

Merit Badge Day

**Kettle Country District Merit Badge Day
June 17, 2023**

**Pioneer Village
4880 County Road I
Saukville, WI**



Astronomy



Citizenship in the
World



Citizenship in the
Nation



Collections



Communication



Entrepreneurship



Genealogy



Inventing



Leatherwork



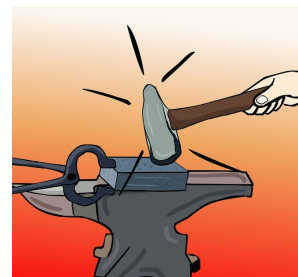
Mammal Study



Sculpture



Wood Carving



Dear Unit Leader or individual participant:

Thank you for choosing the Kettle Country Merit Badge Day as part of your Scouting program. It is our pleasure to partner with you in providing a fun learning experience for the youth on their scouting journey.

We will be making every effort for the Scouts to earn their Merit Badges.

- Please note the PRE-REQUISITES / HOMEWORK section starting on page 5.
- Scouts must bring their signed Blue Cards to the event.
- Scouts must bring BSA Health Form Parts A & B to the event.
- Bring a lawn chair/folding chair and a water bottle.

If you have any questions about the weekend's camp program, please email me at mulma4186@gmail.com. Thank you for choosing Kettle Country District's Merit Badge Day!

Sincerely,

Marie Besler

Kettle Country District Merit Badge Day Chair

mulma4186@gmail.com

262-808-7991

ADDITIONAL CAMPOREE DETAILS

WHO:

- All Scout BSA Troops **and** Venturing Crews who would like to earn Merit Badges.

WHEN

Units choosing to camp: June 16 check-in begins at 5:00 pm

All other Merit Badge Participants: June 17 check begins at 6:45am

WHERE:

- Pioneer Village
- 4880 County Road I, Saukville, WI 53080
- Park in designated parking field as you enter Pioneer Village on the right next to the house. Please do not park in Pioneer Village lot in front of entrance.

HOW MUCH:

- \$15.00 per Scout
- \$10 additional supply charge for Blacksmithing Activity, Woodcarving and Leatherwork MB
- Leader / Adult – NO CHARGE
- Staff / Volunteer – NO CHARGE

REGISTRATION:

- Must register on-line
- Registration deadline Wednesday, June 14th, 2023 at 11:59 pm
- There will be NO on-site registration.

CHECK-IN

- **Blue Cards**
- **Prerequisite worksheets must be turned into Merit Badge Counselors during class time on Saturday unless otherwise noted by Merit Badge Counselor**
- Bring your Part A & B Health forms to check-in. Be sure to return after programming to pick up your forms!!
- Upon check in, maps and schedules will be distributed at that time.

UNITS CAMPING OVERNIGHT, PLEASE NOTE:

- Troop camping will be available; however, it is not part of the merit badge day programming, and all food and activities are the troop's responsibility.
- NO Campfires or bonfires are permitted on the grounds.
- Coal, gas grills, camp stove, dutch ovens in hog pans allowed in designated areas.

Merit Badge Day Schedule

(subject to change)

Merit Badge Day	
Friday Night Activities (Optional Unit Campouts)	
5:00 PM – 7:00 PM	Check-In – Site Setup
5:00 PM – 10:00 PM	Troop/Crew Time
10:00 PM	Lights Out
Saturday Activities	
6:00 AM	Reveille (campers)
6:15 AM – 6:45 AM	Breakfast (campers)
6:45 AM – 7:15 AM	Registration (participants)
7:15 AM - 7:25 AM	Flags & Opening
7:30 AM – 11:30 AM	AM Merit Badge / Activity
11:30 AM – 12:10 PM	Lunch
12:15 PM – 4:15 PM	PM Merit Badge / Activity
4:30 PM	Campsite cleanup for campers
5:00 PM	Campsite Inspection

MERIT BADGE PRE-REQUISITES / HOMEWORK

Astronomy

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read Astronomy Merit Badge pamphlet
- 3) **Do requirements #5b and #6b**
- 4) Participants are encouraged to use the worksheets available on USScouts.org

Citizenship in the Nation

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read Citizenship in the Nation Merit Badge pamphlet
- 3) **Do requirements #2, #3, #8, and complete other questions on the worksheet and bring it to class for discussion**
- 4) Participants are encouraged to use the worksheets available on USScouts.org

Citizenship in the World

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read Citizenship in the World Merit Badge pamphlet
- 3) **Please complete**
 - **#1, #2, #5, and #6 in the workbook as the counselor will review these during class.**
 - **For #3a, the scout should pick a world event to share with class,**
 - **#3b the scout should pick a country to discuss in class,**
 - **#4 the scout should pick two and share in class**
 - **#7 the scout should pick two and share in class.**
- 4) Participants are encouraged to use the worksheets available on USScouts.org

Collections

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read Collections Merit Badge pamphlet
- 3) **Do requirements #1 and #7**
- 4) Participants are encouraged to use the worksheets available on USScouts.org

Communications

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read Communications Merit Badge pamphlet
- 3) Do requirements
 - **#1 - For one day keep a log of your communication activities and bring it with you.**
 - **#2 - There will be materials to make a poster, collage, or write a story about yourself. COME PREPARED WITH TALKING POINTS.**
 - **#3 - Be prepared to present about yourself using the visual aid that you created in #2.**
 - **#4 - Interview someone you know well, like, or respect because of their position, talent, career, or life experiences. Listen actively to learn as much as you can about the person. Then prepare and deliver to your counselor an introduction of the person as though this person were to be a guest speaker and include the reason why the audience would want to hear this person speak. Show how you should call to invite this person to speak.**

- #5 Attend or view a public meeting (city council, school board, debate) approved by your counselor where several points of view are given on a single issue. Practice active listening skills and take careful notes of each point of view. Prepare an objective report that includes all point of view that were expressed and share this with your counselor. You can view [Washington County Meetings](#) on YouTube using this link.
 - #6 Bring any necessary teaching tools needed to complete this requirement in the class.
 - #7 Be prepared to show proof in class of completion.
 - #9, Be prepared to share your findings.
- 4) Participants are encouraged to use the worksheets

Entrepreneurship

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read Entrepreneurship Merit Badge pamphlet
- 3) Before class, complete requirements #1, #3, #4
 - If you do not have someone available to interview for #3, you can also choose anyone identifiable who has started his or her own business, and research them via biographies or Internet sources (with family permission) to answer the 3 parts
- 4) We will complete requirements #2, #5, #6 in person
- 5) Participants are encouraged to use the worksheets available on [USScouts.org](#)

Genealogy

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read Genealogy Merit Badge pamphlet
- 3) **Complete requirements #2a, #3, #4b, #6, and #7.**
 - #2a: Do a timeline for yourself or a relative. It is easier to do one for yourself but that is up to the Scout to decide. Then write a short biography based on that timeline.
See the next page for suggestions on how to create a timeline.
 - #3: With your parent's help, choose a relative or a family acquaintance you can interview in person, by telephone, or by email or letter. Record the information you collect so you do not forget it.
 - #4b: Obtain at least one genealogical document that supports an event that is or can be recorded on your pedigree chart or family group record. The document could be found at home or at a government office, religious organization, archive, or library. A birth, marriage or death certificate, or a baptismal, communion, confirmation or marriage record from a religious organization are examples. NOTE: PLEASE BRING A PHOTOCOPY OF A RECORD. IT IS SAFER THAN BRINGING AN ORIGINAL DOCUMENT THAT MIGHT GET LOST OR DESTROYED.
 - #6 and #7: Since we won't have access to the internet, the scout can either fill out the charts of #6 and #7 (that would be who his or her parents are; who their grandparents are; the scout's siblings and the siblings of their parents) or at least have the information on a sheet of paper so we can fill it out at the workshop. The charts are available for #6 and #7 with the current worksheet.
- 4) Participants are encouraged to use the worksheets available on [USScouts.org](#)

Genealogy Requirement #2a - timeline suggestions:

Most of the time, the timeline is usually about the scout completing the merit badge. But if not, just change the You to “your” of the individual you are making the timeline about.

You start by taking a blank piece of paper and setting it long ways. Using a ruler draw a straight line down the middle of the paper – again long ways.

At the most left, start with your birth date and at the far right the date you started the timeline (today’s date-genealogy workshop perhaps). You can move from left to right or right to left. You can split the timeline in half, so you have space of things and work it that way. Ex. You are 12 so you do a line at the middle for your 6th year.

You can work from both sides and meet in the middle.

- Date, time, and location you were born.
- Date and place you were Baptized or Christened.
- Did you ever move to a new city or house? General month and year.
- Do you have any younger brothers or sisters? Then add the general month and year of birth or specific date if you know it.
- Do you remember when your first tooth fell out? General month and year.
- When did you start going to school and where? General month and year.
- Did you ever get a new pet? What was it? General month and year.
- Did you ever break an arm or a leg and must have a cast? Stiches? Or did you have to have your tonsils removed or appendicitis? General month and year.
- When did you meet your best friend? General date.
- Date of your First Communion or another important religious event in your faith.
- Did one of your older relations get married when you were in the wedding? General or specific date.
- When did you start to play a musical instrument or sport? General date and what the instrument or sport was.
- Your most favorite vacation? Where did you go and what did you do to make it memorable for you? General month and year. It can be more than one time or place.
- When did you join Scouting? As a Cub Scout? General month and year.
- When did you cross over to Scouts BSA? General month and year.
- When did you earn your first merit badge? General month and year? what was it?
- When dd you get to go camping with your Troop? General month and year and where did you go?
- When did you start your favorite sport? General month and year.
- Do you have a collection of something? Cards, stamps, coins, seashells, games, etc. When did you start collecting? General date.
- Have you ever won a prize or an award for school, a sport (Ex. tournaments) or hobby? General date and year.
- A death in the family. Date and who it was.
- Anything that YOU think is interesting about you. An important event for YOU. General date or specific. It does not have to be important to anyone else. Just YOU.

Inventing

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read Inventing Merit Badge pamphlet
- 3) Before class, complete requirements #1a, #1b, #3a, #3b, #3c, #3d, #5, #8, #9
- 4) We will complete requirements #2a, #4, #6a, #6b, #7 in person
- 5) Participants are encouraged to use the worksheets available on USScouts.org

Leatherwork (additional \$10 fee for supplies)

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read the Leatherwork Merit Badge pamphlet
- 3) Participants are encouraged to use the worksheets available on USScouts.org

Mammal Study

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read the Mammal Study Merit Badge pamphlet
- 3) The pre-requisites for Mammal Study are requirements 3 and 4.
- 4) Participants are encouraged to use the worksheets available on USScouts.org

Mammal Study is one of the easiest merit badges to complete. It just involves doing some research. Just because it is one of the easiest doesn't mean you do the absolute bare minimum. Complete sentences and where you got your information from are part of the requirements.

- **Requirement #3c:** From study, reading and/or internet, write a simple life history of one *Non-Game* mammal that lives in your area. Tell how this mammal lived before its habitat was affected in any way by humans. Tell how it reproduces, what it eats, and its natural habitat. Describe its dependency upon plants, upon other animals (including humans), and how they depend upon it. Tell how it is helpful or harmful to humankind. (*Hint: Non-game animals are any species of wild animal that is living in the wild and is not classified as a game fish, game animal, game bird or fur bearing animal. In the state of Wisconsin, the DNR defines these species as "all birds, animals and other terrestrial vertebrates which usually have NO open season for hunting or trapping." Threatened and endangered species are also included in this category. Examples of Non-game mammals are: Bats; American Marten; Canadian Lynx, Prairie dogs and of course, the Wisconsin Badger. So, this requirement would take about 20 minutes total with internet search. Please be complete and detail all of the required information.*)
- **Requirement 4. Do ONE of the following:**
- **Requirement #4c.** Write a life history of a *native game mammal* that lives in your area, covering the points outline in requirement 3c. List sources for this information. Tell how this mammal lived before its habitat was affected in any way by humans. Tell how it reproduces, what it eats, and its natural habitat. Describe its dependency upon plants, upon other animals (including humans), and how they depend upon it. Tell how it is helpful or harmful to humankind. You must list your sources. (*Hint: WI DNR states that game animals of Wisconsin include the following: Bear; Deer; Furbearers; Elk; and wolf (special permit). Remember we are only doing mammals not Birds (Avian). That is a merit badge by itself. So, this requirement would also take about 20 minutes total with internet search. Please be complete and detail all of the required information.*)

OR

- **Requirement #4g.** Trace two possible food chains of carnivorous mammals from soil

through four stages to the mammal you have chosen. (*Suggestion: This is the easiest of the option of requirement 4 to complete. This can be completed in under 10 minutes of research online along with some very nice pictorial flow charts of food chains. Which I suggest that you use along with the source information as to where you got them from.*)

Possible food chain 1:

Soil: Stage 1:

Stage 2

Stage 3

Stage 4

Possible food chain 2:

Soil: Stage 1:

Stage 2

Stage 3

Stage 4

Sculpture

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read Sculpture Merit Badge pamphlet
- 3) **Do requirements #2c and #3**
- 4) Participants are encouraged to use the worksheets available on USScouts.org

Wood Carving (additional \$10 fee for supplies)

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read the Wood Carving Merit Badge pamphlet
- 3) Prerequisites to be determined by Counselor. Please check back for updates. The activity will include making fishing poles.
- 4) Participants are encouraged to use the worksheets available on USScouts.org

Blacksmithing Activity (additional \$10 fee for supplies)

This is NOT a Merit Badge, but it is a unique activity and is darn fun. We have been fortunate enough to capture the time of a genuine blacksmith expert to show the Scouts an age-old art and let them try a hand at it.

UPON ARRIVAL:

Units should arrive between 5:00 – 6:00 pm on Friday (if choosing to camp on Friday night) or 6:45 – 7:15 am Saturday. Enter in off State Highway I at the main entrance. Please follow the signs for check in. The first person arriving from your unit should check in the entire unit at the check-in station.

MERIT BADGE LOGISTICS:

All merit badges are to be selected via signing up for classes through the registration site. You may choose one (4 hour) merit badge or activity in the morning, and one (4 hour) in the afternoon. NOTE: If taking Collections (2 hour), Sculpting (2 hour), or Leatherwork (2 hour), please also select another 2 hour merit badges for that session to make a 4 hour block session.

FIELD (CLASS A) UNIFORM:

Field (Class A) uniform is required.

STAFF:

Our staff is a motivated and well-trained group of volunteers who are devoting their personal time to make this a memorable experience for your scouts. Please help us further the Aims of Scouting with all Scouts at camp, including staff. If you have any questions throughout the day, please seek out a staff member for assistance.

MEAL PROCEDURES:

All meals and food are the responsibility of the unit. Please note there is a very limited time allowed for Saturday lunch, so plan accordingly.

Cooking by coals or gas is allowed. Each unit is responsible for bringing an above-ground fire pit if planning to cook by coal or fire as they will not be provided by the camp or the district, nor are any campfires permitted on the ground. This can be hog pans with bricks under them to ensure no burn marks are left on the grassy areas. You must bring in your own locally sourced wood.

LEADERSHIP:

Each unit must always have at least two registered adult leaders in camp (on site).

HEALTH & SAFETY:

Every Scout and adult attending camp must have with them a current BSA Health Form with Parts A and B completed.

The camp will have a “health officer” on staff for the duration of camp for more serious situations. However, if a medical emergency occurs, dial 911 immediately. The camp infirmary will provide necessary first aid treatment or referral.

DRESS CODE:

Please dress appropriately for the weather. Most of the grounds are wide open and you could be subject to temperature extremes, intense sun, and wind.

LEAVING CAMP (DURING SESSIONS):

Scouts are expected to stay on-site from the opening to the conclusion of camp. Adults needing to leave need to formally check out with the event chair or health officer. This is a safety policy, so all people are accounted for at camp.

CHECKING OUT:

Units can check out Saturday afternoon with the help of a staff member. Each unit is to practice Leave No Trace principles and keep the grounds in better shape than when we found them. We are guests at this Merit Badge Day location and would appreciate the ability to come back again.

Please see Health officer table to retrieve troop medical forms at the end of the last session.

END OF LEADER GUIDE