

Camp Marriott

New Scout Quest Schedule 2024

NSQ is designed to get first-year Scouts 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!

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

Session	Advancement Requirements Covered
DAY 1	S 1ABCDEF, S 2ABCD, S 3AB, T 1C, T 2C, T 5AB, SC 9AB
DAY 2	S 4AB, T 3ABC, T 4BC, SC 2FG, SC 3ACD, FC 3ABCD, FC 4A, FC 5ABCD
DAY 3	SC 3AB, FC 4AB
DAY 4	S 5, T 3D, SC 2ABCD
DAY 5	SC 6ABCD

New Scout Quest 2024

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 to work on their skills and rank advancement requirements in the areas of first aid, knots and lashings, map and 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 NSQ 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 the 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. At least one female adult leader is expected to attend the 5-mile hike on Wednesday so that YPT regulations can be met for our female scouts.

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 of our NSQ advancement sessions, come talk to us or have your Scouts speak with us! We are happy to have them join.

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:

Archery Merit Badge

Test your hand-eye coordination on the range. Archery is a great introduction to Shooting Sports, where Scouts will learn safety and responsibility as well as a new skill. There's nothing quite like hitting your first bullseye!

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. Note: This badge has prerequisites (requirements that need to be completed before camp).

Basketry Merit Badge

Part of the Handicraft Open Program. 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 during non-program time. 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 geology and how it impacts people in the real world, 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. Available by request at Aquatics.

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

Leatherwork Merit Badge

Part of the Handicraft Open Program. 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.

Music Merit Badge

Part of the Handicraft Open Program. Whether you play an instrument at home or simply always have a song stuck in your head, this is the right choice for you. Learn some music history, theory, and compose your own songs! Note: This badge has prerequisites (requirements that need to be completed before camp).

Nature Merit Badge

There's a whole wild world out there! Find out how animals, plants, and non-living things are all connected. A great introduction to Ecology and wildlife in this region and beyond. Note: This badge has prerequisites (requirements that need to be completed before camp).

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 at Scoutcraft.

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. The NSQ-specific section of the Swimming Merit Badge is during Period 5 (3-3:50pm).

Advancement Covered: SC5abcd, FC6ae

Day-by-Day Breakdown

Day 1 - Monday

On the first day, we will begin with staff introductions and an introduction to Scouting and the patrol method. Scouts will be subsequently divided into patrols where they will create their own flags and cheers; these will be used throughout the week. The morning period will end with an open discussion on bullying and the mistreatment of others. After lunch, Scouts will complete a challenge course, putting their teamwork skills to the test, after which they will have the opportunity to go and do two badges of their own choice. After dinner, NSQ Scouts can attend open shoot for Rifle and Archery or get a head start on knots.

Day 2- Tuesday

Our second day will start with a tree stroll and plant identification hike through the woods around our NSQ Pavilion. When they return, Scouts will learn how to tie basic knots using the EDGE method so that they can practice these throughout the week; they will have additional knots time between activities and during the evenings. Afterwards, Scouts will get an introduction to orienteering so that they can go on a short, 1-mile orienteering hike after lunch. The orienteering course will be followed by the Scout's two badges chosen for the week. There will be no evening program; an optional Interfaith Service will be held at 7pm at the Chapel.

Day 3- Wednesday

Meet at the NSQ Pavilion at 8:45am; we will leave from here for our 5-mile (round trip) hike to Viewing Rock. Lunch will be provided at Camp PMI so that no one feels rushed on the hike. Scouts will return to Marriott during siesta. After siesta, Scouts can earn their Fingerprinting Merit Badge at the Handicraft Pavilion. The two blocks for the Scout's chosen badges will follow. An optional knots workshop will be held during the evening program.

Day 4- Thursday

This morning will consist of Totin' Chip and Firem'n Chit. Scouts having already earned these requirements are requested to still come to the program and assist with teaching other scouts using the EDGE method. After lunch, everyone will contribute to an NSQ skit for the upcoming closing campfire. The scout's two chosen badges will follow this time as usual. For the evening program, Open Totin' Chip will be open to any and all scouts needing to earn a Totin' Chip.

Day 5- Friday

On the last day, scouts will learn the basics of First Aid and will complete a relay race to get more comfortable with First Aid skills in a fun environment. This will be followed by an outro from the staff reviewing the material covered over the course of the week. The NSQ program will end with a special ceremony for the scouts. A job well done to all!