

## Carpentry

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Requirements were **REINTRODUCED** effective **January 1 - December 31, 2010 ONLY.**

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This Historic Merit Badge can be earned only during calendar year 2010, in honor of the 100th anniversary of the Boy Scouts of America.

It was first offered in 1911 and discontinued in 1952.

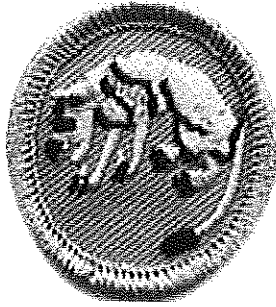
The basics of the 2010 **Historical Merit Badge** program include:

- The merit badges will closely resemble the original designs of the merit badges with the exception of the borders. The borders will be embroidered with a shiny gold thread that will be immediately identifiable as a 2010 **Historical Merit Badge**. (The badge displayed above shows the original design, not the one which will be used in 2010.)
- The original merit badge requirements will be used wherever possible. Exceptions will be made when current safety or social standards dictate. Adaptations can also be made for special needs Scouts.
- The merit badges will count for towards a boy's rank advancement.
- Work on the badges is not to commence prior to January 1, 2010 and is to be finished no later than December 31, 2010.
- The Supply Division will not create or reprint pamphlets for the merit badges. Any and all material will be posted to a special section of the 100th Anniversary web site that can be accessed by the interested boys and their merit badge counselors.

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### Requirements:

1. Demonstrate the use of the rule, square, level, plumb-line, miter, 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.



# Tracking

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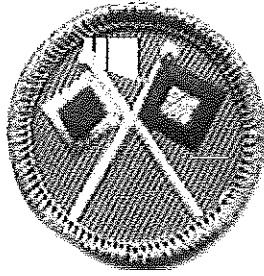
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## Requirements:

1. Demonstrate by means of a stalking game or otherwise, ability to stalk skillfully in shelter and wind, etc., 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 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 in which they were going, and their gait or speed. Give names of animals or birds trailed, their direction of travel, and describe gait and speed.
4. Submit evidence the 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 a clear photograph of:

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|---|----------|
| a. Live bird away from nest   | 4 points |
| b. Live woodchuck or smaller wild animal  | 3 points |
| c. Live wild animal larger than woodchuck   | 4 points |
| d. Live bird on nest  | 3 points |
| e. Tracks of live wild animal or bird   | 2 points |
| f. Make satisfactory plaster cast of wild animal or bird tracks with identification imprint on back of each | 2 points |



# Signaling

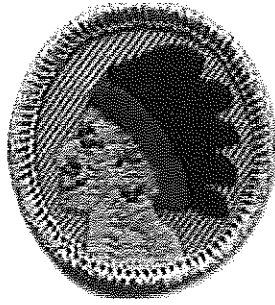
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## Requirements:

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



# Pathfinding

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## Requirements:

1. Demonstrate a general knowledge of the district within a three-mile radius of the local Scout Headquarters, or his house so as to be able to guide people at any time day or night to points within this area.
2. Know the population of the five principal neighboring towns and cities as selected by his Guide or Counselor. Demonstrate direction for reaching them from Scout Headquarters or his house.
3. If in the country, know the breeds of horses, cattle, sheep and hogs owned on the five neighboring farms; if in the city, demonstrate directions to tourist camp and to five places for purchasing food supplies.
4. Demonstrate how to direct tourists from his home to gas, oil, tire, and general auto repair.
5. Give telephone number, if any, and directions for reaching the nearest police station, fire-fighting apparatus, Court House or Municipal Building, the nearest Country Farm Agent's office, doctor, veterinarian and hospital.
6. Know something of the history of his community and the location of its principal places of interest and public buildings.
7. Submit a scale map, not necessarily drawn by himself, upon which he has personally indicated as much of the above-required information.