

## Scout Advancement Weekend Survey

As we prepare for the Fifth Annual Scout Advancement Weekend, we would like to get your input regarding dates and the type of merit badges, belt loops & pins, and adult training you would like for us to offer. Please take a few minutes to answer the following questions. Thank you for your time.

- 1) Which weekend works best for you? Please circle one.  
March 28-30            or            April 4-6

- 2) Which of the following merit badges would you like for us to offer?  
Please check all that apply.

### Required

- Camping
- Citizenship in the Community
- Citizenship in the Nation
- Citizenship in the World
- Communications
- Cycling    Hiking    Swimming
- Emergency Preparedness
- Environmental Science
- Family Life
- First Aid    Lifesaving
- Personal Fitness
- Personal Management

### Electives

- American Business
- American Labor
- Architecture
- Astronomy
- Aviation
- Chemistry
- Computers
- Electricity
- Entrepreneurship
- Fingerprinting
- Geology
- Graphic Arts
- Law
- Medicine
- Music
- Orienteering
- Pioneering
- Safety
- Salesmanship
- Space Exploration
- Surveying
- Traffic Safety
- Weather

3) Which of the following belt loops and pins would you like for us to offer? Please check all that apply.

Academics

- Art
- Astronomy
- Chess
- Citizenship
- Collecting
- Communicating
- Computers
- Geography
- Geology
- Heritages
- Language and Culture
- Maps and Compass
- Mathematics
- Music
- Science
- Weather
- Wildlife Conservation

Sports

- Badminton
- Baseball
- Basketball
- Fishing
- Flag Football
- Golf
- Gymnastics
- Marbles
- Physical Fitness
- Soccer
- Softball
- Table Tennis
- Tennis
- Ultimate
- Volleyball

4) Which of the following training for adults would you like for us to offer? Please check all that apply.

- Baloo (Basic Adult Leader Outdoor Orientation) 6-8 hours
- Boy Scout Leader Outdoor Training 2 days
- BSA Family Award/Family Activity Program 1 hour
- Campmaster/Wagonmaster Training 6 hours
- Cub Scout Leader Specific 4 hours
- Family Camping Orientation 2 hours
- New Leader Essentials 2-3 hours
- Scoutmaster/Assistant Scoutmaster Specific 4-6 hours
- Troop/Crew Committee 2 hours
- Venture Leader Specific 3-5 hours
- Youth Protection 2-3 hours

Comments: