

# First year Scouts in Troop 97

## Merit Badge Selection

### Trailblazers New Scout Camper Program

The Trailblazers program is ideal for Scouts new to scouting and working on their Tenderfoot, 2<sup>nd</sup> and 1st Class ranks. The Trailblazers Program at Grimes provides an opportunity for each Scout to learn and practice outdoor skills to assist them with rank advancement in our Troop. Utilizing the National BSA First Year Camper program, the Camp Grimes daily schedule and merit badge program as well as a few surprises, Scouts can work on Tenderfoot through First Class requirements. Please note Scouts working on Tenderfoot rank must complete requirement 10A at least 30 days before Camp begins. Scouts should also be prepared to participate in a five mile hike by having the proper equipment. The Scouts will be divided into patrols based on their rank and skill proficiency while they interact with each other through hands on activities and games designed to teach them the necessary skills to become useful members of your troop and master the outdoors! Each Scout's progress will be recorded by staff to ensure scout leaders are able to review and sign off on skills learned at Summer Camp.

#### **Trailblazer 1 will cover requirements:**

Tenderfoot 4A, 4B, 5, 6, 7, 8, 9, 10A, 11, 12A, 12B  
Second Class 1A, AB, 2C, 2D, 2E, 2F, 3, 5, 6A, 6C, 7A, 7B, 7C, 8A

#### **Trailblazer 2 will cover requirements:**

Second Class 1A, AB, 2C, 2D, 2E, 2F, 3, 5, 6A, 6C, 7A, 7B, 7C  
First Class 1, 2, 4D, 6, 7A, 7B, 7C, 8A, 8B, 8C, 8D, 9A, 9C

### **SWIMMING**

Please bring a button-up long sleeve shirt, long pants, socks, shoes and belt for entering the water for Requirement #4. **Must be classified as a swimmer.** IF you son is not a swimmer he will get the opportunity to learn how to swim.

### **\*\*LEATHERWORK**

An excellent badge for younger scouts.

### **\*\*SPACE EXPLORATION**

Space Exploration provides Scouts with the opportunity to build and launch a model rocket.

### **ART**

Returning as a part of the Grimes merit badge schedule, art is a fun merit badge that can be earned in a week at Camp Grimes. Art is a great merit badge for young and old.

### **POTTERY**

Learn to use the potter's wheel and have your creation glazed and fired in the kiln. Aprons are available, but you may still want to bring appropriate clothing. You will get dirty. You will need to complete requirement #7 prior to camp. *Cost of \$5.00 for supplies.*

**\*\*** These merit badges require the scout to purchase a kit from the Trading Post. We strongly encourage that these kits be purchased prior to arriving at camp. This can be done by going to [www.mycampgrimes.org](http://www.mycampgrimes.org) and looking under the Trading Post. Here you can view the options for each MB and pay for it on-line. Your scout then picks up the kit upon arriving at camp at checkin. It is that easy!

Please select one of the merit badges below to be completed at camp and turn this form into Mrs. Liberacki no later than April 7<sup>th</sup> 2010

Name: \_\_\_\_\_

Phone Number: \_\_\_\_\_

Leather Works

Art

Space Exploration

Pottery