

Advancement Policies

Woodland Trails employs a "learning by doing" style of teaching. Rules for advancement do not change just because a scout is at camp, but camp does provide an ideal setting for the opportunities we offer. As always, your scouts must plan beforehand what they wish to accomplish. They should know that camp is not a "merit badge factory." They must earn all awards just like back home - learn the material, complete the requirements, receive counseling and earn the badge. Scouts will not receive credit for requirements just for attending a class - they must complete the requirements. Please help your Scouts to "be prepared" for advancement at camp just as they would "be prepared" back home.

- All advancement at Woodland Trails will follow BSA national advancement policies.
- No changes or substitutions in any advancement requirements will be allowed.
- Large classes are highly discouraged. Instruction will be, as possible, in small groups of Scouts with the instructor meeting at the designated time. The instructor works with individuals to complete requirements.
- Partial completions do not expire.
- Unit Leaders are responsible for keeping track and re-testing for retention of the scout's advancement in Kit Cricket Adventure. The camp does not keep individual scout advancement records in this area.
- Unit leaders have the right and are encouraged at any time to visit with an area director to review the progress of their scouts.

To have a successful experience in the merit badge program, scouts should carefully plan for the programs they wish to take. Some merit badges cannot be completed at camp. Many require advanced preparations months before camp. We suggest that scouts complete these requirements before camp. It is very discouraging to a scout to find out at the end of camp that he will not complete a merit badge. Scouts should review the pamphlets for the merit badges they wish to earn; this is very helpful with advanced topics.

Prerequisites

Certain merit badges cannot be completed in a single week of camp. While a specific requirement cannot be completed at camp, this should not prevent a scout from undertaking that badge experience. For this reason, WTSR uses a prerequisite system.

What the Scout Needs to Do

Before attempting a badge, scouts should check the area page in the leader's guide for prerequisites. Please note that prerequisites change as merit badge requirements change. Please visit the Woodland Trails website frequently for any changes to merit badge requirements. We make all reasonable efforts to ensure that the prerequisite information is timely.

Prerequisites fall into three basic categories. Each one requires different proof of completion. Many scouts are surprised to learn that a scoutmaster's note won't always do. Some requirements are complicated, or require knowledge in a field to properly evaluate work. For example, most unit leaders are not familiar with Environmental Impact Statements. They would have a difficult time evaluating such a statement for the Environmental Science Requirement #6. Leaders can still lend support and guidance to scouts.

Three Types of Prerequisites and What They Require

Activity Participation

These requirements simply ask the scout to participate in an activity. These requirements are straight forward and just about any leader can verify them.

Example: Taking a year of Spanish, visiting your State Capital, or taking part in a group sport are all examples of activity participation.

Validation: A sample that proves a scout completed the activity. This could be a report card, a picture or most commonly a note from a scoutmaster or parent.

Activity Participation with Results

These requirements require a scout to do something that must be evaluated by the merit badge instructor. They often ask the scout to analyze, collect, or ask for feedback from an instructor.

Example: Perform an energy audit of your home and track ways that you have saved energy for 14 days; make a budget and try to stick to it; or collect 10 rocks and minerals and properly identify them are all examples of requirements that ask scouts to participate in activities with results.

Validation: If the requirement asked the scout to make something, the scout needs to bring what they made. If the requirement asked you to do something with what you made, bring that too. Sometimes a requirement asks you to make something that isn't easily brought to camp like the required fish to catch for fishing merit badge. In these cases, a photo is sufficient or a nice drawing and a leader's note.

Paperwork

These requirements require a scout to write something, such as a report, letter, drawing, or essay.

Example: Drawings, reports, speeches, or essays are all examples of merit badge paperwork.






Validation: The scout must bring whatever was produced. What the scout wrote will be reviewed by merit badge instructor to see if the work meets the expectations of the merit badge.

Key Points

In accordance with national advancement policies, Woodland Trails uses blue cards (#34124). Woodland Trails will only teach from the most recent version of the Boy Scout Requirements Book. Woodland Trails will do our best to keep an acceptable scout to instructor ratio.

Aquatics

The aquatics area at Woodland Trails is one of the most popular areas of camp. It features many exciting activities as well as an excellent merit badge program. Opportunities for units or individuals include: Troop Swim, Instructional Swim, Polar Bear Swim, Safe Swim Defense, Mile Swim, BSA Snorkeling, Open Boating, and Canoe Breakfasts. These programs can be scheduled through the Aquatics Director. A BSA National Camping School Certified Director supervises the aquatics area.

	Merit Badge	Time	Prerequisite	Comments
	Canoeing	9:00 – 9:50 AM 11:00 – 11:50 AM 2:00 – 2:50 PM	Must Pass Swim Test	
	Lifesaving	9:00 – 10:50 AM 11:00 – 11:50 AM & 2:00 – 2:50 PM	Swimming Merit Badge	Eagle Required
	Rowing	11:00 – 11:50 AM	Must Pass Swim Test	
	Sm. Boat Sailing	2:00 – 3:50 PM	Must Pass Swim Test	
	Swimming	9:00 – 9:50 AM 11:00 – 11:50 AM 2:00 – 2:50 PM	Must Pass Swim Test	Eagle Required

Additional Programs






Free Swim	Polar Bear Swim	Troop Boating	Kayaking BSA
3:00 – 5:00 PM Daily	6:30 AM Schedule with Pool	4:00 – 5:00 PM Schedule with Lakefront	Schedule with Lakefront

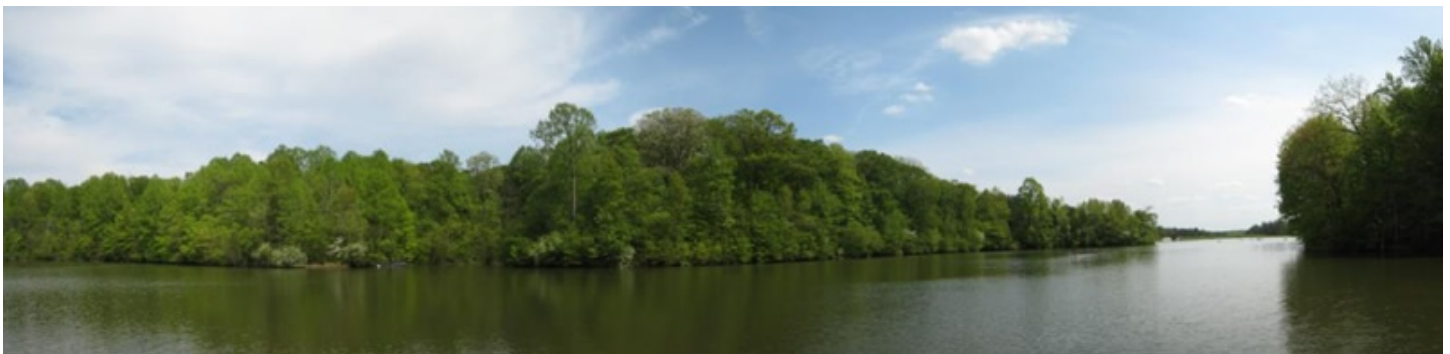
Safe Swim Defense	Snorkeling	Instructional Swim	Mile Swim	Safety Afloat
1:00 – 1:50 PM Monday	Schedule with Pool	Schedule with Pool	7:00 PM Friday	1:00 – 1:50 PM Monday

Eagle Quest

Through the Eagle Quest area, scouts can work on Eagle Required merit badges, with dedicated instruction from an Eagle Scout mentor. This program is also available to provisional scouts, which means units can send their older scouts to camp on their own. Many of these badges have prerequisites, and it is highly suggested that scouts complete all of these requirements before they come to camp.



	Merit Badge	Time	Prerequisite	Comments
	Citizenship in the Community	9:00 – 9:50 AM 2:00 – 2:50 PM	2, 3, 4, 7	Eagle Required Time Out of Class May Be Required
	Citizenship in the Nation	10:00 – 10:50 AM 3:00 – 3:50 PM	2, 8	Eagle Required Time Out of Class May Be Required
	Citizenship in the World	11:00 – 11:50 AM 3:00 – 3:50 PM	7	Eagle Required Time Out of Class May Be Required
	Communications	9:00 – 9:50 AM 11:00 – 11:50 AM	5, 8	Eagle Required Time Out of Class May Be Required
	Emergency Preparedness	10:00 – 10:50 AM 2:00 – 2:50 PM	6c	Eagle Required Time Out of Class May Be Required











Trails Tip – Summer Camp is Supposed to Be Fun!

Especially with Eagle required merit badges, scouts can easily get caught up in all the work. Be sure to emphasize participation in evening activities, campfires, and overnight outposts. Woodland Trails offers many exciting programs for older scouts.

Ecology & Conservation

The mission of the Ecology & Conservation Center is to conserve our natural resources at Woodland Trails and to educate scouts and scouters in those methods. Campers can participate in several ecology-related merit badges. A wide variety of conservation projects are also available for individuals, patrols, or entire units. Please check with the Ecology & Conservation Director for a list of options.








	Merit Badge	Time	Prerequisite	Comments
	Bird Study	OPEN BADGE 9:00 – 9:50 AM 3:00 – 3:50 PM		Must arrive at beginning of session
	Environmental Science	9:00 – 9:50 AM 11:00 – 11:50 AM 3:00 – 3:50 PM		Eagle Required
	Fish & Wildlife Management	OPEN BADGE 10:00 – 10:50 AM 2:00 – 2:50 PM		Must arrive at beginning of session
	Forestry	10:00 – 10:50 AM 2:00 – 2:50 PM		
	Geology	OPEN BADGE 4:00 – 4:50 PM Tues. / Thur. Only		Must arrive at beginning of session
	Mammal Study	OPEN BADGE 10:00 – 10:50 AM 11:00 – 11:50 AM		Must arrive at beginning of session
	Soil & Water Conservation	11:00 – 11:50 AM 2:00 – 2:50 PM		
	Space Exploration	9:00 – 9:50 AM 3:00 – 3:50 PM		\$8 Program Kit

Additional Programs

Conservation Project	Nature Walk
Schedule with Econ Director	Schedule with Econ Director

Handicraft

The Handicraft area at Woodland Trails is an excellent area for first-year campers to earn their merit badges. To accommodate the busy schedule of campers, the Handicraft area operates on a "Merit Badge on Demand" schedule. Due to the time commitment and class limit, Auto Mechanics, Photography and Pottery operate on pre-registration only.

Merit Badge	Time	Prerequisite	Comments
 Art	OPEN BADGE 9:00 – 9:50 AM 11:00 – 11:50 AM 2:00 – 2:50 PM		Must arrive at beginning of session
 Auto Mechanics	10:00 – 10:50 AM 3:00 – 3:50 PM		
 Basketry	OPEN BADGE 10:00 – 10:50 AM 3:00 – 3:50 PM		\$4 Program Kit Required
 Leatherwork	OPEN BADGE 11:00 – 11:50 AM 2:00 – 2:50 PM		\$7-\$9 Program Kit Required
 Pottery	9:00 – 9:50 AM 3:00 – 3:50 PM		\$6 Material Fee Required
 Photography	10:00 – 10:50 AM 2:00 – 2:50 PM		Camera required. \$8 Development Fee
 Woodcarving	OPEN BADGE 9:00 – 9:50 AM 11:00 – 11:50 AM		\$3-\$5 Program Kit Required



Trails Tip – Open Badges

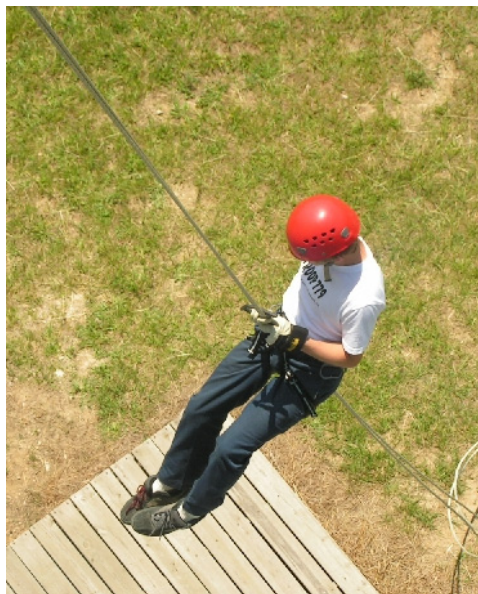
You don't need to register ahead of time to attend badges that are labeled as "OPEN BADGE." The badges are available on the time schedule, but typically wouldn't last an entire week. We do request that scouts arrive at the beginning of the session, to avoid disrupting the class.

High Adventure

The state-of-the-art Janet Freeman Climbing Tower was built in 2003, thanks to the generous support of the Freeman Family, Miami Lodge #495, and countless others. This facility is 64 feet tall, and boasts a 45-foot climbing face and a 42-foot rappelling wall, indoor climbing chimneys, and plenty of fun and adventure. A BSA National Camping School Certified Director supervises the high adventure area.



Merit Badge	Time	Prerequisite	Comments
Climbing	9:00 – 10:50 AM 2:00 – 3:50 PM		Tennis Shoes Required



Additional Programs

Troop Climb	Spar Pole Climbing
4:00 – 5:00 PM Schedule with Climbing Dir.	7:30 – 10:00 PM Thursday Evening



Trails Tip – Morning Coffee

Did you know that the camp director holds a scoutmaster coffee in the morning? It usually begins around 6:45 AM each weekday and allows leaders to socialize with each other and voice any concerns (or compliments!) in a casual setting.

Horse Ranch

The Horse Ranch at Woodland Trails is one of a kind. At the WT Ranch we offer Horsemanship merit badge, lunchtime trail rides, and the Midnight Horse Rendezvous program where scouts can live the "Cowboy Way" for a night. All scouts participating in any Horse Ranch activity must have a completed liability waiver prior to being allowed on a horse. Our Horse Ranch also follows the Philmont height/weight guidelines for scouts participating in Horse Ranch activities. Please refer to the chart below for the acceptance guidelines.



Merit Badge	Time	Prerequisite	Comments
Horsemanship	10:00 – 11:50 AM 2:00 – 3:50 PM		Waiver Required \$20 Program Fee

Height	Recommended Weight	Maximum Acceptance	Height	Recommended Weight	Maximum Acceptance
5'0"	97 – 138 lbs.	166 lbs.	5'10"	132 – 188 lbs.	226 lbs.
5'1"	101 – 143 lbs.	172 lbs.	5'11"	136 – 194 lbs.	233 lbs.
5'2"	104 – 148 lbs.	178 lbs.	6'0"	140 – 199 lbs.	239 lbs.
5'3"	107 – 152 lbs.	183 lbs.	6'1"	144 – 205 lbs.	246 lbs.
5'4"	111 – 157 lbs.	189 lbs.	6'2"	148 – 210 lbs.	252 lbs.
5'5"	114 – 162 lbs.	195 lbs.	6'3"	152 – 216 lbs.	260 lbs.
5'6"	118 – 167 lbs.	201 lbs.	6'4"	156 – 222 lbs.	267 lbs.
5'7"	121 – 178 lbs.	207 lbs.	6'5"	160 – 228 lbs.	274 lbs.
5'8"	125 – 178 lbs.	214 lbs.	6'6"	164 – 234 lbs.	281 lbs.
5'9"	129 – 185 lbs.	220 lbs.	6'7" & Over	170 – 240 lbs.	295 lbs.

Additional Programs

Troop Rides - \$5	Lunch Rides - \$5	Outpost - \$10
4:00 – 5:00 PM Schedule with Director	12:00 – 1:30 PM Schedule with Director	Tues. / Thurs. Evening Schedule with Director









Trails Tip – Lone Prairie No More

Did you know that Woodland Trails is one of only seven scout camps in Ohio that offer Horsemanship merit badge? Time to saddle up!

Outdoor Skills

The Outdoor Skills area at Woodland Trails is the best place for a scout to hone essential scout craft abilities. Our staff will challenge campers to also learn new and innovative skills. In addition to offering merit badges, the Outdoor Skills area can also help your unit prepare for a hike on one of our excellent hiking trails.

	Merit Badge	Time	Prerequisite	Comments
	Camping	9:00 – 9:50 AM 11:00 – 11:50 AM 2:00 – 2:50 PM	Requirements 5e, 9abc	Eagle Required
	Cooking	9:00 – 9:50 AM 11:00 – 11:50 AM	Requirements 5a-d, 6a-c, 7a-d	
	First Aid	9:00 – 9:50 AM 11:00 – 11:50 AM 2:00 – 2:50 PM	First Aid Kit	Eagle Required
	Orienteering	10:00 – 11:50 AM		Compass Required
	Pioneering	10:00 – 10:50 AM		Time Outside of Class Required
	Wilderness Survival	10:00 – 10:50 AM 2:00 – 2:50 PM		Outpost Required

Additional Programs

Geocaching	Tomahawk Throw	Firem'n Chit	Totin' Chip
4:00 – 5:00 PM	4:00 – 5:00 PM		
Schedule with Director	Schedule with Director	Schedule with Director	Schedule with Director






Trails Tip – Trading Post Pre-Order

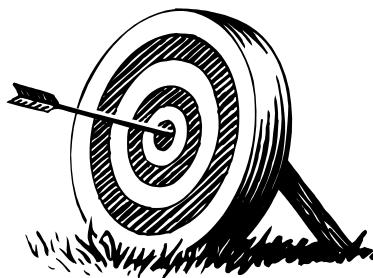
Did you know that you pre-order all of your merit badge kits prior to camp?

Not only that, but any of the products we sell in the trading post (such as meal tickets, fees, and clothing) can be ordered ahead of time and will be ready when you arrive.

Shooting Sports

The Shooting Sports staff at Woodland Trails is dedicated to the safety of campers on our ranges. Leaders are always welcome to help out at any one of our ranges. Space is limited in each class in this area. A BSA National Camping School Certified Director supervises the shooting sports ranges.

	Merit Badge	Time	Prerequisite	Comments
	Archery	9:00 – 10:50 AM 2:00 – 3:50 PM	Requirements 1abc, 2bce, 3ab, 4a-f, 5ab	\$2 Program Kit Required
	Rifle Shooting	9:00 – 9:50 AM 10:00 – 10:50 AM 11:00 – 11:50 AM	Requirements 1a-i, 2a-f,h,j	\$5 Material Fee Required
	Shotgun Shooting	2:00 – 3:50 PM	Requirements 1a-i, 2a-f,h,j	\$10 Material Fee Required



Additional Programs

Troop Archery Shoot	Troop Rifle Shoot
4:00 – 5:00 PM	4:00 – 5:00 PM
Schedule with Director	Schedule with Director









Trails Tip – Check on Achievement Progress

Did you know that you can check a scout’s progress on a merit badge at any time during the week? Area directors record daily progress on badges after each session. Leaders can stop by any time (though preferably in-between sessions) to check how a scout is doing.

Sports Center

The Sports Center at Woodland Trails is dedicated to the physical fitness of all campers. The Sports Center offers several merit badges as well as coordinating the Iron Man Games for campers and adult leaders. Participants in the Golf merit badge will enjoy a trip to Hueston Woods for a round of golf.

	Merit Badge	Time	Prerequisite	Comments
	Athletics	2:00 – 2:50 PM		
	Fishing	10:00 – 10:50 AM		Bring Fishing Equipment
	Fly Fishing	11:00 – 11:50 AM		Bring Fishing Equipment
	Golf	10:00 – 10:50 AM 3:00 – 3:50 PM	9 Holes of Golf	Greens Fee Ages 14+ Only
	Personal Fitness	9:00 – 9:50 AM 11:00 – 11:50 AM 3:00 – 3:50 PM	Requirements 7, 8	Eagle Required
	Sports	9:00 – 9:50 AM 2:00 – 2:50 PM		

Additional Programs

Volleyball	Cornhole	Ultimate Frisbee	Flag Football
4:00 – 5:00 PM	4:00 – 5:00 PM	4:00 – 5:00 PM	4:00 – 5:00 PM
Schedule with Sports Dir.	Schedule with Sports Dir.	Schedule with Sports Dir.	Schedule with Sports Dir.



Trails Tip – Online Registration

Did you know that you can register for merit badges online?

Our web services allow you to register as early as January 4 and give you the flexibility to change programs on your own, as needed. Ready to try it out? Visit www.woodlandtrails.org now!