

Important Information

Scouting

Scouts BSA

MINIMUM NUMBERS

Scout programs and rates are based on groups of 10 people or more. Smaller groups can be accommodated but a minimum payment of \$70 is still required.

RESERVATIONS

are required. Please book a tour at our website www.firemuseummd.org/scouts or call 410-321-7500 x102. Reservations are available year round.

DEPOSITS

Reservations are tentative until a \$70 deposit is received with a signed Letter of Agreement. Deposits are refundable only if a program is cancelled 7 days prior to reserved date. Payment may be made by cash, check, Visa, MasterCard, or Discover. All program fee balances must be paid upon arrival.

TARDINESS/CANCELLATION

If your group is running late, please call 410-321-7500 x102 so arrangements can be made. Reservations are made for a specific time slot. Groups more than an hour late may be subject to cancellation and forfeiture of deposit. Programs cancelled due to inclement weather will be rescheduled.

ACCESSIBILITY & PARKING

The Fire Museum is fully accessible for visitors with mobile disabilities. The museum has ample free parking and easy bus access. Autism support available.

The Fire Museum of Maryland's educational programs have provided quality experiences to visitors since 1971. Gleaming fire engines and hands-on activities catch and maintain the attention of Scouts. Each program has an accompanying tour of the museum unique to that merit badge. If all prerequisites are completed Scouts will leave with a completed merit badge. It is the goal that no Scout leave with a partial.

“Thank you again for offering the fire safety MB! It was very informative and the scouts had fun! A very neat museum to tour as well!”

-Assistant Scoutmaster Troop 54, York, PA

Follow the Fire Museum on Social Media

@FireMuseumMD



Share your memories with us
#FireMuseumMD



THE CITIZENS OF
BALTIMORE COUNTY

FIRE MUSEUM OF MARYLAND

1301 York Road Lutherville MD 21093

410-321-7500 x102

www.firemuseummd.org/scouts



MB PROGRAMS



Safety

Duration: 1 1/2 hours

Cost: \$7/Scouts

\$12/Adults; Scoutmaster is free.

Knowing about safety helps Scouts make the right choices and take the best actions to avoid accidents by making informed choices in their everyday activities and to respond appropriately during an emergency situations.



Collections

Duration: 1 1/2 hours

Cost: \$7/Scouts;

\$12/Adults; Scoutmaster is free.

Collecting can be an educational and financially rewarding pastime: a collector must educate themselves about a specific subject, be able to tell which items are worth preserving, how to catalog and organize their collection, and how to evaluate the value of items.



Art

Duration: 1 1/2 hours

Cost: \$7/Scouts;

\$12/Adults; Scoutmaster is free.

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.



MB PROGRAMS



Signs, Signals, and Codes

Duration: 2 hours

Cost: \$10/Scouts;

\$12/Adults; Scoutmaster is free.

American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other non-verbal communications. Includes Electricity STEM Activity.



Traffic Safety

Duration: 1 1/2 hours

Cost: \$7/Scouts;

\$12/Adults; Scoutmaster is free.

Staying safe in traffic wherever you live is getting more difficult all the time, as more and more people take to the road. Earning the Traffic Safety merit badge will give Scouts some crucial tools to stay safer, when driving a car on a highway, riding a bike across town, or jogging across a busy street.



Fire Safety

Duration: 2 hours

Cost: \$10/Scouts;

\$12/Adults; Scoutmaster is free.

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety. Includes Fire Safety activities.



ADD-ONS

HALF HOUR IN DISCOVERY ROOM FOR LUNCH

Cost: \$30/Group

Time in the Discovery Room for lunch can be added for a group rate. In the Discovery Room Scouts explore and learn with their hands, and play on a real fire engine! Floor space for lunch and a limited number of tables and chairs are available.

VISITING FIREFIGHTER

Cost: \$50/Group

Duration: 1/2 hour

Based on availability, a firefighter will visit with your group to speak about related career or education pathways and do a demonstration.

STEM ACTIVITIES



Duration: 1/2 hour (1 per Tour)

Cost: \$3/Scouts; adults are free.

Electricity Lab-Learn about how Fire Departments used the telegraph.

Fire Science-Learn about the elements of fire, and see how they effect an open flame.

Simple Machines-Learn about how the Fire Service has incorporated these in the past.

