



Leaders' Guide 2026

coordinated by:

Golden Gate Area Council

Scouting America

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<https://norcalscouting.org/advance-o-rama/>

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NorCal Advance-o-Rama Mission & Vision

The Mission of the NorCal Advance-o-Rama is to facilitate an environment where Scouts will be engaged in unique, evolving programs, while building character through the aims and methods of Scouting in a safe environment.

The Scout Oath, Scout Law, and Outdoor Code are at the core of our program. For all activities, we expect these guiding principles to be a common guidepost for everyone involved – both youth and adults alike – so Scouts learn and develop leadership skills. Additionally, we expect Scouts to use the “buddy system” at ALL times.

NorCal Advance-o-Rama is designed to provide Scouts the opportunity to complete partial Merit Badges, to start new Merit Badges, and to meet Scouts from all over Northern California – all while having fun!

SCOUT OATH

On My Honor I will do my best
 To do my duty to God and my country and to obey the Scout Law;
 To help other people at all times;
 To keep myself physically strong, mentally awake, and morally straight.

SCOUT LAW

A Scout is:
 Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient,
 Cheerful, Thrifty, Brave, Clean, and Reverent

OUTDOOR CODE

As an American, I will do my best to:
 Be clean in my outdoor manners.
 Be careful with fire.
 Be considerate in the outdoors.

Be conservation minded.

Safeguarding Youth

In accordance with the National Youth Protection Policy, we have instituted the following Council policies:

- Adults must respect the privacy of Youth members.
- No one-on-one contact should occur between an Adult and a Youth member.
- All in attendance (Youth and Adults alike) will respect the privacy of others regardless of age, gender, or relationship.
- If private issues between a Youth and an Adult must be dealt with, two-deep leadership must be maintained at all times.
- See the Event Administration if you or your Unit needs assistance or advice in this area.

In addition, for those Troops who are spending the night on Friday and/or Saturday evening:

- Scouting America's adult registration requirements mandate that ***all adults*** accompanying a Scout Troop on an overnight Scouting activity ***must be registered as an Adult Leader, including completion of a Criminal Background Check (CBC) and Safeguarding Youth Training (SYT) prior to the start of the event.*** Go to my.scouting.org for more information on Safeguarding Youth Training.
- Adults and Youth will not share sleeping facilities at any time and Scouts must be within two years of age to share sleeping facilities.
- Unit Adult Leaders are responsible for oversight of their Troops outside of the core program hours of Saturday 7:00am – 5:00pm.
- Adults must maintain two-deep leadership at all times.
- Notify the Event Administration prior to arrival if you will have difficulties maintaining two-deep leadership.
- See the Event Administration if you or your Unit needs assistance or advice in this area.

NorCal Advance-o-Rama Directors' Letter

We are all excited for this year's NorCal Advance-o-Rama! We are glad that you and your Troop are interested in attending and being part of this event.

The NorCal Advance-o-Rama's goal is simple – provide Scouts an opportunity to learn new skills, meet other Scouts, and have fun all in a safe and exciting environment. The best part of the Scouting program is to see the personal skill and leadership growth in each Scout as they work through activities and requirements along their advancement path.

This event is designed to help Scouts who

- need requirements on their journey to complete all ranks through First Class
- need to finish Merit Badge requirements for badges they started working on previously
- want to start working on a new Merit Badge

There is much more that we hope the Scouts experience while they are with us. Since we will have Scouts from all over Northern California and beyond, they will have a chance to meet and work with other Scouts and learn what life is like in other parts of our region.

And we also want to thank the Adult Leaders who bring their Scouts to our event. We will have opportunities to complete required training that you may need while you are here, and we will also have a chance for you to meet with the Golden Gate Area Council leadership to hear more from them about the exciting things going on in Scouting. Plus, we will provide opportunities for you to meet other Adult Leaders to get their thoughts and insights on their approaches to supporting our Scouts.

Thank you for making this event a priority in a busy calendar. We know you will walk away from the event with more than just a few boxes checked – it will provide new energy to the youth and adults alike!

Yours in Scouting,

Luis Izaguirre
Event Chair
NorCal Advance-o-Rama

Mike Ransom
Council Advancement Chair
Golden Gate Area Council

Bruce Mayfield
Vice President of Program
Golden Gate Area Council

2026 NorCal Advance-o-Rama Fees Schedule

Youth Attendees (includes shirt and patch)	
Early discount price (by September 1)	\$75.00
Late registration price (on or after August 30 and by September 5)	\$105.00
No youth attendee registrations on or after September 5, 2026. No day-of event youth attendee registrations.	
Adult Attendees	\$20.00
Advance-o-Rama Adult Volunteer Staff (includes shirt, patch, breakfast, and lunch)	\$0.00
Advance-o-Rama Youth (under 18) Trail to First Class Instructor Staff	\$0.00

NOTE: There are no additional add-on fees for any specific Merit Badges.

NorCal Advance-o-Rama Refund Policy

- 30+ days prior to your arrival at NorCal Advance-o-Rama, you will receive a maximum refund of 80%. (\$60.00)
- 15-29 days prior to your arrival at NorCal Advance-o-Rama, you will receive a maximum refund of 60%. (\$45.00)
- Less than 15 days prior to your arrival, there are no refunds except with a doctor's note. Cancellations with a doctor's note are eligible for a 60% maximum refund.
- No refunds for no-shows.
- If your Scout is sent home for behavioral issues, there is no refund under any circumstance.

General NorCal Advance-o-Rama Information

Required Forms

All Participants -- Youth and Adult alike -- must have a current, completed (including appropriate parental signatures for Youth) Scouting America's health form with parts A and B – part C is optional, but encouraged. [Annual Health & Medical Record](#) The Health and Medical Record must be valid and up to date for day of our event. Troops are responsible for ensuring that each participant from their Troop has these and that there is an Adult identified as the keeper of these forms.

What to Bring

Lunch will NOT be provided for Youth and Adults who are not volunteering for the day. Troops should plan for lunch for their youth and adults, such as having each person bring a sack lunch. Cooking with small propane-fueled stoves is allowed, with proper means of extinguishing fires on hand at all times.

If camping overnight, bring overnight campout gear (sleeping bags, tents, cooking gear -- propane stoves only).

Bring Scout handbook, paper, pen, pencil, phone or device with a camera (if required for your Merit Badge), merit badge pamphlets (strongly recommended but not required), worksheets (strongly recommended but not required), and water bottle.

Alcoholic beverages are not allowed! Anyone in possession of, or under the influence of, alcohol will be escorted from camp immediately.

Smoking/Vaping Policy—All buildings and facilities are designated as nonsmoking facilities. All activities will be conducted in a smoke-free environment. *If any Adult must use tobacco, they may do so ONLY in the designated smoking area.*

Uniforms

Field uniforms (a.k.a. "Class A") are to be worn for the morning Flag Ceremony. Field uniform or Scout Activity uniform (a.k.a. "Class B") may be worn during the other events and activities during NorCal Advance-O-Rama.

Troop Flags

Troops are encouraged to bring their Troop flag not only to show their Troop spirit, but also to provide a beacon for their Scouts to remember where their Troop meeting location is during the event.

Parking

Parking is available for Troops in the 3 Main parking areas (see map on page xx).

The speed limit in the parking lot is 5 mph. and we ask all drivers to watch carefully for pedestrians.

Everyone who brings a vehicle is responsible for keeping their keys on their person at all times in case of an emergency.

Check-In / Check-Out

The earliest time that Troops may arrive to the event is at 4:00pm on Friday, September 18. Please check in with the Administration Desk in Event Building 1 upon arrival for information on where to camp prior to setting up any tents or other equipment.

All units should plan to arrive and be checked in at the Administration Desk in Event Building 1 by 7:30am on Saturday, September 19 to ensure Scouts are able to fully participate in the day's activities.

Troops are free to depart after all events and activities are completed on Saturday, September 19. Please ensure any campsites and meeting locations used by the Troop have had all litter picked up and all personal or Troop items collected.

If a Troop is planning to camp on Saturday evening but did not camp on Friday evening, please check in with the Administration Desk for information on where to camp prior to setting up any tents or other equipment.

For those staying Saturday night, all Troops must depart the Fairground property by 10:00am on Sunday, September 20.

If a Troop camped overnight on one or both nights, we ask that they ensure that their camping area and any other areas used are left better than they found it. A litter sweep should be done. All camping gear should be cleared of their campsite before departure.

An adult leader from each Troop is asked to stop by the Administration desk to notify the team that they are departing.

Administration Desk During the Event

The Administration Desk for the event will be located in Event Building 1. This is where units should check-in upon arrival and is also where questions during the event can be answered.

Snack Shack

Yes! There will be a snack shack location in the Event Building 1. There will be a selection of snack items and drinks for purchase. Payment through cash or credit card will be accepted.

Health & Safety

How is everyone feeling today?

We ask that all participants and staff take a commonsense policy of preventing the spread of communicable diseases. In other words, at a minimum, if any participant or staff (Adult or Youth) are showing the following signs and/or symptoms within the 24 hours of arrival at camp, please stay home: running a fever ($>100.4^{\circ}\text{F}$), vomiting, diarrhea, or new cough.

Safety

Emergency Procedures

In the event of an emergency, notify a member of Event Staff member immediately. Do **NOT** attempt to deal with the emergency yourself, regardless of the situation. If the situation seems at all dangerous, as in the event of a fire, the priority is to evacuate all Scouts and Leaders from the immediate area. For all emergency assembly purposes, a horn will sound and ALL Campers should report immediately to the Assembly Area to await further instructions. When your Troop arrives at the Assembly Area, take roll using your Unit Roster printed from Black Pug. A key member of the Staff will ask for a Troop Roll Call. If anyone is missing, Event Staff or appropriate Emergency Personnel will initiate a search. More information on emergency procedures will be available at the event. In all cases, vehicle owners are required to keep their keys with them at all times.

Fire Safety

NO CAMPFIRE ARE ALLOWED.

Liquid or propane fueled stoves or lanterns are to be operated only under direct adult supervision. Do not bring large quantities of fuel.

If a Troop is camping and plans to cook meals, they must ensure they have a bucket of water, a bucket of sand/dirt, a shovel, and a rake. We recommend bringing a fire extinguisher. Proper means of extinguishing fires should be on hand at all times.

Extreme caution must be taken whenever an open flame is involved. Camp can be a very hot and dry tinderbox during the summer. Be sure that all lanterns used are of approved status.

Fireworks of any kind are illegal and strictly prohibited at the event. Possession of fireworks will be grounds for immediate dismissal from the event and could result in criminal prosecution.

Program Safety

Target & Range Activities

Permission from a parent or guardian is required for Scouts to shoot our event. A single copy of the Firearms Use Permission Slip is required. Troops must ensure that Scouts who are taking Archery have a signed copy of this form with them when they go to the Archery range or they will not be able to participate in Archery. The blank form can be found in the Appendix (p. 32).

ALL personal firearms, ammunition, and archery equipment are prohibited at Scouting events.

Protective equipment for Archery is **required to be worn by all participants, Scouts or adults.** Archers will wear finger tabs or gloves and arm guards while actively practicing archery, no exceptions. Failure to adhere to this policy will result in dismissal from range activities.

A restricted zone will be established around the Archery area using yellow rope or caution tape. **DO NOT CROSS.** No one may cross into the restricted area. Doing so will lead to your removal from the event.

Welding Merit Badge

Welding is inherently hazardous. For their safety, all scouts must wear the required clothing listed below. Scouts who do not meet these attire requirements may not be permitted to participate in welding activities and will be turned away from boarding the bus.

Required Clothing (MANDATORY)

Sturdy leather work boots

- No sneakers, canvas shoes, Crocs, or open-toed footwear.

Long-sleeve cotton shirt

- Must be free of holes, tears, fraying, or excessive wear.

Jeans or durable cotton work pants

- Must be free of holes, tears, or fraying.
- No shorts.

Natural-fiber clothing only

- Absolutely NO synthetic materials of any kind.
- This includes polyester, nylon, athletic wear, and Scout uniforms containing synthetic fibers. Please do not wear your scout uniforms.
- Synthetic materials can melt when exposed to heat or sparks, causing severe burns.

Hair and Jewelry

- All jewelry, including earrings and body piercings, must be removed.
- Long hair must be tied back and secured. A backward cap may be used to help contain long hair.

Personal Safety (All)

- Closed-toed shoes are required throughout the event. The ONLY exception is while at the pool location.
- Everyone should carry a filled water bottle at all times.
- Report safety issues/concerns to the Administration Desk or event coordinator immediately.
- This event operates on the buddy system. Scouts need to have a buddy in any activity they are participating.
- Initiations and/or hazing are strictly forbidden by Scouting America National Council Policy.
- Non-prescription drugs & alcohol have no place at this event and are prohibited at all times.
- No Campfires allowed! No flames of any kind are allowed in tents. Only propane cooking stoves are allowed.
- Fireworks are prohibited at this event.
- Pets of any kind are not permitted at this event.

Knives

Knives may be necessary in the successful completion of an activity. All Scouts who carry knives or use other wood-cutting tools must carry their completed Totin' Chip card with them. NONE of the programs offered at camp require the use of a knife with a blade longer than four inches.

Valuables

The Golden Gate Area Council is not responsible for the security of any valuables of participants. Leave unnecessary valuables at home; this includes items of sentimental value, such as a compass that has been handed down from one generation to the next. Scouts should not take certain items (jewelry, money, etc.) to the aquatics area. Some Troops bring a "lock box" to store valuables for

Scouts, but they need to be secured by the Troop leadership who are responsible for overseeing those valuables.

Lost & Found

Prior to coming to the event, Scouts are strongly encouraged to clearly mark all personal items with their name and Troop number for easy identification. During the event, there will be a Lost & Found located at the Administrative Desk in Event Building 1 or Trail to First Class Information. Describe your lost valuables to the Event Administration team to retrieve them. After the event, found items will be held for one month. Any items not claimed within that time will be donated to charity or discarded (as appropriate). The Golden Gate Area Council is not responsible for any lost or stolen items at this event.

Registration

Troop Registration

Registration is done by Troop, similar to Summer Camp registration. Troops should work with their Scouts to determine who is attending and what activities they want to take.

SPECIAL NOTE: There will be one registration per troop. Should a troop have additional scouts or adults to attend after their initial registration, those scouts or adults can be added by the person who did the initial registration.

The registration link for the event is <https://scoutingevent.com/023-ncaor2026>.

If a Scout's Troop is not attending but they would like to attend, please reach out to the Event Coordinators at norcaladvanceorama@gmail.com before registering.

Merit Badge Class Registration

Registration for Merit Badge classes may be done by the Troop in the Troop Registration, OR individually by Scouts via Parent Portal, similar to Summer Camp merit badge class registration. Scouts may register for Merit Badge classes regardless of payment status.

Merit Badge Class Registration via Troop

1. Within the Troop registration, click the "Update Information" button underneath the Scout's name.

1 Scouts BSA Youth

Registration includes admission to Advance-O-Rama, patch, and t-shirt. Late registrations after 8/29/2025 DO NOT include t-shirt. Additional t-shirts will be available for sale at the Trading Post. Some merit badge classes have additional fees. Lunch is not provided for Scouts. Scouts must bring their own lunch.

ScoutLastName, ScoutFirstName
Checkout Required

Regular Price: \$85.00
Early Discount: -\$10.00
Pending Unit Coupon: -\$11.25
Balance Due: \$63.75

Update Information **Autofill**

- In the pop-up window, click the "Select Classes" button to the left of the grey "Class Schedule" section.

Schedule

Select Classes **CLASS SCHEDULE**

Period	Time	Fri	Sat
AM Session	08:30-12:00	*Trail to First Class - First Class	
PM Session	01:00-04:30	*Trail to First Class - Scout	

- To ADD a class, click on the class in the "Available Classes" list. Note: Once you add a class for a period (AM session and/or PM session), the rest of the classes during that same period will not be available. To view alternatives classes for a period, you will need to remove the class from that Scout's schedule.

Schedule

Show Class Schedule **View All Classes**

ScoutFirstName ScoutLastName's Classes
Click a class to **REMOVE** from ScoutFirstName ScoutLastName's schedule

Search ...

08:30 AM AM Session ☐ Hide Full Classes

Available Classes
Click a class to **ADD** to ScoutFirstName ScoutLastName's schedule

	AOR144 *Trail to First Class - First Class Scouts BSA First Class rank advancementClass may be taken AM only, PM only, or All Day... Day of Class: Fri, Sat Prerequisites: Requirements Covered: First Class: 3a,... Additional Periods Offered: PM Session	AM Session (8:30-12) Min rank: Tenderfoot
	AOR141 *Trail to First Class - Scout Scouts BSA Scout rank advancementClass may be taken AM only, PM only, or All Day (register... Day of Class: Fri, Sat Prerequisites: Requirements Covered: Scout: 1a, 1b,... Additional Periods Offered: PM Session	AM Session (8:30-12)
	AOR143 *Trail to First Class - Second Class Scouts BSA Second Class rank advancementClass may be taken AM only, PM only, or All Day... Day of Class: Fri, Sat Prerequisites: Requirements Covered: Second	AM Session (8:30-12) Min rank: Tenderfoot

- Click the "Done" button in the pop-up window to save and exit. To view a Scout's schedule, click "Update Information" button. The Scout's current schedule will be displayed in the "Class Schedule" section.

Schedule

CLASS SCHEDULE			
Period	Time	Fri	Sat
AM Session	08:30-12:00	*Trail to First Class - First Class	
PM Session	01:00-04:30	*Trail to First Class - Scout	

5. You may add/remove Merit Badge classes from a Scout's schedule until 1 week before the event.

Using Parent Portal for Merit Badge Class Registration & Payments (optional)

1. To enable Parent Portal, within the Troop Registration, click "Additional Actions" under the Registration Contact's name. This can be enabled at a Troop's discretion and is not required.

Registration Contact

Posey, Kara
 Booked Jul 24, 2025 3:38 PM

Update Information
  Autofill

Preview Information

Additional Actions

2. Click "Parent Portal".

Registration Contact

Posey, Kara
 Booked Jul 24, 2025 3:38 PM

Update Information
  Autofill

Preview Information

Additional Actions

- + Add Participants
- 🔗 Change Participant Type
- Delete Participants
- ✎ Edit Billing Info
- 📅 Manage Participant Classes
- 👤 Parent Portal**
- 📅 Payment Schedule

3. Check "Use Parent Portal". Check "Allow Parent Portal class selection" if you would like Scouts to be able to select their own classes. (Note: by default, "Prevent parents from making

payments or seeing event fees” is unchecked. If this remains unchecked, parents can pay for their own individual Scout’s registration fees via the Parent Portal.)

Parent portal is not active until registration has been booked.

[Parent Portal](#). Use the following reports to distribute parent login credentials. Participants that are not booked are excluded from Parent Portal credentials.

[Parent Portal Credentials](#)

[Parent Portal Credentials \(EXCEL\)](#)

☐ Prevent parents from making payments or seeing event fees.

☒ Allow Parent Portal class selection.

If unchecked, parents will be able to view class and merit badge selections but will not be able to change them.

☐ Email me when classes are changed through Parent Portal.

Want an email showing payment and data-entry status? Use the checkboxes below to pick your day(s).

☐ Sun ☐ Mon ☐ Tue ☐ Wed ☐ Thu ☐ Fri ☐ Sat

- Click the “Parent Portal Credentials” button. This will generate a QR code and login credentials for each Scout listed in the registration. Give this login information to each Scout so they can access the Parent Portal, select their own Merit Badge classes, and make their own registration payment.

Merit Badge Program

General Merit Badge Information

A Merit Badge is recognition for what a Scout has learned and done. The Merit Badge program was designed to help Scouts become familiar with their world and stimulate interest in new subject areas. Furthermore, the program was designed to get Scouts out to meet new people in their community and gain a working knowledge of a given topic.

To earn a Merit Badge at this event, a Scout must complete the requirements of that badge. A Scout must demonstrate the required knowledge to earn the badge, but we will give them every opportunity to satisfy the requirements they need. Simply showing up to a session does not earn the merit badge, and active participation is required. Completing a Merit Badge certifies the Scout’s knowledge.

If the Scout does not complete the requirements, the Scout will not receive the Merit Badge (see Partial Policy). The responsibility for completing these requirements lies solely with the Scout.

Blue Cards

The Event Staff will utilize 247Scouting for all merit badge tracking and your online access (found in your registration confirmation email) will allow you to print or re-print your own blue cards at home. We will issue a “digital blue card” for each newly started merit badge. All advancement will be recorded digitally and will be found at 247Scouting 10 days after the event.

Partials

There are many badges that have requirements that cannot be completed at our event. Some of these are due to time-bound requirements, and others simply cannot be done in our given setting, such as Camping requirement 9a (Camp a total of 20 nights at designated Scouting activities or events). It is the policy of the National Council of the Scouting America that there is no time limit (other than the Scout's 18th birthday) on a Scout completing a Merit Badge after receiving a partial. NorCal Advance-o-Rama will honor partials regardless of date or location that requirements were completed. Counselors will ask Scouts to review requirements already signed off to ensure that they are able to properly complete the Merit Badge. It is necessary for Scouts to bring the Merit Badge blue card partial to Camp.

Merit Badge Pamphlets and Worksheets

Scouts taking a Merit Badge are to provide their own copy of the merit badge pamphlet if they desire to use those. All merit badge pamphlets are now available online at <https://www.scouting.org/skills/merit-badges/all/>.

Merit Badge worksheets are encouraged but not required. These have been shown to be good tools for a Scout to keep track of the work that they have done on a Merit Badge. Scouts are responsible for printing and bringing these worksheets if they choose to use them.

Our event will not be providing merit badge books/pamphlets/worksheets for Scouts.

Scoutmaster Validation

For certain Merit Badges, information from a Scoutmaster is needed for a Counselor to sign off on a requirement. In those cases (which will be noted for a Merit Badge), Scouts must work with their Scoutmaster to have them complete and sign a note with the required information if they want a Counselor to sign off on the requirement at the Event.

Merit Badge Schedule & Information

The latest Merit Badge Schedule and Information (including Prerequisites, Prep Ahead and “Not Done at AOR”) can be found on our website:

<https://norcalscouting.org/advance-o-rama/merit-badge-offerings/>

Trail to First Class Program

Rank	Requirements Covered
Scout	1a, 1b, 1c, 1d, 1e, 1f, 4a, 4b, 5
Tenderfoot	3a, 3b, 3c, 3d, 4a, 4b, 7a, 8
Second Class	2a, 2b, 2c, 2d, 2f, 2g, 3a(1, 2, 3, 4(4), 6a, 6b, 6c, 6d, 6e, 8b
First Class	3a, 3b, 3c, 4a(1), 4b, 5a(4), 7a, 7b, 7c, 9a

Scouts (and their leaders) should look over the requirements they need before the event and make a list of what they need to complete. Once at the event, on the Trail to First Class Scorecard, staff will cross off the requirements they have completed to show what they can get done.

Requirements covered can be found on our website:

<https://norcalscouting.org/advance-o-rama/trail-to-1st-class-offerings/>

Trail to First Class for AOL Dens

We have invited Arrow of Light (AOL) Dens to attend Advance-O-Rama by providing them with a glimpse of what the next step in their Scouting adventure could contain.

Experience:

The AOL dens will be allowed to participate in the following stations in the Trail to 1st Class area.

Format:

Dens will be guided through each station by a Tt1C instructor (including Star, Life or Eagle Scouts) through the lessons.

Timing:

AOL dens start attending after the lunch break.

Anticipate each station to take approximately 1 hour.

As each den completes it station it would move on to the next station.

Stations and Requirements covered can be found on our website:

<https://norcalscouting.org/advance-o-rama/>

Adult Leaders

We appreciate the time that each Adult Leader has taken to prepare Scouts for the event and for those who are with us during the event. There are several events and activities geared towards the adults during the NorCal Advance-o-Rama.

Training Opportunities

NorCal Advance-o-Rama is a great opportunity for leaders to complete required training for the position if they haven't already. Courses will include:

- Scoutmaster Specific (for Scoutmasters and Assistant Scoutmasters) & Troop Committee Challenge
- Merit Badge Counselor Training

Please bring a copy of your membership card or number for record keeping purposes (not required but highly recommended)

Other Events and Activities for Adults

Advance-O-Rama is offering a midway highlighting opportunities for units and scouts alike.

A Scout is Helpful... (Volunteering Opportunities)

We are always looking for more volunteers to help make such an amazing event happen. If you have already signed-up to volunteer, thank you! If you haven't and are interested, let us know! Reach out to norcaladvanceorama@gmail.com before the event or stop by the Administration Desk at the Event!

Our number one need is always Merit Badge Counselors. This helps us ensure we can provide the right experience for each Scout who wants to work on a particular Merit Badge.

We also need folks to help us plan / organize and make the event happen.

And during the day of the event, needs always arise!

Even if you don't volunteer in advance of the event, stop by the Administration Desk during the event -- there are always things we could use a few more hands!

Camping Information

Troop Leaders are responsible for the oversight and protection of their Scouts prior to and after the official event on Saturday (7:00am to 5:00pm)

All Scouting America tenting requirements must be followed.

Specific areas will be assigned for each Troop that is camping Friday and/or Saturday night. Troop Leaders must confirm with the Administration Desk prior to setting up any tent or other camping gear.

The 10:00pm "Lights out / Quiet time" must be observed by all Troops.

Cooking Fires

Liquid or propane fueled stoves or lanterns are to be operated only under direct adult supervision. Do not bring large quantities of fuel.

If a Troop is camping and plans to cook meals, they must ensure they have a bucket of water, a bucket of sand/dirt, a shovel, and a rake. Proper means of extinguishing fires should be on hand at all times.

Extreme caution must be taken whenever an open flame is involved. Field areas can be a very hot and dry tinderbox during the summer and fall. Be sure that all lanterns used are of approved status.

Clean up - There will be one clean up station for units cooking their meals located near the camping area. Do not clean at other water spigots or restrooms.

Campfires

NO campfires are allowed!

Event Schedule

Friday, September 18, 2026

4:00pm	Earliest arrival and check-in for Troops; dinner / breakfast on your own
10:00pm	Lights out / Quiet time

Saturday, September 19, 2026

6:00-7:30am	Arrival and check-in for Troops who did not arrive on Friday evening For Troops camping overnight, wake-up and breakfast on your own.
7:30 AM	Scouts taking the Welding, Swimming and Life Saving Merit Badges are to meet at the bus stop. Do not go to flags! Bus leaves at 7:55 AM.
8:00am	Flag Ceremony
8:30am	Morning Sessions begin
12:00pm	Morning Sessions end; Troop lunches are on their own
1:00pm	Afternoon Sessions begin
4:30pm	Afternoon Sessions end Troops help put tables and chairs away (service hours). Free firewood in the Trail to 1st Class area. Take a bag home with you!

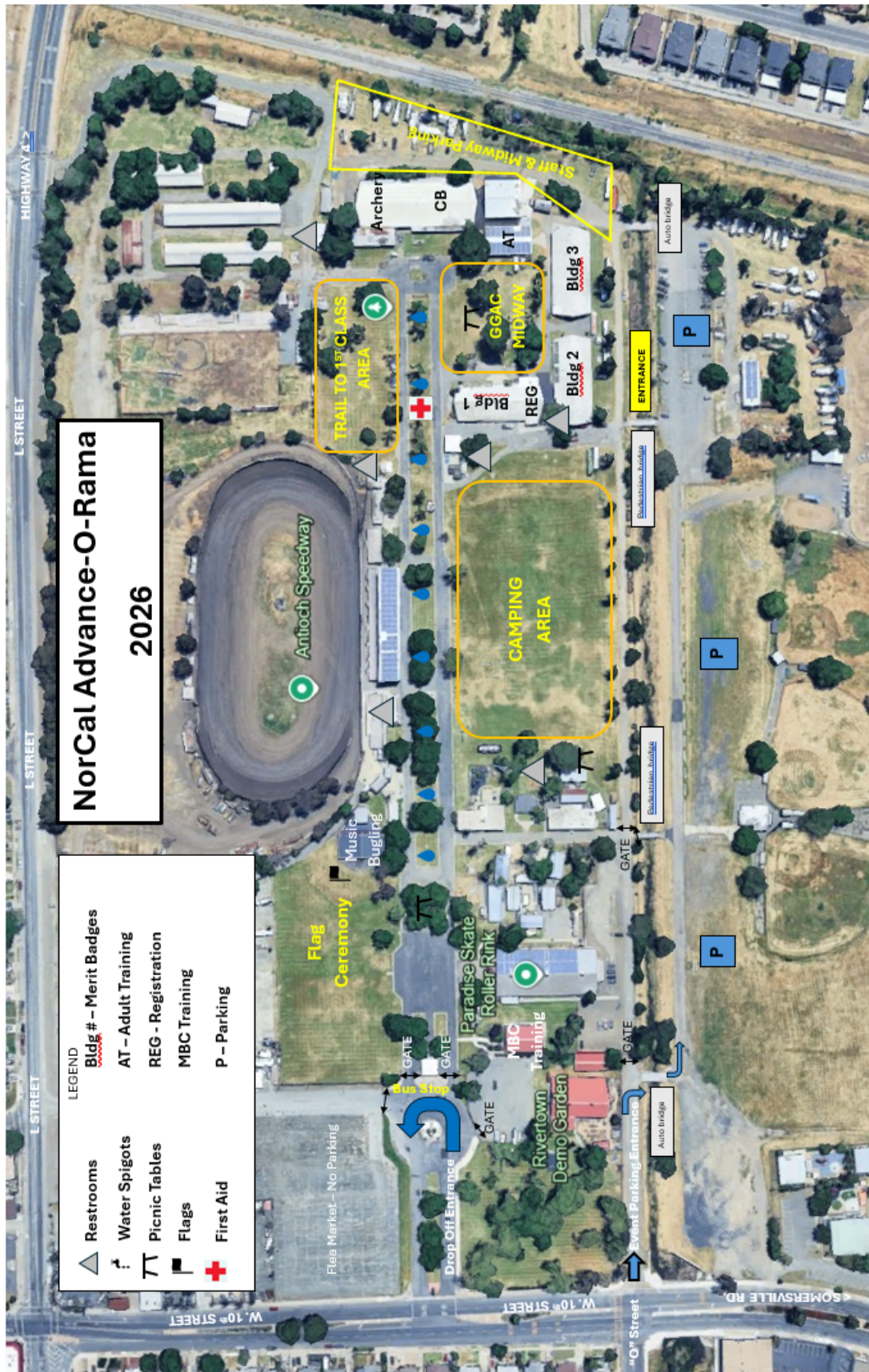
5:00pm	Troop departure (if not camping overnight)
6:00pm	For Troops camping overnight, dinner on your own
10:00pm	Lights out / Quiet time

Sunday, September 20, 2026

7:00am	For Troops camping overnight, wake-up and breakfast on your own
10:00am	All Troops who stayed overnight must depart

NOTE: All Troops spending the night on Friday and/or Saturday night should review the Camping Information section which has important information. Any questions should be resolved prior to arrival.

Event Maps

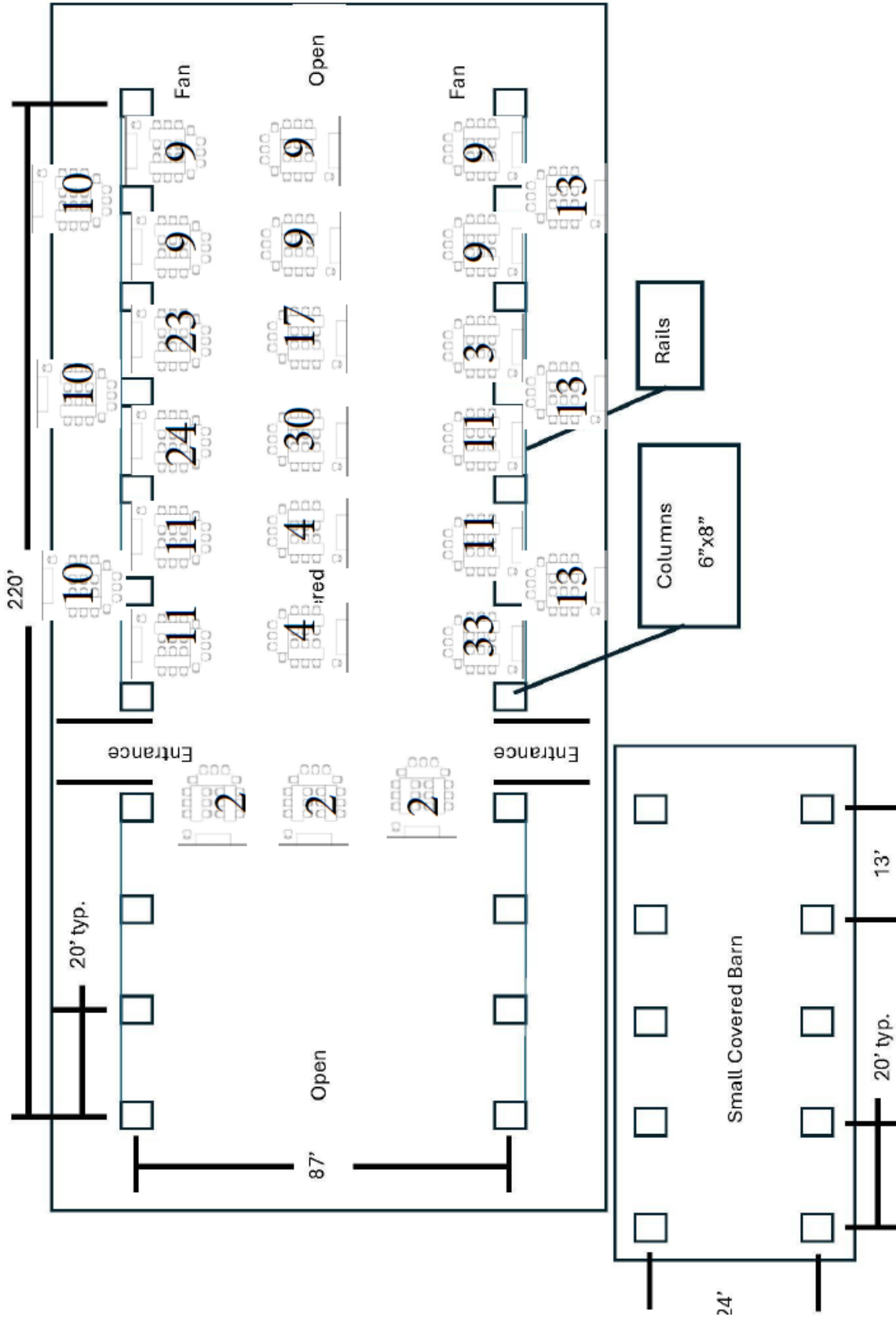


SESSION LOCATION KEY

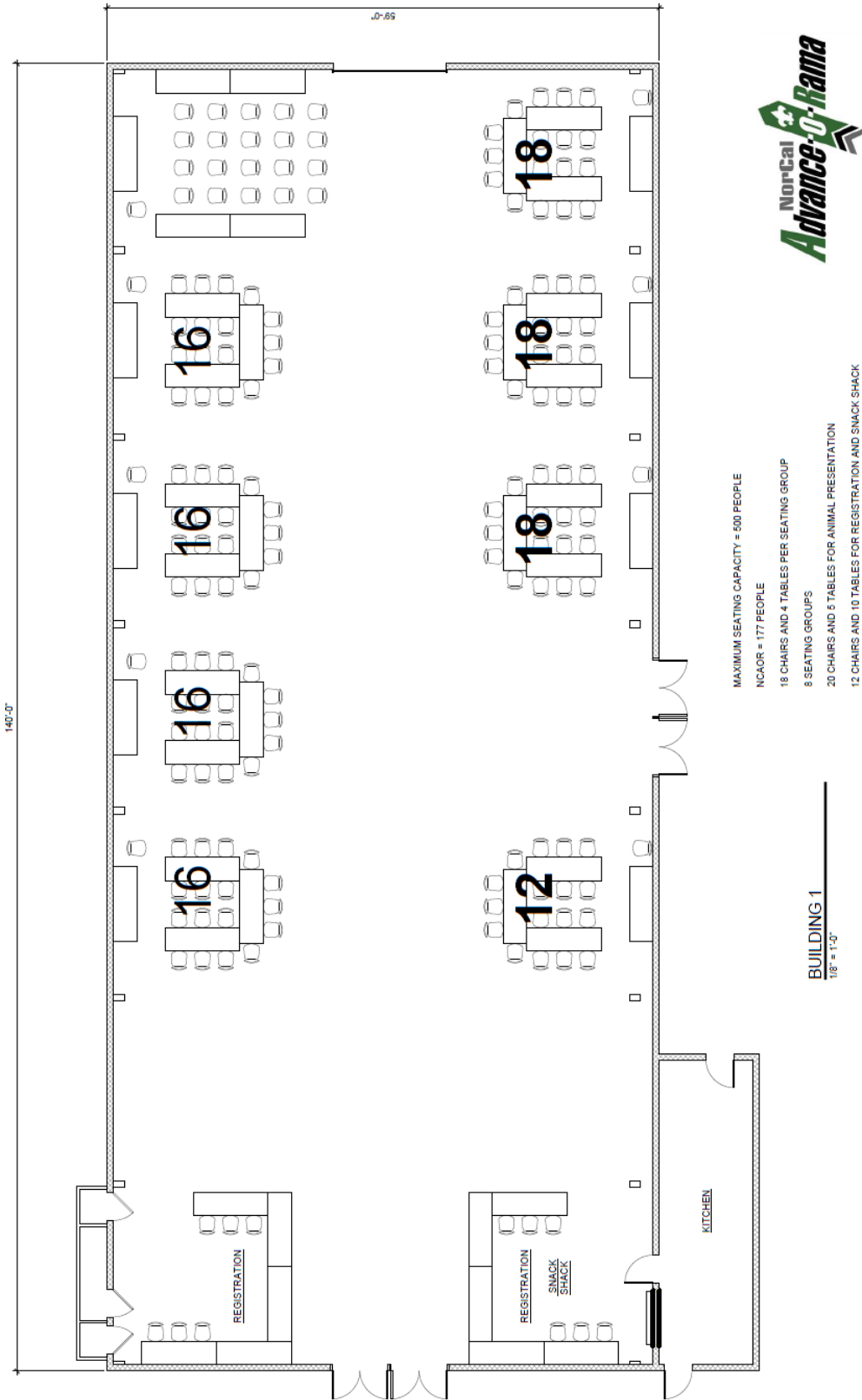
Class	Location Indicated on Map
• American Business	1
• Archery (All Day)	2
• Art	3
• Astronomy	4
• Bugling	5
• Camping	6
• Chemistry	7
• Chess	8
• Citizenship in the Community	9
• Citizenship in the Nation	10
• Citizenship in the World	11
• Coin Collecting	12
• Communication	13
• Composite Materials	14
• Disabilities Awareness	15
• Emergency Preparedness	16
• Environmental Science (All Day)	17
• Family Life	18
• Fingerprinting	19
• First Aid	20
• Game Design (All Day)	21
• Genealogy	22
• Graphic Arts	23
• Leatherwork	24
• Mammal Study	26
• Mining in Society	27
• Music	28
• Personal Management	29
• Photography	30
• Pioneering (All Day)	31
• Programming	32
• Public Speaking	33
• Radio	34
• Reptile and Amphibian Study	35
• Sustainability	36
• Wood Carving	39

***Lifesaving, Swimming and Welding meet at the Bust Stop no later than 7:30 AM.

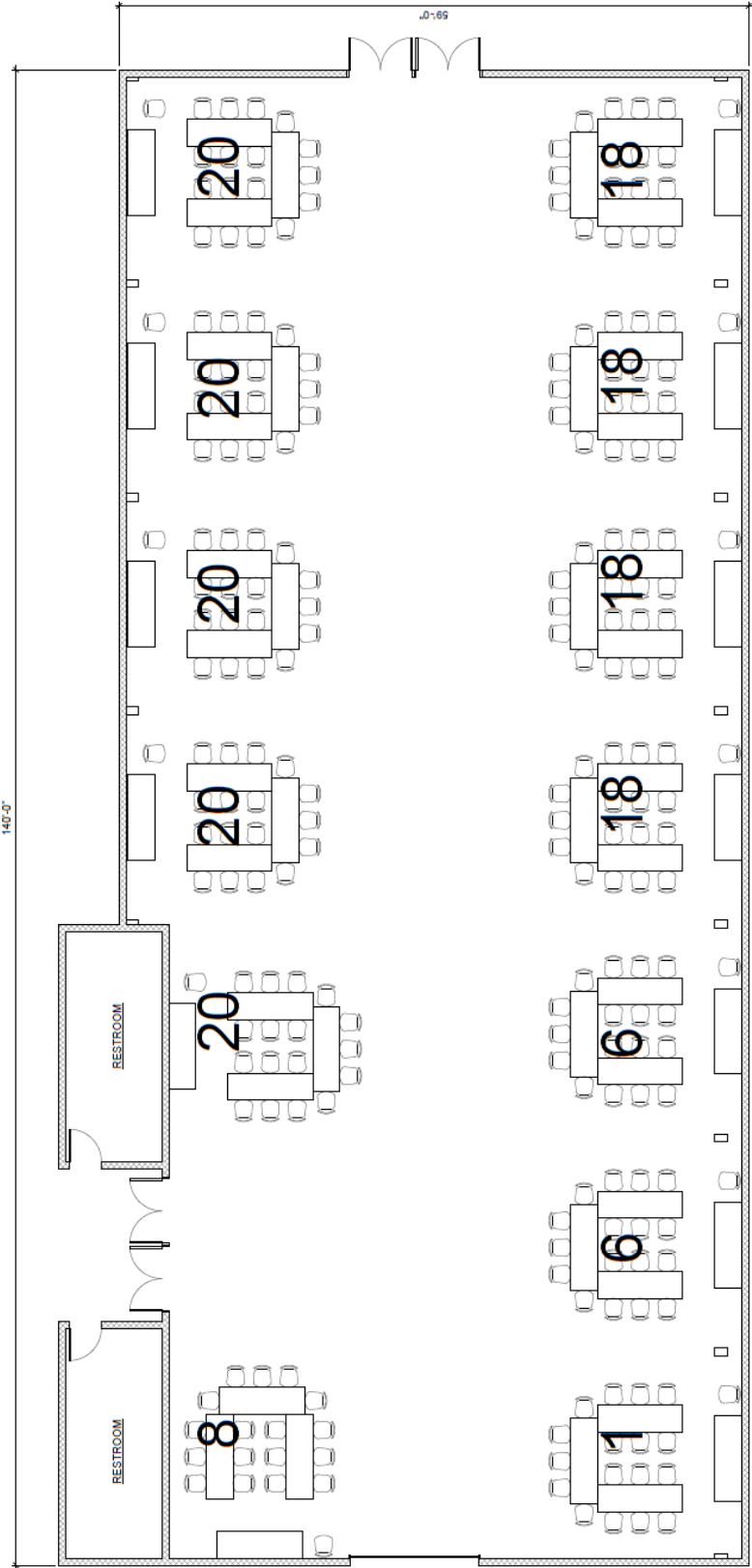
Covered Barn (CB)



Building 1 / Registration



Building 2

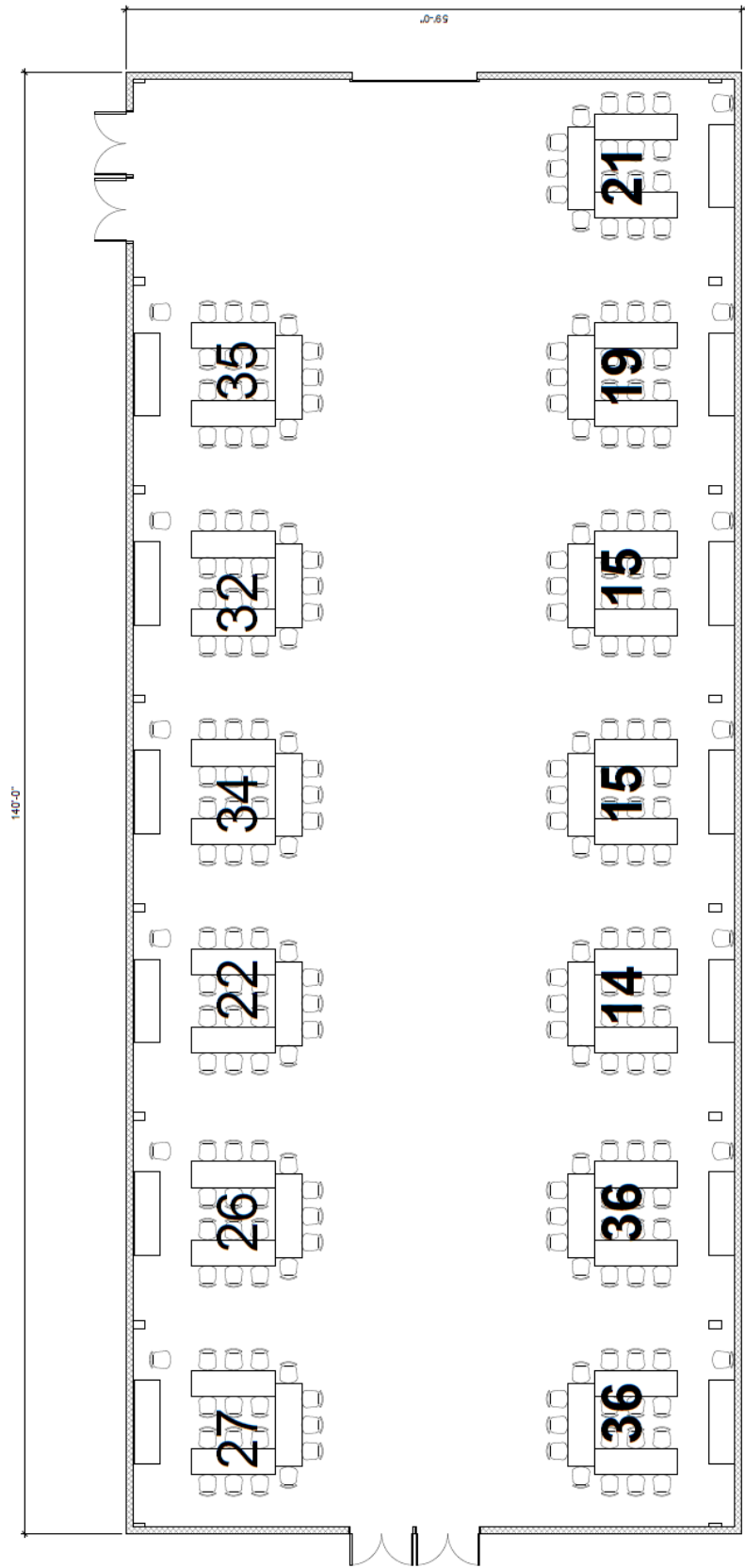


BUILDING 2
1/8" = 1'-0"

MAXIMUM SEATING CAPACITY = 500 PEOPLE
NCAOR = 234 PEOPLE
18 CHAIRS AND 4 TABLES PER SEATING GROUP
13 SEATING GROUPS



Building 3



BUILDING 3
1/8" = 1'-0"

MAXIMUM SEATING CAPACITY = 500 PEOPLE
NCAOR = 234 PEOPLE
18 CHAIRS AND 4 TABLES PER SEATING GROUP
13 SEATING GROUPS



Outdoor Seating



Outdoor 2



SAVE THE DATE for NorCal Advance-o-Rama 2027

Mark your Troop's calendars and join us next year for NorCal Advance-o-Rama 2027 – September 24-25, 2027! More details to come in the new year!

Appendices

General Merit Badge Information from Scouting America's Guide to Advancement

Best Practices

Follow these useful steps as you begin your merit badge journey:

Pick a Subject

Talk to your unit leader about your interests. Read the requirements of the merit badges you think might interest you, and pick one to earn. Your leader will give you the name of a person from a list of counselors. These individuals have special knowledge in their merit badge subjects and are interested in helping you.

Scout Buddy System

You must have another person with you at each meeting with the merit badge counselor. This person can be your parent or legal guardian, or another registered adult.

Call the Merit Badge Counselor

Get a signed Application for Merit Badge, No. 34124 or No. 34130, from your unit leader. Get in touch with the merit badge counselor and explain that you want to earn the badge. The counselor may ask to meet you to explain what is expected and to start helping you meet the requirements. You should also discuss work you have already started or possibly completed.

At the first meeting, you and your merit badge counselor will review and may start working on the requirements. In some cases, you may share the work you have already started or completed.

Unless otherwise specified, work on a requirement can be started at any time

Ask your counselor to help you learn the things you need to know or do. You should read the merit badge pamphlet on the subject. Many troops, schools, and public libraries have them.

Show Your Stuff

When you are ready, call the counselor again to make an appointment. When you go, take along the things you have made to meet the requirements. If they are too big to move, take pictures or have an adult tell in writing what you have done. The counselor will test you on each requirement to make sure you know your stuff and have done or can do the things required.

Get the Badge

When the counselor is satisfied you have met each requirement, he or she will sign your application. Give the signed application to your unit leader so your merit badge emblem can be secured for you.

Merit badge requirements are revised as needed to reflect updated information and technology. Refer to the latest Scouts BSA Requirements book for merit badge requirement updates. The current Scouts

BSA Requirements book is available from your local Scouting merchandise distributor. It may also be ordered online at www.ScoutShop.org

Must-know Information

You are expected to meet the requirements as they are stated—no more and no less. You must do exactly what is stated in the requirements. If it says “show or demonstrate,” that is what you must do. Just telling about it isn’t enough. The same thing holds true for such words as “make,” “list,” “in the field,” and “collect,” “identify,” and “label.”

The requirements listed below are the current and official requirements of Scouting America. Occasionally, the requirements will not match those in the printed Scout Handbook, the annual Scouts BSA Requirements book, or some merit badge pamphlets because of the timing of their printing schedules.

If a new edition of a merit badge pamphlet is introduced with updated requirements after the Scouts BSA Requirements book has been released, a Scout who is starting the badge may choose to follow either set of requirements until the end of the year. At the start of the new year, Scouts who are beginning must use only the new requirements.

If a Scout has already started working on a merit badge when a new edition of the pamphlet is introduced, they may continue to use the same pamphlet and fulfill the requirements therein to earn the badge. They need not start over again with the new pamphlet and revised requirements.

There is no time limit for starting and completing a merit badge, but all work must be completed by the time a Scout turns 18.

Parental Firearms Permission Form for Archery Merit Badge

Scouts must have completed and signed the Activity Consent Form (680-673) to participate in the Archery Merit Badge (see example below).

ACTIVITY CONSENT FORM AND APPROVAL BY PARENTS OR LEGAL GUARDIAN FORMULARIO DE CONSENTIMIENTO Y APROBACIÓN DE ACTIVIDAD POR PARTE DE LOS PADRES DE FAMILIA O TUTORES

This form is recommended for unit use to obtain approval and consent for Tiger Cubs, Cub Scouts, Webelos Scouts, Boy Scouts, Varsity Scouts, Venturers, and guests (if applicable) under 21 years of age to participate in a den, pack, team, troop, or crew trip, expedition, or activity. This form is required for use with flying plans and should be attached to the flying plan application. It is recommended that parents keep a copy of the form and contact the tour leader in the event of any questions or in case emergency contact is needed. Additional copies of this form along with the Guide to Safe Scouting are available for download from Scouting Safely at www.scouting.org/forms.

Se recomienda que la unidad use este formulario para obtener la aprobación y consentimiento para los Tiger Cubs, Cub Scouts, Webelos Scouts, Boy Scouts, Varsity Scouts, Venturers e invitados (si es que aplica) menores de 21 años que participen en un viaje, expedición o actividad del den, pack, equipo, tropa o grupo. Este formulario es obligatorio junto con los permisos de vuelo y deben adjuntarse a la solicitud de permiso de vuelo. Se recomienda que los padres de familia guarden una copia del formulario y se pongan en contacto con el líder de la excursión si es que tienen alguna pregunta o en caso de que se necesite un contacto de emergencia. Las copias adicionales de este formulario junto con la Guía para un Scouting seguro se encuentran disponibles para descargar desde Scouting Safely en www.scouting.org/forms.

First name of participant Nombre del participante	Middle initial Inicial del segundo nombre	Last name Apellido	Birth date (month/day/year) Fecha de nacimiento (Mes/día/año)	Age during activity Edad al momento de realizar la actividad
Address Dirección				
City Ciudad	State Estado	Zip Código postal		
Has approval to participate in (Name of activity, orientation flight, outing trip, etc.) Tiene la aprobación para participar en (Nombre de la actividad, vuelo de orientación, excursión, etc.)				
From De	to a	Without restrictions Sin restricciones		
Special considerations or restrictions: Consideraciones o restricciones especiales:				

HOLD HARMLESS AGREEMENT

I understand that participation in Scouting activities involves a certain degree of risk and can be physically, mentally, and emotionally demanding. I have carefully considered the risk involved and have given consent for myself or my child to participate in this activity. I also understand that participation in this activity is entirely voluntary and requires participants to abide by applicable rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

In case of emergency involving my child, I understand every effort will be made to contact me. In the event I cannot be reached, I hereby give my permission to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for my child. Medical providers are authorized to disclose to the adult in charge examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

ACUERDO DE INDEMNIZACIÓN Y EXONERACIÓN DE RESPONSABILIDAD

Entiendo que la participación en actividades Scouting implica un cierto grado de riesgo y que pueden ser física, mental y emocionalmente agotadoras. He considerado cuidadosamente el riesgo involucrado y doy mi consentimiento para mí mismo o mi hijo para participar en la actividad. Entiendo que la participación en la actividad es completamente voluntaria y requiere que los participantes se acaten a las reglas y estándares de conducta pertinentes. Libero a Boy Scouts of America, al concilio local, a los coordinadores de la actividad y a todos los empleados, voluntarios, partes relacionadas u otras organizaciones asociadas con la actividad de cualquiera y todas las demandas o responsabilidades que surjan de esta participación.

En caso de una emergencia que tenga que ver con mi hijo, sé que se harán todos los esfuerzos necesarios para contactarme. En caso de que no me contacten, autorizo al proveedor médico seleccionado por el líder adulto encargado, de asegurarse de que se le ofrezca a mi hijo el tratamiento adecuado, incluyendo hospitalización, anestesia, cirugía o inyecciones de medicamento. Los proveedores médicos están autorizados para informar al adulto encargado los hallazgos de la exploración física, los resultados de pruebas y el tratamiento otorgado con el propósito de una evaluación médica del participante, seguimiento y comunicación con los padres o tutores del participante y/o la determinación de la capacidad del participante para continuar en las actividades del programa.

Participant's signature Firma del participante	Date Fecha
Parent/guardian printed name Nombre con letra de padre de familia/tutor	Parent/guardian signature Firma del padre de familia/tutor
Area code and telephone number (best contact and emergency contact) Código de área y número telefónico (primer contacto y contacto de emergencia)	Email (for use in sharing more details about the trip or activity) Correo electrónico (para uso en los detalles sobre el viaje o actividad)
Contact the adult tour leader with any questions: Pregúese en contacto con el líder adulto de la excursión si se tiene preguntas:	
Name Nombre	Phone Teléfono
Email Correo electrónico	



BOY SCOUTS OF AMERICA®

680-673
2012 Printing

Reporting Merit Badge Counseling Concerns

(Link to fillable PDF: <https://www.scouting.org/wp-content/uploads/2021/07/11.1.0.021.pdf>)

11.1.0.0 Reporting Merit Badge Counseling Concerns

Use this form to report to your council advancement committee questionable processes or procedures discovered in merit badge counseling at group instruction events such as fairs, clinics, workshops, in camp settings, or by individual counselors. Note that reports are primarily for the information of the advancement committee as methods to improve the merit badge program are considered; however, committees may elect to follow up on specific cases.

Prior to submitting to your council advancement committee:

- Consult the *Guide to Advancement*, section 7, with special attention to topics 7.0.4.6 through 7.0.4.11.
- Gather information that may help the council advancement committee to understand what has happened. This could include items such as advertisements or brochures, schedules, any required workbooks or worksheets, or other documentation of the questionable processes or procedures.

Merit badge(s) _____ Instructor _____ Date(s) of instruction _____
 Event title (if applicable) _____ Sponsor _____
 Location _____ City _____ State _____

Method of merit badge instruction:

☐ Individual counselor instruction ☐ Summer camp ☐ Merit badge fair/clinic ☐ Outside organization ☐ Other: _____

Nature of concern (check all that apply):

- ☐ The merit badge counselor is not registered with the BSA.
- ☐ The merit badge counselor is not approved by the council advancement committee.
- ☐ The merit badge counselor did not ensure that each Scout actually and personally completed requirements.
- ☐ Requirements that could not have been completed were signed off.
- ☐ Requirements as written were changed or not used.
- ☐ The Scout was at the event but did not attend class.
- ☐ The Scout was signed off for a merit badge but did not attend the event.
- ☐ An outside organization, business, or individual generated a profit from presenting merit badges.
- ☐ An outside organization, business, or unaffiliated individual presented merit badge opportunities without permission from the BSA.
- ☐ An outside organization, business, or unaffiliated individual used the BSA brand, trade names, protected images, or logos without permission.
- ☐ Other: _____

Statement of facts and concerns. Use additional sheets, if required. Include any comments on steps taken to resolve the issue.

Guide to Advancement topic number related to questionable process or procedure (required): (For example, 7.0.4.6, 7.0.4.7, etc.)

Contact person (should the council advancement committee need more information):

☐ Event coordinator ☐ Camp director ☐ Merit badge counselor ☐ Other: _____

Name _____

Phone _____ Email _____

Have you previously reported this event or counselor? ☐ No ☐ Yes; approximate date of previous report: _____

Submitted by: (*Required)

Name* _____ District _____ Unit _____ Phone* _____

Scouting position _____ Email* _____

The information presented is correct to the best of my knowledge.

Signature _____ Date _____

Council advancement committee notes

Received by _____ Date _____



BOY SCOUTS OF AMERICA

512-800
2021 Revision

Adult Leader Training

**There will be some great opportunities to become
FULLY TRAINED!**



Due to the overwhelming success of adult training at our GGAC Summer Resident Camps, the Council Training Committee will be providing a selection of adult leader courses. Leaders will have the opportunity to participate in one of the following courses:

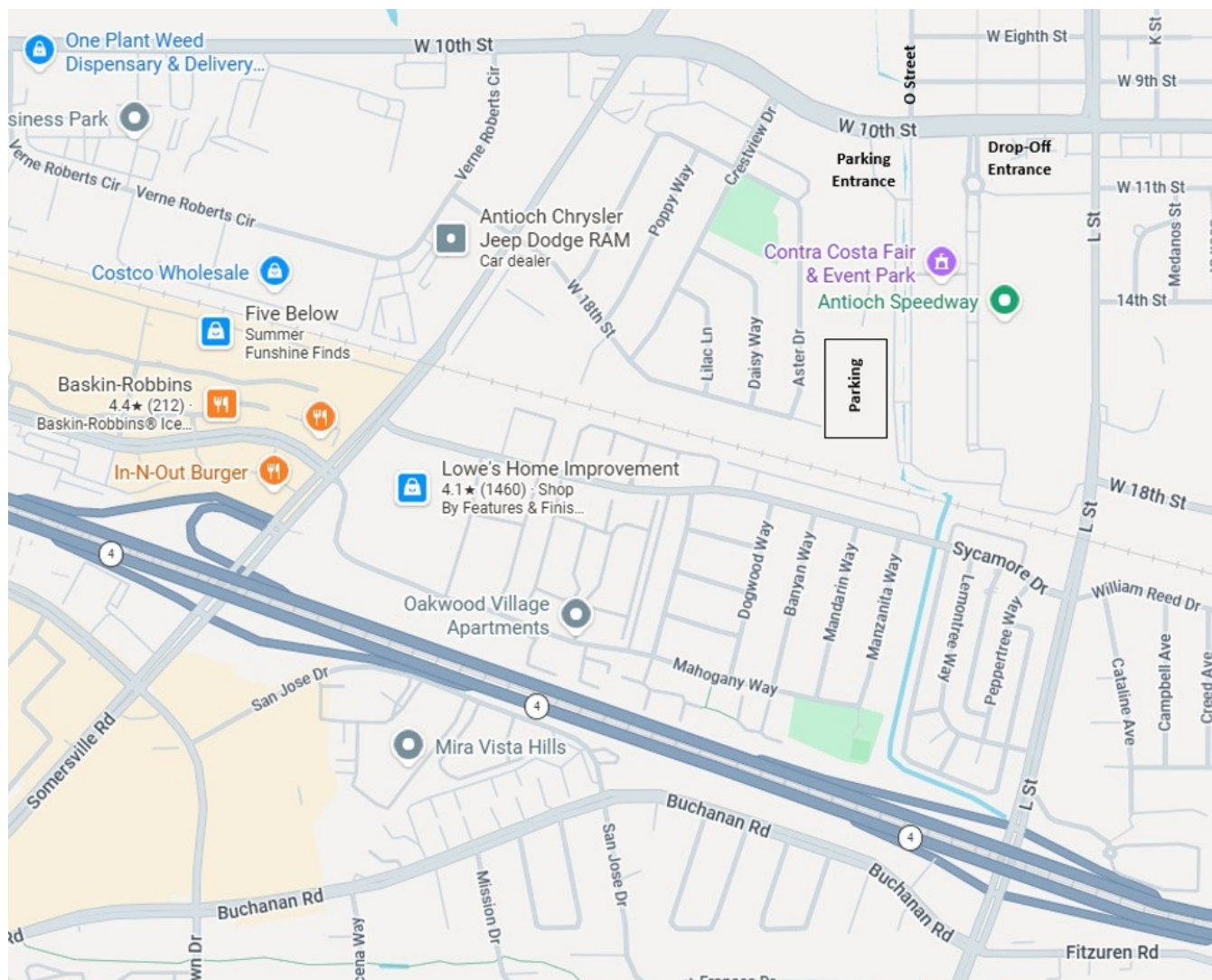
**Scoutmaster Specific
Troop Committee Challenge
Merit Badge Counselor Training**

There is no additional fee for any of these courses. Don't miss out on this opportunity to complete required training while you are at NorCal Advance-o-Rama.

Participants in SM Specific Training should bring the Scoutmaster Handbook & their own copy of the Scout Handbook & the Troop Committee Guide for reference.

Please SIGN-UP your Adults when completing your Unit's Registration for Merit Badges and Trail to First Class activities, so we know interest ahead of time!

Map and Directions to Fairgrounds



Address: 1201 W. 10th Street, Antioch, CA 94509

From San Jose, Oakland, Fremont...

Highway 680 North

Take Exit 50 for State Route 242 North toward Concord/Pittsburg

Merge into CA-4 East (Antioch/Stockton)

Take Exit 26 for Somersville Road/Auto Center Drive

Turn Left at Somersville Road/Auto Center Drive

Turn Right at W. 10th Street.

All-day parking entrance is on the right at the intersection of O Street and W. 10th Street.

Drop-off entrance is past the all-day parking entrance on the right.

From Concord, Pleasanton...

I-680 North

Take Exit 50 for State Route 242 North toward Concord/Pittsburg

Merge onto CA-4 East toward Stockton/Pittsburg.

Take Exit 26 for Somersville Road/Auto Center Drive

Turn Left onto Somersville Road/Auto Center Drive

Turn Right at W. 10th Street.

All-day parking entrance is on the right at the intersection of O Street and W. 10th Street.

Drop-off entrance is past the all-day parking entrance on the right.

From Sacramento...

Highway 80 West

Highway 680 South

Take Exit 53, merge onto CA-4 East to Pittsburg/Antioch

Take Exit 26 for Somersville Road/Auto Center Drive

Turn Left at Somersville Road/Auto Center Drive

Turn Right at W. 10th Street.

All-day parking entrance is on the right at the intersection of O Street and W. 10th Street.

Drop-off entrance is past the all-day parking entrance on the right.

From Santa Rosa...

Highway 101 South

CA-116 East/Lakeville Street in Petaluma

CA-37 East to Exit 21A to I-80 W toward San Francisco

Take Exit 30A toward Benicia/Martinez, Merge onto I-780

Take Exit 7B to merge onto I-680 South toward Martinez/San Jose

Take Exit 53, merge onto CA-4 East to Pittsburg/Antioch

Take Exit 26 for Somersville Road/Auto Center Drive

Turn Left at Somersville Road/Auto Center Drive

Turn Right at W. 10th Street.

All-day parking entrance is on the right at the intersection of O Street and W. 10th Street.

Drop-off entrance is past the all-day parking entrance on the right.

From Brentwood, Oakley, Antioch...

Highway 4 West

Take Exit 27 for L Street/Contra Loma Blvd.

Turn Right onto L Street.

Turn Left onto W. 10th Street.

Drop-off entrance is on the left.

All-day parking entrance is on the left at the intersection of O Street and W. 10th Street.

From the Peninsula (San Mateo, San Francisco...)

Highway 101 North

Keep Right onto I-80 E (Bay Bridge/Oakland)

Take Exit 8B for I-580 East toward Oakland/Hayward, Stockton/CA-24

I-580 East toward Walnut Creek

Merge onto I-680 North toward Sacramento/Concord

Take Exit 50 for State Route 242 North toward Concord/Pittsburg

Merge onto CA-4 East toward Stockton/Pittsburg.

Take Exit 26 for Somersville Road/Auto Center Drive

Turn Left onto Somerville Road/Auto Center Drive

Turn Right at W. 10th Street.

All-day parking entrance is on the right at the intersection of O Street and W. 10th Street.

Drop-off entrance is past the all-day parking entrance on the right.

Join us Friday Night for a Skate Party at Paradise Skate!



A vibrant, neon-themed poster for a roller skate event. The background is dark with colorful stars and light trails. At the top left, a single roller skate is shown in profile, glowing with neon. Below it, a pair of roller skates sits on a reflective surface. To the right, a person is captured in motion, skating on a rink. The main title 'ROLLER SKATE' is written in large, bold, brush-stroke letters, with 'ROLLER' in yellow and 'SKATE' in pink. Below this, a glowing blue banner reads 'OPEN SKATE NIGHT!'. Underneath the banner, the text 'THE NIGHT BEFORE ADVANCE-O-RAMA!' is written in a stylized font. The event details are listed in a series of horizontal bars, each preceded by a circular icon: a calendar for 'WHEN: FRIDAY, SEPTEMBER 18, 2026 8-10PM THE NIGHT BEFORE ADVANCE-O-RAMA', a location pin for 'WHERE: PARADISE SKATE CONTRA COSTA COUNTY FAIRGROUNDS ANTIOCH, CA', a group of people for 'WHO: OPEN TO SCOUTS WHO ARE CAMPING THE NIGHT BEFORE ADVANCE O RAMA', and a dollar sign for 'COST: \$16 PER SCOUT INCLUDES SKATE RENTAL'. To the right of these details, a yellow starburst contains the text 'OPEN SKATE NIGHT WITH MUSIC GAMES SNACKS & FUN!'. At the bottom left, three blue chevrons point right, followed by the text 'SKATE. HANG OUT. HAVE FUN. GEAR UP FOR ADVANCE-O-RAMA!'. At the bottom right, a circular emblem shows a mountain range with a tent and trees, with a fleur-de-lis symbol below it.

ROLLER SKATE

OPEN SKATE NIGHT!

**THE NIGHT BEFORE
ADVANCE-O-RAMA!**

WHEN: **FRIDAY, SEPTEMBER 18, 2026**
8-10PM
THE NIGHT BEFORE ADVANCE-O-RAMA

WHERE: **PARADISE SKATE**
CONTRA COSTA COUNTY FAIRGROUNDS
ANTIOCH, CA

WHO: **OPEN TO SCOUTS**
WHO ARE CAMPING THE NIGHT BEFORE
ADVANCE O RAMA

COST: **\$16 PER SCOUT**
INCLUDES SKATE RENTAL

**OPEN SKATE
NIGHT
WITH
✓ MUSIC
✓ GAMES
✓ SNACKS
& FUN!**

**SKATE. HANG OUT. HAVE FUN.
GEAR UP FOR ADVANCE-O-RAMA!**