



2010 - 2011 ADVANCEMENT MANIA



This coming October, Advancement Mania at Camp John J. Barnhardt will take on a whole new look and will again be offering a wide variety of merit badge classes, rank advancement opportunities, and Venture core/elective requirements. Each Mania, leaders will also have training sessions as well. This scout year, Advancement Mania will be offered in October, December, and close out in March of 2011. December Advancement Mania is being advertised as a Merit Badge University and will be held at Stanly Community College-Crutchfield Campus because of possible inclement weather. Each Mania will increase to 16 merit badge classes and two Tenderfoot, two Second Class, and two First Class Rank Sessions. All Advancement Mania Classes will be taught by counselors who are experts or enthusiasts in their area of knowledge. Classes will begin at 9:00 a.m. and conclude at 3:30 p.m., with one hour allotted for lunch. Check in for all registered participants will begin at 8:00 a.m. in the Dining Hall. Counselors are expected to check in with the District Executive “on duty” in the Dining Hall by 8:15 a.m. for a brief orientation before the day’s activities begin.

This year in order to improve the quality of Advancement Mania, it is essential to register well in advance of the event. “Registered” means payment has been received at the Council Office. Out-of-council participants will not register any earlier than 12 days before the event. Walk-ins will not be allowed the day of the event. Each class will be limited to 16 participants as this provides a better learning environment for all involved. The in-council fee will be \$15.00 per scout and the out-of-council fee will be \$20.00 per scout. Lunch and a “Mania Patch” will be included in the registration fee for all participants. Out-of-council scout troops that attended Camp John J. Barnhardt Summer Camp over this past summer will be charged the in-council fee, but will still adhere to registering no sooner than 12 days before the Mania. Participants who are allowed to register after the deadline will be charged a \$5.00 late fee. Due to the tremendous increase in Mania attendance, these guidelines will enable our staff to provide a well organized learning experience for each registered scout and/or leader.

If you wish to view the merit badge requirements before attending, you may purchase the merit badge book or access meritbadge.com. Only the requirements that are reasonable to complete in a five hour session at the Mania will be taught. Other requirements can either be completed ahead of time or the scout will receive a “partial” for that particular day. Merit Badge Requirements not listed on the council website as “pre” or “post” requirements, should be covered by the instructors during the Advancement Mania. The 2010-2011 Advancement Mania Schedule can be accessed through the Central N.C. Council Website (centralnccouncilbsa.com).

NOTE: Any unit that wishes to camp on Advancement Mania Weekend must have a short term camp permit filed with Ranger Red at Camp John J. Barnhardt (can be downloaded at centralnccouncilbsa.com). Out-of-council units also need to file a tour permit with their own scout council.

Advancement Mania Classes
October 23, 2010
Camp John J. Barnhardt

Name of Class	Pre/Post-Requirements
Carpentry	
Chemistry	7
Citizenship in the Community	2, 3, 4b, 5, 7
Composite Materials	6
Electricity	2, 8
Environmental Science	4
First Aid	2c
Pathfinding	
Personal Fitness	1, 7, 8
Reading	1d, 4
Scholarship	3, 5
Signaling	
Surveying	6
Swimming	3
Tracking	
Traffic Safety	
Truck Transportation	4
Tenderfoot Class	4a, 4b, 5, 6, 7, 8, 9, 10a, 11, 12a, 12b
Second Class	3a, 3b, 3g, 9a, 9b, 10, 11, 12, 13
First Class	3, 4a, 4b, 4e
Venture Elective-Wilderness First Aid	CPR Training- See Sept./Oct. Bugler Issue For More Specifics
Unit Leader Training-Wilderness First Aid	CPR Training- See Sept./Oct. Bugler Issue For More Specifics

Advancement Mania Classes
December 11, 2010
Stanly Community College, Crutchfield Campus

Name of Class	Pre/Post-Requirements
Aviation	
Citizenship in the Community - Class 1	3, 7
Citizenship in the Community - Class 2	3, 7
Citizenship in the Nation - Class 1	2, 3, 6
Citizenship in the Nation - Class 2	2, 3, 6
Citizenship in the World	7
Coin Collecting	7, 8, 9 (bring collection)
Electronics	
Engineering	
Entrepreneurship	3a, 6
Fire Safety	6, 11
First Aid	2b (bring first aid kit)
Law	4
Medicine	7a, 10
Personal Management	1, 2, 8
Public Speaking	4
Tenderfoot Class	4a, 4b, 5, 6, 7, 8, 9, 10a, 11, 12a, 12b
Second Class	1a, 2c, 2d, 2e, 2f, 4, 6a, 6b, 6c, 7a
First Class	1, 2, 6, 7a, 7b, 7c, 8a, 8b, 8c, 8d
Venture Elective-Climbing	
Unit Leader Training-Climbing Instructor Cert.	

Advancement Mania Classes
March 12, 2011
Camp John J. Barnhardt

Name of Class	Pre/Post-Requirements
American Heritage	2a, 2b, 2c, 2d, 3c, 4a, 4b, 4c, 4d, 4e, 5a, 5b
Archery	2d (must study requirements 1-5) (must qualify for requirement 5f)
Auto Mechanics	
Citizenship in the Community	3, 7 (bring map of your county)
Citizenship in the Nation	2, 3, 6
Coin Collecting	7, 8, 9
Dog Care	4, 8
Engineering	
Environment Science	4
Fire Safety	6, 11
Law	4, 6a, 7
Personal Fitness - Class 1	1
Personal Fitness - Class 2	1
Plumbing	
Veterinary Medicine	2, 3, 9
Weather	2, 8a, 8b, 9b
Tenderfoot Class	4a, 4b, 5, 6, 7, 8, 9, 10a, 11, 12a, 12b
Second Class	1a, 2c, 2d, 2e, 2f, 4, 6a, 6b, 6c, 7a
First Class	1, 2, 6, 7a, 7b, 7c, 8a, 8b, 8c, 8d
Venture Elective-Shooting Sports	
Unit Leader Training-NRA Instructor Cert.	