



WashJam 2016

Advancement Program Guide

Advancement Pre-requisites, Class Schedules

Revised 8/9/16

The purpose of this document is to identify those **merit badge** and **Trail To First Class** offerings at WashJam which require advanced signups, or prerequisites to be completed prior to coming to WashJam. Some badges you will be able to complete in their entirety at WashJam, others will require 'homework' to get a completion.

Scouts wishing to get credit for merit badges must bring their own blue cards, signed by their Scoutmaster.

Check in for Merit Badge Class Reservations will be at the Staff Dining Tent at 8:00 PM on Thursday, August 25th.

The Land of Advancement

Advancement skills and merit badges are the focus in the Advancement themed area. Build a lashing project, raise a signal tower, take the Trail to First Class, show off the skills you have learned or come learn a skill that will help you get to First Class. Our merit badge midway offers a wide variety of topics to choose from, including Soil and Water Conservation, Fish & Wildlife, Insect Study, Photography, Nature, Chess, Radio, Coin and Stamp Collecting Pioneering and more.

Most merit badges in the Land of Advancement are 'walk up' with no advance registration required, however please check the section below to confirm this for each badge you are interested in taking, as some do require advance registration and prerequisites to complete the badge at WashJam.

Certain classes will have online registration, beginning on August 1, 2016, and the others will require you to sign up in person, on Thursday, August 25th at 8:00 PM, at the Staff Dining Hall. Instructions for online signup for STEM classes will be emailed to registered attendees who have paid their fees.

Trail To First Class

The Trail To First Class area will feature all of the essential skills needed to advance to the First Class Rank. See the detailed listing of available classes in that section. Classes are drop-in only. Bring your Scout handbook to class.

STEM@WashJam Merit Badge Class Guidelines

- Boy Scouts should download appropriate worksheets if they require merit badge credit.
- Boy Scouts should bring blue cards for instructors to sign-off. (Instructors, sign-off only on the things you teach).
- Blue cards will be available at the Scout Shop tent at WashJam.
- All of the courses provide partial credit for Scouts at WashJam. It will be the responsibility of the Scouts and their respective units to see that the courses are completed in its entirety for appropriate credit.
- Rocket Science classes restricted to Scouts 12 years or older only because of safety issues. Rockets and engines will be provided as part of the class.
- Code Campers bring your Wi-Fi enabled laptops. PC's and Mac's are OK. Tablets are not.
- For security purposes, please make arrangements with adult leaders to stow your computers in secure areas when not in use. Make sure your name, home telephone and address are tagged on your devices. Make sure your laptop has some sort of protective sleeve or within a backpack as it is very dusty at the campsite. Dust and computers do not go well. Bring canned air just in case.
- All STEM Merit Badge classes require registration. No drop-ins will be allowed. Classes are expected to fill up quickly. We will maintain a waiting list for each class, so plan to show up at the class time if you are on a waiting list, to see if there are any no-shows.

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Aquatics Adventure Area

What is available?

The Aquatics area will be a combination of various boating opportunities and boating safety information as well as a swim area with American Red Cross certified lifeguards. We are coordinating a joint effort with the Trail to First Class to provide opportunities to complete the water-related requirements as well.

How do I sign up?

Participants will sign up for Aquatics Adventure activities as the bus depot located in main camp. The only way to get access the waterfront is by Bus with a bus ticket. NO participants will be allowed to drive to the site.

How long can I participate?

Each of the waterfront activities last one hour with additional travel time each way on a bus ride to the waterfront location with the exception of the beginner sailing class and the trail to first class which are 2-hour time blocks.

Are there age requirements?

Children who are cub scout age and under must have an adult accompany them on the bus and at the waterfront (5th grade and below). Boy Scout patrols and older Girl scout troops may ride the bus together, but are encouraged to have an adult leader present.

What is required?

Following the BSA guidelines, the following activities have safety requirements:

Kayaks: 1 person per boat. Must have passed the BSA "Swimmer" test.

Canoes: 2-3 people per boat. Must have one skilled adult, or two "Swimmers" to control the boat. Riders must be comfortable submerging in deep water while wearing a lifejacket.

Sailboats: 1-2 people per boat. Must have one skilled adult, or skilled "Swimmer" per boat. Riders must be comfortable submerging in deep water while wearing lifejacket.

Swimming: Non-swimmers, beginners and Swimmers are welcome to visit our swim area.

Land of Advancement Merit Badges

American Heritage Merit Badge

Taught by John Strand

Registration not required

Located in the Civil War Reenactor Camp

Talk with reenactors from the Civil War, speak to General Grant or General Lee and complete requirements for the American Heritage merit badge.

Archery Merit Badge

Taught by Lee Graw

Register Via Email

Located at the Boy Scout Archery Range

The WashJam Boy Scout Archery Range will offer scouts an opportunity to earn the coveted ARCHERY MERIT BADGE!!

Register Via Email: Scouts who intend to complete the Archery Merit Badge at WashJam should **email their intention** to Dr. LeRoy H. Graw at Latingraw@aol.com. Their email should also include whether or not they will attend the setup on August 25th. Their email can also include questions, if any.

Scouts who help staff set up the range on Thursday August 25th will be given credit for Archery Merit Badge requirements 1 and 4. Scouts will need to report to the Scout Archery Range not later than 1PM on the 25th.

A special firing point will be set aside specifically for those scouts who wish to qualify. The Scout Merit Badge Round will be used for qualification. This round will require the scout to use a compound bow or recurve bow.

Scouts with a compound bow will shoot at an 80-centimeter (32-inch) five-color target and using the 10 scoring regions, make a minimum score of 160. They must accomplish this in the following manner: Shoot 15 arrows in five-arrow ends, at a distance of 10 yards AND Shoot 15 arrows in five-arrow ends, at a distance of 15 yards. Scouts with a recurve bow will shoot all 30 arrows at the same size target from a distance of 10 yards. Recurve shooters must score a minimum of 150.

Compound and recurve bows will be provided, but the scout may bring his own bow and arrows to the range. Scouts should also bring their "Blue Card" signed by their Scoutmaster with as many of the first four merit badge requirements as they can complete prior to arriving at WashJam. Those scouts with no requirements completed prior to WashJam will be permitted to complete them during WashJam.

The archery staff at WashJam will have an archery string jig and a serving tool jig available for completion of requirement 3c. It is recommended scouts bring with them a spool of B50 Bowstring Material 1/4lb Dacron in their choice of colors along with Premium # 4 Nylon Twisted Bowstring serving material in their choice of colors. These are both available at Great Northwest Archery Pro Shop at Skookum Archery in Puyallup. They are also available on Ebay.

I recommend scouts go on YouTube to <https://www.youtube.com/watch?v=J1W7ioaXu2k> to watch the video on endless loop string-making.

If they want to make their own jig, they can again go to YouTube to watch https://www.youtube.com/watch?v=U9u_ysgEUJU

A good serving video can be found at <https://www.youtube.com/watch?v=50TF2sM-1UQ>

Another excellent video on serving is found at <https://www.youtube.com/watch?v=0hwQiKAWI2k>

Chess Merit Badge

Taught by William Rogers

Registration not required

Located in the STEM@WashJam area, under the shade tent.

Coin Collecting Merit Badge

Taught by Kevin Charboneau

Registration not required

Located in the Land of Advancement

First Aid Merit Badge

Taught by Natina Dudley

Registration not required

Located in the Land of Advancement

Prerequisites:

Scouts wishing to complete this merit badge must complete item 2d (prepare and show a first aid kit for home). They should have their scout books to show they have met TF, 2nd, & 1st first aid requirements (item #1).

Fly Fishing Merit Badge

Taught by by Puget Sound Fly Fishers and Washington State Council of the International Federation of Fly Fishers: Robert Gerlach & John Brett

Registration on site

Located in the Land of Adventure

Intent: It is our intent to help Scouts earn portions of this Merit Badge

1. Casting to a target at 30 feet
2. Roll Casting to a target at 30 feet
3. Tying flies
4. Tying knots
5. Bug identification

There will be two 2 hour sessions on Friday and Saturday. 9:00 AM to 11:00 AM and 1:00 PM to 3:00 PM.

A total of 24 Scouts per session.

The rest of the time is available for walk up introduction to Fly Fishing with hands on participation

Sign up is required for 2 hour sessions.

Game Design Merit Badge

Taught by Ken Cassady

Registration not required

Location: Land of Advancement

Please bring the merit badge worksheet for Game Design, blue card and a pencil or two. If you started a game please bring that as well if you can. We try to playtest any game brought. I will run a class every other hour for about 15 scouts covering sections 1-4 and possibly 8b. Then, in the off hour, we will playtest games and I will answer questions about game design covering sections 5-7. I expect to only give partials for this Merit Badge as Game Design has many steps involved.

FAQ - No, I will not be teaching scouts how to program so they may write their first console/PC/Phone game. If the scout has written a computer game or some portion of it I can review it with them. I have no power at my station so bring your device charged up and only plan to display your game.

Search & Rescue Merit Badge

Taught by Kara Barnett

Registration on site

Located in the Survival Challenge area

Prerequisites:

Scouts wishing to take the search and Rescue merit badge must complete requirements 4, 5 and 10, and take the FEMA online training course: **Introduction To Incident Command System IS-100.B** and bring a copy of the completion certificate to WashJam.

Prerequisite Requirements:

4. Find out who in your area has authority for search and rescue and what their responsibilities are. Discuss this with your counselor, and explain the official duties of a search and rescue team.

5. Working with your counselor, become familiar with the Incident Command System. You may use any combination of resource materials, such as printed or online. <https://training.fema.gov/is/courseoverview.aspx?code=IS-100.b>

10. Find out about three career or volunteer opportunities in search and rescue. Pick one and find out the education, training, and experience required for this professional or volunteer position. Discuss this with your counselor, and explain why this position might interest you.

Stamp Collecting Merit Badge

Taught by Dick Keiser

Registration not required

Located in the Land of Advancement

Welding Merit Badge

Taught by Brodie Knight

Registration not required

Located in the Land of Advancement

Try your skill at welding with a real welder! Learn the basic skills of welding with an innershield wire feed welder, and practice welding on steel test plates.

Wilderness Survival Merit Badge

Taught by Aaron Rollins

Registration on site

Located in the Survival Challenge area

The majority of this badge will be earned on site in an 'open program' format, however Scouts must complete requirement #5 at home, and bring it with them: 5. Put together a personal survival kit and explain how each item in it could be useful.

The Scouts will construct a survival shelter from natural materials, and sleep in the shelter on Friday evening. Adult leaders or parents will be required to accompany the Scouts, to maintain an adequate ratio of youth to adults on the overnight sleepover.

Link to Wilderness Survival Merit Badge Requirements:
http://meritbadge.org/wiki/index.php/Wilderness_Survival

Trail To First Class

The following trail to First Class skills will be taught at WashJam. Please bring your Scout handbooks to class.

Trail to First Class is located in the Land of Adventure

Outdoor Skills

- Fire Building
- Use of Camp Stoves
- Dutch Oven Cooking
- Cooking and Food Safety
- Knife and Axe – Totin’ Chip
- Poisonous Plants
- Plant and Animal Identification
- Hiking Rules & Buddy System
- Knot Tying
- Pioneering/lashings/camp gadgets
- Map and Compass
- Orienteering
- Outdoor Code/Leave No Trace
- Extreme Weather Prep
- Ten Essentials

- Clothing
- Boots and Footwear
- Survival Gear

Health & Safety

- Personal Safety Protection (3 R’s)
- Drug & Alcohol Abuse Prevention
- Personal Finance/Money Management
- First Aid
- Flag Handling
- Personal Fitness
- EDGE Method

Aquatics

- Safe Swim/Swimming Test
- Safe Trip Afloat

STEM@WashJam Merit Badges

Code Camps / Programming Merit Badge

Taught by Coding with Kids <http://www.codingwithkids.com>

Register Online

Located in the STEM@WashJam area

Cub Scouts/Brownies Introduction to Coding: a beginning/intermediate curriculum designed to teach students basic programming concepts using block based coding on Code.org

Boy Scouts/Girl Scouts/Venturers – A beginning/intermediate curriculum teaching an introduction to Python and turtle graphics using Trinket.io. Python is the state of the art coding and is the easy-to-learn language behind Google and YouTube.

Visual block programming will allow beginners to begin creating files that can be ported to and further modified with Python. Intermediate users will be supported as they jump right into text based programming with the Python language.

Cub Scouts – Introduction to Coding – 9:00am to 10:15 am – Friday/Sat. - 24 seats

B/G/V Scouts – Introduction to Python – 10:30am to 11:45am – F/S – 24 seats

B/G/V Scouts – Introduction to Python – 100pm to 2:15pm – F/S – 24 seats

B/G/V Scouts – Introduction to Python – 230pm to 3:45pm – F/S – 24 seats

B/G/V Scouts – Introduction to Python – 400pm to 530pm – F/S – 24 seats

Fulfills some STEM/NOVA requirements in “Designed to Crunch” and Supernova requirements.

Advance reading for older Scouts (Boys & Girls): <https://www.python.org/>

Parents of Cub Scouts, review: <https://studio.code.org/>

Girl Scouts advance reading: <http://blog.girlscouts.org/2014/06/girl-scouts-and-google-inspire-girls-to.html>

Boy Scouts/Venturers worksheet: <http://usscouts.org/mb/worksheets/programming.pdf>

Space Exploration Merit Badge / Rocket Science

Taught by Scouter Jim Pommert

Register Online

Located in the STEM@WashJam area

Design, build and launch model rockets. Limited to Scouts age 12 or older because of safety requirements.

Requirements 3 a-i will be completed at WashJam for the Space Exploration merit badge.

Sign up for scheduled classes are required.

Build Times

900am-950am – Group 1 – F/S - 10 seats

1000am-1050am – Group 2 – F/S – 10 seats

1100am -1150am – Group 3 – F/S – 10 seats

1230pm – 125pm – Group 4 – F/S – 10 seats

130pm – 2;25 pm – Group 5 – F/S – 10 seats

Fulfills some STEM/NOVA requirements in “Shoot, Start Your Engines” and “Designed to Crunch.” Partially fulfills space exploration merit badge.

Boy Scouts/Venturers worksheet: <http://usscouts.org/mb/worksheets/Space-Exploration.pdf>

Launch Times – Washjam Spaceport

All students gather for launches

300pm-500pm – F/S – Washjam Spaceport

Robot Garage / Robotics Merit Badge

Taught by Museum of Flight <https://www.museumofflight.org>

Register Online

Located in the STEM@WashJam area

Participants work with robotics kits, usually trying to construct a rover. We will have 4-5 building stations available.

900am – 1000am – Group 1 – F/S – 20 seats

1030am – 1130am – Group 2 – F/S – 20 seats

Partially fulfills Robotics merit badge

Boy Scouts/Venturers worksheet: <http://www.usscouts.org/mb/worksheets/Robotics.pdf>

Girl Scouts: http://robotics.nasa.gov/students/features/girl_scouts.php

Geocaching

Taught by Randy Smith

Registration not required

Located in the STEM@WashJam area

Come learn about Geocaching, the high-tech treasure hunt. See if you can locate containers hidden around the Jamboree site using only a handheld GPS receiver, coordinates, and description. We encourage you bring your own GPS receiver if you have one. There will be a limited number of GPS units available for use on a first come, first serve bases. A valid driver’s license is required to checkout a GPS unit.

Geocaching Merit Badge

Taught by Randy Smith, Mike Suelzle and Team

Registration on site

Located in the STEM Technology area

We will cover the basics of Geocaching including the use of a handheld GPS, discuss the terms in Geocaching and provide a fun Geocaching course where you can venture out around the Jamboree site and find all our caches. We encourage you bring your own GPS receiver if you have one. There will be a limited number of GPS units available for use on a first come, first serve bases. A valid driver’s license is required to checkout a GPS unit.

Classes will focus on a subset of requirements 1-6 as time permits, with time reserved to address individual needs. Requirements 7, 8, and 9 may be discussed but not completed as they require Internet access, time and planning, and availability of real geocaches. Scouts should complete requirement 7 prior to WashJam and will benefit most from the

class if they have already successfully found some geocaches. Prior familiarity with GPS and compass is beneficial, but not required."

900am – 1030am – Group 1 – F/S – 20 seats
1100am – 1230pm – Group 2 – F/S – 20 seats
100pm – 230pm – Group 3 – F/S – 20 seats
300pm – 430pm – Group 4 – F/S – 20 seats

Partially fulfills Geocaching merit badge

Boy Scouts/Venturers worksheet: <http://usscouts.org/mb/worksheets/Geocaching.pdf>

Girl Scouts: http://www.geocaching.com/articles/education/Adventure_Kit_Girl_Scouts.pdf

Automotive Engineering Merit Badge

Taught by America's Car Museum (<https://www.americascarmuseum.org/>)

Register Online

Located in the STEM@WashJam area

An ounce of prevention is worth a pound of cure. Completing a weekly automotive maintenance check can prevent costly and damaging problems down the road. Assist with an inspection of the fluid levels, fuse box, belts/hoses, lighting, air filter, tire tread/pressure, wiper blades, and battery terminals. In addition, learn about important vehicle safety features and emergency supplies that you should keep in your car at all times.

This fulfills requirements 1 and 2 for the Boy Scouts Automotive Maintenance Merit Badge (which be count towards the NOVA "Start Your Engines!" Award). This also fulfills Step 1 for the Girl Scout Car Care Badge.

900am-950am – Group 1 – Friday (August 26)/Saturday(August 27) – 10 seats
1000am-1050am – Group 2 – F/S – 10 seats
1100am – 1150am – Group 3 – F/S – 10 seats
100pm -150pm – Group 4 – F/S – 10 seats
200pm – 250pm – Group 5 – F/S – 10 seats
300pm – 350pm – Group 6 – F/S – 10 seats

Science Lab

Taught by Darlene Munson, WSU STEM Advisor

Register Online

Located in the STEM@WashJam area

STEM doing three different experiments focus on "No New Water": Helpful Hydrogels – youth explore a new superabsorbent polymer called hydrogels that help conserve water in our own backyards. Why is water quality important – youth will participate in an experiment on how carbon dioxide builds up! How STEM can help clean up toxic spill on a beach!

900am-950am – Group 1 – F/S – 20 seats
1000am-1050am – Group 2 – F/S – 20 seats
1100am – 1150am – Group 3 – F/S – 20 seats
100pm -150pm – Group 4 – F/S – 20 seats
200pm – 250pm – Group 5 – F/S – 20 seats
300pm – 350pm – Group 6 – F/S – 20 seats

Partially fulfills some STEM/NOVA requirements in “Shoot” and “Whoosh” and some Supernova requirements.

Environmental Science Merit Badge

Taught by Scouter Rick Leon

Register Online

Located in the STEM@WashJam area

Environmental Science is an option for Eagle rank for Boy Scouts.

900am-950am – Group 1 – F/S – 20 seats

1000am-1050am – Group 2 – F/S – 20 seats

1100am – 1150am – Group 3 – F/S – 20 seats

Each of the 3 morning sessions will cover requirement 4 (Outdoor Survey Study Area, option A), and requirement 6 (Career Opportunities in Environmental Science). In the afternoon, there will be 2 walk-in afternoon sessions from 1:00-2:30PM and 2:45-4:00PM where independent work will be reviewed and various topics such as Requirement 5, Environmental Impact Statement, will be discussed.

Partially fulfills Environmental Science merit badge

Boy Scouts/Venturers worksheet: https://meritbadge.org/wiki/images/3/3a/Environmental_Science.pdf

Digital Photography Merit Badge

Taught by Scouter Darel Roa

Register Online

Located in the STEM@WashJam area

Learn how to take better pictures with your camera phone or digital SLR. Document activities at Washjam and produce a slide show of the day’s activities.

900am-950am – Group 1 – F/S – 20 seats

1000am-1050am – Group 2 – F/S – 20 seats

Partially fulfills Photography merit badge

Boy Scouts/Venturers worksheet: <http://usscouts.org/mb/worksheets/Photography.pdf>

Prerequisites: The following requirements must be done at home:

6. Describe how software allows you to enhance your photograph after it is taken. Select a photo you have taken, then do ONE of the following, and share what you have done with your counselor.
 - a. Crop your photograph.
 - b. Adjust the exposure or make a color correction.
 - c. Show another way you could improve your picture for impact.
7. Using images other than those created for requirements 4, 5 or 6, produce a visual story to document an event to photograph OR choose a topic that interests you to photograph. Do the following:
 - a. Plan the images you need to photograph for your photo story.

- b. Share your plan with your counselor, and get your counselor's input and approval before you proceed.
 - c. Select eight to 12 images that best tell your story. Arrange your images in order and mount the prints on a poster board, OR create an electronic presentation. Share your visual story with your counselor.
8. Identify three career opportunities in photography. Pick one and explain to your counselor how to prepare for such a career. Discuss what education and training are required, and why this profession might interest you.

<http://meritbadge.org/wiki/index.php/Photography>

Digital Technology

Taught by Scouter Mark Woodman

Register Online

Located in the STEM@WashJam area

Cyber Chip for all Scouts in the STEM/NOVA program; also how to protect your data and to keep your devices from getting hacked.

900am-950am – Group 1 – Friday Only – 20 seats

1000am-1050am – Group 2 – Friday Only – 20 seats

1100am – 1150am – Group 3 – Friday Only – 20 seats

Includes required CyberChip coursework: <http://www.scouting.org/cyberchip.aspx>

Partial fulfillment of Digital Technology merit badge

https://meritbadge.org/wiki/images/d/d2/Digital_Technology.pdf

Disaster Prep for Scouts

Taught by Washington State Department of Emergency Management

<http://mil.wa.gov/emergency-management-division>

Register Online

Located in the STEM@WashJam area

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

900am-950am – Group 1 – F/S – 20 seats

1000am-1050am – Group 2 – F/S – 20 seats

1100am – 1150am – Group 3 – F/S – 20 seats

Eagle Option merit badge.

Partial fulfillment of Emergency Preparedness merit badge.

http://meritbadge.org/wiki/images/archive/2/26/20090427192434!Emergency_Preparedness.pdf

Advance reading:

Map your neighborhood. <http://mil.wa.gov/emergency-management-division/preparedness/map-your-neighborhood>

Watch the videos: <https://www.youtube.com/playlist?list=PLA218D92E24E04C53>

Disaster Prep for Adults

Taught by Washington State Department of Emergency Management

<http://mil.wa.gov/emergency-management-division>

Register Online

Located in the STEM@WashJam area

Ideas for teaching Disaster Prep for your units.

100pm -150pm – Group 4 – F/S – 20 seats

200pm – 250pm – Group 5 – F/S – 20 seats

300pm – 350pm – Group 6 – F/S – 20 seats

Advance reading:

Map your neighborhood. <http://mil.wa.gov/emergency-management-division/preparedness/map-your-neighborhood>

and <http://mil.wa.gov/preparedness/>

Watch the videos: <https://www.youtube.com/playlist?list=PLA218D92E24E04C53>

Ham Radio / Radio Merit Badge

Taught by Lake Washington Ham Club and Woodinville ARES Group

Register Online

Located in the STEM@WashJam area

We will have four activities:

- 1) **Radio merit badge.** Boy Scouts can complete and earn the merit badge. Require 90 minutes.
- 2) **FCC Technician's Exam Study Group.** Cub Scouts, Boys Scouts, Girl Scouts, and adults can receive some help studying for the FCC Technician's exam. 90 minutes
- 3) **FCC Ham Radio Exam:** \$15 Open to everyone. Come and try to pass your FCC exam. You need to study before attending WashJam. We recommend the book Ham Radio School (written by a scout master) or hamtestonline.com or both.
- 4) **Ham Radio Demo:** Stop by for a few minutes to learn a bit about ham radio.

900am-1030am – Group 1 Merit Badge – F/S – 20 seats

1030am-noon – Group 2 Merit Badge – F/S – 20 seats

1230pm – 200pm – Exam Study Group – F/S – 20 seats

200pm- 400pm –F/S – Ham Radio License Testing

Morning classes involve radio merit badge.

<http://usscouts.org/mb/worksheets/Radio.pdf>

Afternoon testing for Ham Radio License

Prior study required. We recommend the book Ham Radio School (written by a Scoutmaster for Scouts)

or hamradiotestonline.com or both. *There will be a \$15 charge for taking the exam.*

Special Ham Radio Offers:

1 – We have a sponsor (Monte L. Simpson from the ARRL) who has offered to donate a Yaesu VX6R tri-band ham radio (about a \$240 value) to the youngest scout who gets awarded their license at WashJam.

2 – We also have another sponsor (Woodinville ARES group) who has offered to pay the \$15 per candidate fee for any WashJam boy, cub, or girl scout who wants to get their ham license at WashJam. Adult leaders and others must pay the \$15 fee. We still strongly recommend the exam study group prior to exam session for those scouts seriously interested in getting their ham radio license.