

*Boy Scout Troop 36*  
*Cahuenga District*

Fall 2011  
Merit Badge Midway  
Extravaganza

Sunday, October 30<sup>th</sup>  
1:00 pm – 6:00 pm

Temple Beth Hillel  
12326 Riverside Drive  
Valley Village, CA 91607

For Information:

Mark Cutler (818) 508-9442 [markjaycut@sbcglobal.net](mailto:markjaycut@sbcglobal.net)  
Claudio Sapir (818)521-3567 [raul-locksmith@sbcglobal.net](mailto:raul-locksmith@sbcglobal.net)

**Pre-registration will save time:**

**Cost:** \$5 per Scout

Send check or money order payable to BSA-Troop 36.  
c/o Larry Turner  
13245 Riverside Dr. Suite 330  
Sherman Oaks, CA 91423

Welcome to Boy Scout Troop 36, Cahuenga District, Merit Badge Midway. In the pages to follow you will find very useful information about our midway.

Each Scout is strongly **encouraged to contact the midway counselor** prior to the event. This event is designed to complete a merit badge, not to start one. Each Scout is expected to earn the merit badge.

Remember that you must have your Scoutmaster approve any badge you intend to work on. Each Scout is expected to provide:

- Signed Merit Badge cards (**BLUE CARD**)
- Updated Merit Badge books
- Writing Materials (Pen, pencil & Note Pad)

Scouts will be expected to arrive **in uniform** and have their (**blue**) merit badge cards signed by their scout leaders. All units should submit a **local tour permit** to their scout office.

For your convenience, Troop 36 - Valley Village will be providing a food concessions booth for you to purchase drinks, snacks, and various food items.

Thank you for joining us in our Midway efforts. We hope you will enjoy yourself, and take full advantage of the opportunities provided for you.

Cost of the event is \$5.00 per Scout in advance; \$5.00 at the door

- Make checks payable to: **BSA** - Troop 36 Send checks to:  
Larry Turner  
13245 Riverside Dr. Suite 330  
Sherman Oaks, CA 91423

### **Tear Off**

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Name: \_\_\_\_\_ Phone: \_\_\_\_\_ Unit #: \_\_\_\_\_

Address: \_\_\_\_\_

Council: \_\_\_\_\_ District: \_\_\_\_\_

Number of Scouts attending \_\_\_\_\_ @ \$5.00 each = Total Amount Paid: \$\_\_\_\_\_

Other Scouts names registering with this form: \_\_\_\_\_, \_\_\_\_\_,  
\_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_,  
\_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_.

**We will be holding three sessions:**

**Session 1 will be held from 1pm to 2pm.**

**Session 2 will be held from 2pm to 3pm.**

**Session 3 will be held from 4pm to 5pm.**

**Scouts must contact the Merit Badge Counselors who are conducting the badges they want to earn and make reservations.**

**Counselor Roster**

<b>Merit Badge</b>	<b>Name</b>	<b>Phone</b>	<b>Email</b>	<b>Time of Sessions</b>
American Business	Max Goldberg		<a href="mailto:max47@pacbell.net">max47@pacbell.net</a>	
Art	Sam Curland	818-521-7404		
Athletics	Joe Cottrell	818-943-4173	<a href="mailto:jcottrell@harperandtwo.com">jcottrell@harperandtwo.com</a>	1pm-2pm
Auto Mechanics	Jim Collins	818-518-7101		One session only 1:30pm
Cinematography	Andy Maltz		<a href="mailto:andymal@mindspring.com">andymal@mindspring.com</a>	
Citizenship in the Community**	Jean Kline	310-289-0132	<a href="mailto:jmklinecpa@aol.com">jmklinecpa@aol.com</a>	1:00pm-4:00pm
Citizenship in the Nation**	Kent Jacobsen	661-733-2660	<a href="mailto:qmcswkj@aol.com">qmcswkj@aol.com</a>	Sessions appx. every hour
Citizenship in the World**	Max Goldberg		<a href="mailto:max47@pacbell.net">max47@pacbell.net</a>	1:00pm – 3:00pm
Collections	Steve Hollander		<a href="mailto:steven.hollander@sbcglobal.net">steven.hollander@sbcglobal.net</a>	
Communications**	Ethan Reiff	818-458-3659	<a href="mailto:madguru@aol.com">madguru@aol.com</a>	1:30pm on
Computers	Robert Dean	818-988-4976	<a href="mailto:bruintuba@yahoo.com">bruintuba@yahoo.com</a>	on going
Disabilities Awareness	Simon Devilly	818-675-6863	<a href="mailto:Sdevilly@lausd.net">Sdevilly@lausd.net</a>	1pm-2:30pm, 3pm-4:30pm
Electronics	Hal Schloss	310-559-9638	<a href="mailto:scoutmaster@bhtroup360.org">scoutmaster@bhtroup360.org</a>	1pm - 2:30pm
Emergency Preparedness**	Joe Cottrell	818-943-4173	<a href="mailto:jcottrell@harperandtwo.com">jcottrell@harperandtwo.com</a>	4pm-5pm
Entrepreneurship	Max Goldberg		<a href="mailto:max47@pacbell.net">max47@pacbell.net</a>	
Family Life**	Joe Cottrell	818-943-4173	<a href="mailto:jcottrell@harperandtwo.com">jcottrell@harperandtwo.com</a>	3pm to 4pm
First Aid**	Jennifer Dean	Space Limited	<a href="mailto:jldeanrn@yahoo.com">jldeanrn@yahoo.com</a>	1pm to 5pm
Genealogy	Hal Schloss	310-559-9638	<a href="mailto:scoutmaster@bhtroup360.org">scoutmaster@bhtroup360.org</a>	3pm-4:30pm
Home Repairs	William Uphoff	818-895-2808	<a href="mailto:williamuphoff@hotmail.com">williamuphoff@hotmail.com</a>	1:30pm-5:00pm
Leatherwork	Wayne Shulman		<a href="mailto:gwayne@pacbell.net">gwayne@pacbell.net</a>	1pm Ongoing
Music	Brian Sapir	323-656-1738	<a href="mailto:briansapir89@gmail.com">briansapir89@gmail.com</a>	1pm to 2:30pm
Personal Management**	Mark Lampert	818-634-7733	<a href="mailto:marklampert@sbcglobal.net">marklampert@sbcglobal.net</a>	2:45pm-5pm
Photography	Mark Lampert	818-634-7733	<a href="mailto:marklampert@sbcglobal.net">marklampert@sbcglobal.net</a>	1:15pm-2:30pm
Public Speaking	Mark Cutler		<a href="mailto:markjaycut@sbcglobal.net">markjaycut@sbcglobal.net</a>	
Pulp and Paper	James Gibbons	C.818-517-2353	<a href="mailto:k9gold@mac.com">k9gold@mac.com</a>	
Reading	Steve Hollander		<a href="mailto:steven.hollander@sbcglobal.net">steven.hollander@sbcglobal.net</a>	Ongoing

Salesmanship	Joe Cottrell	818-943-4173	<a href="mailto:jcottrell@harperandtwo.com">jcottrell@harperandtwo.com</a>	1pm-2pm
Scholarship	Jodie Cooper		<a href="mailto:jcoopalla@aol.com">jcoopalla@aol.com</a>	2:45-4pm
Scuba Diving	Fred Brown	661-400-1595	<a href="mailto:divemasterdad@hotmail.com">divemasterdad@hotmail.com</a>	Ongoing
Skating	Jean Kline	310-289-0132	<a href="mailto:jeanmklinecpa@aol.com">jeanmklinecpa@aol.com</a>	4pm-5pm
Theater	Brian Sapir	323-656-1738	<a href="mailto:briansapir89@gmail.com">briansapir89@gmail.com</a>	3pm-4pm
Weather	Jodie Cooper		<a href="mailto:jcoopalla@aol.com">jcoopalla@aol.com</a>	1pm-2:30pm
Winter Sports	Elise Lampert	818-634-7733	<a href="mailto:eliselampert@sbcglobal.net">eliselampert@sbcglobal.net</a>	

## **\*\*Eagle Required**

**Please note that ADULT CPR will again be offered for a nominal fee of \$25**

## **MERIT BADGE PREREQUISITES**

### **American Business Merit Badge:**

Please read and do all of the requirements in the merit badge book. Please pay particular attention to:

- Requirement 3b requires that you monitor a stock for 3 months. You may begin the class at the midway and finish it after having kept this record for 3 months.
- Requirement 5 requires that you run a small business for 3 months. You may begin the class at the midway and finish it after having kept this record for 3 months.

### **Auto Mechanics:**

There will be one session with a maximum of 10 Scouts per session. Minimum age is 15 years of age.

### **Cinematography**

### **Citizenship in the Community:**

*Please attend this class only if you are prepared to discuss each requirement and have done the necessary work in advance. Please bring in and have completely read the current merit badge book. A maximum of 10 scouts per session first come, first served basis.*

**Requirement 2a:** bring in a map of your community with the required buildings highlighted or denoted in some manner. **Req. 5:** View movie/video and complete the question. **Requirement 7b:** bring in your research about a community organization.

**Requirement 7c:** bring in a letter certifying that you volunteered at least 8 hours of your time to a community organization, listing dates and hours volunteered. **Requirement 8:** bring in your completed presentation and be prepared to show it to the class

**Citizenship in the Nation:** This Merit Badge will be limited to 15 scouts. *Please do not sit for this merit badge unless you have read the merit badge book and have done all of the advance work called for in the book.* In addition, please make sure you have read the Declaration of Independence, the Constitution and the Bill of Rights. Time permitting, the class will repeat.

**Citizenship in the World:** Please do not try to earn this merit badge at the midway unless you have studied the merit badge handbook and are fully prepared to participate in a freewheeling, in-depth discussion of each requirement. Please do the following prerequisites before coming to the Merit Badge Midway, and be prepared to discuss every other requirement in the booklet:

Requirement 3b: Please select a country and in writing describe how geography, natural resources and climate are important in defining the country's economy and global partnerships with other countries.

Requirement 4 (we will do 4b and 4c) 4b: Please bring in the resource that you used to research this requirement.

Requirement 4c: Be prepared to discuss The United Nations and The World Court.

Requirements 7a and b: If you choose either of these items, please bring in documentation from the Internet or a foreign newspaper to show that you did the required research.

**Collections:** Bring the current merit badge book, and bring in your collection (or pictures if it is not practical to bring) Be prepared to discuss your collection (i.e. storage, care, cleaning, acquiring, displaying, etc.)

**Communications** are available online at <http://staff.hartdistrict.org/djd/meritbadges.htm>

**Computers:** Please do requirement 6, you are required to do three, and bring this work to the Midway. Please bring paper, a pen or pencil and the printed out work from requirement 6. Please do requirement 7. If you visit a business, be prepared to discuss. For the other options bring your printed work.

**Disabilities Awareness:** Bring a copy of an article, that you have read, about a person who has a disabilities and be prepared to discuss. Please write a paragraph about your article.

**Electronics:** Session limited to 15 Scouts. Scouts need to preregister with merit badge counselor. Scouts to complete the circuit required for requirement 4 ahead of time and bring it with them AND research requirement 6 in advance. It would also be useful to prepare the diagram for requirement 2a in advance.

**Emergency Preparedness:** Bring the current merit badge book  
First Aid Merit Badge is required  
Bring in Req. 2, Req. 3 & Req. 8 typed  
Show evidence of completing Req. #5

### **Entrepreneurship Merit Badge:**

Please read and do all of the requirements in the merit badge book. Please pay particular attention to:

- Requirement 4: Please prepare all of the information for this requirement in writing and bring it to the class.
- Requirement 6: Please be sure to bring this documentation to the class.

**Family Life:** Requirements 1, 2, 5, 8 and 9 should be typed and brought with the Scout along with their 90 day schedule (Req. 3). The remaining sections you should come prepared to discuss.

### **First Aid: THIS IS A FULL DAY CLASS *Prior registration is required and is limited. Please prepare!***

1. Read the entire First Aid Merit Badge book & bring it to class. **Be prepared to take written test & have passing score of 70%+.**
2. Be familiar with CPR, brief instruction will be given.
3. Bring in your personal first aid kit as outlined in Req. 2D and be ready to discuss its contents with the group.
4. Be prepared to demonstrate at least two first aid skills and be able to teach it to others. This can be anything from CPR, to treating an insect bite, to setting a broken bone, etc. Refer to the pages in the Boy Scout Handbook that pertain to first aid requirements for Tenderfoot, First Class, and Second Class scouts. Review these requirements.

**Genealogy:** Session will be limited to no more than 20 Scouts. Scouts need to contact merit badge counselor to preregister. The following should be prepared ahead of time.  
Requirements 2, 3, 4b, 5, 6, and 7.

## Home Repair Merit Badge:

**Leatherwork Merit Badge Workshop:** This merit badge will need 90 minutes to complete all the requirements. Materials costs will be \$5.00 per Scout and each session will accommodate no more than 8 Scouts per session.

Prior to the Merit Badge Midway, please complete the following requirements:

- Be able to explain to the MB counselor the answers to Requirement 2. A., B., C., & D:
- Complete Requirement 4 and be able to explain to the MB counselor

Read this the BSA Leatherwork Merit Badge Pamphlet (available at the Scout Shop) or this material:

Five Types of Leather:

**Aniline:** a type of leather dyed exclusively with soluble dyes without covering the surface with a topcoat paint or insoluble pigments. The resulting product retains the hide's natural surface with the 'grain', i.e. visible pores, scars etc. of the complete original animal's skin structure. Aniline leather is not dyed with poisonous aniline. Originally, the dyes used for this process were synthesized from aniline through chemical reactions. These dyes used to be called aniline dyes or 'tar dyes'. In modern times, the dyes used are subject to laws and regulations in many countries, and the use of certain Azo compounds (caustic dye) is prohibited as there are reasons to assume health risks. Typically, leather is dyed both for aesthetic reasons and to conceal blemishes. The dye colors leather without producing the uniform surface of pigmented leather. Any visible variations on the surface of the undyed leather such as natural blemishes will remain visible.

**Semi Aniline:** is produced through a very similar process to full-aniline, but has a thin protective top coat added to protect it from wear and staining.

**Pigmented:** shiny even top color to the leather. The leather may or may not be aniline dyed. Sometimes the pigments (color) are applied to a base crust of a different color and in this case the leather is not dyed all the way through. If the pigments are applied to a hide that has been aniline dyed and matched for color then this leather is called a protected aniline leather. Leather is usually pigmented to give it durability and hide its natural blemishes. Pigmented leathers are easy to maintain and have maximum resistance to wear, soiling, and fading from light.

**Nubuck:** is top grain leather that has been aniline dyed for color and then polished to create a nap. Since Nubuck leathers have no pigment applied these hides will exhibit color variation from hide to hide and dye lot to dye lot. Some natural markings are visible throughout these hides. Prolonged exposure to sunlight will cause these leathers to fade.

**Suede:** is made from the underside of the skin, primarily lamb, although goat, pig, calf and deer are commonly used. Splits from thick hides of cow and deer are also sueded, but, due to the fiber content, have a shaggy nap. Because suede does not include the tough exterior skin layer, suede is less durable but softer than standard ("full-grain") leather. Its softness, thinness, and pliability make it suitable for clothing and delicate uses; suede was originally used for women's gloves. Suede leather is also popular in upholstery, shoes, bags, and other accessories, and as a lining for other leather products. Due to its textured nature and open pores, suede may become dirty and absorb liquids quickly.

And study the material on this website: [http://en.wikipedia.org/wiki/Leather#Leather\\_types](http://en.wikipedia.org/wiki/Leather#Leather_types)

You can download the Leatherwork Merit Badge worksheet (copies will be available) and record your work from this weblink:

<http://usscouts.org/mb/worksheets/Leatherwork.doc>

BSA Leatherwork Merit Badge Requirements

1. Identify and demonstrate to your counselor the safe use of leatherworking tools.

Show correct procedures for handling leathercraft dyes, cements, and finished.

Know first aid for cuts, internal poisoning, and skin irritation.

2. Explain to your counselor

- A. Where leather comes from
- B. What kinds of hides are used to make leather
- C. What are five types of leather
- D. What are the best uses for each type of leather

3. Make one or more articles of leather that use at least five of the following steps:

- A. Pattern layout and transfer
- B. Cutting leather
- C. Punching holes
- D. Carving or stamping surface designs.
- E. Applying dye or stain and finish to the project.

F. Assembly by lacing or stitching

G. Setting snaps and rivets

H. Dressing edges

4. Recondition or show that you can take proper care of your shoes, a baseball glove, a saddle, furniture or other articles of leather.

5. Do ONE of the following:

A. Learn about the commercial tanning process. Report about it to your merit badge counselor.

B. Tan the skin of a small animal. Describe the safety precautions you will take and the tanning method that you used.

C. Braid or plait an article out of leather or vinyl lace.

D. Visit a leather-related business. This could be a leathercraft supply company, a tannery, a leather goods or shoe factory, or a saddle shop. Report on your visit to your counselor.

**Music:** Requirement 3 and Requirement 4 (if c or d)

## Requirements

Here are the requirements for this merit badge. The requirements are in upper and lower case lettering. The prerequisites are in CAPS. To obtain a merit badge for Pathfinding, a Scout must:

1. In the country, know every lane, bypath, and short cut for a distance of at least two miles in every direction around the local scout headquarters; or in a city, have a general knowledge of the district within a three-mile radius of the local scout headquarters, so as to be able to guide people at any time, by day or by night. **THE SCOUT OFFICE IS LOCATED AT 16525 SHERMAN WAY, VAN NUYS, CA. USE THIS AS YOUR BASE AND STUDY A 3 MILE RADIUS. BE ABLE TO IDENTIFY LANDMARKS AND BE ABLE TO GIVE DIRECTIONS WITHIN THAT AREA TO LOCATIONS THAT WILL BE ASKED IN CLASS.**

2. Know the population of the five principal neighboring towns, their general direction from his scout headquarters, and be able to give strangers correct directions how to reach them. **USING THE SCOUT OFFICE AS A BASE, WE WILL DISCUSS SHERMAN OAKS, BURBANK, CALABASAS, NORTHRIDGE AND TARZANA.**

3. If in the country, know in a two mile radius, the approximate number of horses, cattle, sheep, and pigs owned on the five neighboring farms; or, in a town, know, in a half-mile radius, the location of livery stables, garages and blacksmith shops. **ARE THERE ANY OF THESE WITHIN A HALF-MILE RADIUS OF YOUR HOME? IF SO, PLEASE BE PREPARED TO IDENTIFY THEM.**

4. Know the location of the nearest meat markets, bakeries, groceries, and drug stores. **BRING A MAP OF YOUR NEIGHBORHOOD WITH EACH OF THESE IDENTIFIED ON THE MAP.**

5. Know the location of the nearest police station, hospital, doctor, fire alarm, fire hydrant, telegraph and telephone offices, and railroad stations. **USING THE SAME MAP AS #4, PLOT EACH OF THESE AS WELL.**

6. Know something of the history of his place; and know the location of its principal public buildings, such as the town or city hall, post-office, schools and churches. **BE PREPARED TO DISCUSS EACH OF THESE IN THE CLASS.**

7. Submit a map not necessarily drawn by himself upon which he personally has indicated as much as possible of the above information. **THIS MAP WILL BE USED FOR ITEMS 3, 4 AND 5.**

**Personal Management:** If the Personal Management requirements have been completed by the time of the Midway, the counselor will spend one-on-one time going over the completed requirements. The completed requirements should be in one 3-Ring Binder and Tabbed per item number. This is by appointment only during the Midway. Please contact the counselor at [marklampert@sbcglobal.net](mailto:marklampert@sbcglobal.net) to set up a time. There are only 6 slot times. Times will be as follows: 2:45 p.m., 3:15 p.m., 3:45 p.m., 4:15 p.m., 4:45 p.m., 5:15 p.m.

**Photography:** You should first contact the merit badge counselor via email at [marklampert@sbcglobal.net](mailto:marklampert@sbcglobal.net) to discuss what you will be submitting and any other specific requirements. Please bring completed either requirement 4a or b

**Public Speaking:** Scouts need to prepare a 3 to 5 minute power point presentation, see merit badge book for specifics, and bring a lap top to present it on. You also need to be prepared to discuss Robert Rules of Order/Parliamentary Procedure.

### **Reading:**

PLEASE CONTACT THE COUNSELOR BY EMAIL FOR A WORKBOOK.

### **Scuba Diving:**

Please make sure that you 1) Bring proof of obtaining first class or 1st aid merit badge 2) Bring proof of receiving the swimming merit badge 3) Bring your SCUBA "C" card and 4) look at the other requirements and be able to explain. If questions please contact me for further information.

**Skating:** Bring your inline or roller skates. Review requirements for the skating merit badge including: showing that you know first aid for injuries or illnesses that may occur while skating, including hypothermia, frostbite, lacerations, abrasions, fractures, sprains and strains, blisters, heat reactions, shock, and cardiac arrest.

**Theater:** Requirements 1, 2, 3 and 6

**Directions to Merit Badge Midway  
Temple Beth Hillel  
12326 Riverside Drive  
Valley Village, CA 91607**

Temple Beth Hillel is located on Riverside Drive between Coldwater Canyon and Laurel Canyon and is just North of the 101 Freeway and West of the 170 Freeway. Drop-off and some parking is available behind the Temple.

**From the North:**

Take the 5 South, take the 170 South and exit Riverside Drive. Turn right (West) and after you cross Laurel Canyon look for the Temple on the left side (appx 3 blocks).

**From the West:**

Take the 101 East and exit Coldwater Canyon, turn left (North) onto Coldwater and the next turn is right onto Riverside Drive, the Temple will be on the right side of the street appx. ½ mile.

**From the South:**

Take the 405 North, merge onto the 101 going toward Los Angeles (East) exit Coldwater Canyon, turn left (North) onto Coldwater and the next turn is right onto Riverside Drive, the Temple will be on the right side of the street.

**From the East:**

Take either the 101 or 134 going West, exit Laurel Canyon Blvd., turn right (North) onto Laurel Canyon and left at the next light which is Riverside Drive, look for the Temple on the left side (appx. 3 blocks).