A S C E N T

Program Pamphlet

Merit Badge Program

Recommended for:

- Scout ranks from 2nd Class Scout to Life Scout
- Those interested in Merit Badges and hands-on activities
- Ages 12+

Overview

The Ascent Program focuses on Advancement and Personal Growth as Methods of Scouting. Scouts can participate in classes across several different program areas and earn multiple merit badges. In merit badge classes, Scouts will have the opportunity to improve current skills, gain valuable new skills, explore different interests and hobbies, learn about career options, and experience the beauty of the Alps.

Prerequisites

Many Merit Badge classes require Scouts to arrive at camp having accomplished one or more Merit Badge requirements. The prerequisites can be found both in the online class selection and in the table on page 4. It is the responsibility of each Scout to **bring evidence of the completion of prerequisites to camp** so that they can be recognized for their pre-camp work. We cannot award the completion of Merit Badges to youth who have not completed all requirements.

External Class Work

Some merit badge requirements require a significant amount of work from the Scout, so they may need to complete some projects outside of class time to earn the requirements. Please help support these Scouts in completing their work. We have such a wide variety of activities going on that Scouts can get distracted and lose focus.

Example: Woodcarving requires scouts to complete projects, and they may need to spend some time finishing their carving in their campsites or in the Crafts & Cultures pavilion in the evenings.

Offsite Trips

Some Merit Badges require us to leave the Scout Centre Property. All these trips are planned, organized, and led by our Camp Staff. Some of these trips may involve longer hikes or venture into the town of Kandersteg.

We often need Leaders to accompany these classes, support our staff and maintain 2-deep Adult Leadership. We will solicit for Adult volunteers during our pre-camp forums, via email requests, and each morning during the Commissioner's Coffee to ensure we can.

Aquatics Area Unique Requirements

- All participants will complete the BSA swim test on the first day of the program. If they cannot complete the swim test, we will work to place them in other program areas as availability allows.
- Swimming MB: Recommended that Scouts are competent swimmers.
- Lifesaving MB: Completed Swimming merit badge. Recommended that Scouts are advanced swimmers.

Evening Programs

Some merit badges require program participation in the evening or other times to meet Merit Badge requirements. These include (but may not be limited to):

- Cobbler Cook-Off (Cooking MB)
- Star Party (Astronomy MB)
- Wilderness Survival Overnight (Wilderness Survival MB)
- Rescue Party* (Search and Rescue MB, Emergency Preparedness MB)
- Tower of Power (Pioneering MB)
- Fire-Building Contest (Camping MB)
- Baden Powell Campfire (Communications MB, Scouting Heritage MB)
  *Early morning program

More evening Merit Badge programs may be added to the schedule as Camp draws closer. Final schedules will be posted before Camp and will be included in your Check-In Packet.

Class Sizes

We must set class limits to ensure that all youth have an opportunity to get the best instruction from our Camp Staff. Certain classes may have set limits due to equipment availability, safety requirements, or the complexity of topics covered. We do our best to offer a variety of different opportunities several times during the day to prevent Scouts from missing out. We require a minimum number of participants per class for YPT reasons. This could result in some classes being changed or deleted before the start of camp.

Program Costs

Due to the nature of some programs, we must assess an additional fee to cover the cost of special kits, supplies, materials, consumables, or offsite expenses. These are often some of our most popular classes, and every price is determined to give you the very best deal possible.

Partials

It is the responsibility of the Scout to dutifully complete the merit badge requirements. If all merit badge requirements are not completed, a Scout will only receive a *partial* completion. Partials may also occur due to external factors such as time constraints, weather, or failure to complete prerequisites. Every effort will be made to inform the Scoutmasters of any challenges.

Ascent - Merit Badges and Awards

Program Area	Block Name	Merit Badges: Prerequisites	A	B	C	Fee
Aquatics	**Swimmer**	**Swimming***: None	✓	✓	✓	$20
	Lifesaver	**Lifesaving***: Earned Swimming Merit Badge, or taking it concurrently	✓	✓	✓	$20
Crafts & Cultures	**Ambassador**	**Citizenship in the World***: do the research required for 3; optional: 4b, 8 **Scouting Heritage**: 5, 6			✓	
	Armourer	**Leatherworking** and **Metalworking**: Totin' Chip and Firem'n Chit. **Minimum age: 13**		✓	✓	$15
	Artisan	**Pulp & Paper**: 7 **Woodcarving**: 2a (Totin' Chip)	✓	✓		$5
	Correspondent	**Communications***: 4, 5, 7. optional: 1 **Journalism**: 2, 4	✓			
	Creator	**Art**: 6 **Photography**: Bring a camera or phone with a camera to camp	✓		✓	$10
Ecology	**Botanist**	**Forestry**: 5, 8 **Plant Science**: 7, 8.3e	✓		✓	
	Environmentalist	**Environmental Science***: 6, 11 **Sustainability***: 9	✓	✓		
	Skies and Stars	**Astronomy**: 5b, 9 **Weather**: 11		✓	✓	
	STEM	**Chemistry**: 7, 8 **Engineering**: 2, 8	✓		✓	
	Zoologist	**Mammal Study**: 5 **Nature**: 7a or b		✓	✓	
Outdoors Skills	**Firefighter**	**Emergency Preparedness***: earned First Aid Merit Badge (1), 3b-c, 8b **Fire Safety**: 5g; optional: 10a		✓	✓	
	Outdoor Chef	**Cooking***: 4			✓	
	Pioneer	**Pioneering**: ability to demonstrate tying the square and bowline knots	✓	✓		
	Rescuer	**Orienteering**: None **Search and Rescue**: None	✓		✓	
	Responder	**Emergency Preparedness***: 3b-c, 8b **First Aid***: 2b1	✓	✓	✓	
	Survivalist	**Camping***: 1c, 4b, 5e, 8d, 9 **Wilderness Survival**: 5	✓	✓		
Range & Target Activities	**Sharpshooter**	**Rifle Shooting**: 1f	✓	✓	✓	$10
	Fletcher	**Archery**: None	✓	✓	✓	$10

* = Eagle-required Merit Badges

Tracking Advancement

Camp Alpine Counselors will track the individual progress by each Scout towards the requirements for each Merit Badge or Award. The Area Directors are then responsible for entering the data into the registration system. We will do our best to upload the requirements daily, but long days and staff workload sometimes impedes this goal. The deadline for individual Scouts to hand in requirements to their counselor is noon Friday, which should allow all records to be updated by the time Scouts depart on Saturday morning.

The Registration Contact can then download that information from the registration site in a PDF summary, or as a Scoutbook-ready import. Your Advancement coordinator can then use that to directly update the Scoutbook records for each Scout online. Unit leaders will be offered an in-person tutorial on how to recover this data during their time at camp. A guide on how to export and import the data will be included in the Check-Out Packets. A video tutorial will also be shared with Registration Contacts after the closeout of the camp.

Daily Schedule (Notional)

Times	Base Camp	Ascent	Summit
06:00 - 08:00	Breakfast Time		
08:00 - 08:15	*Transition to Assembly Area*		
08:15 - 08:45	Morning Flag Ceremony		
08:45 - 09:00	*Transition to Program Areas*		High Adventure Activities
09:00 - 10:45	Block A – Base Camp Program	Block A – Ascent Program	
10:45 - 11:00	*Transition Between Program Areas*		
11:00 - 12:45	Block B – Base Camp Program	Block B – Ascent Program	
12:45 - 14:00	Lunch *(in campsite)*		
14:00 - 15:45	Block C – Base Camp Program	Block C – Ascent Program	
15:45 - 16:00	*Transition from Program Areas*		
16:00 - 17:00	Block D - Troop Time, Additional Program Time, Service Opportunities, etc.		
17:00 - 17:15	Evening Flag Ceremony		
17:15 - 19:30	Dinner Time		
19:30 - Finish	Evening Program Opportunities		
22:00	Quiet Time and Lights out		

NOTE: This schedule is subject to change prior to the start of your session. A finalized copy will be available in your check-In packet.