

# BROWNSEA PROGRAM 2010

First Year Camper Program, Rodney Scout Reservation



As summer approaches, we are looking forward to celebrating the 100<sup>th</sup> Anniversary of the Boy Scouts of America with you and your Troop here at Camp Rodney! As you prepare for your experience, we would like to update you on what to expect from our Brownsea program in 2010.

The ultimate goal of Rodney's Brownsea program is to teach your new Scouts the skills to succeed in attaining the First Class rank, while at the same time introducing them to the many exciting opportunities available to them through Scouting. Scouts will spend time each day completing requirements for the Swimming and Nature Merit Badges, while also working with our camp staff members on a variety of rank requirements from Tenderfoot to First Class. A new offering for our Brownsea program in 2010 will be a Leave No Trace Awareness workshop presented by our Scoutcraft area.

Please make sure that each of your Brownsea Scouts brings a button down shirt and long pants that can be used for the inflation requirement for Swimming Merit Badge. Each Scout should also bring whatever materials they may desire to assist in creating a patrol flag during the week, no materials will be provided.

Detailed schedules for the week will be distributed to your unit representative during the Brownsea Leader meeting on the Sunday night of your arrival at 7PM in our dining hall.

Attached is an overview of the requirements that participating Scouts may complete during their time spent with our staff at camp. Troop leadership will receive a completion record at the end of the week for all rank advancement work. Blue cards should be submitted to the aquatics staff at the Pool for Swimming MB and to the Brownsea staff for Nature MB on Monday morning during your patrol's first meetings in each area.

Yours in Scouting,

*Math Keck*

Summer Program Director  
Rodney Scout Reservation  
Del-Mar-Va Council  
rsrpd@dmvc.org

# BROWNSEA PROGRAM REQUIREMENTS 2010

## TENDERFOOT

4a: Whipping and fusing ropes

4b: Two half hitches and taut line hitch

8: Patrol name, yell, and flag

*(\*\*Time for making flags is not scheduled; please plan to do this during an evening in your site\*\*)*

9: Buddy system

12a: First aid for Choking

12b: First aid for: Cuts and scratches, blisters, burns, insect bites and stings, snakebites, nosebleeds, frostbite and sunburn

## SECOND CLASS

2: Discuss the Principles of LNT

3c: Knives, saws, axes/Totin' Chip

3d: Fire building/Fireman' Chit

7a: First aid for hurry cases

7c: First aid: Object in eye, animal bite, puncture wounds, serious burns, heat exhaustion, shock, heatstroke, dehydration, hypothermia, hyperventilation

8a: Safe swim defense^

8b: BSA swim test^

8c: Water rescues^

## FIRST CLASS

7a: When to use lashings, Timber hitch, clove hitch, square lashing, shear lashing, diagonal lashing

8a: Bowline

8b: First aid: sprained ankle, head wound, broken arm, broken collarbone

8c: Transporting a victim

8d: Signs of a heart attack, CPR

9a: Safe trip afloat^

9b: BSA swim test^

9c: Line rescue^

^ = Covered during Swimming Merit Badge, based on the portion of the BSA Swim Test passed.

Non Swimmer / Learner may complete 2nd Class requirement 8a

Beginners may complete 2<sup>nd</sup> Class requirements 8a and 8b

Swimmers may complete 2<sup>nd</sup> Class requirements 8a-8c and 1<sup>st</sup> Class requirements 9a-9c