

Merit Badge Day

**Kettle Country District Merit Badge Day
June 19, 2021**

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

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-REQUISTES / HOMEWORK section [starting on page 5](#).
- Scout must bring their signed Blue Cards to the event.

PLEASE NOTE: This year we will be requiring that each participant fill out a COVID Event Screening Form and turn in during check in. The form is attached and downloadable on the registration site.

For the protection of our volunteers and fellow Scouters, we will be asking all participants to wear masks at all activities and all transitions. This may be revised closer to the event following BSA and county health guidelines.

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

Sincerely,

Marie Ulma
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 18 check-in begins at 5:00 pm

All other Merit Badge Participants: June 19 check begins at 7:00am

WHERE:

- Pioneer Village
- 4880 County Road I, Saukville, WI 53080

HOW MUCH:

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

REGISTRATION:

- Must register on-line
- Registration deadline Tuesday, June 15, 2021 at 11:59 pm
- There will be NO on-site registration.

CHECK-IN

- **COVID Event Screening Sheet – One per every participant – Scout, Volunteer, Leader, Adult, etc.**
- **All Blue Cards**
- **Prerequisite worksheets must be turned into Merit Badge Counselors during class time on Saturday**
- Bring your Part A & B Health forms to show you have them – you will keep them with you
- Upon check in, maps and schedules will be distributed at that time.

UNITS CAMPING OVERNIGHT, PLEASE NOTE:

- 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
8:00 PM	SPL/Leaders Meeting
10:00 PM	Taps / Lights Out
Saturday Activities	
6:45 AM	Reveille (campers)
7:00 AM – 7:45 AM	Breakfast (campers)
7:00 AM – 7:45 AM	Registration (participants)
7:45 AM - 7:55 AM	Flags & Opening
8:00 AM – 11:30 AM	AM Merit Badge / Activity
11:30 AM – 12:30 PM	Lunch
12:30 PM – 4:00 PM	PM Merit Badge / Activity
4:30 PM	Campsite cleanup for campers
5:00 PM	Campsite Inspection

MERIT BADGE PRE-REQUISITES / HOMEWORK

Bird Study

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read Bird Study Merit Badge pamphlet
- 3) Do requirements
 - #5, #7, #8, #9 and #11 prior to class via the worksheets as these must be completed before arriving for the weekend
- 4) Participants are encouraged to use the worksheets available on Meritbadge.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, & complete other questions on the worksheet and bring it to class for discussion
- 4) Participants are encouraged to use the worksheets available on Meritbadge.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.
- 5) Participants are encouraged to use the worksheets available on Meritbadge.org

Communications

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read Communications Merit Badge pamphlet
- 3) Do requirements
 - #1 to discuss in class, for requirement
 - #2 – please do #2A by completing a Power Point presentation about yourself as this will be used to complete #2A and the requirement for
 - #3. The Power Point will serve as a portion of your 5 minute required speech for #3 and be prepared to conduct this in the merit badge class. Bring along a flash drive with your presentation on it. Complete
 - #4 and discuss in class. Complete #5 by attending a public meeting prior to the merit badge class and be ready to share with your counselor. Be prepared to complete #6 in the merit badge class and bring any necessary teaching tools needed to complete your requirement.
 - #7 be prepared to show proof in class of completion. For
 - #8, please have a note from your Scoutmaster about completion of this requirement. For requirement #9, be prepared to share your findings.
- 4) Participants are encouraged to use the worksheets available on Meritbadge.org

Indian Lore

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read the Indian Lore Merit Badge pamphlet
- 3) Do requirements: Identify the different American Indian Culture areas and explain what makes them each unique. Give the history of one American Indian tribe, group, or nation that lives or has lived near you. Visit it, if possible. Tell about traditional dwellings, way of life, tribal government, religious beliefs, family and clan relationships, language clothing styles, arts and crafts, food preparation, means of getting around, games, customs in warfare, where members of the group now live, and how they live.

Do the following: Make an authentic model of a dwelling used by an Indian tribe group or nation. Visit a museum to see Indian artifacts. Discuss them with your counselor. Identify at least 10 artifacts by tribe or nation, their shape, size, and use.

- 4) Participants are encouraged to use the worksheets available on Meritbadge.org

Weather

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read the Weather Merit Badge pamphlet
- 3) Do requirement #2 prior to class and bring discussion materials to class at merit badge clinic
- 4) Participants are encouraged to use the worksheets available on Meritbadge.org

Woodcarving (additional \$10 fee for supplies)

- 1) Signed Blue Merit Badge Card by unit leader
- 2) Read the Woodworking Merit Badge pamphlet
- 3) Prerequisites to be determined by Counselor. Please check back for updates.
- 4) Participants are encouraged to use the worksheets available on Meritbadge.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.

Please sign up for the "Metalworking Merit Badge" but note, this will NOT include the entire MB. This is only a Blacksmithing Activity.

UPON ARRIVAL:

Units should arrive between 5:00 – 6:00 pm on Friday (if choosing to camp on Friday night) or 7:00 – 7:30 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.

All Blue Cards must be turn in at check-in.

MERIT BADGE LOGISTICS:

All merit badges are to be selected via signing up for classes through the registration site. You may choose one merit badge or activity in the morning, and one in the afternoon. There is a limit of 10 Scouts per merit badge session.

FIELD (CLASS A) UNIFORM:

Field (Class A) uniform is required for flag ceremonies only. Scouts should consider putting their uniform in their day bag during sessions if they choose. An activity uniform should be worn during other times.

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. Unit leaders should collect and review all medical forms prior to camp and keep in their possession for review.

PLEASE NOTE: This year we will be requiring that each participant fill out a COVID Event Screening Form and turn it in during check in. This is a Bay-Lakes Council form. The form is attached and downloadable on the registration site.

We will be asking all participants, volunteers, and observers to wear masks during all activities and transitions. This is for the protection of our volunteers at each station as well as for protection during interaction with our fellow Scouters. It will be communicated to units if this direction changes.

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. An adult unit leader must accompany a scout to the camp infirmary with their health form. The camp infirmary will provide necessary first aid treatment or referral. Non-emergency transportation of a scout or leader to a hospital is the responsibility of the unit. In case of an emergency, transportation will be provided by local authorities.

DISCIPLINE:

The Unit Leader and their assistants are responsible for the discipline and order of their unit. The Staff will not assume responsibility for, or interfere with, unit discipline unless it directly involves the health and safety of scouts or unit leaders are not present at the time of the issue. The Merit Badge Day Chair will be notified of any problem by the staff member. No arrangements can be made to send a scout home before informing the Merit Badge Day Chair of the situation.

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.

CAMPSITES:

Unit sites will be pre-assigned with location provided at check-in. We reserve the right to place more than one unit in a campsite. You must bring your own locally sourced wood. Additionally, portable water will be available as we ask Troops to ensure they have container to fill and move these as it will be some distance to retrieve.

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.

END OF LEADER GUIDE