

BSA Centennial merit badge program



For online resources / printable versions of
original Merit Badge Books go to:

http://www.scouting.org/sitecore/content/Home/BoyScouts/AdvancementandAwards/historical_mb_program.aspx

Carpentry Merit Badge

These are the original requirements written in 1911. Think about how times have changed as you complete the requirements a Scout your age would have done a hundred years ago.

Can you imagine a life without power tools?
Long before manufacturing, everything was made by hand.
Craftsmen developed their skills to become a master.
The final test was the production of a great piece called a masterpiece.

A hundred years ago there was no such thing as handheld power tools. To get the most of this merit badge, we suggest doing it the old-fashioned way with good, old-fashioned hand tools.

ATTENTION

Think safety first by using the appropriate clothing and ALWAYS using safety equipment such as eye and ear protection and gloves as appropriate. Always work under the direct supervision of a responsible adult who is knowledgeable about the tools and materials you plan to use. For more information about safety with tools, see the Home Repairs and Woodwork merit badge pamphlets.

These tools are very important for planning your project. A wrong angle or crooked line could keep the project from being assembled properly. Perhaps you have heard your grandfather say, "Always measure twice and cut once." Since it took considerable physical effort to saw a board, can you understand the importance of good preparation?

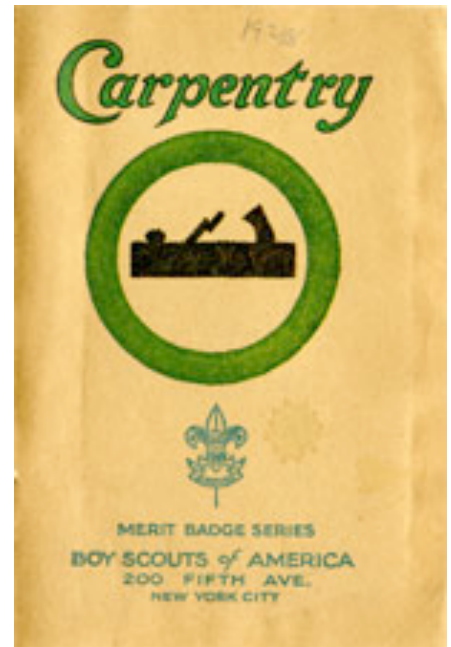
Requirements

To obtain a Merit Badge for Carpentry, a Scout must:

1. Demonstrate the use of the rule, square, level, plumb-line, mitre, chalk-line and bevel.
2. Demonstrate the proper way to drive, set, and clinch a nail, draw a spike with a claw-hammer, and to join two pieces of wood with screws.
3. Show correct use of the cross-cut saw and of the rip-saw.
4. Show how to plane the edge, end and the broad surface of a board.
5. Demonstrate how to lay shingles.
6. Make a simple article of furniture for practical use in the home or on the home grounds, finished in a workmanlike manner, all work to be done without assistance.

Pathfinding Merit Badge


First offered in 1911—discontinued in 1952



What do you know about where you live?
Could you give directions to someone visiting your town?
Imagine your town in 1910.
How is it different today?

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Imagine your town in 1910. The automobile didn't come into popular use until 1915, so how would you get around? Boys at that time mostly walked from place to place. Although a three-mile radius does not seem much by today's standards, in 1910 walking that far would probably have taken most of the day. Roadways and walkways were far different from what we have come to expect today. In doing this merit badge today, you may define scout headquarters as the location where your troop meets.

Find out how many people lived in your town in 1910. Our Constitution requires that a census be taken every 10 years to determine how many people live in every town and city in the country. How much has your town grown (or shrunk) over the past 100 years? You can find census records at:
<http://www.census.gov/popest/cities/SUB-EST2008-4.html> 

Requirements

To obtain a merit badge for Pathfinding, a Scout must:

1. In the country, know every lane, bypath, and short cut for a distance of at least two miles in every direction around the local scout headquarters; or in a city, have a general knowledge of the district within a three-mile radius of the local scout headquarters, so as to be able to guide people at any time, by day or by night.
2. Know the population of the five principal neighboring towns, their general direction from his scout headquarters, and be able to give strangers correct directions how to reach them.
3. If in the country, know in a two mile radius, the approximate number of horses, cattle, sheep, and pigs owned on the five neighboring farms; or, in a town, know, in a half-mile radius, the location of livery stables, garages and blacksmith shops.
4. Know the location of the nearest meat markets, bakeries, groceries, and drug stores.
5. Know the location of the the nearest police station, hospital, doctor, fire alarm, fire hydrant, telegraph and telephone offices, and railroad stations.
6. Know something of the history of his place; and know the location of its principal public buildings, such as the town or city hall, post-office, schools and churches.
7. Submit a map not necessarily drawn by himself upon which he personally has indicated as much as possible of the above information.

Signaling Merit Badge

First offered in 1911—discontinued in 1992

A hundred years ago, there were no cell phones or computers.
How did people communicate over long distances?
They used flashes of light, dots, dashes, and flags.



What do we have today that replaces how people once communicated?

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Whether a signaling device is electronic or not, in its simplest state it works by showing “on” or “off.” Today, we use computers for most of our communications. At its most basic level, a computer is just a collection of switches that turn on and off very rapidly.

Originally created for Samuel F.B. Morse's electric telegraph in the early 1840s, Morse code was also extensively used for early radio communication beginning in the 1890s. In the early part of the 20th century, the majority of high-speed international communication was conducted in Morse code, using telegraph lines, undersea cables, and radio circuits. The Titanic used Morse code on a simple wireless to plea for help.

Requirements

To obtain a Merit Badge for Signaling, a Scout must:

1. Make an electric buzzer outfit, wireless, blinker, or other signaling device.
2. Send and receive in the International Morse Code, by buzzer or other sound device, a complete message of not less than 35 words, at a rate of not less than 35 letters per minute.
3. Demonstrate an ability to send and receive a message in the International Morse Code by wigwag and by blinker or other light signaling device at the rate of not less than 20 letters per minute.
4. Send and receive by Semaphore Code at the rate of not less than 30 letters per minute.
5. Know the proper application of the International Morse and Semaphore Codes; when, where, and how they can be used to best advantage.
6. Discuss briefly various other codes and methods of signaling which are in common use.

Tracking Merit Badge

First offered in 1911—discontinued in 1952

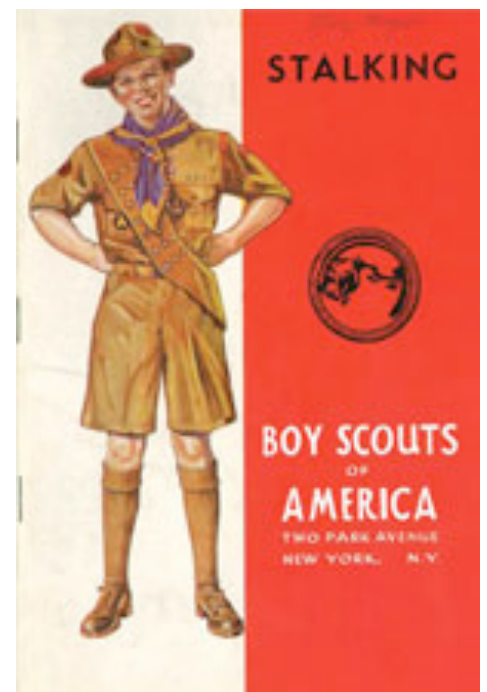
A hundred years ago, being able to track animals was very important in order to put food on the table. How many animals will you be able to follow? Think of how many animals you will see.

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In 1910 many boys probably had farm animals or lived close to farm animals so they frequently saw tracks. Also, many people hunted for food and trapped for extra income. Can you imagine running a trap-line before going to school?

NOTE:

This merit badge was originally entitled Stalking. It included an additional requirement to follow the trail of a person. Because of what the term stalking means in today's language,



that requirement has been omitted and the original name has been changed to Tracking.

However, the ability to find a person is a very important skill still used by Search and Rescue teams all over the United States.

At the start of Scouting, Baden Powell wrote about the importance of the skill of tracking. He invented many games to help boys learn this skill. In general, these games consisted of a Scout leaving tracks, signs, and other objects that other boys would try to follow. Sometimes the person setting the trail went to such detail as to create shoes that make animal tracks. What kind of games can you invent to help others in your patrol learn the skill of tracking?

For this requirement it is really good to have an expert as a counselor. There is nothing better than having someone who knows how to identify tracks teach you how to do this.

Requirements

To obtain a Merit Badge for [Tracking], a Scout must:

1. Demonstrate by means of a [tracking] game or otherwise, ability to [track] skillfully in shelter and wind, etc., showing how to proceed noiselessly and "freeze" when occasion demands.
2. Know and recognize the tracks of ten different kinds of animals or birds in his vicinity, three of which may be domestic.
3. Submit satisfactory evidence that he has trailed two different kinds of wild animals or birds on ordinary ground far enough to determine the direction in which they were going, and their gait or speed. Give the names of animals or birds trailed, their direction of travel, and describe gait and speed; or submit satisfactory evidence that he has trailed six different kinds of wild animal or birds in snow, sand, dust, or mud, far enough to determine the direction they were going and their gait or speed. Give names of animals or birds, their direction of travel, and describe gait and speed.
4. Submit evidence that he has scored at least 30 points from the following groups:
Group (f) and 4 of the 5 groups (a), (b), (c), (d), (e) must be represented in the score of 30 and at least 7 points must be scored from (a), (b), or (c). Make clear recognizable photographs of
 5. (a) Live bird away from nest - 4 points each
 6. (b) Live woodchuck or smaller wild animal - 3 points each
 7. (c) Live wild animal larger than woodchuck - 4 points each
 8. (d) Live bird on nest - 3 points each
 9. (e) Tracks of live wild animal or bird - 2 points each
- AND
10. (f) Make satisfactory plaster cast of wild animal or bird tracks with identification imprint on back of cast - 2 points each