ruse they like, such as climbing; into trees, hiding in carts, and so on, but they must not dress up in disguise. When a troop is meeting for any purpose it is a good practice to arrange that on nearing the place of assembly, each patrol should try to be the first to see the others.

10. TELEGRAPH CUTTING.

An invading army always tries to destroy all communication in the invaded country, so the first thing to be destroyed is the telegraph system--and the defenders send out men to protect the wires.

Choose a road with telegraph wires, and one which has good cover on either side. The defenders should have two patrols to the attacker's one, and only that amount of ground which will allow one defender to each telegraph post should be protected.

The defenders need not necessarily keep to the road but may send out Scouts to discover where the enemy are in force and likely to attack. The attackers have to tie three scarves round a post (or double that number if there are two patrols attacking) before the line is broken.

The defenders can put them out of action by merely touching, but if the defenders are less in number at any point they must retreat with reinforcements arrive.

So the point of the game is for the defenders to keep in touch along the line, and be ready to bring up a relieving party immediately the enemy threaten to attack any spot.

11. THE SIGNALLERS' GAME.

A GAME FOR GOOD SIGNALLERS.

The troop must be divided up into three parties or patrols, as follows: A. Patrol, B. Patrol and C. Patrol. A. Patrol will be the smallest, but must all be good signalers, and C. Patrol the largest.

First, the A. Patrol goes out and takes a position on high ground, or up in a church steeple, or the roof of a house, so as to command a good view of a certain stretch of country. This patrol will take Morse or Semaphore flags, or other signaling apparatus.

The B. Patrol will go out and keep under cover in this certain stretch of country overlooked by the signalers or A. Patrol. On going out the B. Patrol will endeavor to keep under cover and dodge or trick the signalers by appearing in different places and disappearing and will finally take up a concealed position.

After B. Patrol has been out fifteen minutes, C. Patrol will advance; then the signalers will signal down to the C. Patrol, or attackers, the position of the hostile B. Patrol, and other details that will help the patrol to advance unseen and surprise the enemy or B. Patrol.

To win, the C. Patrol must capture the Scouts of the Patrol by surrounding their hiding-places. If the Patrol pass by more Scouts of the B. Patrol than they capture it counts a win for the hostile B. Patrol.

A time-limit of, say, two hours should be put upon the game.

12. THE TRAITOR'S LETTER.

The best situation for this game is a wood or copse, but it can be played on other ground if necessary.

The idea is this: The troop is divided into halves; one half camps one side of the wood and one half the other. These halves are called respectively 'French,' and 'Prussians.' In the Prussian camp is a traitor, who has made an agreement with the French that will place a letter containing important information Prussian plans in a tree which he, will mark in a certain way.

This tree should be near the center of the wood. When the game commences, the 'traitor' places the letter in the tree and retires again to his own camp. His perfidy is supposed to have been discovered during his absence, and on his arrival he is arrested. He refuses to divulge, the hiding-place of the letter. He is sentenced to be shot, which sentence is supposed to be carried out, and henceforth he takes the part of onlooker.

At a given signal from the umpire, the Prussians set out to recover their letter, and try to prevent the French from obtaining it, while the French simultaneously leave their camp intent on obtaining the letter, and watching the Prussians. Each Scout is armed with a tennis-ball or with fir-cones if they are to be found.

The ' traitor ' should be careful when hiding the letter to snap a twig or two, and leave an impression of his boot here and there in order to give the Prussians a chance of finding the letter.

The French, of course, have to look for a tree marked a particular way. When two opponents meet, the one first hit by a ball or fir-cone will be ' out of action,' and the Scout so hit is on his honor to take no further part in the game.

One mark counts against the French or Prussians for every man out of action. Four marks count to the side who obtains possession of the letter. The side whose marks total most are the winners.