

NEW SCOUT QUEST 2019 (WEEKS 2-6)

NSQ is our program for Scouts just joining Scouts BSA. It is a sampler plate that introduces new Scouts to Scouting and to 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 Scouts BSA 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 records 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 here 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 Scout and those who already know the related skills.

Expanded Options for NSQ and non-NSQ participants

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!

Likewise, if you have Scouts in NSQ that have already covered certain topics in your Troop, let us know. 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 an independent activity or, if there's enough interest, run an alternative lesson for a small group.

2019 New Scout Quest Schedule (Weeks 2 – 6)

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
9 AM		Intro	Map & Compass	Knots	Orienteering Skills	Closing Activities
10 AM		Activity I	Activity I	Activity I	Activity I	Activity I
11 AM		Activity II	Activity II	Activity II	Activity II	Activity II
2 PM		Totin' Chip	5 Mile Hike	Tree Stroll	Orienteering Event	
3:30 PM		NSQ Aquatics Fun Time		Firem'n Chit		
Evening	Orientation (7 PM)	NSQ Shoot OR Handicraft MB Open Program	Camp-wide Program	Overnighter (6:45 PM)	NSQ Service Project	

NOTE: Schedule subject to change. NSQ Director will address changes during orientation.

Key: S = Scout, T = Tenderfoot, SC = Second Class, FC = First Class

Advancement Session	Tentative Requirements Covered
Orientation	S2cd
Introduction	S1a, S2a, S3ab, T5a, SC9b
Totin' Chip	S5, T3d
Map & Compass	SC3a
5 Mile Hike	T5bc, SC3bc
Knots	S4a, SC2fg
Tree Stroll	T4b, FC5a
Firem'n Chit	SC2ac
Overnighter	T1b, SC1c
Orienteering Skills	Preparation for FC4a
Orienteering Event	FC4a
Service Project	T7b

NSQ Activity Schedules 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 Scout Camp. Scouts will choose one Activity per block and will sign up for these activities once at camp.

Activity Schedule (Week 2-5)

Act. I	Inst. Swim B (Aquatics)	Swimming MB A (Aquatics)	Geology MB (Ecology)	Leatherwork MB B (Handicraft)	Wood Carving MB B (Handicraft)	Pioneering Skills (Scoutcraft)	
Act. II	Inst. Swim C (Aquatics)	Swimming MB B (Aquatics)	Chess MB B (Eagle's Eyrie)	Handicraft MB Open Program (Art MB, Basketry MB, and/or Fingerprinting MB)	Geocaching MB (Scoutcraft)	First Aid Skills (Scoutcraft)	Cooking Skills (The Guild)

Activity Schedule (Week 6)

Act. I	Swimming MB A (Aquatics)	Leatherwork MB B (Handicraft)		Wood Carving MB B (Handicraft)	Geocaching MB (Scoutcraft)	Pioneering Skills (Scoutcraft)	
Act. II	Inst. Swim (Aquatics)	Swimming MB B (Aquatics)	Chess MB B (Eagle's Eyrie)	Mammal Study/ Weather MBs (Ecology)	Handicraft MB Open Program (Art MB, Basketry MB, and/or Fingerprinting MB)	First Aid Skills (Scoutcraft)	Cooking Skills (The Guild)

Art Merit Badge

Part of Handicraft Open Program. Get creative! Learn to identify and use different elements, principles of design, and artistic techniques to make your own art.

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 is \$15 to \$25.

Chess Merit Badge

Take part in one of the world's oldest games. Learn about the strategies and tactics involved and challenge your fellow Scouts to a match.

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

Geology Merit Badge

Week 2-5 only! Even the rocks have a story to tell. Learn about the different rocks in the Goshen area and about geology worldwide. A good introduction to Ecology!

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 & Weather Merit Badge

Week 6 only! Learn how mammals play into the ecosystem and learn the basics of predicting and tracking weather patterns.

These Merit Badges are combined into one block since both can be completed in about half of the week. A good introduction to Ecology!

Prerequisites: 9 of Weather

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.