

CAMP MARRIOTT

GOSHEN SCOUT RESERVATION

2017 New Scout Quest
Program Guide

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Introduction

New Scout Quest (NSQ)

Our main program is for Scouts just joining Boy Scouts. It is a sampler plate that introduces new Scouts to Boy Scouting and to Boy Scout Camp with a variety of different rank advancement topics, Merit Badges, and fun activities. Of the advancement requirements, it focuses mainly on the Scout, Tenderfoot, and Second Class ranks.

How it Works

As part of this program, Scouts will have the opportunity to earn their Totin' Chip, Firem'n Chit, up to three Merit Badges, and work on their skills and rank advancement requirements in the areas of first aid, knots and lashings, map & compass, and ecology. The program includes a 5 mile hike, an overnigher, and a 1 mile orienteering course. The Merit Badges and activities offered will be a selection from every area in camp.

While Scouts should bring their Boy Scout handbook to camp, they do not need to bring it to the program. Our staff do not sign off on rank advancement requirements. Rather, we teach the skills which then allows the Scouts to demonstrate their knowledge to their Troop leaders.

At the beginning of the week, Scouts will receive a personal tracker to keep track of their schedule and the requirements they are learning as part of the program. Troops will also receive a record at the end of the week detailing what the Scouts have learned and achieved in addition to the blue cards from the Merit Badges and cards for Totin' Chip and Firem'n Chit.

How to Register

All you need to sign up for is NSQ! You'll sign up for Merit Badges and other activities once at camp. You and your Scouts are welcome to look at the descriptions included in this guide and get an idea of what they may want to take.

Adult Helpers

We always appreciate helpers. We welcome both those who are learning along with their Scouts and those who already know the related skills.

Other Opportunities: Pick Your Quest (PYQ)

For those who want to choose their own adventure. Rather than a full, staff-run program, PYQ is an open set of opportunities for Scouts that already have many of the rank advancement requirements. It's made up of independent activities and you can do as much or as little as you like.

How it Works

We offer a number of standalone activities for Scouts to complete with an adult or older Scout. These activities predominantly focus on Second Class and First Class requirements.

With these activities, we provide the materials, but the Scout is responsible for keeping track of the related advancement requirements. At the NSQ pavilion, we'll have guides for the activities available to sign out. They'll be freely available at any time at the pavilion, even if our staff aren't around. Make sure you sign out the activity on the sign out list and to return the activity guide promptly when you are finished so others can do the activity next.

How to Register

There is no registration needed for the activities. Just check out the activities whenever you need them. Feel free to come to the NSQ Orientation on Saturday or find us at any time if you have questions. We move around camp a bunch, but you can always stop by the front office and they'll be able to help us meet up.

Best of Both Worlds

New Scout Quest is challenge by choice. While we enjoy seeing all our participants during all of our program sessions, we realize that some Troops have covered certain topics already. If there are other requirements that Scouts would like to pursue instead during one of the advancement times, come talk to us and we'll set you up with one of the Pick Your Quest activities of your choosing.

Likewise, if you have Scouts that are not in NSQ, but they want to take part in one or more NSQ advancement sessions, come talk to us or have your Scouts come talk to us!

2017 NSQ Program Schedule

	Sat	Sun	Mon	Tues	Wed	Thurs	Fri
9:00 AM			Activity I	Activity I	Activity I	Activity I	Activity I
10:00 AM			Activity II	Activity II	Activity II	Activity II	Activity II
11:00 AM			Advancement (Knots)	Advancement (Tree Stroll)	Advancement (Map & Compass)	Advancement (Orienteering Prep)	Advancement (Closing Activities)
2:00 PM		Introduction	Activity III	Activity III	5 Mile Hike (Meet at 1pm in OJ Corral)	Activity III	
3:00 PM			Advancement (Totin' Chip)	Advancement (Firem'n Chit)		Advancement (Orienteering Event)	
4:00 PM		Open	Open				
7:00 PM	NSQ Orientation (8:00 PM)		NSQ Aquatics Night	Overnighter (6:45 PM)	NSQ Shoot Night	Campwide Make-ups	

NOTE: Schedule subject to change due to weather, special campwide events, or other unforeseen forces.

Tentative Requirements Covered

S=Scout

T=Tenderfoot

SC = Second Class

FC = First Class

Advancement Session	Requirements Covered	Advancement Session	Requirements Covered
Introduction	S1a, S2acd, S3ab, T5a, SC9b	Overnighter	T1b, SC1c
Knots	S4a, SCfg	Map & Compass	SC3a
Totin' Chip	S5, T3d	5 Mile Hike	T5bc, SC3bc
Tree Stroll	T4b, FC5a	Orienteering Prep	Preparation for FC4a
Fire'n Chit	SC2ac	Orienteering Event	FC4a

NSQ Activity Schedule and Descriptions

Instead of traveling around to the different activities as a large group, we provide a selection of Merit Badges to choose from to introduce Scouts to the different options at Boy Scout Camp. Scouts will sign up for these activities once at camp.

Activity I	Swimming MB A (Aquatics)	Instructional Swim A (Aquatics)	Leatherwork MB A (Handicraft)	Wood Carving MB A (Handicraft)	Geocaching MB (Scoutcraft)
Activity II	Swimming MB B (Aquatics)	Instructional Swim B (Aquatics)	Leatherwork MB B (Handicraft)	Wood Carving MB B (Handicraft)	Pioneering Skills (Scoutcraft)
Activity III	Cooking Skills (Eagle's Eyrie)	Mammal Study MB (Ecology)	First Aid Skills (Scoutcraft)	Handicraft Open Program (Art MB, Fingerprinting MB, and/or Basketry MB)	

Art Merit Badge

Part of Handicraft Open Program. Get creative! This is the only badge in NSQ that has a prerequisite, so be sure to complete it in order to earn the badge. Bring a note!

Prerequisite: 6

Basketry Merit Badge

Learn about baskets and make woven souvenirs to take home! Projects include a round basket, a square basket, and a small stool. To avoid confusion, please wait and buy materials at camp. This badge can call for the Scout to put in extra work. Cost of materials \$15 to \$25.

Cooking Skills

Not a Merit Badge. Instead, this skills session will focus on Cooking themed advancement requirements and some of the basic skills involved in outdoor cooking. And yes, you do get to eat what you cook during this activity!

Advancement Covered: T2abc, SC2ade, FC2abcd

Fingerprinting Merit Badge

Part of Handicraft Open Program. Learn about fingerprints and how we have come to use them today!

First Aid Skills

Not a Merit Badge. Start off with the first aid basics. Learn how to help out your friends, family, and others and how to save lives!

Advancement Covered: T4abcd, SC6abc

Geocaching Merit Badge

Geocaching is kind of like treasure hunting! Scouts will learn how to use a GPS to find and place geocaches while learning about geocaching culture and practices. It's a good idea to bring trinkets (like toy soldiers)!

Advancement Covered: FC4b

Instructional Swim

Not a Merit Badge. Perfect for those who are learning to swim or are becoming accustomed to swimming in a lake. Basic swimming skills instruction with completing the BSA swimmer's test in mind.

Advancement Covered: SC5a, (hopefully SC5b and FC6a, too!)

Leatherwork Merit Badge

Learn about leather and make souvenirs to take home! Projects include a leather knife pouch and a segment of woven gimp. Cost of materials \$7 to \$15.

Mammal Study Merit Badge

Learn how mammals play into the ecosystem. A good introduction to Ecology!

Pioneering Skills

Not a Merit Badge. Can't get enough knots? Want to learn how to build awesome things like catapults, towers, Ewok platforms, or anything you can think of? This is the place for you!

Advancement Covered: S4b, T3abc, FC3abcd

Swimming Merit Badge

An Eagle Required Merit Badge! Spend time in our beautiful lake while learning intermediate swimming skills for in-water locomotion and safety.

Advancement Covered: SC5abcd, FC6ae

Wood Carving Merit Badge

Learn about the hobby of carving and make carved souvenirs to take home! Scouts will earn their Totin' Chip as part of the NSQ program in time to participate in this badge. Projects include a relief carving and a neckerchief slide. Cost of materials \$5 to \$10.

What to Bring and What Not to Bring

In addition to the list available in the leaders guide, we wanted to mention a handful of things that we've found useful.

You May Want:

- Long Pants – These are useful on the 5 mile hike to give your legs extra protection from ticks and poisonous plants. And sometimes the daisies tickle.
- Backpack – or some other way to carry your sleeping bag, flashlight, and water bottle for the Overnighter.
- Water bottle!!!

You Can Bring, but you Don't Need:

- Boy Scout Handbook – Bring it to camp, but not to NSQ. We don't sign off on your requirements – that's for your leaders to do! We also give you a lightweight tracker to help you keep track of what you're doing as we travel around camp, so you don't need to lug around your book.
- Pocket Knife – We have knives to use when we learn Totin' Chip. If you wish to bring your own knife, that is fine with us, but make sure you follow your Troop's policies.
NOTE: If you plan to take Wood Carving, having your own knife is helpful.
- Tent – We provide tents for the Overnighter.

Homesickness Tips for Troop Leaders and Family

At NSQ, we see our fair share of homesickness every summer. We've put together some tips below.

1. Don't call home and no pick-up deals

One of the fastest ways to make homesickness worse is to call home. Talk to your Scout ahead of time. Rather than being reassuring, telling your Scout that he can always call or that you'll come pick him up if he gets too homesick usually has the opposite effect. Instead, express confidence in the Troop Leaders, staff, and your Scout. While your Scout shouldn't call, that doesn't mean they can't write to you. Get them to send you mail by sending them with pre-addressed and pre-stamped envelopes and paper - or give them stamps and money to buy postcards in the camp Trading Post.

2. Sending Mail

You can also send mail! Care packages, letters, and postcards are always great! When writing, make sure to express pride and confidence in your Scout. Avoid saying things like, "we miss you." Instead, focus on the fun things they're doing at camp. Please take into account postal travel time when you mail your letters, packages, and postcards! For mail to get to your Scout in time, we recommend adding an additional day to the normal postal travel time for in camp processing.

3. Prepare for Camp Together

Empowered Scouts get less homesick. Have them help pick out the gear they're going to take. Go over different camp activities with them. Help them get used to nights away from home, maybe by going to sleepovers with friends or an overnight with relatives. Talk to them about what to expect at camp.

4. No teasing!

While it may be fun to regale your Scout with tales of how you had to eat mystery meat or got attacked by the lake monster when you went to camp as a kid, save it for afterward. Instead, share the positive things you remember. Likewise, don't tease about things you might do while they're gone. Get them excited for camp. Tell them to take pictures for you or to bring you back souvenirs. We offer several craft Merit Badges where they can make you something. There are also always cool souvenirs from the Trading Post, if crafts aren't their thing.

5. Manage your own feelings

If you're anxious or nervous, it will transfer to your Scout. Learn more about camp by talking to leaders in the Troop and parents of Scouts that went to a camp last year. You can always email us with questions, too, at campmarriott@gmail.com.

6. Birthdays

Let us know if a Scout is going to have a birthday while at camp! Having a birthday away from home is different, but that doesn't mean it's less fun!

7. Once at camp, keep them busy!

If a Scout is busy and having fun, they have less time to think about being homesick. One of our key strategies for dealing with homesickness is figuring out what the Scout enjoys doing. Feel free to talk to the staff! If there's something they really want to do, let us know and we'll do our absolute best to make it happen!

Pick Your Quest Activities

The following standalone activities are available for check-out at the NSQ pavilion. They are meant to be completed with a buddy and either an adult leader or an older Scout.

Outdoor Ethics

Learn the principles of the Outdoor Code, Leave No Trace, and Tread Lightly!

Teaches skills related to: Scout 1e, Tenderfoot 1, Second Class 1b, and First Class 1b.

Survival Navigation

How do you navigate when you don't have the GPS on your phone? Map and compass! But what if you don't have those either? What do you do? Learn with this activity.

Teaches skills related to: Second Class 3d

Weather Hazards

Are you prepared? Learn about different weather hazards and how to stay safe in the outdoors.

Teaches skills related to: First Class 5bcd

Nature Trail Tour

Go on Ecology's Nature Trail and learn to identify a number of different plants!

Teaches skills related to: First Class 5a

Wildlife Scavenger Hunt

There's a lot of wildlife at Goshen. Go on this scavenger hunt to find what evidence you can! This is a fun one to do early in the week.

Teaches skills related to: Second Class 4

Fitness Course

Whether you're starting your physical fitness month or at the end of it, we've got the course all set up.

Helps with completion of: Tenderfoot 6a or 6c

Flag Ceremony Practice

Learn about the American Flag and how to run and participate in a flag ceremony. This activity is best done with a small group, so bring some buddies.

Teaches skills related to: Tenderfoot 7a, Second Class 8ab

Map & Compass Skills

Planning to join NSQ for the 5 mile hike but can't make it to the 11 o'clock session? This activity will help you learn all you need to know.

Teaches skills related to: Second Class 3a

Orienteering Preparation

Want to complete the 1 mile orienteering course? NSQ has one set up on Thursdays. Whether you want to take part in our scheduled Orienteering Event or run it on your own during your free time, this will teach you all about what orienteering is and how to participate in the sport. This activity also covers how to measure large objects when you leave your tape measure behind.

Teaches skills related to: FC4a

PYQ-Related Merit Badges

For your convenience, the following is a list of the Merit Badges we offer at Camp Marriott that teach the skills related to various advancement requirements. Like the rest of PYQ, the Scouts are responsible for keeping track of the advancement requirements they are learning and demonstrating their skills to their Scout leaders. The Merit Badge instructors will only be keeping track of the Merit Badge requirements. Please see the Camp Marriott program guide for further descriptions of the Merit Badges.

Canoeing Merit Badge

Teaches skills related to: First Class 6bcd

Kayaking Merit Badge

Teaches skills related to: First Class 6bcd

Forestry Merit Badge

Teaches skills related to: First Class 5a

Rowing Merit Badge

Teaches skills related to: First Class 6bcd

Geocaching Merit Badge

Teaches skills related to: First Class 4b

Swimming Merit Badge

Teaches skills related to: Second Class 5abcd, First Class 6ae