



Leaders' Guide 2025

coordinated by:

Golden Gate Area Council

Scouting America

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<https://norcalscouting.org/advance-o-rama/>

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NorCal Advance-o-Rama Mission & Vision

The Mission of the NorCal Advance-o-Rama is to facilitate an environment where Scouts will be engaged in unique, evolving programs, while building character through the aims and methods of Scouting in a safe environment.

The Scout Oath, Scout Law, and Outdoor Code are at the core of our program. For all activities, we expect these guiding principles to be a common guidepost for everyone involved – both youth and adults alike – so Scouts learn and develop leadership skills. Additionally, we expect Scouts to use the “buddy system” at ALL times.

NorCal Advance-o-Rama is designed to provide Scouts the opportunity to complete partial Merit Badges, to start new Merit Badges, and to meet Scouts from all over Northern California – all while having fun!

SCOUT OATH

On My Honor I will do my best
To do my duty to God and my country and to obey the Scout Law;
To help other people at all times;
To keep myself physically strong, mentally awake, and morally straight.

SCOUT LAW

A Scout is:
Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient,
Cheerful, Thrifty, Brave, Clean, and Reverent

OUTDOOR CODE

As an American, I will do my best to:
Be clean in my outdoor manners.
Be careful with fire.
Be considerate in the outdoors.
Be conservation minded.

Safeguarding Youth

In accordance with the National Youth Protection Policy, we have instituted the following Council policies:

- Adults must respect the privacy of Youth members.
- No one-on-one contact should occur between an Adult and a Youth member.
- All in attendance (Youth and Adults alike) will respect the privacy of others regardless of age, gender, or relationship.
- If private issues between a Youth and an Adult must be dealt with, two-deep leadership must be maintained at all times.
- See the Event Administration if you or your Unit needs assistance or advice in this area.

In addition, for those Troops who are spending the night on Friday and/or Saturday evening:

- Scouting America's adult registration requirements mandate that ***all adults*** accompanying a Scout Troop on an overnight Scouting activity ***must be registered as an Adult Leader, including completion of a Criminal Background Check (CBC) and Safeguarding Youth Training (SYT) prior to the start of the event.*** Go to my.scouting.org for more information on Safeguarding Youth Training.
- Adults and Youth will not share sleeping facilities at any time and Scouts must be within two years of age to share sleeping facilities.
- Unit Adult Leaders are responsible for oversight of their Troops outside of the core program hours of Saturday 7:00am – 5:00pm.
- Adults must maintain two-deep leadership at all times.
- Notify the Event Administration prior to arrival if you will have difficulties maintaining two-deep leadership.
- See the Event Administration if you or your Unit needs assistance or advice in this area.

NorCal Advance-o-Rama Directors' Letter

We are all excited for the roll out of the first ever NorCal Advance-o-Rama! We are glad that you and your Troop are interested in attending and being part of this historic event.

The NorCal Advance-o-Rama's goal is simple – provide Scouts an opportunity to learn new skills, meet other Scouts, and have fun all in a safe and exciting environment. The best part of the Scouting program is to see the personal skill and leadership growth in each Scout as they work through activities and requirements along their advancement path.

This event is designed to help Scouts who

- need requirements on their journey to complete all ranks through First Class
- need to finish Merit Badge requirements for badges they started working on previously
- want to start working on a new Merit Badge

There is much more that we hope the Scouts experience while they are with us. Since we will have Scouts from all over Northern California and beyond, they will have a chance to meet and work with other Scouts and learn what life is like in other parts of our region.

And we also want to thank the Adult Leaders who bring their Scouts to our event. We will have opportunities to complete required training that you may need while you are here, and we will also have a chance for you to meet with the Golden Gate Area Council leadership to hear more from them about the exciting things going on in Scouting. Plus, we will provide opportunities for you to meet other Adult Leaders to get their thoughts and insights on their approaches to supporting our Scouts.

Thank you for making this event a priority in a busy calendar. We know you will walk away from the event with more than just a few boxes checked – it will provide new energy to the youth and adults alike!

Yours in Scouting,

Luis Izaguirre
Event Chair
NorCal Advance-o-Rama

Mike Ransom
Council Advancement Chair
Golden Gate Area Council

Bill Johansen
Vice President of Program
Golden Gate Area Council

2025 NorCal Advance-o-Rama Fees Schedule

Youth Attendees (includes shirt and patch)	
Early discount price (by September 1)	\$75.00
Late registration price (on or after September 1 and by September 19)	\$105.00
No youth attendee registrations on or after September 19. No day-of event youth attendee registrations.	
Adult Attendees (includes shirt and patch)	\$30.00
Advance-o-Rama Adult Volunteer Staff (includes shirt, patch, breakfast, and lunch)	\$20.00
Advance-o-Rama Youth (under 18) Trail to First Class Instructor Staff	\$20.00

NOTE: There are no additional add-on fees for any specific Merit Badges.

NorCal Advance-o-Rama Refund Policy

- 30+ days prior to your arrival at NorCal Advance-o-Rama, you will receive a maximum refund of 80%. (\$60.00)
- 15-29 days prior to your arrival at NorCal Advance-o-Rama, you will receive a maximum refund of 60%. (\$45.00)
- Less than 15 days prior to your arrival, there are no refunds except with a doctor's note. Cancellations with a doctor's note are eligible for a 60% maximum refund.
- No refunds for no-shows.
- If your Scout is sent home for behavioral issues, there is no refund under any circumstance.

General NorCal Advance-o-Rama Information

Required Forms

All Participants -- Youth and Adult alike -- must have a current, completed (including appropriate parental signatures for Youth) Scouting America's health form with parts A and B – part C is optional, but encouraged. [Annual Health & Medical Record](#) The Health and Medical Record must be valid and up to date for day of our event. Troops are responsible for ensuring that each participant from their Troop has these and that there is an Adult identified as the keeper of these forms.

What to Bring

Lunch will NOT be provided for Youth and Adults who are not volunteering for the day. Troops should plan for lunch for their youth and adults, such as having each person bring a sack lunch. Cooking with small propane-fueled stoves is allowed, with proper means of extinguishing fires on hand at all times.

If camping overnight, bring overnight campout gear (sleeping bags, tents, cooking gear -- propane stoves only).

Bring Scout handbook, paper, pen, pencil, phone or device with a camera (if required for your Merit Badge), merit badge pamphlets (strongly recommended but not required), worksheets (strongly recommended but not required), and water bottle.

Alcoholic beverages are not allowed! Anyone in possession of, or under the influence of, alcohol will be escorted from camp immediately.

Smoking/Vaping Policy—All buildings and facilities are designated as nonsmoking facilities. All activities will be conducted in a smoke-free environment. *If any Adult must use tobacco, they may do so ONLY in the designated smoking area.*

Uniforms

Field uniforms (a.k.a. “Class A”) are to be worn for the morning Flag Ceremony. Field uniform or Scout Activity uniform (a.k.a. “Class B”) may be worn during the other events and activities during NorCal Advance-O-Rama.

Troop Flags

Troops are encouraged to bring their Troop flag not only to show their Troop spirit, but also to provide a beacon for their Scouts to remember where their Troop meeting location is during the event.

Parking

Parking is available for Troops in the Main parking areas (see map on page 26).

The speed limit in the parking lot is 5 mph. and we ask all drivers to watch carefully for pedestrians.

Everyone who brings a vehicle is responsible for keeping their keys on their person at all times in case of an emergency.

Check-In / Check-Out

The earliest that Troops may arrive to the event is at 4:00pm on Friday, September 26. Please check in with the Administration Desk in Expo Hall upon arrival for information on where to camp prior to setting up any tents or other equipment.

All units should plan to arrive and be checked in at the Administration Desk in Expo Hall by 7:30pm on Saturday, September 27 to ensure Scouts are able to fully participate in the day's activities.

Troops are free to depart after all events and activities are completed on Saturday, September 27. Please ensure any campsites and meeting locations used by the Troop have had all litter picked up and all personal or Troop items collected.

If a Troop is planning to camp on Saturday evening but did not camp on Friday evening, please check in with the Administration Desk for information on where to camp prior to setting up any tents or other equipment.

For those staying Saturday night, all Troops must depart the Fairground property by 10:00am on Sunday, September 28.

If a Troop camped overnight on one or both nights, we ask that they ensure that their camping area and any other areas used are left better than they found it. A litter sweep should be done. All camping gear should be cleared of their campsite before departure.

An adult leader from each Troop is asked to stop by the Administration desk to notify the team that they are departing.

Administration Desk During the Event

The Administration Desk for the event will be located in Expo Hall. This is where units should check-in upon arrival and is also where questions during the event can be answered.

Trading Post

Yes! There will be a Trading Post location in the Expo Hall. There will be a selection of items from our Scout Shops at this event that will be sought after events by youth and adults alike! Plus, there may even be some sale or clearance items available. Cash and credit card payments will be accepted.

Health & Safety

How is everyone feeling today?

We ask that all participants and staff take a commonsense policy of preventing the spread of communicable diseases. In other words, at a minimum, if any participant or staff (Adult or Youth) are showing the following signs and/or symptoms within the 24 hours of arrival at camp, please stay home: running a fever (>100.4 °F), vomiting, diarrhea, or new cough.

Safety

Emergency Procedures

In the event of an emergency, notify a member of Event Staff member immediately. Do **NOT** attempt to deal with the emergency yourself, regardless of the situation. If the situation seems at all dangerous, as in the event of a fire, the priority is to evacuate all Scouts and Leaders from the immediate area. For all emergency assembly purposes, a horn will sound and ALL Campers should report immediately to the Assembly Area to await further instructions. When your Troop arrives at the Assembly Area, take roll using your Unit Roster printed from Black Pug. A key member of the Staff will ask for a Troop Roll Call. If anyone is missing, Event Staff or appropriate Emergency Personnel will initiate a search. More information on emergency procedures will be available at the event. In all cases, vehicle owners are required to keep their keys with them at all times.

Fire Safety

NO CAMPFIRE ARE ALLOWED.

Liquid or propane fueled stoves or lanterns are to be operated only under direct adult supervision. Do not bring large quantities of fuel.

If a Troop is camping and plans to cook meals, they must ensure they have a bucket of water, a bucket of sand/dirt, a shovel, and a rake. We recommend bringing a fire extinguisher. Proper means of extinguishing fires should be on hand at all times.

Extreme caution must be taken whenever an open flame is involved. Camp can be a very hot and dry tinderbox during the summer. Be sure that all lanterns used are of approved status.

Fireworks of any kind are illegal and strictly prohibited at the event. Possession of fireworks will be grounds for immediate dismissal from the event and could result in criminal prosecution.

Program Safety

Target & Range Activities

Permission from a parent or guardian is required for Scouts to shoot our event. A single copy of the Firearms Use Permission Slip is required. Troops must ensure that Scouts who are taking Archery have a signed copy of this form with them when they go to the Archery range or they will not be able to participate in Archery. The blank form can be found in the Appendix (p. 32).

ALL personal firearms, ammunition, and archery equipment are prohibited at Scouting events.

Protective equipment for Archery is **required to be worn by all participants, Scouts or adults.** Archers will wear finger tabs or gloves and arm guards while actively practicing archery, no exceptions. Failure to adhere to this policy will result in dismissal from range activities.

A restricted zone will be established around the Archery area using yellow rope or caution tape. **DO NOT CROSS.** No one may cross into the restricted area. Doing so will lead to your removal from the event.

Personal Safety

- Closed-toed shoes are required throughout the event. The ONLY exception is while at the pool location.
- Everyone should carry a filled water bottle at all times.
- Report safety issues/concerns to the Administration Desk or event coordinator immediately.
- This event operates on the buddy system. Scouts need to have a buddy in any activity they are participating.
- Initiations and/or hazing are strictly forbidden by Scouting America National Council Policy.
- Non-prescription drugs & alcohol have no place at this event and are prohibited at all times.

- No Campfires allowed! No flames of any kind are allowed in tents. Only propane cooking stoves are allowed.
- Fireworks are prohibited at this event.
- Pets of any kind are not permitted at this event.

Knives

Knives may be necessary in the successful completion of an activity. All Scouts who carry knives or use other wood-cutting tools must carry their completed Totin' Chip card with them. NONE of the programs offered at camp require the use of a knife with a blade longer than four inches.

Valuables

The Golden Gate Area Council is not responsible for the security of any valuables of participants. Leave unnecessary valuables at home; this includes items of sentimental value, such as a compass that has been handed down from one generation to the next. Scouts should not take certain items (jewelry, money, etc.) to the aquatics area. Some Troops bring a "lock box" to store valuables for Scouts, but they need to be secured by the Troop leadership who are responsible for overseeing those valuables.

Lost & Found

Prior to coming to the event, Scouts are strongly encouraged to clearly mark all personal items with their name and Troop number for easy identification. During the event, there will be a Lost & Found located at the Administrative Desk in Expo Hall or Trail to First Class Information. Describe your lost valuables to the Event Administration team to retrieve them. After the event, found items will be held for one month. Any items not claimed within that time will be donated to charity or discarded (as appropriate). The Golden Gate Area Council is not responsible for any lost or stolen items at this event.

Registration

Troop Registration

Registration is done by Troop, similar to Summer Camp registration. Troops should work with their Scouts to determine who is attending and what activities they want to take.

The registration link for the event is <https://scoutingevent.com/023-ncaor2025>.

If a Scout's Troop is not attending but they would like to attend, please reach out to the Event Coordinators at norcaladvanceorama@gmail.com before registering.

Merit Badge Class Registration

Registration for Merit Badge classes may be done by the Troop in the Troop Registration, OR individually by Scouts via Parent Portal, similar to Summer Camp merit badge class registration. Scouts may register for Merit Badge classes regardless of payment status.

Merit Badge Class Registration via Troop



1. Within the Troop registration, click the "Update Information" button underneath the Scout's name.

1 Scouts BSA Youth

Registration includes admission to Advance-O-Rama, patch, and t-shirt. Late registrations after 8/29/2025 DO NOT include t-shirt. Additional t-shirts will be available for sale at the Trading Post. Some merit badge classes have additional fees. Lunch is not provided for Scouts. Scouts must bring their own lunch.



ScoutLastName, ScoutFirstName
Checkout Required

Regular Price: \$85.00
Early Discount: -\$10.00
Pending Unit Coupon: -\$11.25
Balance Due: \$63.75

Update Information  Autofill 

2. In the pop-up window, click the "Select Classes" button to the left of the grey "Class Schedule" section.

Schedule

  **CLASS SCHEDULE**

Period	Time	Fri	Sat
AM Session	08:30-12:00	*Trail to First Class - First Class	
PM Session	01:00-04:30	*Trail to First Class - Scout	

3. To ADD a class, click on the class in the "Available Classes" list. Note: Once you add a class for a period (AM session and/or PM session), the rest of the classes during that same period will not be available. To view alternatives classes for a period, you will need to remove the class from that Scout's schedule.

Schedule

Show Class Schedule **View All Classes**

ScoutFirstName ScoutLastName's Classes
Click a class to **REMOVE** from ScoutFirstName ScoutLastName's schedule

Search ...

08:30 AM AM Session ☐ Hide Full Classes

Available Classes
Click a class to **ADD** to ScoutFirstName ScoutLastName's schedule

AOR144 *Trail to First Class - First Class AM Session (8:30-12)
Scouts BSA First Class rank advancementClass may be taken AM only, PM only, or All Day...
Min rank: Tenderfoot
Day of Class: Fri, Sat
Prerequisites: Requirements Covered: First Class: 3a,...
Additional Periods Offered: PM Session

AOR141 *Trail to First Class - Scout AM Session (8:30-12)
Scouts BSA Scout rank advancementClass may be taken AM only, PM only, or All Day (register...
Min rank: Tenderfoot
Day of Class: Fri, Sat
Prerequisites: Requirements Covered: Scout: 1a, 1b,...
Additional Periods Offered: PM Session

AOR143 *Trail to First Class - Second Class AM Session (8:30-12)
Scouts BSA Second Class rank advancementClass may be taken AM only, PM only, or All Day...
Min rank: Tenderfoot
Day of Class: Fri, Sat
Prerequisites: Requirements Covered: Second

- Click the “Done” button in the pop-up window to save and exit. To view a Scout’s schedule, click “Update Information” button. The Scout’s current schedule will be displayed in the “Class Schedule” section.

Schedule

Select Classes		CLASS SCHEDULE	
Period	Time	Fri	Sat
AM Session	08:30-12:00	*Trail to First Class - First Class	
PM Session	01:00-04:30	*Trail to First Class - Scout	

- You may add/remove Merit Badge classes from a Scout’s schedule until 1 week before the event.

Using Parent Portal for Merit Badge Class Registration & Payments (optional)

- To enable Parent Portal, within the Troop Registration, click “Additional Actions” under the Registration Contact’s name. This can be enabled at a Troop’s discretion and is not required.

Registration Contact

Posey, Kara
 Booked Jul 24, 2025 3:38 PM

Update Information
 Autofill

Preview Information

Additional Actions

- Click “Parent Portal”.

Registration Contact

Posey, Kara
 Booked Jul 24, 2025 3:38 PM

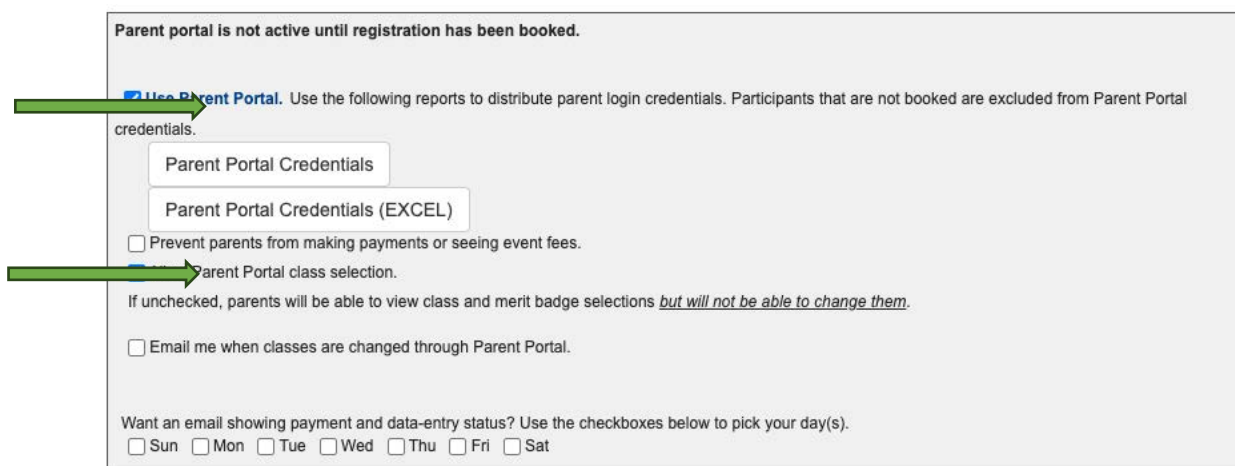
Update Information
 Autofill

Preview Information

Additional Actions

- + Add Participants
- Change Participant Type
- Delete Participants
- Edit Billing Info
- Manage Participant Classes
- Parent Portal**
- Payment Schedule

3. Check "Use Parent Portal". Check "Allow Parent Portal class selection" if you would like Scouts to be able to select their own classes. (Note: by default, "Prevent parents from making payments or seeing event fees" is unchecked. If this remains unchecked, parents can pay for their own individual Scout's registration fees via the Parent Portal.)



Parent portal is not active until registration has been booked.

☒ **Use Parent Portal.** Use the following reports to distribute parent login credentials. Participants that are not booked are excluded from Parent Portal credentials.

☐ Prevent parents from making payments or seeing event fees.

☒ **Allow Parent Portal class selection.**

If unchecked, parents will be able to view class and merit badge selections but will not be able to change them.

☐ Email me when classes are changed through Parent Portal.

Want an email showing payment and data-entry status? Use the checkboxes below to pick your day(s).

☐ Sun ☐ Mon ☐ Tue ☐ Wed ☐ Thu ☐ Fri ☐ Sat

4. Click the "Parent Portal Credentials" button. This will generate a QR code and login credentials for each Scout listed in the registration. Give this login information to each Scout so they can access the Parent Portal, select their own Merit Badge classes, and make their own registration payment.

Merit Badge Program

General Merit Badge Information

A Merit Badge is recognition for what a Scout has learned and done. The Merit Badge program was designed to help Scouts become familiar with their world and stimulate interest in new subject areas. Furthermore, the program was designed to get Scouts out to meet new people in their community and gain a working knowledge of a given topic.

To earn a Merit Badge at this event, a Scout must complete the requirements of that badge. A Scout must demonstrate the required knowledge to earn the badge, but we will give them every opportunity to satisfy the requirements they need. Simply showing up to a session does not earn the merit badge, and active participation is required. Completing a Merit Badge certifies the Scout's knowledge.

If the Scout does not complete the requirements, the Scout will not receive the Merit Badge (see Partial Policy). The responsibility for completing these requirements lies solely with the Scout.

Blue Cards

The Event Staff will utilize 247Scouting for all merit badge tracking and your online access (found in your registration confirmation email) will allow you to print or re-print your own blue cards at home. We will issue a "digital blue card" for each newly started merit badge. All advancement will be recorded digitally and will be found at 247Scouting 10 days after the event.

Partials

There are many badges that have requirements that cannot be completed at our event. Some of these are due to time-bound requirements, and others simply cannot be done in our given setting, such as Camping requirement 9a (Camp a total of 20 nights at designated Scouting activities or events). It is the policy of the National Council of the Scouting America that there is no time limit (other than the Scout's 18th birthday) on a Scout completing a Merit Badge after receiving a partial. NorCal Advance-o-Rama will honor partials regardless of date or location that requirements were completed. Counselors will ask Scouts to review requirements already signed off to ensure that they are able to properly complete the Merit Badge. It is necessary for Scouts to bring the Merit Badge blue card partial to Camp.

Merit Badge Pamphlets and Worksheets

Scouts taking a Merit Badge are to provide their own copy of the merit badge pamphlet if they desire to use those. All merit badge pamphlets are now available online at <https://www.scouting.org/skills/merit-badges/all/>.

Merit Badge worksheets are encouraged but not required. These have been shown to be good tools for a Scout to keep track of the work that they have done on a Merit Badge. Scouts are responsible for printing and bringing these worksheets if they choose to use them.

Our event will not be providing merit badge books/pamphlets/worksheets for Scouts.

Scoutmaster Validation

For certain Merit Badges, information from a Scoutmaster is needed for a Counselor to sign off on a requirement. In those cases (which will be noted for a Merit Badge), Scouts must work with their Scoutmaster to have them complete and sign a note with the required information if they want a Counselor to sign off on the requirement at the Event.

Schedule Grid (AM / PM)

8:00 - 8:30	8:30 - 12:00	12:00 - 1:00	1:00 - 4:30	4:30 - 5:00
OPENING CEREMONY	Trail to First Class	LUNCH	Trail to First Class	CLEAN - UP
	American Business AM		American Business PM	
	American Labor AM		American Labor PM	
	Archery		Archery	
	Art AM		Art PM	
	Astronomy AM		Astronomy PM	
	Basketry		Basketry	
	Bugling AM		Bugling PM	
	Camping AM		Camping PM	
	Chemistry AM		Chemistry PM	
	Chess AM		Chess PM	
	Citizenship in the Community AM		Citizenship in the Community PM	
	Citizenship in the Nation AM		Citizenship in the Nation PM	
	Citizenship in the World AM		Citizenship in the World PM	
	Coin Collecting AM		Coin Collecting PM	
	Communication AM		Communication PM	
	Composite Materials AM		Composite Materials PM	
	Disability Awareness AM		Disability Awareness PM	
	Emergency Preparedness AM		Emergency Preparedness PM	
	Environmental Science		Environmental Science	
	Family Life AM		Family Life PM	
	Fingerprinting AM		Fingerprinting PM	
	First Aid AM		First Aid PM	
	Fly Fishing		Fly Fishing	
	Game Design		Game Design	
	Genealogy AM		Genealogy PM	
	Graphic Arts AM		Graphic Arts PM	
	Indian Lore AM		Indian Lore PM	
	Law AM		Law PM	
	Leatherwork AM		Leatherwork PM	
	Life Saving AM		Life Saving PM	
	Mammal Study AM		Mammal Study	
	Mining in Society		Mining in Society	
	Music AM		Music PM	
	Nuclear Science		Nuclear Science	
	Orienteering		Orienteering	
	Personal Management AM		Personal Management PM	
	Photography AM		Photography PM	
	Pioneering		Pioneering	
	Programming AM		Programming PM	
	Public Speaking		Public Speaking	
	Reptile & Amphibian Study AM		Reptile & Amphibian Study PM	
	Sustainability AM		Sustainability PM	
	Swimming AM		Swimming PM	
	Traffic Safety AM		Traffic Safety PM	
	Wood Carving AM		Wood Carving PM	

Merit Badge Information

PREREQ The requirement should be done before doing any other requirement

TO BRING Bring these items with you to Advance-o-Rama, as they will not or cannot be provided for you

PREP AHEAD Come to Advance-o-Rama with the research or activity already done. Often this can be done by filling in a merit badge worksheet with the information. Be prepared to share or discuss your findings.

NOT DONE AT AoR There are aspects to the requirement that make it not possible to be done at Advance-o-Rama. Often this is length of time, or travel to places, or complexity of the activity

If you want credit for fulfilling the requirement, you need to do it before coming to Advance-o-Rama

1	Half Day	American Business	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2, 3, 4, 5, 6a
			NOT DONE AT AoR	
2	Half Day	American Labor	PREREQ	
			TO BRING	
			PREP AHEAD	3, 4, 6, 7, 8, 9
			NOT DONE AT AoR	2, 5c, 5d
3	Full Day	Archery	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2b, 2c, 2e, 3, 4, 5 Opt A b, 5 Opt B b & d
			NOT DONE AT AoR	
4	Half Day	Art	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2, 3
			NOT DONE AT AoR	6
5	Half Day	Astronomy	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2, 3, 4d, 5a, 5c, 6c, 6d, 7a, 7b, 9
			NOT DONE AT AoR	8a, 8b, 8c, 8d,, 8f

6	Full Day	Basketry	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2
			NOT DONE AT AoR	
7	Half Day	Bugling	PREREQ	
			TO BRING	Bugle, trumpet or coronet
			PREP AHEAD	1, 4, 5
			NOT DONE AT AoR	6
8	Half Day	Camping	PREREQ	
			TO BRING	
			PREP AHEAD	1a, 1b, 5b, 5c, 5d, 6c, 6d, 6e, 8a, 8b, 10
			NOT DONE AT AoR	4b, 5e, 7b, 8d, 9a, 9b, 9c
9	Half Day	Chemistry	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2a, 4b, 5, 6, 7, 8c
			NOT DONE AT AoR	8a, 8b
10	Half Day	Chess	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2, 4b, 4c, 4d, 5a, 5b
			NOT DONE AT AoR	6b, 6c
11	Half Day	Citizenship in the Community	PREREQ	
			TO BRING	Map of your community
			PREP AHEAD	1, 4a, 4c, 6, 7a
			NOT DONE AT AoR	3a, 4b
12	Half Day	Citizenship in the Nation	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2, 3, 4, 6, 7d, 8
			NOT DONE AT AoR	5, 7a, 7b, 7c
13	Half Day	Citizenship in the World	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2, 3, 4a, 4c, 5a, 5b, 6
			NOT DONE AT AoR	7
14	Half Day	Coin Collecting	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2, 3, 5, 6
			NOT DONE AT AoR	7d

15	Half Day	Communication	PREREQ	
			TO BRING	
			PREP AHEAD	1d, 9
			NOT DONE AT AoR	5, 7, 8
16	Half Day	Composite Materials	PREREQ	
			TO BRING	dress in clothes you can get very dirty (NO CLASS A's)
			PREP AHEAD	1, 2, 3, 6
			NOT DONE AT AoR	4
17	Half Day	Disability Awareness	PREREQ	
			TO BRING	
			PREP AHEAD	1, 3c, 3d, 7
			NOT DONE AT AoR	2, 4 Opt A a, b, d 4 Opt B a, b, d
18	Half Day	Emergency Preparedness	PREREQ	1
			TO BRING	
			PREP AHEAD	1, 8, 9a, 10b, 10c
			NOT DONE AT AoR	3a, 3c, 4a, 9d
19	Full Day	Environmental Science	PREREQ	
			TO BRING	
			PREP AHEAD	1, 3b, 3c, 4, 5b, 5c, 6a, 6b, 7c, 8a, 8c, 9, 10, 11
			NOT DONE AT AoR	
20	Half Day	Family Life	PREREQ	
			TO BRING	
			PREP AHEAD	2, 6a, 7
			NOT DONE AT AoR	4, 5
21	Half Day	Fingerprinting	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2, 3, 6
			NOT DONE AT AoR	
22	Half Day	First Aid	PREREQ	
			TO BRING	Scout Annual Health and Medical Record (blank), Personal first-aid kit for hiking
			PREP AHEAD	1a, 1b, 1f, 1g, 3, 4, 5, 6, 7a, 7b, 7c, 7e, 8a, 8b, 8c, 9a, 9b, 10a, 10b, 11, 12, 13, 15c, 15d
			NOT DONE AT AoR	15a

23	Full Day	Fly Fishing	PREREQ	
			TO BRING	
			PREP AHEAD	1, 7, 8, 9
			NOT DONE AT AoR	6, 10, 11
24	Full Day	Game Design	PREREQ	
			TO BRING	Blank notebook
			PREP AHEAD	1, 2, 3, 4a, 5a, 5b,
			NOT DONE AT AoR	8a
25	Half Day	Genealogy	PREREQ	3, 4c
			TO BRING	Genealogical document (bring a copy, NOT the original)
			PREP AHEAD	1, 4a, 4b, 4e, 8, 9
			NOT DONE AT AoR	2b
26	Half Day	Graphic Arts	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2, 5, 7
			NOT DONE AT AoR	6
27	Half Day	Indian Lore	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2, 3, 4a, 4b
			NOT DONE AT AoR	5a
28	Half Day	Law	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2, 3, 5, 8, 9, 10, 11
			NOT DONE AT AoR	6a
29	Half Day	Leatherwork	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2, 5a
			NOT DONE AT AoR	5b, 5d
30	Half Day	Life Saving	PREREQ	2a
			TO BRING	Extra clothes
			PREP AHEAD	1, 3, 7, 10, 15a, 16a, 17
			NOT DONE AT AoR	
31	Half Day	Mammal Study	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2
			NOT DONE AT AoR	3a, 3b, 4e, 5

32	Full Day	Mining in Society	PREREQ	
			TO BRING	
			PREP AHEAD	1, 3, 4, 5e, 5f, 6, 7a, 7b, 7c, 8b
			NOT DONE AT AoR	5a, 5b, 5c, 5d, 7d, 8c
33	Half Day	Music	PREREQ	
			TO BRING	
			PREP AHEAD	3d, 5
			NOT DONE AT AoR	3a, 3c
34	Full Day	Nuclear Science	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2a, 3b, 5b, 7, 8
			NOT DONE AT AoR	3a, 5c, 6b
35	Full Day	Orienteering	PREREQ	
			TO BRING	
			PREP AHEAD	2, 3a, 4a, 4c, 6
			NOT DONE AT AoR	7, 8, 9, 10
36	Half Day	Personal Management	PREREQ	
			TO BRING	
			PREP AHEAD	3, 4, 5, 6, 7, 10
			NOT DONE AT AoR	1b2, 1c2, 2c, 8c
37	Half Day	Photography	PREREQ	1b
			TO BRING	
			PREP AHEAD	1a, 2, 3, 8
			NOT DONE AT AoR	
38	Full Day	Pioneering	PREREQ	
			TO BRING	
			PREP AHEAD	1, 4, 5, 7, 8
			NOT DONE AT AoR	
39	Half Day	Programming	PREREQ	1a
			TO BRING	
			PREP AHEAD	1b, 2, 3, 4, 6
			NOT DONE AT AoR	
40	Full Day	Public Speaking	PREREQ	
			TO BRING	Prepare a 8-10 minute speech
			PREP AHEAD	4
			NOT DONE AT AoR	

41	Half Day	Reptile & Amphibian Study	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2, 3, 4, 5, 6, 7, 10
			NOT DONE AT AoR	8, 9a, 9c
42	Half Day	Sustainability	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2b, 3a, 3b, 4c, 5, 6b, 6c, 7, 8b, 8c, 9
			NOT DONE AT AoR	8a
43	Half Day	Swimming	PREREQ	Must be able to pass SA swim test
			TO BRING	
			PREP AHEAD	1, 6c, 9
			NOT DONE AT AoR	
44	Half Day	Traffic Safety	PREREQ	
			TO BRING	
			PREP AHEAD	1, 2b, 3c, 3d, 4b, 4c, 4d
			NOT DONE AT AoR	5c
45	Half Day	Wood Carving	PREREQ	2a
			TO BRING	Knife
			PREP AHEAD	1, 2b, 3, 5
			NOT DONE AT AoR	

Trail to First Class Program

Rank	Requirements Covered
Scout	1a, 1b, 1c, 1d, 1e, 1f, 4a, 4b, 5
Tenderfoot	3a, 3b, 3c, 3d, 4a, 4b, 7a, 8
Second Class	2a, 2b, 2c, 2d, 2f, 2g, 3a(1, 2, 3), 3d, 4(4), 5b(5), 5c(5), 6a, 6b, 6c, 6d, 6e, 8b
First Class	3a, 3b, 3c, 4a(1), 4b, 5a(4), 6a(5), 6e(5), 7a, 7b, 7c, 9a

Scouts (and their leaders) should look over the requirements they need before the event and make a list of what they need to complete. Once at the event, on the Trail to First Class Scorecard, staff will cross off the requirements they have completed to show what they can get done.

FOOTNOTES FOR TRAIL TO FIRST CLASS REQUIREMENT OFFERINGS:

1. Navigation (Map & Compass and Orienteering) Second Class 3a - **Each Scout needs to have a compass.** If you don't have a compass, we cannot sign off your scorecard.
2. Navigation (Orienteering) **Second Class 3a is a pre-requisite** for First Class 4a.
3. Navigation (GPS) **Second Class 3a is a pre-requisite** for First Class 4b.

4. Environment - Scouts need to bring a notebook, pencil and a camera or a phone that has a camera in it to record notes and images of the specimens per the requirements.
5. Swimming (Second Class 5b, 5c, First Class 6a, 6e) is offered in the afternoon only (1-4pm). **These are not swimming lessons.** Scouts should know how to swim. **Scouts must check in at the Trail to First Class Information table before going to the bus stop.** Scouts attempting to complete the swimming requirements must be at the bus stop by 12:45pm. **An adult leader must accompany their Scout(s) going to and from swimming.** Scouts cannot just be dropped off at the bus stop.

The most heavily attended stations are KNOTS & LASHINGS, KNIFE, AXE & FIRE and FIRST AID.

- Yellow rope or caution tape designates a restricted area – **DO NOT CROSS!**

KNOTS & LASHINGS (6 sessions, 1 hour each) This station will cover the Scout, Tenderfoot, Second, and First Class knot and lashing requirements. The Scouts will receive pieces of rope for whipping and fusing. They will keep these as proof of completing the requirements.

KNIFE, AXE & FIRE (4 sessions, 1.5 hours long) This station will cover the Scout, Tenderfoot, Second Class tools requirements.

FIRST AID (6 sessions, 1 hour each) This station will cover the Tenderfoot, Second, and First Class first aid requirements, including poisonous plants. There will be Heimlich Maneuver and CPR dummies for practicing those skills along with bandages and splints, rescue carries.

FLAG ETIQUETTE (drop in) This station will cover the Tenderfoot and Second Class requirements for the U.S. Flag and the First Class requirement for meeting with an elected official or community leader.

NAVIGATION (Map & Compass, Orienteering and GPS are 4 sessions, 1 ½ hours long, Finding your way is drop in) This station will cover Map & Compass, Finding your way without a compass, Orienteering and GPS requirements. **Scouts must bring their own compass.**

RULES and SLOGANS (drop in) This station will cover the Scout requirements for the Scout Oath, Law, Outdoor Code, Leave No Trace.

ENVIRONMENT (4 sessions, 1 ½ hours each) This station will cover the Second Class requirement for identifying animals, birds, mammals and so on, and the First Class requirement for identifying native plants. **Scouts need to have a notebook, pencil and camera or a device to record information about the specimens.**

Trail to First Class Volunteers will teach the skills and provide a scorecard of the taught skills related to requirements. **Troop leadership is responsible for verifying and signing off the accomplishment in the Scout's handbook.** Scoutmasters are requested to be available for Scoutmaster conferences for their Scouts, either during the event or as soon as possible after the event to make these updates.

Adult Leaders

We appreciate the time that each Adult Leader has taken to prepare Scouts for the event and for those who are with us during the event. There are several events and activities geared towards the adults during the NorCal Advance-o-Rama.

Training Opportunities

NorCal Advance-o-Rama is a great opportunity for leaders to complete required training for the position if they haven't already. Courses will include:

- Scoutmaster Specific (for Scoutmasters and Assistant Scoutmasters)
- Troop Committee Challenge
- Merit Badge Counselor Training

Please bring a copy of your membership card or number for record keeping purposes (not required but highly recommended)

Other Events and Activities for Adults

We are working on a set of other events and activities for Adult Leaders during the day. We know every Adult Leader devotes much personal time to make Scouting happen, and we want to provide you with some one of a kind events as a thank you and to make the day about more than just sitting in a chair waiting for your Scouts to finish. Our current list includes:

- A fireside chat with the Golden Gate Area Council Key 3
- Meetings with other Scoutmasters and Assistant Scoutmasters on general topics as well as a few specific topics.
- Meeting for other positions, such as Troop Committee Members, to exchange ideas
- Other talks and demonstrations to give you new tools and activities to share with the youth of your Troop.

More details will be available as we get closer to the event

A Scout is Helpful... (Volunteering Opportunities)

We are always looking for more volunteers to help make such an amazing event happen. If you have already signed-up to volunteer, thank you! If you haven't and are interested, let us know! Reach out to norcaladvanceorama@gmail.com before the event or stop by the Administration Desk at the Event!

Our number one need is always Merit Badge Counselors. This helps us ensure we can provide the right experience for each Scout who wants to work on a particular Merit Badge.

We also need folks to help us plan / organize and make the event happen.

And during the day of the event, needs always arise!

Even if you don't volunteer in advance of the event, stop by the Administration Desk during the event -- there are always things we could use a few more hands!

Camping Information

Troop Leaders are responsible for the oversight and protection of their Scouts prior to and after the official event on Saturday (7:00am to 5:00pm)

All Scouting America tenting requirements must be followed.

Specific areas will be assigned for each Troop that is camping Friday and/or Saturday night. Troop Leaders must confirm with the Administration Desk prior to setting up any tent or other camping gear.

The 10:00pm "Lights out / Quiet time" must be observed by all Troops.

Cooking Fires

Liquid or propane fueled stoves or lanterns are to be operated only under direct adult supervision. Do not bring large quantities of fuel.

If a Troop is camping and plans to cook meals, they must ensure they have a bucket of water, a bucket of sand/dirt, a shovel, and a rake. Proper means of extinguishing fires should be on hand at all times.

Extreme caution must be taken whenever an open flame is involved. Field areas can be a very hot and dry tinderbox during the summer and fall. Be sure that all lanterns used are of approved status.

Campfires

NO campfires are allowed!

Event Schedule

Friday, September 26, 2025

4:00pm Earliest arrival and check-in for Troops; dinner / breakfast on your own

10:00pm Lights out / Quiet time

Saturday, September 27, 2025

6:00-7:30am Arrival and check-in for Troops who did not arrive on Friday evening

For Troops camping overnight, wake-up and breakfast on your own

8:00am Flag Ceremony

8:30am Morning Sessions begin

12:00pm Morning Sessions end; Troop lunch on their own

1:00pm Afternoon Sessions begin

4:30pm Afternoon Sessions end

Troops help put tables and chairs away

5:00pm Troop departure (if not camping overnight)

6:00pm For Troops camping overnight, dinner on your own

10:00pm Lights out / Quiet time

Sunday, September 28, 2025

7:00am For Troops camping overnight, wake-up and breakfast on your own

10:00am All Troops who stayed overnight must depart

NOTE: All Troops spending the night on Friday and/or Saturday night should review the Camping Information section which has important information. Any questions should be resolved prior to arrival.

Event Map



SAVE THE DATE for NorCal Advance-o-Rama 2026

Mark your Troop's calendars and join us next year for NorCal Advance-o-Rama 2026 – September 25-26, 2026! More details to come in the new year!

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Merit Badge Glossary

* Eagle Required MB **Eagle Required MB Option

American Business—Learn how to start your own business!

American Labor—All aspects of the American Labor movement, from concerns about work conditions, to the role of Labor Unions, to the history of working in America.

Archery—Shooting experience is highly recommended & time is needed to qualify. **Must have a signed Firearms Use Permission Slip.**

Art—Teaches different painting & drawing techniques, as well as artistic style.

Astronomy—Scouts will discuss the objects of the universe. Career opportunities in astronomy will be discussed.

Basketry—This is a fun activity, good for all Scouts.

Bugling—Earn the least awarded merit badge in all of Scouting. No experience is required, but you must be able to perform after instruction.

Camping*—This badge is required for Eagle. Scouts will learn the basics of Camping, but the Camping requirements will need to be earned at other events.

Chemistry—Come & learn about the everyday chemistry of the world right in front of you. Explore topics like pressure, pollution, and fertilizers.

Chess—Expand your knowledge of chess beyond the simple moves. Learn about openings and the tactics of this classic game of skill and planning.

Citizenship in the Community*, the Nation* or the World*—Citizenship in the World covers international government & foreign relations. Citizenship in the Nation covers the United States & Federal affairs. Citizenship in the Community covers local community and how they can be active and responsible citizens.

Coin Collecting—MONEY! Learn about the history, design, and value of coins and currency. This badge covers topics like coin grading, identifying different coin types, and understanding the role of the U.S. Mint and the Federal Reserve

Communication*—This merit badge is a good place to start for Scouts who want to earn their Eagle-required merit badges.

Disability Awareness—Scouts will learn about and understand different disabilities, promoting inclusivity and awareness of disability-related issues.

Emergency Preparedness**—This badge can be used as an Eagle-required merit badge. Covers a great deal of written material, and there are skills to master. Familiarity with knots is extremely important. Older Scouts are recommended for this badge. Pre-requisite: First Aid merit badge.

Environmental Science**—This badge can be used as an Eagle-required merit badge. It will require additional day hikes, field notes, and experiments that the Scout will have to do after the event. There is a great deal of written material. This program is recommended for mature Scouts.

Family Life*—This badge focuses on understanding the importance of family and strengthening family relationships. They will learn about family dynamics, communication, and responsibilities through discussions, projects, and family meetings.

Fingerprinting—The original forensic science-fingerprinting. Come learn about those ridges and whorls on the tips of your fingers.

First Aid*—Scouts will learn safety and how to provide aid for all types of injuries and situations.

Fly-Fishing—Scout will learn the basics of how to fish with a fly rod and how to tie a fly. No actual fishing will be done given the location.

Game Design—Single-player. Multi-player. Board games. Video games. Ball games. It's all there in game design. Harness your gamer instincts, make a new game and challenge others.

Genealogy—Scouts will explore their family history by creating timelines, conducting interviews, and researching genealogical resources.

Graphic Arts—Learn more about GPS and the fun of geocaching as a way to explore the world.

Indian Lore—Scouts of all ages learn the fascinating history and culture of various Native American nations.

Law—Scouts will learn about the legal system, including its history, functions, and careers related to law.

Leatherwork—A great Merit Badge for any Scout. This badge introduces many of the aspects of leather and leatherworking.

Lifesaving**—This challenging Merit Badge requires physical strength and stamina. Scouts must already have completed the Swimming Merit Badge and be able to swim 400 yards at start of session.

Mining in Society—Learn about the importance of mining to our society and the economy.

Music—Scouts will have the opportunity to sing, develop skits, and teach skits to others.

Nuclear Science—Come explore the atom and the power it contains. Learn about the promises and perils of the power in that nucleus.

Orienteering—Map and Compass is the name of the game. Scouts will complete some great orienteering courses. This badge is recommended for older Scouts.

Personal Management*—Focuses on developing essential life skills in time management, financial literacy, and goal setting.

Photography—Fun for those Scouts looking to learn about the growing influence of digital media. Scout must bring a digital camera with charging cables to the event.

Pioneering—Scouts will put their knots and lashings skills to the test by building gadgets, towers, and structures with rope and poles. Lots of work will be needed to complete this badge.

Programming—Scouts will go “behind the screen” for a look at the complex codes that make digital devices useful and fun.

Public Speaking—Scouts will learn how to address groups and give speeches if they take this course. Those taking this session should expect a lot of speeches to complete this badge.

Reptile & Amphibian Study—This badge requires drawings during the event as well as night observations on their own after.

Sustainability**—Learn how to live more sustainably with food, community, energy, and waste.

Swimming**—Swimming is a great life skill, and it is a prerequisite for the Lifesaving Merit Badge. This is not a beginning swimmers' course. Scouts must know how to swim to take this Merit Badge.

Traffic Safety—Focuses on promoting safe practice for all road users, including pedestrian, cyclists, and drivers

Woodcarving—Scouts will create wooden sculptures with just a knife. Scouts must bring their personal knives. Remember to bring your Totin' Chip! This is a more intensive badge for older Scouts looking to learn how to use a variety of woodworking tools.

General Merit Badge Information from Scouting America's Guide to Advancement

Best Practices

Follow these useful steps as you begin your merit badge journey:

Pick a Subject

Talk to your unit leader about your interests. Read the requirements of the merit badges you think might interest you, and pick one to earn. Your leader will give you the name of a person from a list of counselors. These individuals have special knowledge in their merit badge subjects and are interested in helping you.

Scout Buddy System

You must have another person with you at each meeting with the merit badge counselor. This person can be your parent or legal guardian, or another registered adult.

Call the Merit Badge Counselor

Get a signed Application for Merit Badge, No. 34124 or No. 34130, from your unit leader. Get in touch with the merit badge counselor and explain that you want to earn the badge. The counselor may ask to meet you to explain what is expected and to start helping you meet the requirements. You should also discuss work you have already started or possibly completed.

At the first meeting, you and your merit badge counselor will review and may start working on the requirements. In some cases, you may share the work you have already started or completed.

Unless otherwise specified, work on a requirement can be started at any time

Ask your counselor to help you learn the things you need to know or do. You should read the merit badge pamphlet on the subject. Many troops, schools, and public libraries have them.

Show Your Stuff

When you are ready, call the counselor again to make an appointment. When you go, take along the things you have made to meet the requirements. If they are too big to move, take pictures or have an

adult tell in writing what you have done. The counselor will test you on each requirement to make sure you know your stuff and have done or can do the things required.

Get the Badge

When the counselor is satisfied you have met each requirement, he or she will sign your application. Give the signed application to your unit leader so your merit badge emblem can be secured for you.

Merit badge requirements are revised as needed to reflect updated information and technology. Refer to the latest Scouts BSA Requirements book for merit badge requirement updates. The current Scouts BSA Requirements book is available from your local Scouting merchandise distributor. It may also be ordered online at www.ScoutShop.org

Must-know Information

You are expected to meet the requirements as they are stated—no more and no less. You must do exactly what is stated in the requirements. If it says “show or demonstrate,” that is what you must do. Just telling about it isn’t enough. The same thing holds true for such words as “make,” “list,” “in the field,” and “collect,” “identify,” and “label.”

The requirements listed below are the current and official requirements of Scouting America. Occasionally, the requirements will not match those in the printed Scout Handbook, the annual Scouts BSA Requirements book, or some merit badge pamphlets because of the timing of their printing schedules.

If a new edition of a merit badge pamphlet is introduced with updated requirements after the Scouts BSA Requirements book has been released, a Scout who is starting the badge may choose to follow either set of requirements until the end of the year. At the start of the new year, Scouts who are beginning must use only the new requirements.

If a Scout has already started working on a merit badge when a new edition of the pamphlet is introduced, they may continue to use the same pamphlet and fulfill the requirements therein to earn the badge. They need not start over again with the new pamphlet and revised requirements.

There is no time limit for starting and completing a merit badge, but all work must be completed by the time a Scout turns 18.

Parental Firearms Permission Form for Archery Merit Badge

Parental Firearms Permission Form

Consent for Minor to Use Firearms & Live Ammunition

Golden Gate Area Council

1 copy is required at Camp

CALIFORNIA RIFLE, SHOTGUN, AND ARCHERY PARENTAL/LEGAL GUARDIAN PERMISSION FORM FOR SCOUTS (BOYS SCOUTS, ETC.)

I, _____, parent or legal guardian of _____
(Print Name of Parent or Legal Guardian) (Print Name of Child Participating)

hereby give my child express permission and consent to be lent and possess firearms (handguns and long guns) and ammunition to engage in lawful, recreational sport, including target practice, and/or a course of instruction in the safe and lawful use of a handgun. (Cal. Penal Code ** 27945, 29610, 29615, 29650 29655; 18 U.S.C * 922(x)). As used in this form, "firearms" includes any handguns, long guns, or shotguns that may lawfully be loaned to and possessed by a minor under state and federal law. I also give my child express permission and consent to possess, and for a person to loan to my child, a "BB device" as defined in Cal. Penal Code * 16250. (Cal. Penal Code * 19915), bows, arrows, and tomahawks.

(Please mark each applicable category of permission granted, and initial each entry)

Archery (bow and arrow, knife, sling shot, and tomahawk throwing) _____ (initials)

Cub Scouts, Webelos, Scouts BSA, Venturers, Explorers, Sea Scouts

BB Devices (BB gun) _____ (initials)

Cub Scouts, Webelos, Scouts SBA, Venturers, Explorers, Sea Scouts

Air Rifles (pellet gun, air soft) _____ (initials)

Webelos, Scouts BSA, Venturers, Explorers, Sea Scouts only

Long Guns (rifle, shotgun) _____ (initials)

Scouts BSA, Venturers, Explorers, Sea Scouts only

Handguns _____ (initials)

14+ ONLY and Explorer, Scouts BSA, Sea Scout or Venturer

This consent is valid, absent my express revocation thereof, for the calendar year of _____ (Calendar Year)

A photocopy or facsimile of this written consent will serve as an original.

I represent that I am (1) the parent or legal guardian of the minor named above and (2) not prohibited by Federal, state, or local law from possessing a firearm. I agree to indemnify and hold harmless Scouting America, and any local Council and all officers, members, employees, and volunteers thereof, from all losses, damages, causes of action, cost and expenses, arising from any false statements or representations made by me herein.

Please bring a single copy of this form to camp with your child.

Signature of Parent or Legal Guardian

Date _____

Unit #:

Unit Type:

Last Name:

First Name:

Reporting Merit Badge Counseling Concerns

(Link to fillable PDF: <https://www.scouting.org/wp-content/uploads/2021/07/11.1.0.021.pdf>)

11.1.0.0 Reporting Merit Badge Counseling Concerns

Use this form to report to your council advancement committee questionable processes or procedures discovered in merit badge counseling at group instruction events such as fairs, clinics, workshops, in camp settings, or by individual counselors. Note that reports are primarily for the information of the advancement committee as methods to improve the merit badge program are considered; however, committees may elect to follow up on specific cases.

Prior to submitting to your council advancement committee:

- Consult the *Guide to Advancement*, section 7, with special attention to topics 7.0.4.6 through 7.0.4.11.
- Gather information that may help the council advancement committee to understand what has happened. This could include items such as advertisements or brochures, schedules, any required workbooks or worksheets, or other documentation of the questionable processes or procedures.

Merit badge(s) _____ Instructor _____ Date(s) of instruction _____
 Event title (if applicable) _____ Sponsor _____
 Location _____ City _____ State _____

Method of merit badge instruction:

☐ Individual counselor instruction ☐ Summer camp ☐ Merit badge fair/clinic ☐ Outside organization ☐ Other: _____

Nature of concern (check all that apply):

- ☐ The merit badge counselor is not registered with the BSA.
- ☐ The merit badge counselor is not approved by the council advancement committee.
- ☐ The merit badge counselor did not ensure that each Scout actually and personally completed requirements.
- ☐ Requirements that could not have been completed were signed off.
- ☐ Requirements as written were changed or not used.
- ☐ The Scout was at the event but did not attend class.
- ☐ The Scout was signed off for a merit badge but did not attend the event.
- ☐ An outside organization, business, or individual generated a profit from presenting merit badges.
- ☐ An outside organization, business, or unaffiliated individual presented merit badge opportunities without permission from the BSA.
- ☐ An outside organization, business, or unaffiliated individual used the BSA brand, trade names, protected images, or logos without permission.
- ☐ Other: _____

Statement of facts and concerns. Use additional sheets, if required. Include any comments on steps taken to resolve the issue.

Guide to Advancement topic number related to questionable process or procedure (required): (For example, 7.0.4.6, 7.0.4.7, etc.)

Contact person (should the council advancement committee need more information):

☐ Event coordinator ☐ Camp director ☐ Merit badge counselor ☐ Other: _____

Name _____

Phone _____ Email _____

Have you previously reported this event or counselor? ☐ No ☐ Yes; approximate date of previous report: _____

Submitted by: (*Required)

Name* _____ District _____ Unit _____ Phone* _____

Scouting position _____ Email* _____

The information presented is correct to the best of my knowledge.

Signature _____ Date _____

Council advancement committee notes

Received by _____ Date _____



BOY SCOUTS OF AMERICA®

512-800
2021 Revision

Adult Leader Training

**There will be some great opportunities to become
FULLY TRAINED!**



Due to the overwhelming success of adult training at our GGAC Summer Resident Camps, the Council Training Committee will be providing a selection of adult leader courses. Leaders will have the opportunity to participate in one or all of the following courses:

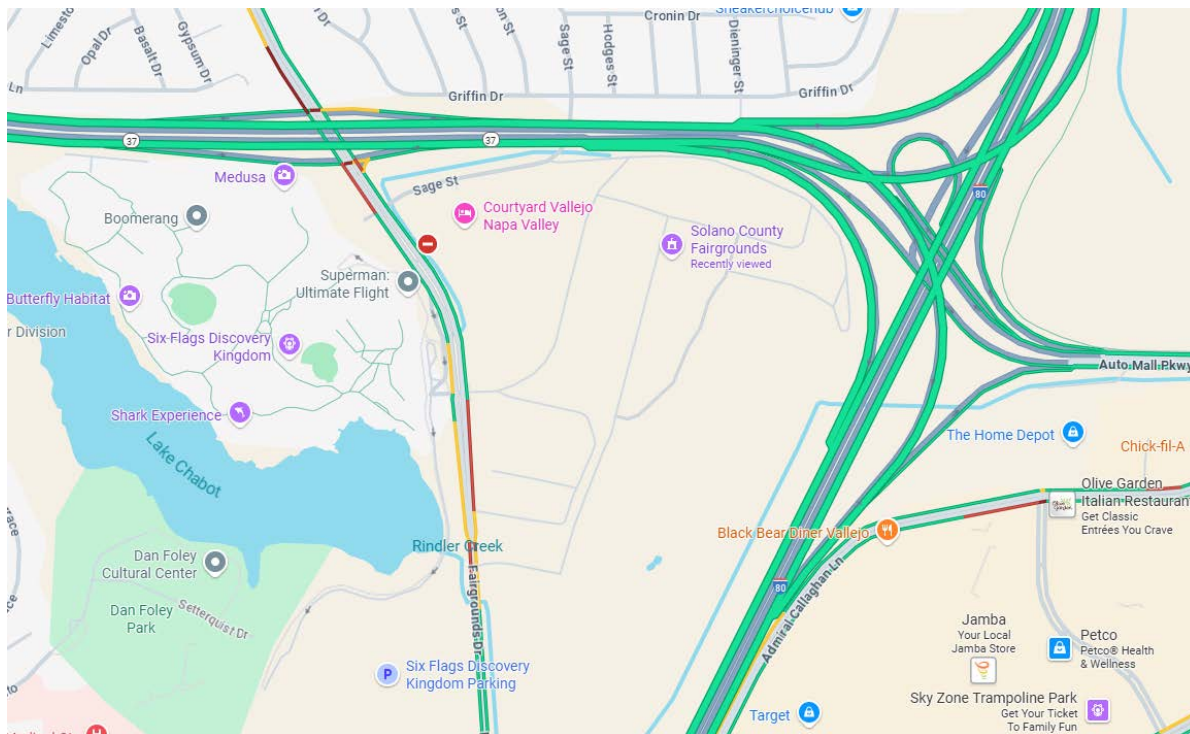
**Scoutmaster Specific
Troop Committee Challenge
Merit Badge Counselor Training**

There is no additional fee for any of these courses. Don't miss out on this opportunity to complete required training while you are at NorCal Advance-o-Rama.

Participants in SM Specific Training should bring the Scoutmaster Handbook & their own copy of the Scout Handbook & the Troop Committee Guide for reference.

Please SIGN-UP your Adults when completing your Unit's Registration for Merit Badges and Trail to First Class activities, so we know interest ahead of time!

Maps to Fairgrounds and Driving Directions



Address: 900 Fairgrounds Drive, Vallejo, CA 94589

From San Jose, Oakland, Fremont...

- Highway 80 North over the Alfred Zampa Memorial Bridge (Toll Direction)
- Take Exit 33 for CA-37 toward Napa.
- Take Exit 20 for Fairgrounds Drive.
- Use left 2 lanes to turn onto Fairgrounds Drive.
- Go 0.4 miles. Entrance is on your left.

From Concord, Pleasanton...

- Highway 680 North over Benecia Bridge (Toll Direction)
- Take I-780 West.
- Take Exit 1B toward Sacramento
- Merge onto I-80 East
- Take Exit 33 for CA-37 toward Napa.
- Take Exit 20 for Fairgrounds Drive.
- Use left 2 lanes to turn onto Fairgrounds Drive.
- Go 0.4 miles. Entrance is on your left.

From Sacramento...

- Highway 80 West
- Take Exit 33B towards Novato/San Rafael
- Take Exit 20 for Fairgrounds Drive.
- Use left 2 lanes to turn onto Fairgrounds Drive.
- Go 0.4 miles. Entrance is on your left.

From Santa Rosa...

- Highway 101 South
- CA-116 E/Lakeville St.
- Left onto CA-37 and follow the signs for Vallejo.
- Take Exit 20 (Right) towards Fairgrounds Drive.
- Go 0.4 miles. Entrance is on your left.

From Brentwood, Oakley, Antioch...

- Highway 4 West
- I-680 North over the Benecia Bridge (Toll Direction)
- Take I-780 West.
- Take Exit 1B toward Sacramento
- Merge onto I-80 East
- Take Exit 33 for CA-37 toward Napa.
- Take Exit 20 for Fairgrounds Drive.
- Use left 2 lanes to turn onto Fairgrounds Drive.
- Go 0.4 miles. Entrance is on your left.

From the Peninsula (San Mateo, San Francisco...)

- Highway 101 North
- Keep Right onto I-80 E (Bay Bridge/Oakland)
- I-80 N (Vallejo, Sacramento) over the Alfred Zampa Memorial Bridge (Toll Direction)
- Take Exit 33 for CA-37 toward Napa.
- Take Exit 20 for Fairgrounds Drive.
- Use left 2 lanes to turn onto Fairgrounds Drive.
- Go 0.4 miles. Entrance is on your left.