



CAMPING MERIT BADGE AT RIVERBEND PARK

Important general Merit Badge information for parents:

- Be sure that you are familiar with the requirements for the merit badge your scout has selected. Some badges may take considerable time and planning to complete and may not be appropriate for younger scouts. Blue cards must be signed by your Troop Leader prior to attending the merit badge class. Park staff will not sign off on any blue cards missing this signature.
- Most merit badges are not designed to be completed in a single session with an instructor, so it is not always possible to walk away with a completed and signed blue card at the end of a program. Every badge requires some independent work by your scout.
- FCPA-Riverbend Park will provide staff, meeting BSA Youth Protection guidelines for male and female scouts, and supervision ratios. Parent/guardian **MUST** sign-in, and sign-out each participant(s) from the class. If you provided your own transportation, you may sign-in and sign-out yourself from the class. There is no fee if adults wish to stay during the class.

Below is the recommended pre-work to be completed before the program:

Please record the responses to these questions in your merit badge workbook or on a separate piece of paper **AND BRING THIS PREWORK TO CLASS.** Please attach photo evidence or any supplementary data sheets if the question requires you to provide this information. Merit badge worksheets may be downloaded from [Camping Merit Badge \(usscouts.org\)](http://usscouts.org) and brought to class. These worksheets help scouts organize their homework and classwork.

3. Make a written plan* for an overnight trek and show how to get to your camping spot by using a topographical map and one of the following:

- (a) A compass
- (b) A GPS receiver**
- (c) A smartphone with a GPS app*

4b. Help a Scout patrol or a Webelos Scout unit in your area prepare for an actual campout, including creating the duty roster, menu planning, equipment needs, general planning, and setting up camp

5e: Present yourself to your Scoutmaster with your pack for inspection. Be correctly clothed and equipped for an overnight campout. **Bring a tent and a bag packed appropriately for an overnight campout to this merit badge.**

7b: Prepare for an overnight campout with your patrol by doing the following:

Pack your own gear and your share of the patrol equipment and food for proper carrying. Show that your pack is right for quickly getting what is needed first, and that it has been assembled properly for comfort, weight, balance, size, and neatness. **Bring a bag packed appropriately for an overnight campout.**

9abc: **Bring your scout log book with the logged nights camping, photo evidence of your two camping experiences and photos of your conservation project. Please be prepared to talk about what you accomplished and learned in doing your conservation project.**

Show experience in camping by doing the following:

- a. Camp a total of at least 20 nights at designated Scouting activities or events. One long-term camping experience of up to six consecutive nights may be applied toward this requirement. Sleep each night under the sky or in a tent you have pitched. If the camp provides a tent that has already been pitched, you need not pitch your own tent.
- b. On any of these camping experiences, you must do TWO of the following, only with proper preparation and under qualified supervision.
 - i. Hike up a mountain, gaining at least 1,000 vertical feet.
 - ii. Backpack, snowshoe, or cross-country ski for at least 4 miles.
 - iii. Take a bike trip of at least 15 miles or at least four hours.
 - iv. Take a nonmotorized trip on the water of at least four hours or 5 miles.
 - v. Plan and carry out an overnight snow camping experience.
 - vi. Rappel down a rappel route of 30 feet or more.
- c. On any of these camping experiences, perform a conservation project approved by the landowner or land managing agency. This can be done alone or with others.

What to bring to the program:

- Your completed homework. It is OK if you cannot complete the homework before class. You can email completed homework at a later date for sign-off.
- Come prepared to discuss and present your homework. As we move from one topic to the next during class, scouts will be asked to present homework elements completed. It will be more important to prove that you have understood a requirement orally rather than just presenting written information.
- Your blue card signed off by your Troop Leader
- Wear weather appropriate clothing/outerwear. We will not go outdoors in heavy rain or thunderstorms but many of our badges include some outdoor element.
- You may wear your scout uniform but it is NOT required.
- Pencil, pen, or some sort of writing utensil.

- Download the merit badge worksheets from meritbadge.com and bring these worksheets to class with your prework written in them. We usually will not require the scouts to fill out every part of this workbook during the merit badge but they can use it to take notes while listening to the lecture.
- Flashlight, if the program is held after dusk.
- Bring a water and snack and a lunch if you think you may need it as many of these sessions are very long and run past normal lunch hours.

WHAT NOT TO BRING:

Merit badges are a place for learning and require the same attention and respect as would be expected in a school setting. In order for your scout to be successful and stay on task, the following items should stay at home or in backpacks and will not be permitted during the program:

- Weapons of any kind are strictly prohibited and will be confiscated and may or may not be returned. Depending on the type of weapon, further disciplinary or legal action may be pursued. Exceptions include camping or fishing tools/knives as long as they stay concealed and are used appropriately.
- Vapes, E-cigarettes, & other nicotine products are illegal for anyone under 21 years of age to possess. They are strictly prohibited and will be confiscated and not returned.
- Handheld gaming systems such as a DS or a Switch are not permitted and will be confiscated and given back at the close of the program.
- Cell phones ARE PERMITTED for emergency use and/or contacting parents & guardians but if they become a distraction they may be confiscated.
- Toys, books, games, or anything deemed a distraction during the program will be confiscated and returned at the end. Exceptions include quiet and inconspicuous fidget toys. If your scout has accommodations that would require them to use fidget toys to focus please let us know before the program.
- Headphones/Air pods are not allowed but we understand that these devices can be helpful for some people with sensory processing disorders. Again, if your scout has accommodations that would require them to use headphones please let us know before the program.

Work completed after the program:

During the program, the merit badge counselor will do a demonstration or explain the process for completing the final merit badge requirements. Your scout must provide evidence of completion in order to obtain blue card sign-off. Digital photographs of your scout doing the element and a picture of the completed requirement will be sufficient evidence, unless otherwise stated.

If your scout needs blue card sign-off after the class date, your merit badge counselor will let you know how to contact them with remaining requirements. Please call the park at 703-759-9018 to arrange a time to meet with a merit badge counselor or email your counselor directly.

Thank you and we look forward to working with your Scout!

Casey Tinius

Sr. Interpreter & Programs Director

Riverbend Park, FCPA

[8700 Potomac Hills Street](#)

[Great Falls, VA 22066](#)

(703)759-9018