

# ***Camp Marriott***

## ***NSQ Schedule 2023***

### *New Scout Quest*

NSQ is a program designed for first-year scouts to get them introduced to and engaged in scouting. In this program, they will complete a series of rank requirements, several merit badges, and gain an exposure to the fun that scouting has to offer.

|                | <b>Monday</b>                            | <b>Tuesday</b>                      | <b>Wednesday</b>                         | <b>Thursday</b>                | <b>Friday</b> |
|----------------|--|-------------------------------------|--|--------------------------------|---------------|
| <b>9am</b>     | Intro to Scouting and the Program        | Tree Stroll                         | Orienteering                             | Totin' Chip                    | Knots         |
| <b>10am</b>    | Patrol Time                              | Introduction to Orienteering        | 5-Mile Hike                              | Totin' Chip and Firem'n Chit   | Outro         |
| <b>11am</b>    | How to Recognize Mistreatment            | First Aid Skills                    | 5-Mile Hike<br>Pack Lunch                | Firem'n Chit                   | Card Ceremony |
| <b>2pm</b>     | Challenge Course                         | First Aid Relay Race (NSQ Pavilion) | Badge Time - Fingerprinting (Handicraft) | Skit Preparation               |               |
| <b>3pm</b>     | Badge Time                               | Badge Time                          | Badge Time                               | Badge Time                     |               |
| <b>4pm</b>     | Badge Time                               | Badge Time                          | Badge Time                               | Badge Time                     |               |
| <b>Evening</b> | Free Period (Open Knots)<br>(Open Shoot) | Reverent Time                       | Free Period (Open Knots)                 | Free Period (Open Totin' Chip) |               |

| <b>Session</b> | <b>Advancement Requirements Covered</b>                    |
|----------------|--|
| DAY 1          | S 1ABCDEF, S 2ABCD, 3AB, T 1C, T 2C, T 5AB, SC 6CD, SC 9AB |
| DAY 2          | T 4BC, SC 3ACD, SC 6ABCD, FC 4A, FC 5ABCD                  |
| DAY 3          | SC 3AB, FC 4AB   |
| DAY 4          | S 5, T 3D, SC 2ABCD  |
| DAY 5          | S 4AB, T 3ABC, SC 2FG, FC 3ABCD                            |

## NSQ 2023

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. The advancement requirements focus 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, and a 1-mile orienteering course. The Merit Badges and activities offered will be selected from every camp area.

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. Instead, we teach the skills, allowing the Scouts to demonstrate their knowledge to their Troop members and leaders. We mark requirements covered through Black Pug scouting database.

### 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 Scouts 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 want to participate in one or more NSQ advancement sessions, come talk to us or have your Scouts speak with us!

Likewise, if you have Scouts in NSQ that have already covered specific 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 work with you to set you up with an independent activity or, if there's enough interest, run an alternative lesson for a small group.

### Recommended Merit Badges for NSQ Participants

#### Art Merit Badge

Part of the 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. The 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.

#### 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

### **Geology/Mining in Society Merit Badges**

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 plus, you earn two badges at once!

### **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 \$20.

### **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! Part of Evening Open Program.

**Advancement Covered:** S4b, T3abc, FC3abcd

### **Radio/Signs, Signals, & Codes**

Learn about the operation of radios and different types of language. These are two badges taught together and are a great introduction to radio communication and braille, Morse Code, or American Sign Language.

### **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

## **Day-by-Day Breakdown**

### **Day 1 - Monday**

On the first day, we will begin with an introduction to scouting and the staff. The scouts will be divided into patrols, and they will create their own flags; these will be used throughout the week. There will be an open discussion on bullying and the mistreatment of others. The morning period will end with a knots lesson for the scouts to practice throughout the week; they will have additional knots time on Friday. After lunch, the scouts will work on learning some basic knots, and then they will have the opportunity to go off and do two badges of their own choice. After dinner, there will be an open shoot and additional knots lessons.

### **Day 2- Tuesday**

Day 2 will start with a tree stroll and plant identification hike through the woods around our NSQ Pavilion. This will go into an introduction to orienteering basics to help with the orienteering hike the following day. This will lead to First Aid and a First Aid relay race to get scouts more comfortable with First Aid tactics in a fun environment. This will be followed by the Scout's two badges chosen. There will be no evening program, as the interfaith ceremony will be held at the chapel.

### **Day 3- Wednesday**

Meet at the NSQ Pavilion; we will leave from here to complete the one-mile orienteering course, followed by the hike to viewing rock. Lunch will be provided at PMI so as not to rush everyone on the hike. Scouts will return to camp during siesta. There will be a program at the Handicraft Pavilion for the fingerprinting merit badge. Following this will be the two blocks for the scouts' chosen badges. The evening program will consist of an optional knots workshop.

### **Day 4- Thursday**

Day 4 will consist of Firem'n Chit and Totin' Chip. Scouts with these badges are requested to still come to the program and assist with teaching other scouts using the EDGE method. After completing these badges, everyone will make a skit for the upcoming closing campfire. The scout's chosen badges will follow this. For the evening program, Open Totin' Chip will be open to any and all scouts needing to earn a Totin' Chip.

### **Day 5- Friday**

Friday, we will have a knots lab with in-depth instruction from the staff and other scouts teaching via the Edge method. This will be followed by a special ceremony for the scouts, as well as an outro from the staff going over what was covered that week.