



Brownsea Island Program
Edmund D. Strang Scout Reservation
Goshen, CT
Housatonic Council



Scout Participant Guide
Summer 2018

A Note From the Director:

Greetings 1st Year Campers!

It is my pleasure to welcome you all to the 2018 Brownsea Island Program at Edmund D. Strang Scout Reservation! As First Year Camper Director, it is my responsibility to ensure that you all have one of the most memorable weeks of your Scouting career! This week, you will all have the opportunity to learn many vital skills that will help shape you in your journey through the Scouting Program, as well as, the rest of your life.

As Boy Scouts, you are looked at as model citizens, friendly men, respectful humans, protectors of the weak, defenders of the environment, and most importantly, awesome kids! With the help of our knowledgeable staff, we are prepared to make sure that you boys have a great experience at camp! In the Brownsea Island Program, you will be organized into Patrols that will be led by a Patrol Advisor from the 1st Year Camper Program. These instructors have been trained to make sure that you guys learn all the necessary Scouting skills for rank advancement in a fun, innovative way. If, for any reason, you boys are not having fun, or have any suggestions to improve order to improve your experience. I am eager to hear those ideas in order to improve your time here.

The purpose of this program is to make sure that you have a successful transition into the Boy Scout Program. I pledge that I will do whatever it takes to make sure that every second you spend in the area is worthwhile and informative. The only thing that you need worry about is **HAVING FUN!** Let's have a great week!

Yours in Scouting,

Sam Bradshaw
Brownsea Island Director
Camp Strang

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Staff Member Biographies

FYC Area Director- Sam Bradshaw

This will be Sam's first year as the Area Director at First Year Camper. Sam is an Eagle Scout from Troop 65 Seymour/Oxford and lives in Seymour, CT. In total Sam has been involved in scouting for over thirteen years. Sam has recently graduated high school and will be attending Springfield College in the fall; where he will be major in sport management with a minor in sport analytics. Some of Sam's favorite things include- going to Red Sox games, hiking, and just being at Camp Strang in general. Sam is looking forward to a successful year at First Year Camper.



FYC Instructor- Brendon Stuart

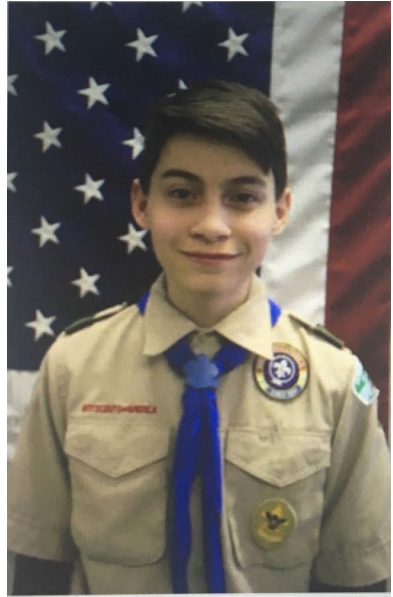
Meet Brendon Stuart, this is his second year on staff and first year working as an instructor at First Year Camper. Brendon has been doing scouting for 10 year now. In those 10 years Brendon has earned the rank of Eagle Scout and was elected into the OA. Outside of scouting Brendon does robotics, competitive shooting and has graduated from Shelton High School. Brendon is looking forward to a fun filled summer and lots of fun at First Year!



**FYC Instructor Joseph
Wardzala**

Meet Joseph Wardzala. Joe attends Trumbull High School and is currently a First Class Scout from Troop 3. Joe's favorite memory in scouting was going to game center and bowling with his troop. In his troop he is currently the troop's scribe and is working on becoming a patrol leader. This is his first year working as a staff member at Camp Strang. Joe

enjoys scouting because of the people you meet and values it teaches you. He is very excited for his first year of working on staff, and is looking forward to working with the scouts at First Year Camper.



Your Patrol

In Brownsea Island, we learn the Patrol Method by doing it! Each of you are organized into a patrol with an instructor as your Patrol Advisor.

Each day you will choose a new patrol leader to represent you all and make decisions and lead your group. A quartermaster will take care of equipment, and a scribe records notes when needed.

Of course, this is YOUR patrol! You get give it an identity:

- Patrol Name (the first patrols at the original Brownsea Island were the Bulls, Ravens, Curlews, and Wolves)
- Patrol Flag
- Patrol Cheer

Be creative! Have fun! Work together!



Rank Advancement Tracking Sheet

This sheet is a record that you have completed a requirement for the ranks of Tenderfoot, Second Class, and/or First Class. This sheet is a guide for you to record the skills you have learned and used by your home troop's Scoutmaster.

These skills should be constantly used in your home unit to ensure proper knowledge and use. Scouting requirements are not a one-time complete-and- forget; they are a lifetime set of skills.

It is not guaranteed that in any individual week all requirements listed below may be fully (or partially) covered. Depending on many factors, requirement work may change. To the best of our ability (and yours) we will try to get as many requirements instructed as possible.

Make sure you turn in your rank advancement tracking sheet on Friday with requirements checked off as you think you deserve them:

✓ = You feel like you definitely fulfilled the requirement

N = You feel like you need to do more work on it/
practice it more

_____ = Didn't work on it

TENDERFOOT RANK REQUIREMENTS



✓			LEADER INITIAL & DATE
CAMPING AND OUTDOOR ETHICS			
	1a.	Present yourself to your leader, prepared for an overnight camping trip. Show the personal and camping gear you will use. Show the right way to pack and carry it.	
	1b.	Spend at least one night on a patrol or troop campout. Sleep in a tent you have helped pitch.	
	1c.	Tell how you practiced the Outdoor Code on a campout or outing.	
COOKING			
	2a.	On the campout, assist in preparing one of the meals. Tell why it is important for each patrol member to share in meal preparation and cleanup.	
	2b.	While on a campout, demonstrate the appropriate method of safely cleaning items used to prepare, serve, and eat a meal.	
	2c.	Explain the importance of eating together as a patrol.	
TOOLS			
	3a.	Demonstrate a practical use of the square knot.	
	3b.	Demonstrate a practical use of two half-hitches.	
	3c.	Demonstrate a practical use of the tautline hitch.	
	3d.	Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used.	
FIRST AID AND NATURE			
	4a.	Show first aid for the following: <ul style="list-style-type: none"> + Simple cuts and scrapes + Blisters on the hand and foot + Minor (thermal/heat) burns or scalds (superficial, or first-degree) + Bites or stings of insects and ticks + Venomous snakebite + Nosebleed + Frostbite and sunburn + Choking 	
	4b.	Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.	
	4c.	Tell what you can do while on a campout or other outdoor activity to prevent or reduce the occurrence of injuries or exposure listed in Tenderfoot requirements 4a and 4b.	
	4d.	Assemble a personal firstaid kit to carry with you on future campouts and hikes. Tell how each item in the kit would be used.	
HIKING			
	5a.	Explain the importance of the buddy system as it relates to your personal safety on outings and in your neighborhood. Use the buddy system while on a troop or patrol outing.	
	5b.	Describe what to do if you become lost on a hike or campout.	
	5c.	Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night.	

		LEADER INITIAL & DATE
FITNESS		
6a.	Record your best in the following tests: <ul style="list-style-type: none"> • Pushups _____ (Record the number done correctly in 60 seconds.) • Situps or curl-ups _____ (Record the number done correctly in 60 seconds.) • Back-saver sitandreach _____ (Record the distance stretched.) • 1-mile walk/run _____ (Record the time.) 	
6b.	Develop and describe a plan for improvement in each of the activities listed in Tenderfoot requirement 6a. Keep track of your activity for at least 30 days.	
6c.	Show improvement (of any degree) in each activity listed in Tenderfoot requirement 6a after practicing for 30 days. <ul style="list-style-type: none"> • Pushups _____ (Record the number done correctly in 60 seconds.) • Situps or curl-ups _____ (Record the number done correctly in 60 seconds.) • Back-saver sitandreach _____ (Record the distance stretched.) • 1-mile walk/run _____ (Record the time.) 	
CITIZENSHIP		
7a.	Demonstrate how to display, raise, lower, and fold the U.S. flag.	
7b.	Participate in a total of one hour of service in one or more service projects approved by your Scoutmaster. Explain how your service to others relates to the Scout slogan and Scout motto.	
LEADERSHIP		
8.	Describe the steps in Scouting's Teaching EDGE method. Use the Teaching EDGE method to teach another person how to tie the square knot.	
SCOUT SPIRIT		
9.	Demonstrate Scout spirit by living the Scout Oath and Scout Law. Tell how you have done your duty to God and how you have lived four different points of the Scout Law in your everyday life. _____	
10.	While working toward the Tenderfoot rank, and after completing Scout rank requirement 7, participate in a Scoutmaster conference.	
11.	Successfully complete your board of review for the Tenderfoot rank.	

Notes: For Varsity Scouts working on Boy Scout requirements, replace "troop" with "team" and "Scoutmaster" with "Varsity Scout Coach."

The requirements for the Scout, Tenderfoot, Second Class, and First Class ranks may be worked on simultaneously; however, these ranks must be earned in sequence.

Alternative requirements for the Tenderfoot rank are available for Scouts with physical or mental disabilities if they meet the criteria listed in the Boy Scout Requirements book.

SECOND CLASS RANK REQUIREMENTS



✓			LEADER INITIAL & DATE
CAMPING AND OUTDOOR ETHICS			
1a.	Since joining Boy Scouts, participate in five separate troop/patrol activities, at least three of which must be held outdoors. Of the outdoor activities, at least two must include overnight camping. These activities do not include troop or patrol meetings. On campouts, spend the night in a tent that you pitch or other structure that you help erect, such as a lean-to, snow cave, or tepee.		
1b.	Explain the principles of Leave No Trace and tell how you practiced them on a campout or outing. This outing must be different from the one used for Tenderfoot requirement 1c.		
1c.	On one of these campouts, select a location for your patrol site and recommend it to your patrol leader, senior patrol leader, or troop guide. Explain what factors you should consider when choosing a patrol site and where to pitch a tent.		
COOKING AND TOOLS			
2a.	Explain when it is appropriate to use a fire for cooking or other purposes and when it would not be appropriate to do so.		
2b.	Use the tools listed in Tenderfoot requirement 3d to prepare tinder, kindling, and fuel wood for a cooking fire.		
2c.	At an approved outdoor location and time, use the tinder, kindling, and fuel wood from Second Class requirement 2b to demonstrate how to build a fire. Unless prohibited by local fire restrictions, light the fire. After allowing the flames to burn safely for at least two minutes, safely extinguish the flames with minimal impact to the fire site.		
2d.	Explain when it is appropriate to use a lightweight stove and when it is appropriate to use a propane stove. Set up a lightweight stove or propane stove, light the stove, unless prohibited by local fire restrictions. Describe the safety procedures for using these types of stoves.		
2e.	On one campout, plan and cook one hot breakfast or lunch, selecting foods from MyPlate or the current USDA nutritional model. Explain the importance of good nutrition. Demonstrate how to transport, store, and prepare the foods you selected.		
2f.	Demonstrate tying the sheet bend knot. Describe a situation in which you would use this knot.		
2g.	Demonstrate tying the bowline knot. Describe a situation in which you would use this knot.		
NAVIGATION			
3a.	Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.		
3b.	Using a compass and map together, take a 5-mile hike (or 10 miles by bike) approved by your adult leader and your parent or guardian. ²		
3c.	Describe some hazards or injuries that you might encounter on your hike and what you can do to help prevent them. ²		
3d.	Demonstrate how to find directions during the day and at night without using a compass or an electronic device.		

²If you use a wheelchair or crutches, or if it is difficult for you to get around, you may substitute "trip" for "hike" in requirement 3b and 3c.

✓		LEADER INITIAL & DATE
NATURE		
4.	Identify or show evidence of at least 10 kinds of wild animals (such as birds, mammals, reptiles, fish, or mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken.	
AQUATICS		
5a.	Tell what precautions must be taken for a safe swim.	
5b.	Demonstrate your ability to pass the BSA beginner test: Jump feetfirst into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place. ³	
5c.	Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects. ³	
5d.	Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible. Explain why and how a rescue swimmer should avoid contact with the victim.	
FIRST AID AND EMERGENCY PREPAREDNESS		
6a.	Demonstrate first aid for the following: <ul style="list-style-type: none"> • Object in the eye • Bite of a warm-blooded animal • Puncture wounds from a splinter, nail, and fishhook • Serious burns (partial thickness, or second-degree) • Heat exhaustion • Shock • Heatstroke, dehydration, hypothermia, and hyperventilation 	
6b.	Show what to do for “hurry” cases of stopped breathing, stroke, severe bleeding, and ingested poisoning.	
6c.	Tell what you can do while on a campout or hike to prevent or reduce the occurrence of the injuries listed in Second Class requirements 6a and 6b.	
6d.	Explain what to do in case of accidents that require emergency response in the home and backcountry. Explain what constitutes an emergency and what information you will need to provide to a responder.	
6e.	Tell how you should respond if you come upon the scene of a vehicular accident.	
FITNESS		
7a.	After completing Tenderfoot requirement 6c, be physically active at least 30 minutes each day for five days a week for four weeks. Keep track of your activities.	
7b.	Share your challenges and successes in completing Second Class requirement 7a. Set a goal for continuing to include physical activity as part of your daily life and develop a plan for doing so.	

³Under certain exceptional conditions, where the climate keeps the outdoor water temperature below safe levels year-round, or where there are no suitably safe and accessible places (outdoors or indoors) within a reasonable traveling distance to swim at any time during the year, the council Scout executive and advancement committee may, on an individual Scout basis, authorize an alternative for requirements 5b and 5c. The local council may establish appropriate procedures for submitting and processing these types of requests. All the other requirements, none of which necessitate entry in the water or entry in a watercraft on the water, must be completed as written.

✓		LEADER INITIAL & DATE
	<p>7c. Participate in a school, community, or troop program on the dangers of using drugs, alcohol, and tobacco and other practices that could be harmful to your health. Discuss your participation in the program with your family, and explain the dangers of substance addictions. Report to your Scoutmaster or other adult leader in your troop about which parts of the Scout Oath and Scout Law relate to what you learned.</p>	
CITIZENSHIP		
	<p>8a. Participate in a flag ceremony for your school, religious institution, chartered organization, community, or Scouting activity.</p>	
	<p>8b. Explain what respect is due the flag of the United States.</p>	
	<p>8c. With your parents or guardian, decide on an amount of money that you would like to earn, based on the cost of a specific item you would like to purchase. Develop a written plan to earn the amount agreed upon and follow that plan; it is acceptable to make changes to your plan along the way. Discuss any changes made to your original plan and whether you met your goal.</p>	
	<p>8d. At a minimum of three locations, compare the cost of the item for which you are saving to determine the best place to purchase it. After completing Second Class requirement 8c, decide if you will use the amount that you earned as originally intended, save all or part of it, or use it for another purpose.</p>	
	<p>8e. Participate in two hours of service through one or more service projects approved by your Scoutmaster. Tell how your service to others relates to the Scout Oath.</p>	
PERSONAL SAFETY AWARENESS		
	<p>9a. Explain the three R's of personal safety and protection.</p>	
	<p>9b. Describe bullying; tell what the appropriate response is to someone who is bullying you or another person.</p>	
SCOUT SPIRIT		
	<p>10. Demonstrate Scout spirit by living the Scout Oath and Scout Law. Tell how you have done your duty to God and how you have lived four different points of the Scout Law (not to include those used for Tenderfoot requirement 9) in your everyday life.</p> <p>_____</p>	
	<p>11. While working toward the Second Class rank, and after completing Tenderfoot requirement 10, participate in a Scoutmaster conference.</p>	
	<p>12. Successfully complete your board of review for the Second Class rank.</p>	

Notes: For Varsity Scouts working on Boy Scout requirements, replace "troop" with "team" and "Scoutmaster" with "Varsity Scout Coach."

The requirements for Scout, Tenderfoot, Second Class, and First Class ranks may be worked on simultaneously; however, these ranks must be earned in sequence.

Alternative requirements for the Second Class rank are available for Scouts with physical or mental disabilities if they meet the criteria listed in the Boy Scout Requirements book.

FIRST CLASS RANK REQUIREMENTS



✓		LEADER INITIAL & DATE
CAMPING AND OUTDOOR ETHICS		
1a.	Since joining Boy Scouts, participate in 10 separate troop/patrol activities, at least six of which must be held outdoors. Of the outdoor activities, at least three must include overnight camping. These activities do not include troop or patrol meetings. On campouts, spend the night in a tent that you pitch or other structure that you help erect, such as a lean-to, snow cave, or tepee.	
1b.	Explain each of the principles of Tread Lightly! and tell how you practiced them on a campout or outing. This outing must be different from the ones used for Tenderfoot requirement 1c and Second Class requirement 1b.	
COOKING		
2a.	Help plan a menu for one of the above campouts that includes at least one breakfast, one lunch, and one dinner, and that requires cooking at least two of the meals. Tell how the menu includes the foods from MyPlate or the current USDA nutritional model and how it meets nutritional needs for the planned activity or campout.	
2b.	Using the menu planned in First Class requirement 2a, make a list showing a budget and the food amounts needed to feed three or more boys. Secure the ingredients.	
2c.	Show which pans, utensils, and other gear will be needed to cook and serve these meals.	
2d.	Demonstrate the procedures to follow in the safe handling and storage of fresh meats, dairy products, eggs, vegetables, and other perishable food products. Show how to properly dispose of camp garbage, cans, plastic containers, and other rubbish.	
2e.	On one campout, serve as cook. Supervise your assistant(s) in using a stove or building a cooking fire. Prepare the breakfast, lunch, and dinner planned in First Class requirement 2a. Supervise the cleanup.	
TOOLS		
3a.	Discuss when you should and should not use lashings.	
3b.	Demonstrate tying the timber hitch and dove hitch.	
3c.	Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together.	
3d.	Use lashings to make a useful camp gadget or structure.	
NAVIGATION		
4a.	Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.).	
4b.	Demonstrate how to use a handheld GPS unit, GPS app on a smartphone, or other electronic navigation system. Use GPS to find your current location, a destination of your choice, and the route you will take to get there. Follow that route to arrive at your destination.	
NATURE		
5a.	Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location. You may show evidence by identifying fallen leaves or fallen fruit that you find in the field, or as part of a collection you have made, or by photographs you have taken.	
5b.	Identify two ways to obtain a weather forecast for an upcoming activity. Explain why weather forecasts are important when planning for an event.	

✓			LEADER INITIAL & DATE
	5c.	Describe at least three natural indicators of impending hazardous weather, the potential dangerous events that might result from such weather conditions, and the appropriate actions to take.	
	5d.	Describe extreme weather conditions you might encounter in the outdoors in your local geographic area. Discuss how you would determine ahead of time the potential risk of these types of weather dangers, alternative planning considerations to avoid such risks, and how you would prepare for and respond to those weather conditions.	
AQUATICS			
	6a.	Successfully complete the BSA swimmer test. ^{4,5}	
	6b.	Tell what precautions must be taken for a safe trip afloat.	
	6c.	Identify the basic parts of a canoe, kayak, or other boat. Identify the parts of a paddle or an oar.	
	6d.	Describe proper body positioning in a watercraft, depending on the type and size of the vessel. Explain the importance of proper body position in the boat.	
	6e.	With a helper and a practice victim, show a line rescue both as tender and as rescuer. (The practice victim should be approximately 30 feet from shore in deep water.) ⁵	
FIRST AID AND EMERGENCY PREPAREDNESS			
	7a.	Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.	
	7b.	By yourself and with a partner, show how to: <ul style="list-style-type: none"> • Transport a person from a smoke-filled room. • Transport for at least 25 yards a person with a sprained ankle. 	
	7c.	Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).	
	7d.	Tell what utility services exist in your home or meeting place. Describe potential hazards associated with these utilities and tell how to respond in emergency situations.	
	7e.	Develop an emergency action plan for your home that includes what to do in case of fire, storm, power outage, and water outage.	
	7f.	Explain how to obtain potable water in an emergency.	
FITNESS			
	8a.	After completing Second Class requirement 7a, be physically active at least 30 minutes each day for five days a week for four weeks. Keep track of your activities.	
	8b.	Share your challenges and successes in completing First Class requirement 8a. Set a goal for continuing to include physical activity as part of your daily life.	
CITIZENSHIP			
	9a.	Visit and discuss with a selected individual approved by your leader (for example, an elected official, judge, attorney, civil servant, principal, or teacher) the constitutional rights and obligations of a U.S. citizen.	
	9b.	Investigate an environmental issue affecting your community. Share what you learned about that issue with your patrol or troop. Tell what, if anything, could be done by you or your community to address the concern.	

⁴See the Swimming merit badge requirements for details about the BSA swimmer test.

⁵Under certain exceptional conditions, where the climate keeps the outdoor water temperature below safe levels year-round, or where there are no suitably safe and accessible places (outdoors or indoors) within a reasonable traveling distance to swim at any time during the year, the council Scout executive and advancement committee may, on an individual Scout basis, authorize an alternative for requirements 6a and 6e. The local council may establish appropriate procedures for submitting and processing these types of requests. All the other requirements, none of which necessitate entry in the water or entry in a watercraft on the water, must be completed as written.

"Spot" Game

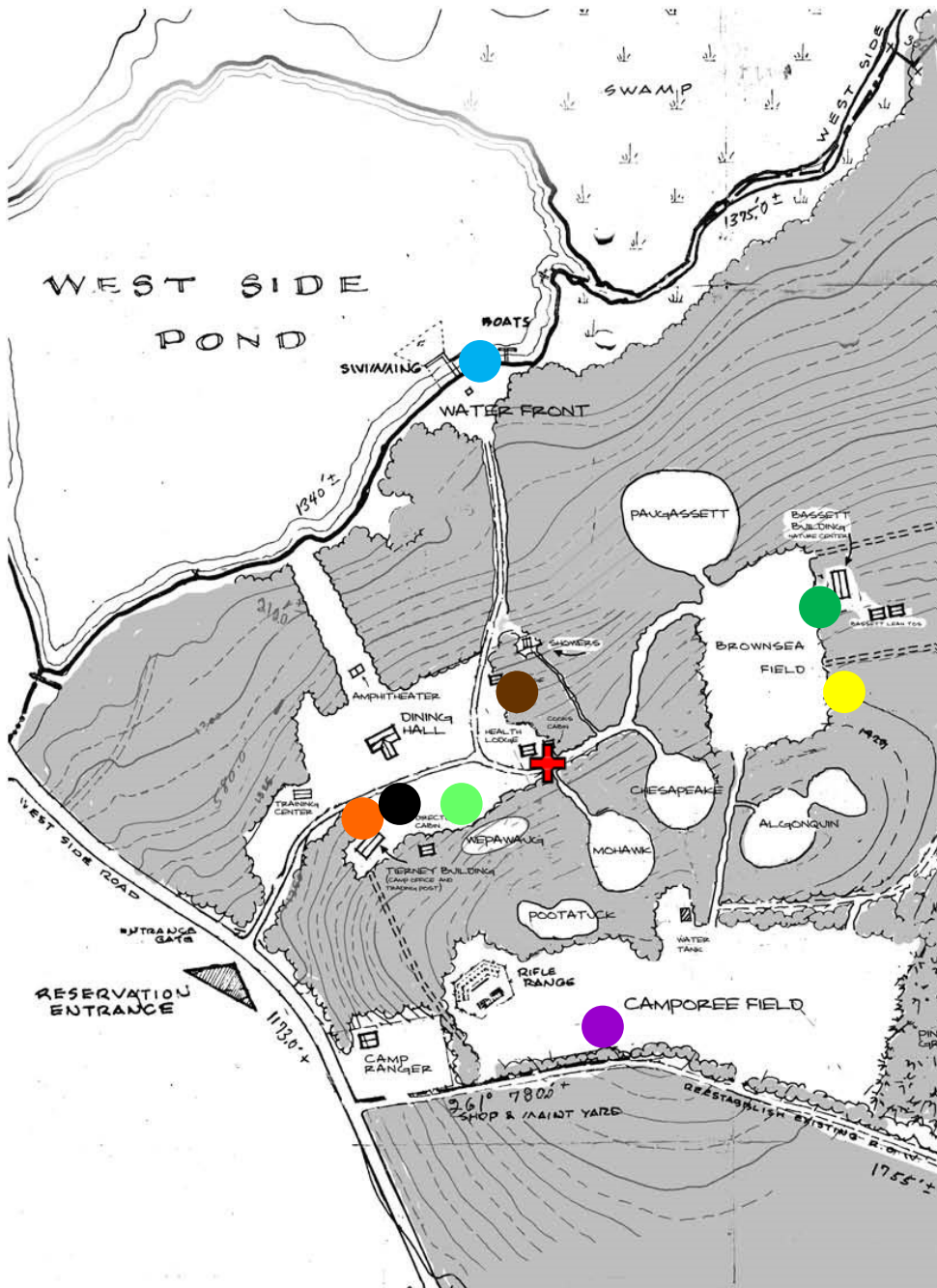


This little game is something we push at the Brownsea Island program. The idea of the game is to clean up camp while making your friends do the work. In this game you need to look for garbage and litter on the ground around trails, in program areas, in your campsites, and just all around camp in general. When you do see litter or whatever else that isn't supposed to be on the ground (rather than actually in the garbage or recycling) yell "SPOT!" and your buddy (which you are always supposed to have with you anyways) needs to pick it up and hold onto it to throw it out. If there is a tie in this game, the Rock, Paper, Scissors rule always overrides. If someone wants to argue that they said it first, the decision automatically goes to the omnipotent (ask Sam what 'omnipotent' means) game of Rock, Paper, Scissors again overrides any argument.

Leave No Trace

In Scouting, we follow the Leave No Trace (LNT) principles of the LNT Center for Outdoor Ethics! You'll learn how to follow 7 simple rules to help minimize your destructive impact on the environment and help ensure other people get the same chance to enjoy the environment!





**SCHEMATIC LAYOUT
OF
HOUSATONIC SCOUT RESERVATION
HOUSATONIC COUNCIL - BOY SCOUTS OF AMERICA
SHELBY, CONNECTICUT**

SCALE 0 100 200 300 FEET

PREPARED BY

CAMPING & ENGINEERING SERVICE BOY SCOUTS OF AMERICA
NORTH BRUNSWICK, NEW JERSEY

CONTOURS, BOUNDARIES & EXISTING
FEATURES TAKEN FROM AERIAL PHOTOGRAPH
& U.S. MAP ENLARGEMENT OF COGNIVAL
& TORRINGTON QUADRANGLES DATED 1954
FIVE FOOT CONTOURS SHOWN DASHED
INTERPOLATED BY R. R. HILLINGSBEC, P.E.
CONTRACT NO. 75-23-23 JUNE 55-1874

FIELD STUDY BY: R. E. BRADLEY

DRAWN BY: A. J. HORSTMAN

REVIEWED BY: CHW

MARCH 1976



2450
13
257

BRUSH PILES

OBLITERATE EXISTING ROAD TO HIGHWAY 65

GOSWOLD ROAD

STATE ROUTE

69

TIERNEY LEANTOS

FIRST CLASS EMERGENCY

SCATICOOE

PRIVATE

BRUSH PILES

OBLITERATE EXISTING ROAD TO HIGHWAY 65

GOSWOLD ROAD

STATE ROUTE

69

TIERNEY LEANTOS

FIRST CLASS EMERGENCY

SCATICOOE

PRIVATE

BRUSH PILES

OBLITERATE EXISTING ROAD TO HIGHWAY 65

GOSWOLD ROAD

Program Areas in Camp

● **STEM:**

Area Director: Mike Shea

The brand new Camp Strang STEM (Science, Technology, Engineering, and Mathematics) center has moved into the Tierney Building next to the camp's office and Trading Post. STEM teaches all sorts of STEM focused merit badges (such as Archaeology, Graphic Arts, Robotics, etc.)

● **Aquatics (Waterfront):**

Area Director: Tim Lucas

Waterfront offers many merit badges from Swimming to Lifesaving, Rowing to Canoeing and Small-boat Sailing. There is a free swim period in the morning and afternoon before meals. Boating and swimming are always fun, relaxing activities to do. Kayaking is also available to older boys once you return to camp and are over 13 years old.

● **Ecology/Conservation (ECON):**

Area Director: Jimmy Butler

Econ offers tons of environmental merit badges including Environmental Science, Astronomy, Weather, Soil and Water Conservation, Bird Study, Forestry, Fish and Wildlife Management, Mammal Study, and Nature. If you want to work on any nature skills, visit econ. They have tons of book resources for identification and learning about programs such as Leave No Trace Outdoor Ethics.

● **Handicrafts:**

Area Director: Mr. Dave Hughes

The Handicrafts area focuses on the arts and crafts. Here you can work with leather, work with metal, and make baskets. You can also work on merit badges such as Plumbing, Welding, and Woodworking!

Health Lodge:

Camp Nurse: Ms. Karen Lord

When you are broken, you get fixed at the health lodge! Medication is stored here and administered by the Health Officer at appropriate times during the day according to prescribed treatment.

Outdoor Skills (Scoutcraft):

Area Director:

Scoutcraft is the place for anything you need to do outside like camping. Working on cooking, camping, wilderness survival, ropework, orienteering, and woods tool are all chief skills of the Scoutcraft area. Brownsea Island works very closely with Scoutcraft to achieve the Brownsea Island mission.

Field Sports (Shooting Sports):

Area Director: Mr. Tom Hemstreet

This area always attracts campers with their guns and bows. Shooting sports offers .22 caliber rifle shooting, shotgun shooting, and archery. The active fitness part of Field Sports offers Athletics and Personal Fitness merit badges. Older boys are able to do Black Powder shooting as well as Action Archery.

The Climbing Wall:

Area Director: Mike McMahon

The climbing wall is where scouts can learn about proper climbing and boule technique. Scouts will have the opportunity to experience climbs of different difficulties, with different obstacles to overcome. This is the newest area in camp, and offers climbing merit badge in addition to all the fun free climbing time available. It is located right next to the Health Lodge and Dining Hall.

The Trading Post:

Area Director: Jon Olshefski

This area is to purchase camping necessities! (or candy)

The Bead Program

In the Brownsea Island Program, each participant receives a hemp choker (like a neckband) at the beginning of the week. This choker will be used to hold beads that each camper can earn throughout the week. Each unique bead corresponds to a specific action or attitude that the participant takes. Different colors and shapes signify different accomplishments. The following is a list of all of the types of beads that may be earned during the course of the week.

- ___ For joining the Brownsea Island Program Green Bead
- ___ For teaching a knot to another scout Blue Bead
- ___ For helping build a useful camp gadget during free-time (the director will deem when you have completed your work on this bead)..... Straight Silver Bead
- ___ For successfully answering the question of the day ...Black Bead
- ___ For identifying 7 useful plants and discussing or demonstrating their use Round Silver Bead
- ___ For obtaining the signatures of all Area Directors:
 - Waterfront: Scoutcraft:
 - Econ:
 - Handicrafts:
 - Rifle Range:
 - Archery Range:
 - Program Director:
 - Brownsea Island Director: Red Bead
- ___ For explaining privately to the director why the number four is cosmic, being that 4 is itself and all numbers lead to..... White Bead
- ___ For explaining privately to the director how the "whose triangle is it" game works Milky-White Bead

Efforts to help others:

- ___ For general good deeds as a good scout following the Scout Oath and Law as well as the Slogan “Do a Good Turn Daily” Yellow Bead
- ___ For an outstanding effort made to go way out of one's way to help another Scout (more than one can be earned) Orange Bead
- ___ For most effort displayed in the service to others in the course of patrol work. One bead will be awarded per week per patrol. Brown Wooden Bead
- ___ For Outstanding effort made to help other Scouts, his troop, and all others he comes in contact with. There shall be only one bead awarded per week at the Closing Court of Honor for extensive service done in helping others. Large Brown Wooden Bead
- ___ For putting up with the Brownsea staff (completion of the Brownsea Island Program) Blue Bead

Merit Badge Descriptions

Each scout will have the opportunity to work on a Merit Badge with their patrol. They will work on Leatherwork over the course of the week. A merit badge pamphlet will need to be purchased from the trading post to work on the merit badge. Also, you have the opportunity to take Fingerprinting by appointment.



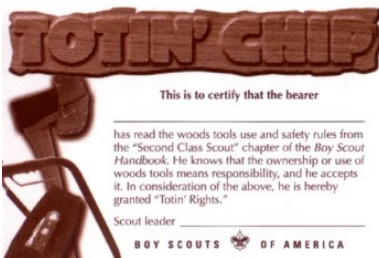
Leatherwork: A fun, hands on merit badge. That teaches you proper leather care and even gives you the chance to make your own personalized leather craft.



Fingerprinting: A very easy merit badge exploring fingerprinting including understanding of how it works and sample work with basic fingerprinting. This badge is offered by appointment.

Other Awards

You'll also have the opportunity, after appropriately demonstrating safe woods tools handling and fire safety, to earn the Firem'n Chit and Totin' Chit certifying you to carry and use woods tools and fire starting materials.



FIREM'N CHIT

This is to certify that _____

can carry fire-starting materials and build a campfire.

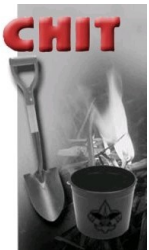
He has read the fire use and safety section in the *Boy Scout Handbook*. He knows that starting and building fires means being responsible, and he accepts that responsibility. In consideration of the above, he is hereby granted "Firem'n Rights."

Signed _____

Smokey



BOY SCOUTS OF AMERICA



Contact the Area Director

If you have any questions, comments, issues, troubles, concerns, inquiries, notes, suggestions, problems, or compliments, please feel free to contact me at any time of the year:

Samuel Bradshaw

Area Director

Brownsea Island Program

Strang Scout Reservation

Samuel.bradshaw182@gmail.com

This Book Belongs to:

Patrol Name:

Unit No.: _____

Campsite: _____

Topic Key	General Lesson	ECON	Waterfront
Outdoor Skills	Health Skills	Outside of Area	<i>Italics indicates topic is done outside of FYC site.</i>

Patrol	Patrol One	Patrol Two	Patrol 3
Monday			
Period 1	Introduction to Program: Patrol Meetings		
Period 2	Knots	First Aid	<i>Map and Compass</i>
Period 3	Camping	Totin' Chit	Knots
Period 4	Totin' Chit	<i>Map and Compass</i>	<i>Nature Hiking</i>
Period 5	Troop Meeting, Elections, Merit Badge and Meal Selection		
Tuesday			
Period 1	<i>Map and Compass</i>	Knots	Merit Badge Class
Period 2	Merit Badge Class	<i>Orienteering Course</i>	Lashings
Period 3	Fire Building		Swimming
Free Swim / Lunch	Cooking		
Period 4	First Aid	Merit Badge Class	<i>Orienteering Course</i>
Period 5	Lashings	Swimming	
Wednesday			
Period 1	Emergency Prep	Lashings	Camping
Period 2	Orienteering Course	Pioneering	Merit Badge Class
Period 3		Fire Building	<i>Service Project</i>
Free Swim / Lunch		Cooking	
Period 4	Merit Badge Class	<i>Nature Hiking</i>	Totin' Chit
Period 5	<i>Service Project</i>	Merit Badge Class	First Aid

Patrol	Patrol One	Patrol Two	Patrol 3
Thursday			
Period 1	Troop Meeting		
Period 2	<i>5 mile hike; Trail Lunch; Extra Time = Work on Flag Ceremonies</i>		
Period 3			
Free Swim / Lunch			
Period 4			
Period 5			
Friday			
Period 1	<i>Merit Badge Class</i>	Camping	Emergency Prep
Period 2	Pioneering	<i>Emergency Prep</i>	Merit Badge Class
Period 3	Swimming	Merit Badge Class	Fire Building
Free Swim / Lunch			Cooking
Period 4	Nature Hiking	<i>Service Project</i>	<i>Pioneering</i>
Period 5	Troop Meeting		

Time Schedule

Period 1	9:00—9:50
Period 2	9:50—10:45
Period 3	10:45—11:35
Period 4	2:00—2:50
Period 5	2:50—3:45



Edmund D. Strang Scout Reservation Goshen, CT
Housatonic Council, BSA