

# Scouting Heritage & Pioneering Merit Badge Weekend

Lumpkin Adventure Base  
September 30 - October 2, 2016

## General Information

- This weekend experience is designed to provide all Pioneering merit badge requirements and nearly all Scouting Heritage merit badge requirements (see below). The schedule is full so that participating Scouts will have a basic but thorough understanding of Scouting history as well as the skills of building with ropes and spars. We intend to accomplish a lot and have fun doing it.
- Directions to Lumpkin Adventure Base: south on 441 from Franklin toward Atlanta, go 7 miles, then turn left onto Tessentee Road (across from Otto post office); go 5 miles, and Tessentee Road becomes gravel and turns right over small bridge; will see Lumpkin Adventure Base signs; follow gravel road about ½ mile, and continue onto Nichols Branch Road (bear right) for another ½ mile into Lumpkin Adventure Base
- May unload gear at main building (McGlammery), then proceed to parking lot to park or turn around to exit base camp; if staying for the weekend, please park in parking lot beyond main field
- Registration \$20: includes campsites for tent camping, bath house with showers, meals (cracker barrel Friday evening, Saturday meals, and Sunday breakfast, snack at noon Sunday), model pioneering kit, all materials, and handouts
- Supper on your own Friday evening, or bring to base camp; cracker barrel will be provided in the evening after first sessions; several restaurants to choose from in Franklin
- Equipment needed to bring: tent, pad, sleeping bag, change of clothes, field uniform (Class A) for supper and chapel, toiletries, towel, flashlight, pocketknife, merit badge booklets (optional), paper pad, pen; water bottle; snacks if desired (we will have snacks, too)
- Depending on number of registrants, Scouts will be assigned to up to three patrols of 8
- Check-in between 5 and 7 pm Friday afternoon. Weekend should end around noon on Sunday; pick-up no earlier than noon; if we are not done with activities, you are welcome to watch
- Bring signed blue cards for merit badge credit for each merit badge: Pioneering and Scouting Heritage
- All requirements for Pioneering merit badge will be covered, but pay attention to "Tools" sections in requirements for Tenderfoot, Second Class, and First Class ranks. It is always a good idea to review First Aid and basic knots ahead of time. The most recent Pioneering book requirements list refers to the older Scout Handbook, so some of the references to rank requirements will not make sense.
- In order to obtain full credit for the Scouting Heritage merit badge, the following should be done ahead of time: requirements 5 and 6. Requirement 5 asks you to learn about your troop history and then prepare a brief presentation (can be done at camp). Requirement 6 asks you to present a collection of your own memorabilia, and "share what you have learned about the items in your collection." It also states "There is no requirement regarding how large or small this collection must be." Feel free to bring Cub Scout stuff, Boy Scout stuff, patches, etc. It need only be presentable, even if in a box. The idea is to instill a sense of one's own history within the Scouting world.

## **Schedule of Events for Scouting Heritage & Pioneering Merit Badge Weekend**

(P = Pioneering requirements met; SH = Scouting Heritage requirements met)

### **Friday, September 30**

1700-1900: Check-in, camp set-up, and tours

1900-1930: Welcome, introductions

1930-1945: Review safety & first aid (P: 1a, 1b)

1945-2000: Ropes, care, etc. (P: 4)

2000-2100: Make rope (P: 6)

2100-2230: Campfire: Lord Baden Powell, History of Scouting & BSA, Biographies (SH: 1, 2a)

2300: Taps

### **Saturday, October 01**

0730-0830: Breakfast: significant Scouting things, programs (SH: 2b, 3)

0830-0930: Splice & whip (P: 5)

0930-1030: Throw, tackle (P: 3, 8)

1030-1200: Knots, lashings (P: 2b, 2c)

1200-1400: Lunch & Interview Scouters X 3 (SH: 8)

1400-1530: Games (SH: 7): Complete/build, instruction, play

1530-1600: Pre-project work (P: 10): Patrols, assignments, project selection, lists, sketches

1600-1700: Scale models (P: 7)

1700-1800: Trestles, shear lashings (P: 9)

1700-1830: Project work (P: 10)

1830-1930: Supper

1930-2030: Letters, share collections (SH: 4b, 6)

2030-2200: Campfire, Troop history, interview Troop leaders, notes (SH:5)

2300: Taps

### **Sunday, October 02**

0730-0800: Chapel

0800-0900: Breakfast, camp prep/pack, review

0900-1130: Project (P: 10)

1130-1200: Break-down projects, clean-up

1200: Feedback/forms, Start/Stop/Continue