The New Birth of Freedom Council Proudly Presents....

Camp Is Where Home IS
Letter from Our Director of Camping

Hello Scouts and Families,

When the Coronavirus crisis began, one of the first questions that we asked was, “How is this going to impact summer camp?” As time went on, the reality of providing a traditional summer camp experience became less and less likely. For us, the question then became, “How can we continue to provide a safe program to our Scouts and leaders?” With careful thought and serious planning, the New Birth of Freedom Council answered that very question through the safety of one’s own home.

While we will not be able to experience the pristine forest that is Hidden Valley Scout Reservation or Camp Tuckahoe this summer, our virtual program will still provide much of the advancement that every summer at camp does. In 2020, this program will take place for Scouts and leaders in the comfort and safety of their own home. Virtual merit badge sessions, interactive camp-wide activities, entertaining campfires, and engaging adult leader programs are just some of the opportunities that await this summer.

This guide will serve as a means for you to better understand the finer points of the 2020 Camp Is Where Home Is program. Details include information regarding registration, logistical operations, and program features. Schedules of merit badge offerings and camp-wide programs are also included. Hopefully, it will answer many questions you have about this new program.

If you have any questions concerning the 2020 virtual summer camp experience, please do not hesitate to contact us. We are here to serve you. Contact the camp leadership team at the addresses below.

We are glad that you will be joining us for this new adventure during the summer of 2020.

Yours in Scouting,

Todd Weidner
Registration Information

Key Information to Register a Scout

2020 Camp Is Where Home Is will operate a five-week season. Scouts can take a total of 6 merit badges per week throughout the course of the summer and will have the chance to participate in additional camp-wide programs during a specific week of their choosing. Merit badges classes will be held Monday-Thursday.

Individual scouts will sign-up to participate in the program. Full non-refundable fees must be paid at the time of registration. The beginning of camp is considered the first week a scout or leader participates in any part of the virtual program.

Mailing address: Each participant will provide their home mailing address as part of the registration in order for program supplies to be shipped and delivered directly to each participant.

Email address: This will be used for each participant to connect with counselors and to provide daily merit badge session and camp-wide activity details.

How to Register: All participants will need a Tentaroo account to register. If you do not have an account, please create one. Our office will be happy to help troubleshoot any issues and can be reached by contacting todd.weidner@scouting.org. Please make sure all required fields are filled out. The New Birth of Freedom Council is not responsible for incorrect emails or mailing addresses.

Registration Opens: Tuesday, June 16 at 4pm

Registration Closes: When class is full or 10 Days Prior to session starting

Refunds: All Payments are non-refundable
**Scouts BSA Summer Dates:**

Sessions 1: Sunday, June 28 to Thursday, July 2

Sessions 2: Sunday, July 5 to Thursday, July 9

Sessions 3: Sunday, July 12 to Thursday, July 16

**Course Materials:** Some courses require material from home. Courses that need materials are identified in this guide next to the merit badge description. The only merit badge that requires a kit to be shipped is Basketry Merit Badge.

**Scouts BSA Camp Fee**

$25.00 Per Merit Badge

$60 Basketry Merit Badge
Includes Mailing 1 Stool Kit and Two Basket Kits
Youth Protection Online

New Freedom Council, BSA takes our responsibility for the welfare of the youth very seriously. Every adult working with a Scout must be registered as a Merit Badge Counselor with the BSA and have current Youth Protection Training. Every camp staff member completes current BSA Youth Protection Training.

Youth Protection Procedures

- The BSA established “barriers to abuse” to ensure the safety of Scouts which all Scouts and leaders are expected to follow:
- **All youth protection policies apply in an online environment.** Two-deep leadership applies for online activities and meetings. The ban on one-on-one contact between an adult leader and youth applies to all interactions – including in person, online, web conferences, over the phone, via text, or in any other form.
- All aspects of the Scouting program are open to observation by parents or guardians.
- We use Zoom as the primary communication platform.
- Please review the **BSA Digital Privacy and Social Media Guidelines.** We also suggest parents consider reviewing the terms of service, safety and privacy features, and data collection policies of Zoom. [https://zoom.us/docs/en-us/privacy-and-security.html](https://zoom.us/docs/en-us/privacy-and-security.html)
- **Online activities/meetings involving youth are not to be recorded.** Call recording is subject to various legal requirements under various U.S. and local state laws, some of which require all parties to a call consent to recording. **The BSA does not authorize the recording of online meetings/activities involving youth.**
- Appropriate attire is required for all activities.
- All the BSA policies concerning online Safety of Scouts can be found at: • [https://www.scouting.org/health-and-safety/gss/gss01/#a](https://www.scouting.org/health-and-safety/gss/gss01/#a)  
Digital Safety at Camp is Where Home IS

**All Scouts participating are highly encouraged to complete their grade-appropriate Cyber Chip before participating in camp.** (Cyber Chip is also required for the Scout and Star ranks.) This should take approximately 30-40 minutes. Cyber Chip can be located here: https://www.scouting.org/training/youth-protection/cyber-chip/

**Additional Online Safety Precautions**

New Birth of Freedom Council, BSA is committed to the safety of all Scouts. We will use these additional procedures to protect all Scouts while using Zoom. Although most Scouts use digital devices responsibly, educating them about the appropriate use of cell phones and cameras is a good safety and privacy measure. To address cyber-safety education, the BSA has introduced the age- and grade-specific Cyber Chip program, which addresses topics including cyberbullying, cell-phone use, texting, blogging, gaming, and identity theft.

- Use unique meeting identification numbers for each merit badge session.
- Utilize password features for all meetings.
- NOT publish meeting invitations via public forums and remind attendees not to pass along invitations.
- Use “waiting room” features to manage letting individuals into your meetings.
- Only Scouts registered in the class will be admitted to the class from the “waiting room”.
- Disable features such as screen-sharing by non-hosts, private chats, and whiteboards.
- Staff is trained to remove uninvited guests.
- Staff will personal information private and not share a youth’s personal information with anyone except that youth’s parent or guardian or the unit leader responsible for tracking advancements.
- Staff will not publicly post or display a roster with personal information of Scouts.
# Scouts BSA Schedule & Programs

## General Schedule

*All times are Eastern Daylight Time*

### Sunday Schedule:

- **6:00 PM** Scout’s Own Chapel Service (30 minutes)
- **6:30 PM** Scouts and Parent Orientation (20 minutes)
- **7:00 PM** Opening Program and Meet The Staff (35 minutes)

### Daily Schedule Monday – Thursday

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<th>Tuesday</th>
<th>Wednesday</th>
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<tr>
<td><strong>9:00 am</strong></td>
<td>Morning Flag</td>
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<td>Evening Program Activity</td>
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<tr>
<td><strong>10:00 am to 10:55 am</strong></td>
<td>Flag Raising</td>
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<tr>
<td><strong>11:00 am to 11:55 am</strong></td>
<td>Ceremony and</td>
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<tr>
<td><strong>1:00am to 1:55am</strong></td>
<td>Camp Director</td>
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<tr>
<td><strong>2:00pm to 2:55pm</strong></td>
<td>1st Merit Badge</td>
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<tr>
<td><strong>3:00pm to 3:55pm</strong></td>
<td>2nd Merit Badge</td>
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<tr>
<td><strong>4:00pm to 4:55pm</strong></td>
<td>3rd Merit Badge</td>
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<tr>
<td><strong>5:00 PM</strong></td>
<td>Evening Flag</td>
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<tr>
<td><strong>7:00pm to 8:00pm</strong></td>
<td>Lowering</td>
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## Program Schedule

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<tr>
<td>STEM</td>
<td>Digital Technology</td>
<td>Public Health</td>
<td>Game Design</td>
<td>Electricity</td>
<td>Chemistry</td>
<td>Engineering</td>
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<td>Nature</td>
<td>Environmental Science</td>
<td>Oceanography</td>
<td>Forestry</td>
<td>Mammal Study</td>
<td>Reptile and Amphibian Study</td>
<td>Soil and Water Conservation</td>
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<td>FYS/ODS</td>
<td>Totin’ Chip/Firem’n Chit</td>
<td>First Aid</td>
<td>Camping</td>
<td>Scouting Heritage</td>
<td>Rank Advancement</td>
<td>Rank Advancement</td>
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<td>Handicraft</td>
<td>Photography</td>
<td>Music</td>
<td>Basketry</td>
<td>Fingerprinting</td>
<td>Art</td>
<td>Animation</td>
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<td>Eagles Nest</td>
<td>Communication</td>
<td>Cit in the Nation</td>
<td>Cit in the World</td>
<td>E-Prep</td>
<td>CIT in the Community</td>
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## Evening Program Schedule

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<th>Time</th>
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<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
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</thead>
<tbody>
<tr>
<td><strong>7:00-8:00 PM</strong></td>
<td></td>
<td>Trivia Night</td>
<td>Cook-off</td>
<td>OA social</td>
<td>Camper closing campfire</td>
</tr>
<tr>
<td><strong>7:30-8:30 PM</strong></td>
<td>Staff campfire</td>
<td></td>
<td></td>
<td></td>
<td>Camper closing campfire</td>
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</table>
First Year Camper/Outdoor Skills

**First Aid:** For Scouts working through the early rank advancement, this online session will help them learn the required first aid knowledge. First Year Scouts will be introduced to the first aid skills in Tenderfoot through First Class ranks. Some requirements are difficult to fully complete online, but this course will give Scouts a solid foundation of first aid knowledge that will help sling shot them into success with their troop.

During this badge, scouts will also complete the following requirements for Rank Advancement:
- **Tenderfoot** 4a, 4b, 4c, 4d  
- **Second Class** 3c, 6a, 6b, 6c, 6d, 6e  
- **First Class** 7a, 7b, 7c

**Camping:** It’s often said that boys and girls become Scouts to go camping. Whether or not that’s true, none would deny that camping’s near the heart of the Scouting program. First Year scouts will learn camping basics, outdoor ethics and fundamental scouting knowledge required in the first four ranks. This class will cover Leave No Trace, basic knots, plant and animal identification, camping preparation, and more. Scouts interested in learning about these topics to help with their rank advancement and scouting skills should join us during this class for some fun games and great online learning experience!

During our program, scouts will complete the following rank requirements of this merit badge:
- **Scout** 4a, 4b  
- **Tenderfoot** 1a, 1c, 3a, 3b, 3c, 5a, 5b, 5c  
- **Second Class** 1b, 1c, 2f, 2g, 3d, 4  
- **First Class** 1b, 3a, 3b, 3c, 3d, 5a

What will you need?  
Scouts will need a small knot tying rope.

**Scouting Heritage:** Scouting Heritage merit badge takes participants back to the beginning of Scouting. It is important to learn about where and how everything began. This history has shaped Scouting into the strong youth development program we see today. Scouts interested in learning about the founding fathers of Scouting and the important events that influenced our organization should tune in for this badge.

During our program, scouts will complete the following requirements of this merit badge:
- 1, 2a, 2b, 3, 8

The following requirements will need to be completed at home and proof of completion will need to be submitted:
- 4, 5, 6, 7

No materials are needed for this course.

**Rank Advancement:** During these sessions, First Year Scouts will have the opportunity to work with the staff on earning requirements to advance through the Scout-First Class Ranks.

*Staff WILL NOT sign off on these requirements being completed. Verification of success with will come from Scouts’s Scoutmaster. We will provide a list of requirements covered.*
**Photography:** Scouts who are interested in photography, or want to learn more about it, will enjoy this merit badge! In class, the scouts will learn about cameras, the fundamentals of photography, and how they can edit their images. The scouts will need to take images and edit them outside of class.

During our program, scouts will complete the following requirements of this merit badge:
1, 2a, 2b, 2c, 2d, 2e, 2f, 2g, 3

The following requirements will need to be completed at home and proof of completion will need to be submitted:
Do two- 4a, 4b, 4c, 4d
Do three- 5a, 5b, 5c, 5d, 5e, 5f
6a, 6b, 6c, 7a, 7b, 7c, 8

What will you need?
Scouts will need a camera or a phone with a decent camera, as well as editing software (we recommend Gimp- it’s free).

**Music:** In this merit badge course, scouts will learn the history of music while having fun! Throughout the week scouts will perform, practice and gain musical knowledge & even build their own instrument!

During our program, scouts will complete the following requirements of this merit badge:
1, 2, 3

The following requirements will need to be completed at home and proof of completion will need to be submitted:
Do two- 3a, 3b, 3c, 3d
Do one- 4a, 4b, 4c

What will you need?
Scouts will need to create an instrument of some kind using materials of their choosing.

**Basketry:** Scouts interested in basketry and the process behind them will love this badge! Scouts will get the opportunity to see different types of baskets and learn how to make them step by step. We encourage younger scouts to have an adult available for assistance when starting their baskets.

During our program, scouts will complete the following requirements of this merit badge:
1a, 1b, 2a, 2b

The following requirements will need to be completed at home and proof of completion will need to be submitted:
3a, 3b, 3c

What will you need?
Scouts will need a basketry kit which will be sent to scouts prior to camp session.

**Fingerprinting:** Scouts will learn the history of fingerprinting and how it is used today in modern police work. Recommended for younger scouts!

During our program, scouts will complete the following requirements of this merit badge:
1, 2, 3a, 3b, 3c, 5

The following requirements will need to be completed at home and proof of completion will need to be submitted:
4a or 4b

What will you need?
Scouts will need paper, an ink pad, a pencil, and clear tape.

**Art:** Scouts will learn the history of art and use their creative minds to tell a story through art. Scouts will need access to different types of art supplies, paper and or computer drawing abilities.

During our program, scouts will complete the following requirements of this merit badge:
1a, 1b, 1c, 2, 3, 6

The following requirements will need to be completed at home and proof of completion will need to be submitted:
4a, 4b, 4c, 4d, 4e, 4f, 4g, 4h, 4i, (one of following: 5a, 5b, or 5c), 7

What will you need?
Scouts will need art supplies such as pencils pens, paint, charcoal, water colors, pastels, or computer drawing access.

**Animation:** In this badge, you will be able to create your own animation. You will learn how it is used, not just in cartoons, but in the everyday world!

During our program, scouts will complete the following requirements of this merit badge:
1a, 1b, 2, 4b

The following requirements will need to be completed at home and proof of completion will need to be submitted:
3a, 3b, 3c, 5

What will you need?
Scouts will need paper, pencil, and to either download an app called "Animation (Free!)" or another animation software of their choosing.
**Nature**

**Environmental Science:** Scouts who take this badge will learn the fundamentals of Environmental Science. This includes the history of environmental science in the US, the importance of conservation, careers in the field, etc. This badge will take work, as there is project planning, some photography, and a very small write up required for the badge. However, the payoff is great as scouts will walk away with a fundamental basis of the environment, and an eagle required badge.

During our program, scouts will complete the following requirements of this merit badge:

1, 2, 3a 3, 3b 3, 3c 3, (3f 1, 3f 2, or 3f 3), (3g 1 or 3g 2), (3h 1 or 3h 2), 5, 6

The following requirements will need to be completed at home and proof of completion will need to be submitted:

3d 3, (3e 1, 3e 2, or 3e 3), (4a or 4b)

What will you need?
Scouts will need paper, a writing utensil, device that can take photos, and study area materials (stakes, rope, flagging).

**Oceanography:** In this badge, Scouts will study the Oceans of the world. The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.

During our program, scouts will complete the following requirements of this merit badge:

1, 2, 3, 4a, 4b, 4c, 5, 6, 8a or 8c, 9

The following requirements will need to be completed at home and proof of completion will need to be submitted:

7a or 7b or 7c, or 7d, or 7e, or 7f

What will you need?
Scouts will need paper, writing utensil, oceanography book, and materials to complete requirement 7.

**Forestry:** Scouts will have the opportunity to learn the workings of nature through our forests.

During our program, scouts will complete the following requirements of this merit badge:

2b or c, 3a, 3b, 4a, 4b, 4c, 4d, 4e, 6, 7a, 7b, 7c
The following requirements will need to be completed at home and proof of completion will need to be submitted:
1, 5a or 5b or 5c, 8

What will you need?
Scouts will need paper, writing utensil, a notebook, and leaves gathered during requirement 1.

**Mammal Study:** Participants will discover the characteristics that distinguish mammals from the rest of the animal kingdom. Scouts will also research specific species and execute a conservation project.

During our program, scouts will complete the following requirements of this merit badge:
1, 2, 3c, 4c or 4f or 4g

The following requirements will need to be completed at home and proof of completion will need to be submitted:
3a or 3b (optional), 5

What will you need?
Scouts will need paper and a writing utensil.

**Reptile and Amphibian Study:** Scouts will learn to observe, learn and study animals that are classified as reptiles and amphibians.

During our program, scouts will complete the following requirements of this merit badge:
1, 2, 3a, 3b, 3c, 3d, 3e, 4, 5, 6, 7, 9a or 9b, 9c, 10

The following requirements will need to be completed at home and proof of completion will need to be submitted:
8a or 8b

What will you need?
Scouts will need paper, a writing utensil, and coloring tools.

**Soil and Water Conservation:** Scouts in this class will learn how to treat soil and water effectively as well as learn how it affects their everyday lives.

During our program, scouts will complete the following requirements of this merit badge:
1a, 1b, 1c, 2a, 2b, 2c, 2d, 3a, 3b, 3c, 4a, 4b, 4c, 4d, 4e, 5a, 5b, 5c, 5d, 5e, 6a, 6b, 6c, 6d, 7d, 7e

What will you need?
Scouts will need paper, a writing utensil, a soil survey report, and tracing paper.
Digital Technology: For this merit badge, scouts will learn about the history of digital technology and expand on their knowledge of different components of technology. Scouts will utilize different programs to complete a project outside of class time that they will submit to their counselor. Career opportunities connected to digital technology will be explored in this badge.

During our program, scouts will complete the following requirements of this merit badge:
2a, 2b, 3a, 3b, 3c, 3d, 3e, 4a, 4b, 4c, 5a, 7a, 7b, 7c, 8a

The following requirements will need to be completed at home and proof of completion will need to be submitted:
1, 5b, 5c, Do THREE (6a, 6b, 6c, 6d, 6e, 6f, 6g, 6h), 8c

What will you need?
Scouts will need paper and writing utensils, along with access to Google Drive and the internet.

Public Health: In this merit badge, scouts will learn about public health, including immunizations, safe ways to drink contaminated water, and more. Scouts will explore the purpose of their town or city’s health agency and how they impact the surrounding community.

During our program, scouts will complete the following requirements of this merit badge:
1a, 1b, 1c, 2a, 2b, 2c, 3, 4, 6a, 6b, 6c, 8

The following requirements will need to be completed at home and proof of completion will need to be submitted:
Choose one (5a or 5b)
Choose one (7a or 7b)

What will you need?
Scouts will need two methods for making water safe to drink (requirement 3).

Game Design: Scouts will learn and review games and their designs during this badge. They will learn how games are created and apply those skills to design a game of their own.

During our program, scouts will complete the following requirements of this merit badge:
1a, 1b, 2, 3, 7c, 8b

The following requirements will need to be completed at home and proof of completion will need to be submitted:
4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 7a, 7b

What will you need?
Scouts will need paper and writing utensils, as well as whatever supplies they need to create their game.

**Electricity:** Scouts will explore electricity and its purposes in our homes. Electrical safety will be taught and scouts will make their own electromagnet!

During our program, scouts will complete the following requirements of this merit badge:  
1a, 1b, 1c, 1d, 1e, 2, 4, 6, 7, 9b, 10

The following requirements will need to be completed at home and proof of completion will need to be submitted:  
3, 5, 8, 9a,  
Choose two (11a, 11b, 11c, 11d, 11e)

What will you need?  
Scouts will need an iron nail or screw, copper wire, 1 or more D-Cell battery, wire stripper, paper clip, and electrical home safety checklist.

**Chemistry:** Scouts explore the world of chemistry through observations, experiments, and discussions. Study science in hands-on activities and engaging conversations!

During our program, scouts will complete the following requirements of this merit badge:  
1a, 1b, 1c, 1d, 2a, 2b, 2c, 4b, 5, 6a, 6b, 6c, 6d

The following requirements will need to be completed at home and proof of completion will need to be submitted:  
3, 4a, 4c,  
Choose one (7a, 7b, 7c, 7d)

What will you need?  
Scouts will need a small amount of sand, an empty water bottle, water, eye dropper, onion (w/ cutting board and safety materials), oil, and a cup.

**Engineering:** In the Engineering merit badge, scouts learn about different methods that engineers use to create and design different objects.

During our program, scouts will complete the following requirements of this merit badge:  
1, 3, choose one (5a, 5b), 7, 8, 9

The following requirements will need to be completed at home and proof of completion will need to be submitted:  
2, 4a, 4b, 4c, 4d, 4e, choose two (6a, 6b, 6c, 6d, 6e, 6f, 6g)

What will you need?  
Scouts will need a manufactured item that they found around their house.
Communication: Scouts will learn different types of communication, such as talking person-to-person, listening to your radio station, or podcasts, watching television, using social media.

During our program, scouts will complete the following requirements of this merit badge:
3, 4, 6, 9

The following requirements will need to be completed at home and proof of completion will need to be submitted:
Choose one (1a, 1b, 1c, 1d), 2a or 2b, 5, 7a or 7b or 7c, 8

What will you need?
Scouts will need paper, a writing utensil, speech (requirement 3), and interview (requirement 4).

Citizenship in the Nation: In Citizenship in the Nation, scouts will learn and demonstrate what it takes to be a good citizen in a country. Scouts will also discuss the rights, duties, and obligations of a responsible and active citizen.

During our program, scouts will complete the following requirements of this merit badge:
1, 3, 4a, 4b, 4c, 4d, 4e, 5, 6, 7, 8

The following requirements will need to be completed at home and proof of completion will need to be submitted:
2a or 2b or 2c or 2d

What will you need?
Scouts will need paper, a writing utensil, television/newspaper (requirement 3), and speech of historical importance (requirement 6).

Citizenship in the World: Scouts assess how to become a citizen in the United States, review current world events, and research world organizations. Scouts learn about how countries are represented globally and broaden their knowledge of foreign governments.

During our program, scouts will complete the following requirements of this merit badge:
1, 2, 3a, 3b, 4a, 4c, 5a, 5b, 5c, 6a, 6b, 6c

The following requirements will need to be completed at home and proof of completion will need to be submitted:
7a, 7b
What will you need?
Scouts will need paper, a writing utensil, and a world map.

Citizenship in the Community: In this merit badge, scouts will learn what it means to be a true part of their community. Scouts will identify key aspects of their community, learn how to impact others around them, and gather resources for organizations near their homes.

During our program, scouts will complete the following requirements of this merit badge:
1, 4a, 6, 7a, 7b, 8

The following requirements will need to be completed at home and proof of completion will need to be submitted:
2a, 2b, 3a, 3b, 4b, 4c(share with us), 5, 7c

What will you need?
Scouts will need paper, a writing utensil, a map of your community, and movie (requirement 5).

Emergency Preparedness: In Emergency Preparedness, scouts will learn how to plan ahead and prepare for potential disasters. Scouts will learn about rescues, what to do during an emergency, and life safety.

During our program, scouts will complete the following requirements of this merit badge:
2a, 2b, 3a, 3b, 3c, 3d, 5, 6a, 6b, 8a, 9c

The following requirements will need to be completed at home and proof of completion will need to be submitted:
1, 2c, 6c, 7a, 7b, 8b, 9a, 9b

What will you need?
Scouts will need paper, a writing utensil, a partner (requirements 3 and 5), and any materials needed for personal emergency service pack (requirement 8b).

Personal Fitness: Personal Fitness merit badge encourages scouts to learn about their own health and build on it through exercise.

During our program, scouts will complete the following requirements of this merit badge:
2a, 2b, 2c, 2d, 3a, 3b, 3c, 3d, 3e, 3f, 3g, 3h, 3i, 4a, 4b, 4c, 4d, 4e, 5a, 5b, 5c, 5d, 9

The following requirements will need to be completed at home and proof of completion will need to be submitted:
1a, 1b, 6a, 6b, 7, 8

What will you need?
Scouts will need paper, a writing utensil, and a fitness log.
Evening Program Highlights

**Opening Staff Campfire: 7:30- 8:30 pm**
Join our virtual campfire *Sunday evening* to see the staff’s favorite skits, songs and cheers! A link will be sent to all participants before the show. Invite your family to join you in the fun!

**Monday Trivia Competition: 7:00- 8:00 pm**
Play as an individual or a team! Let’s see how far your knowledge goes! Answer questions from a variety of categories and show us what you know. A link to the activity will be sent and all participants are encouraged to join. Spectate or participate, you never know what you might learn!
Ultimate Camp Home Cook-off: 7:00-8:00pm

As great as technology is in 2020, we have not been able to develop an app that teleports your meals to us. So… for this program Tuesday evening, we encourage to get their family involved! Scouts are to create their favorite “camping” meal. Staff judges will base scores off of presentation of the dish, creativity, and reaction of the taste tester! Submit a video of the tasting, a picture of the final product, and your recipe by noon on Tuesday to be included in this competition.

Wednesday OA social: 7:00-8:00pm

If you are a member of the Order of the Arrow, bring your favorite snacks and chat with members of the Sasquesahanough Lodge! Members will be sent a link Wednesday afternoon.

Camper’s Campfire: 7:30-8:30pm

On Thursday, submit your favorite skit, song, cheer, pictures and/or memories of this week to our media crew! We will complete a video for us all to enjoy and present camper awards. Staff will share the week’s experience with scouts and their families through a virtual campfire. Send all items to media@hvsrbsa.org or media@ctbsa.org.
Frequently Asked Questions

1. Is this Camp open to any Council?

YES! We welcome Scouts from anywhere!

2. What will I need in order to complete these Merit Badges?

Scouts will need a computer, tablet, or cellphone with a web camera, microphone, and quality internet access. Classes will utilize the Zoom platform, Google Platform and Google Drive.

3. How many merit badges can I take?

Scouts may register for anywhere from 1 to 6 merit badges per session (see Registration section for more details).

4. Is there a minimum age for any merit badges?

There are no minimum ages, although some merit badges such as Environmental Science and the Citizenship Badges are not recommended for a first year Scout.

5. Are there prerequisites for any merit badges?

• There are some prerequisites. Those are detailed in each area section of the guide pages 8-16.

6. Can I sign up for multiple weeks to take merit badges offered at the same time?

Yes.

7. Can Cub Scouts sign up for this camp?

No, this program is designed for Scouts BSA to work on merit badges and other Scouts BSA skills. It is not designed for the Cub Scout program. However, the New Birth of Freedom Council is sponsoring a Cub Scout Version of this camp separately.

8. What are the times / hours for camp?

All times are Eastern Daylight Time in the United States. Details are in the schedule (See page 7)

9. How many people will be in my classes?

We want each Scout to be able to ask questions and interact with his or her instructor. Most classes are limited to 25 Scouts.

10. How long are the merit badge classes?

Merit badge classes are 55 -minutes.

11. What materials do I need for my merit badge classes?
12. How will my Scoutmaster know what requirements I have completed?

We will send a report from the Tentaroo Registration System to the email address you provided at registration with all merit badge requirements completed. Your Scoutmaster or Troop Advancement Chair can use this to update Scout book or a blue card.

13. Will I be able to complete all merit badges, or will they just be partial completes?

All the badges that we offer can be completed while attending, however, you must make sure you complete the prerequisite requirements (if needed).

14. Why is the cost per merit badge and not for the entire week of camp?

We developed the program and considered many pricing options. We opted to do a class-by-class fee to provide more flexibility for Scouts and families. If a Scout wants to take two merit badges, he or she can. If they want to take six, that’s fine, too. We know other virtual camps are charging $130 - $250 for four or five classes. The benefit of a per merit badge fee, is a Scout can take some classes one week, and different classes another week. Scouts can register based on how they want to fit it to their schedule.

15. Other than merit badges, what fun things camp I do at Camp is Where Home Is?

We will have flag ceremonies, Opening and Closing Campfires, OA Socials, Trivia Night, the Ultimate Camp Home Cook Off Challenge, and many more evening camp wide programs.

16. May I earn Camping Nights during Camp is Where Home Is?

Absolutely! We encourage Scouts to pitch a tent and camp in their yard during Camp. Any nights camped during Camp is Where Home Is may be credited towards requirements. Instructors will verify. This is in accordance with BSA policy during COVID-19. https://www.scouting.org/coronavirus/covid-19-faq/