



Scouting Heritage Merit Badge Guide

Requirements
2023 09 30

1. Discuss with your counselor the life and times of Lord Baden-Powell of Gilwell. Explain why he felt a program like Scouting would be good for the young men of his day. Include in your discussion how Scouting was introduced in the United States, and the origins of Boy Scouting and Cub Scouting under Baden-Powell.
2. Do the following:
 - (a) Give a short biographical summary of any TWO of the following, and tell of their roles in how Scouting developed and grew in the United States.
 - (1) Daniel Carter Beard
 - (2) William D. Boyce
 - (3) Waite Phillips
 - (4) Ernest Thompson Seton
 - (5) James E. West
 - (6) "Green Bar Bill" Hillcourt
 - (b) Discuss the significance to Scouting of any TWO of the following:
 - (1) Brownsea Island
 - (2) The First World Scout Jamboree
 - (3) Boy Scout Handbook
 - (4) Boys' Life magazine
3. Discuss with your counselor how Scouting's programs have developed over time and been adapted to fit different age groups and interests (Cub Scouting, Boy Scouting, Exploring, Venturing).
4. Do ONE of the following:
 - (a) Attend either a BSA national jamboree, OR world Scout jamboree, OR a national BSA high-adventure base. While there, keep a journal documenting your day-to-day experiences. Upon your return, report to your counselor what you did, saw, and learned. You may include photos, brochures, and other documents in your report.

(b) Write or visit the National Scouting Museum. Obtain information about this facility. Give a short report on what you think the role of this museum is in the Scouting program.

(c) Visit an exhibit of Scouting memorabilia or a local museum with a Scouting history gallery, or (with your parent's permission and counselor's approval) visit with someone in your council who is recognized as a dedicated Scouting historian or memorabilia collector. Learn what you can about the history of Boy Scouting. Give a short report to your counselor on what you saw and learned.

5. Learn about the history of your unit or Scouting in your area. Interview at least two people (one from the past and one from the present) associated with your troop. These individuals could be adult unit leaders, Scouts, troop committee members, or representatives of your troop's chartered organization. Find out when your unit was originally chartered. Create a report of your findings on the history of your troop, and present it to your patrol or troop or at a court of honor, and then add it to the troop's library. This presentation could be in the form of an oral/written report, an exhibit, a scrapbook, or a computer presentation such as a slide show.

6. Make a collection of some of your personal patches and other Scouting memorabilia. With their permission, you may include items borrowed from family members or friends who have been in Scouting in the past, or you may include photographs of these items. Show this collection to your counselor, and share what you have learned about items in the collection. (There is no requirement regarding how large or small this collection must be.)

7. Reproduce the equipment for an old-time Scouting game such as those played at Brownsea Island. You may find one on your own (with your counselor's approval), or pick one from the Scouting Heritage merit badge pamphlet. Teach and play the game with other Scouts.

8. Interview at least three people (different from those you interviewed for requirement 5) over the age of 40 who were Scouts. Find out about their Scouting experiences. Ask about the impact that Scouting has had on their lives. Share what you learned with your counselor.

Homework for all merit badges before class:

Please read and follow instructions in the Merit Badge Homework Guide.

Please read the BSA merit badge book.

Homework for Scouting Heritage Merit Badge before class:

1. Please write your answers to **requirements # 1, 2, 3, 4 before** the course begins. Be Prepared to present your written answers to the Merit Badge Counselor as the course begins.
2. **Complete requirement # 5 before the course starts.** Bring evidence of your presentation to a Scout group. Be Prepared to share what you found out with your merit badge class.
3. Please bring your collection for **requirement # 6** and Be Prepared to tell about the items in your collection. Examples might include Cub Scout uniform with rank badges, Cuboree patches, camporee and summer camp patches, any other Scouting items.
4. For **requirement # 7**, find out about old Scouting games. We will learn about these games, teach each other, and play some indoor and outdoor games to complete this requirement.
5. Please **complete your interviews for requirement # 8 before class.** Be Prepared to tell the merit badge class about what you found out.



Scouting Heritage Merit Badge Resources

Requirement # 1:

https://en.wikipedia.org/wiki/Robert_Baden-Powell,_1st_Baron_Baden-Powell

The History of the Scouting Movement

<https://www.youtube.com/watch?v=4rLUOxNn6Vw>

The First Encampment

<https://www.youtube.com/watch?v=EOyrNMfn2Qw>

The First Encampment (video 00:26)

The first campout of the Boy Scouts of America was held in August 1910 in the Adirondack Mountains of upstate New York (specifically, Silver Bay on Lake George, which remains a scouting leadership shrine). Scant material exists on what actually transpired during the time-one individual who took part was in his 90s when he finally set down a written account-but this slickly produced documentary earns a merit badge for constructing the event through interviews with scouting historian Bob James, archival photos, and anecdotes on the early years of the Boy Scouts, which was established in 1908 in England by the legendary Lord Baden-Powell. The Boy Scouts of America, however, was heavily influenced by existing North American outdoor associations for boys (such as the Sons of Daniel Boone) and by the likes of Dr. Charles Eastman, a Native American author and lecturer; and the proud Canadian outdoorsman extraordinaire Ernest Thompson Seton, whose citizenship and politics later led to an unfortunate split from the BSA. What makes this documentary especially notable is that filmmaker Blake Cortright is an Eagle Scout, who was 15 years old when he made this on his iMac desktop, yet it looks as professional as anything shown on PBS or the History Channel. That novelty alone gives this a bit of DIY-cinema appeal above and beyond the scouting niche. DVD extras include a featurette with Cortright.

(C. Cassady --*The Video Librarian* May/June 2011

https://www.amazon.com/First-Encampment-John-Kearney/dp/B003T3QX5Q/ref=sr_1_1?keywords=first+encampment&qid=1576285781&sr=8-1

<http://archeproductions.com/>

Requirement # 2:

Founders of Scouting in the United States

<http://www.scouting.org/filestore/pdf/Founders.pdf>

<http://www.scouting.org/filestore/pdf/210-211.pdf>

<http://scoutingmagazine.org/issues/1001/a-founders.html>

https://en.wikipedia.org/wiki/Brownsea_Island_Scout_camp

https://en.wikipedia.org/wiki/1st_World_Scout_Jamboree

https://en.wikipedia.org/wiki/Boy_Scout_Handbook

<http://www.troop97.net/bshb1.htm>

<http://www.troop97.net/bshb.htm>

https://en.wikipedia.org/wiki/Boys%27_Life

Requirement 3: Scouting programs

History of Cub Scouting

Video

<https://blog.scoutingmagazine.org/2015/01/23/a-brief-history-of-cub-scouting/>

<http://douglaspark316.com/history-of-scouting/>

History of Exploring

<https://www.exploring.org/about-us/>

History of Exploring and Venturing

<https://en.wikipedia.org/wiki/Venturing>

<http://scoutingmagazine.org/issues/1001/a-timeline.html>

Requirement 4c:

An excellent collection of Scouting memorabilia is on display at Belk Scout Camp Dining Hall.

Requirement 5: History of your unit.

Interview two people associated with your troop, one past and one present. Please complete your research before class so that you can present your history during class.

Requirement 6: Scouting memorabilia

Present your collection of patches or Scouting memorabilia.

Requirement 7: Old-time Scouting games

Scouts will play some of these games during class.

Ernest Thompson Seton's book Two Little Savages published in 1903 included descriptions of the games Quicksight (a memory game) and Spot the Rabbit (a vision game).

Quicksight, pages 153-154

5 x 5 square, 5 pebbles, 5 nuts "For every counter he gets on the right square he counts one, and loses one for each on the wrong square."

Spot the Rabbit (or Farsight), page 154

6-inch square with grid or rings or rabbit
opponents need to match spots

"One feller takes six spots of black, half an inch across, an' sticks them on one, scattering anyhow, an' sets it up a hundred yards off; another feller takes same number of spots an' the other Rabbit an' walks up till he can see to fix his Rabbit the same."

Seton's book The Birch-Bark Roll of the Woodcraft Indians published in 1906

http://etsetoninstitute.org/wp-content/uploads/2012/09/Birch_Bark_Roll_of_Woodcraft.pdf
included descriptions of

The Bear Hunt or The Hunting of Mishi-Mokwa, pages 33-34

The Bear wears a backpack with a balloon inside. The Hunters try to kill the Bear by popping the balloon. The Bear tries to kill the Hunters by knocking their hats off. (B-P called this game "Bang the Bear".)

Spearing the Great Sturgeon, pages 34-37

Teams in row boats or canoes try to harpoon a log, then pull it back to their harbor. (B-P called this game "The Whale Hunt".)

Quicksight

page 40

Baden-Powell

B-P utilized 5 of Seton's games in the fortnightly series of *Scouting for Boys* issued from January through March of 1908

<http://history.scoutingradio.net/setonfeud.htm>

Kim's Game

The Scout Library, No. 4 Scouting Games, by Sir Robert Baden-Powell

http://www.thedump.scoutscan.com/bp_games.pdf

page 17

THE Scoutmaster should collect on a tray a number of articles-knives, spoons, pencil, pen, stones, book and so on-not more than about fifteen for the first few games, and cover the whole over with a cloth. He then makes the others sit round, where they can see the tray, and uncovers it for one minute. Then each of them must make a list on a piece of paper of all the articles lie can remember-or the Scoutmaster can make a list of the things, with a column of names opposite the list, and lot the boys come in turn and whisper to him, and he must mark off each of the things they remember. The one who remembers most wins the game.

https://en.wikipedia.org/wiki/Kim%27s_Game

The game develops a person's capacity to observe and remember details. The name is derived from [Rudyard Kipling's](#) 1901 novel *Kim*, in which the hero, Kim, plays the game during his training as a spy.

In *Kim*, the game is called both the Play of the Jewels and the Jewel Game.^[2] Kim, a teenager being trained in secret as a spy, spends a month in [Simla](#), [British India](#) at the home of Mr. Lurgan, who ostensibly runs a jewel shop but in truth is engaged in espionage for the [British against the Russians](#).

Old Spotty-Face

The Scout Library, No. 4 Scouting Games, by Sir Robert Baden-Powell

http://www.thedump.scoutscan.com/bp_games.pdf

pages 18-19

Prepare squares of cardboard divided into about a dozen small squares. Each Scout should take one, and should have a pencil and go off a few hundred yards, or, if indoors, as far as space will allow. The umpire then takes a large sheet of cardboard, with twelve squares ruled on it of about three-inch sides if in the open, or one and a half to two inches if indoors. The umpire has a number of black paper discs, half an Inch in diameter, and pin.³ ready, and sticks about half a dozen on to his card, dotted about where he likes. He holds up his card so that it can be seen by the Scouts. They then gradually approach, and as they get within sight they mark their cards with the same pattern of spots. The one who does so at the farthest distance from the umpire wins. Give five points for every spot correctly shown, deduct one point for every two inches nearer than the furthest man. This teaches long sight.

Quicksight

The Scout Library, No. 4 Scouting Games, by Sir Robert Baden-Powell

http://www.thedump.scoutscan.com/bp_games.pdf

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"Quick Sight" can be taught with the same apparatus as used in Spotty-Face, by allowing the Scouts to come fairly close, and then merely showing your card for five seconds, and allowing them to mark their cards from memory. The one who is most correct wins.

Homemade game safer than Spearing the Great Sturgeon

Harpoon Tic Tac Toe

Scoring option # 1: Two Scouts draw straws to throw first, either red-rope harpoons or white-rope harpoons. 3 in a row in the target square wins.

Scoring option # 2: Two Scouts or two teams of Scouts compete by throwing all 5 harpoons at the target. Center square scores 3 points, middle side and top and bottom squares score 2 points, corner squares score 1 point. Top score wins.

Requirement 8: Interviews

Interview at least three people (different from those you interviewed for requirement 5) over the age of 40 who were Scouts. Find out about their Scouting experiences. Ask about the impact that Scouting has had on their lives. Share what you learned with your counselor.

1962 BOY SCOUTS LEADERSHIP FILM "MEN WHO MAKE A DIFFERENCE"
SCOUTMASTERS 18884

<https://www.youtube.com/watch?v=BFr5gFIXDO8>

Old Spotty Face

Quicksight

Spot the Rabbit (or Farsight)

