

Lewis and Clark
Merit Badge University
December 9, 2023

Prosser Career Education Center
4202 Charlestown Road
New Albany, IN 47150

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Directions to:

Prosser Career Education Center

4202 Charlestown Road

New Albany, IN 47150

From Kentucky: Take interstate 64 West from Louisville to Interstate 265 East (exit 121). Take exit 4 for Indiana-311/Charlestown Road. Next turn left onto Indiana-311 towards Sellersburg. Prosser is located on the right through the light. It shares an entrance with another building so be sure to follow signs for the education center. Parking will be available in front of the school.

From Indiana: Take I-65 S towards Nashville. Take the Interstate 265 West exit towards New Albany. Continue on to take Exit 4 for Indiana-311/Charlestown Road. Turn right to continue onto Charlestown Road. Prosser Career Education Center will be on your right. It shares an entrance with another building so be sure to follow signs for the education center. Parking will be available in front of the school.

Fee Schedule/Refund Policy

All fees should be paid based on the following information:

Scouts registered for event: \$15.00 per Youth (patch included)

Adult \$3 per Patch, if desired (merit badge counselors will receive one free)

Lunch not provided but pizza will be available for purchase @ \$2/slice

Refunds: This is the official refund policy of the Council: "Refunds will be reviewed on a case by case basis. No refund is guaranteed. All requests must be made in writing at least a week prior to the beginning of an event to be reviewed". If you have questions regarding this policy please call 502-361-2624. Direct transfers to another event are not possible.

Merit Badge Day Event Schedule

Registration/Check in.....	7am-7:50am
Opening Flag Ceremony.....	7:50am-8:00am
Merit Badge Session One.....	8:10am-11:30am
Lunch	11:30am-12:30pm
Merit Badge Session Two.....	12:40pm- 4:00pm

**Event Schedule allows for travel time to and from classes, lunch, etc. Time in class will be utilized to cover as much of the merit badge as possible.

**Some Merit Badges take both sessions to complete. Others may only take one. These details are listed on page 7 & 8 of this leaders guide.

What You Need To Know

- Merit Badge Classes are going to fill up fast, register your Unit as soon as possible! Registration for this event will be cut off at 200 Scouts for the day.
- All Scouts must be in a Scout uniform for the opening ceremony.
- Troops are responsible for providing merit badge books, worksheets, handouts, pens, pencils, blue cards, etc.
- Scouts must bring blue cards (filled out and signed by the Scoutmaster) to class.
- Some Merit Badges will have a set of “Pre Requisites” that must be accomplished before the Merit Badge can be marked as “Earned”.
- Scouts may be responsible for materials required for the Merit Badge. More information can be found on pages 9 - 15 of this guide.
- The cost of this event will be \$15 dollars per Scout – payable with Tentaroo online, must register by Thursday, December 7th.
- Scouts must bring their own lunch OR they can purchase pizza which will be provided at the event for \$2 per slice (orders for pizza and \$ will be collected in the morning at registration).
- Class size limits are designed based on materials, space, and time required.

Policies and Procedures

Anyone participating in this event will be expected to follow BSA National Guidelines as outlined in the Guide to Safe Scouting.

The Law is the Rule: Everyone is expected to abide by the Boy Scout Law, Oath, Slogan, and/or the Venturing Code.

Buddy System: Everyone will use the Buddy System. Pairs for Safety. Adults/ Leaders should be notified before Scouts leave the event if arriving separately.

Alcoholic Beverages: This will not be tolerated and is against BSA policy. Possession or use will result in immediate dismissal from the event.

Smoking: BSA guidelines require a smoke-free environment for our Scouts. If you must smoke, please do so out of sight of youth participants and not inside any buildings.

Parking: Park in designated parking areas only. The parking lot in front of the Education Center will accommodate all vehicles. There is additional parking if needed.

Uniforms: Field uniform also known as a “Class A” uniform should be worn at the opening ceremony (as well as during class and lunch if desired). Activity uniform also known as a “Class B” (Scouting appropriate) t-shirts are permitted during all other event activities.

Note: Some activities in certain merit badge classes will take place in hands on classrooms and labs. Safety is of the utmost importance. That being said, Scouts will be expected to follow all rules and safety procedures given by the instructor. Horseplay and unruly conduct will not be tolerated inside labs or classrooms. If a problem is to occur and safety guidelines are violated those Scouts will be asked to leave the event resulting in an incomplete merit badge.

***FOR PARENTS AND VOLUNTEERS**

- Prosser Career Center will act as a Re-charter workshop and/or Turn in Point
- Boy Scout Leader Job Specific Training will be offered for \$5
- Youth Protection Training will be taught in the morning

What to Bring to the Merit Badge Day

Scouts will be expected to bring materials to complete the classes. These materials are listed below but are not limited to:

- Lunch (unless planning on buying pizza @ \$2/slice)
- Pen or Pencil
- Paper
- Appropriate Merit Badge Workbook from MeritBadge.Org
- COMPLETED Blue Card Signed by Scoutmaster
- Any necessary pre-requisites
- Proof of pre-requisites (pictures, letters, or recommendations signed by scoutmaster)
- Field and activity uniform
- Any other designated merit badge material listed in leaders' guide.

List of Merit Badges

- American Business (½ day-PM) – limit 12 scouts
- American Labor (½ day-AM) – limit 20 scouts
- Automotive Maintenance (All Day) – limit 10 scouts
- Aviation (½ day) – limit 10 scouts per session
- Citizenship in Society (½ day-PM) – limit 20 scouts (Star or Life rank only)
- Citizenship in the World (½ day-PM) – limit 20 scouts
- Crime Prevention **AND** Fingerprinting (½ day-AM) – limit 20 scouts
- Dentistry (½ day-PM) – limit 12 scouts
- Electricity (½ day-AM) – limit 12 scouts
- Electronics (½ day) – limit 12 scouts per session
- Engineering (½ day) – limit 8 scouts per session
- Entrepreneurship (½ day-AM) – limit 8 scouts
- Fire Safety (½ day-AM) – limit 20 scouts
- First Aid (All Day) – limit 15 scouts
- Health Care Professions (½ day-PM) – limit 12 scouts
- Landscape Architecture (½ day-PM) – limit 10 scouts
- Personal Management (½ day) – limit 10 scouts per session
- Radio (All Day) – limit 12 scouts
- Robotics (All Day) – limit 20 scouts
- Welding (½ day-AM) – limit 30 scouts

ALL DAY merit badges (takes both sessions)

Automotive Maintenance

First Aid

Radio

Robotics

Morning session classes

American Labor

Aviation

Crime Prevention & Fingerprinting

Electricity

Electronics

Engineering

Entrepreneurship

Fire Safety

Personal Management

Welding

Afternoon session classes

American Business

Aviation

Citizenship in Society

Citizenship in the World

Dentistry

Electronics

Engineering

Health Care Professions

Landscape Architecture

Personal Management

Classes, prerequisites, and any materials needed

American Business **Class offered 2nd session only**

Earning the American Business merit badge can help Scouts learn practical business matters that will be useful throughout life. Learning how businesses function will help you understand society and uncover a number of career options.

Pre Reqs: Print workbook <http://usscouts.org/usscouts/mb/worksheets/American-Business.pdf>
and bring to class for note taking

American Labor **Class offered 1st session only**

While working on the American Labor merit badge, Scouts learn about the rights of workers and the importance of labor relations. They investigate topics such as hours of work, wages, and working conditions.

Pre Reqs: None

Auto Maintenance **class requires scout to be in both 1st & 2nd session; **all day class***

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape. Prosser will allow us to use their lab and automotive facilities to give scouts a hands on experience. Scouts should plan to get their hands and clothes dirty so plan accordingly.

Pre Reqs: Requirement #12. **Materials needed:** Old clothes to operate in Auto Lab

Aviation **½ day class offered both 1st & 2nd session**

For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird, to float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher than they ever could.

Pre Reqs: Requirement #3 & #4.

Citizenship in Society **Class offered 2nd session only** (Star or Life rank only)

By working on the requirements for the Citizenship in Society merit badge, Scouts learn that we all benefit when everyone is included and has a voice. Scouts learn about diversity, equity, and inclusion. They also explore ethical leadership and how being an upstander helps others feel respected and valued.

NOTE - There is no merit badge pamphlet for this badge. Scouts will need to research and formulate answers on their own. <http://www.usscouts.org/usscouts/mb/mb160.asp>

BE PREPARED ahead of time by reviewing all the requirements, topics, and questions.

Pre Reqs: Requirements #1, 6, 7, and 8

Citizenship in the World **Class offered 2nd session only**

Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.

Pre Reqs: Requirement #7 (complete 2 of the options and bring documentation).

Crime Prevention & Fingerprinting **Class offered 1st session only**

Preventing crime, which can be as simple as reducing the opportunities for crime to occur, is far less costly than apprehending and bringing legal action against those who break the law and it helps save people from the anguish of being victims.

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.

Pre Reqs: Crime Prevention Requirement #4

Dentistry **1/2 day class offered 2nd session only **

While working on the Dentistry merit badge, Scouts learn about how to keep teeth and gums healthy. They investigate the equipment and techniques used by dentists. Scouts explore careers related to oral health.

Pre Reqs: Requirement #4C and #6C

Electricity **Class offered 1st session only**

Scouts learn about the many uses of electricity, including electromagnets, batteries, home lighting, motors, and more. They find out how to safely use electricity and avoid hazards. Scouts get some hands on experience with some simple electric circuits and devices.

Pre Reqs: Requirement #2 (home inspection – see link below), #8, and #9A

<http://www.usscouts.org/usscouts/mb/worksheets/old/Electricity-14.docx>

Electronics **½ day class offered both 1st & 2nd session**

Scouts learn to safely repair, change, or build electronic devices. They find out about controllers, audio circuits, and digital circuits. Scouts also explore career opportunities related to electronics.

Pre Reqs: None, but need to know basic algebra – be able to work Ohm’s law ($V=I*R$) with in class instruction.

Engineering **½ day class offered both 1st & 2nd session**

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

Pre Reqs: Requirement #1

Entrepreneurship **Class offered 1st session only**

By earning the Entrepreneurship merit badge, Scouts will learn about identifying opportunities, creating and evaluating business ideas, and exploring the feasibility (how doable it is) of an idea for a new business. They will also have the chance to fit everything together as they start and run their own business ventures.

Pre Reqs: Requirement #4

Fire Safety **Class offered 1st session only**

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.

Pre Reqs: Requirement #6A (home fire-escape plan/drill) and #11 (visit a fire station).

First Aid **class requires scout to be in both 1st & 2nd session; **all day class****

First aid—caring for injured or ill persons until they can receive professional medical care—is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection & serious loss of blood. It could even save a limb or a life.

Pre Reqs: #5a and #5b (5a - bring your home First Aid kit to the class and be ready to discuss); #5b (be prepared to discuss your findings after examining your troop's First Aid kit – a few pictures would be nice but not required).

Health Care Professions **Class offered 2nd session only**

The Health Care Professions merit badge requirements help youth explore the different types of healthcare fields. Scouts will learn how professionals in these fields work together to keep people healthy.

Pre Reqs: Requirement #9 (volunteer at a health-related event or facility)

Special note: Scout must be at least 13 years old

Landscape Architecture **Class offered 2nd session only**

Landscape architects design and plan the various outdoor spaces in modern communities – neighborhood parks, soccer fields, school grounds, places of worship, office parks, shopping malls, cemeteries, and lakes – creating outdoor places that people will care about and want to visit.

Pre Reqs: None

Personal Management **1½ day class offered both 1st & 2nd session**

Personal management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training, and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities.

Pre Reqs: 1a (large family purchase), 2a (budget/spend plan), 8a, 8b, 8c, 9a, 10a, 10b

Radio **class requires scout to be in both 1st & 2nd session; **all day class****

Only for 1st Class or above and at LEAST 13 years of age

Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (one hears the information but can't reply) as well as two-way radio (where the same person can both receive and send messages).

Pre Reqs: None

Robotics **class requires scout to be in both 1st & 2nd session; **all day class****

Scouts will understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); the Scout should demonstrate robot design in building a robot and will sufficiently explore the field of robotics.

Pre Reqs: Requirements #6 & #7

Welding **Class offered 1st session only **

No pacemakers permitted near the welding equipment

Scouts who earn the Welding Merit Badge will learn techniques by understanding the safety and basic practices involved with the trade. Welding is a fabrication process that joins metals together by causing coalescence. Scouts will learn basic welding techniques as well as gain an understanding of career options within the field.

Pre Reqs: None

Materials: Old Long Sleeve shirt and NON-NYLON Pants