

2018 Program Guide



Horseshoe Scout Reservation, Chester County Council, BSA

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About the Horseshoe Scout Reservation

Mission Statement of the Horseshoe Scout Reservation

Provide and maintain quality outdoor program facilities which will foster the development of advanced summer and year round Scouting programs for Cub Scouts, Boy Scouts and Venture Scouts in the Chester County Council, BSA.

It is the mission of the entire Camp Horseshoe staff to support and foster the Boy Scout Oath. We pledge to encourage all Scouts attending summer camp 'to do their best' while having fun and learning skills they will carry with them through the rest of their lives. We greatly appreciate your giving us the opportunity to do so.

The Scout Oath

On my honor, I will do my best
to do my duty to God and my country
and obey the Scout Law;
to help other people at all times;
to keep myself physically strong,
mentally awake, and morally straight.

A Note from the Program Office

Dear Campers,

Thank you very much for choosing to spend your 2018 summer camp experience with us at Camp Horseshoe. We have a fantastic summer staff that will carry on our strong traditions and deliver an excellent program for you this summer.

The following program guide is designed to help introduce leaders, Scouts, and parents to the programs available during the week at camp. I highly encourage adult leaders to read the camp's Leader's Guide, also available through the council webpage.

The Horseshoe program continues to improve each year. As you are planning your week, please take note of our expanded Merit Badge offerings and new Scout training programs.

I hope you are as excited about this summer as the Horseshoe staff. We look forward to seeing you at camp.

Yours in Scouting,

Steven 'Mookie' Reich
Program Director

Frank Donley
Camp Commissioner

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Planning & General Schedules

Planning Advancement

Summer camp is an excellent opportunity for Scouts to work on requirements for many different forms of advancement, including rank, Merit Badges, and specialty programs. Camp Horseshoe's offerings for all of these opportunities are described in detail in this Guide. However, do note that changes are often made as the year progresses, so we strongly recommend that you **not finalize any Scout's Merit Badge schedule** until the Tuesday Night Scoutmasters' meeting that occurs the week before you arrive at Camp. Our final Merit Badge schedule will be available at that meeting.

First year Scouts who are not yet of First Class rank are strongly encouraged to participate in the Trailblazer program, which emphasizes outdoor skills for rank advancement through First Class while sampling the major program areas around Camp. Trailblazers should choose one of the 2:00 Merit Badges to work on while Trailblazer is not in session, and can expect to earn Pulp and Paper Merit Badge during their scheduled Trailblazer sessions.

We encourage Scouts to try to strike a balance between advancement and enjoyment while at Camp. Although it's tempting to load up on classroom-style badges required for Eagle, like Citizenship in the World and Communication, remember that we offer many programs that simply can't be done at home, like C.O.P.E., Pioneering, and Metalwork. Remember that the real work of Scouting is done when working with your Patrol or Troop and when you're exploring your interests. Scouts who focus on earning 1 or 2 of the high-intensity Eagle badges and fill the rest of their day with programs aligned with their interests are generally more successful in meeting their goals and enjoying their week.

Planning Special Troop Activities

The heart of Scouting is the Patrol Method, and Camp Horseshoe works hard to provide many opportunities for Patrol Leaders and Senior Patrol Leaders to grow in their leadership abilities. We offer special programs to Troops wanting to spend a little time adventuring together. These include Troop Shoots at Action Paintball, Archery, or Rifle, Troop Climbs and Rappels at C.O.P.E., Troop Swim at the Pool, and Troop Tubing along the Octoraro. These Troop activities take place from 9:00am-10:00am (Shoots and Climbs) or 7:00pm-8:30pm (Swims and Floats), and are scheduled by the Program Director at the Sunday night Scoutmasters' meeting. We also offer inter-Troop competitions at Campcraft, Aquatics, Health and Fitness, Field Sports, and Shooting Sports held throughout the week. Of course, we also run camp-wide games on Monday, Wednesday, Friday, and Saturday to give youth leaders a real challenge.

Helpful Dos and Don'ts

DO allow for free time to explore interesting areas of Camp with a buddy or two.

DO make sure that you're achieving personal advancement while having fun.

DO schedule time to talk with your Troop and Patrol every day to make sure you know what's going on.

DON'T become too busy to enjoy yourself; Camp should be a challenge, but never a grind.

DON'T emphasize activities that can be done better back at home; take advantage of the unique things that Camp can offer you.

Special Events Schedule

<u>Day</u>	<u>Start Time</u>	<u>Event</u>	<u>Location</u>	<u>Notes</u>
Monday	9:00am	Safe Swim Defense and Safety Afloat	Pool	Must have one adult leader trained for Troop to be able to go tubing or have a Troop swim
	7:00pm	Citizenship Talk	Trailblazers	First class requirement 5
		Speed Climbing	COPE	2 Scouts per Troop
Tuesday	7:00pm	Inter-Troop Archery Shoot	Archery Range	2 Scouts and 1 Adult per Troop
		Climb On Safely	COPE	Adult training
		Totin' Chip	Trailblazers	
	10:00pm	Life to Eagle Snack	Dining Hall	Life and Eagle Scouts. Buy Tickets at the trading post
Wednesday	9:00am	Track Meet	Health Lodge	5 Scouts per Troop
	5:15pm	Scout Master Social	Goodman Pavilion	All adult leaders encouraged to attend
	7:00pm	Trek Safely / LNT	Campcraft	Adult training
		Inter-Troop Rifle and Shotgun Shoot	Rifle Range	2 Scouts and 1 Adult per Troop
	10:00pm	Candle Shoot	Rifle Range	Must be a participant in Shooting Sports SIP to attend
Thursday	9:45am	Adult COPE	COPE	
	10:00pm	OA Snack	Dining Hall	OA members only. Buy tickets at the trading post
Friday	9:00am	Swim Meet	Pool	5 Scouts per Troop
	9:45am	Adult COPE	COPE	
	4:00pm	Snake Feeding	Nature Lodge	
	6:45pm	Scout Master Meeting	Headquarters	One adult leader
	7:00pm	Totin' Chip	Trailblazers	
Saturday	9:00am	Red and Yellow Trail	Trailblazers	Wear long pants and bring a water bottle
		Mile Swim	Pool	May not start after 10:30
	9:15am	Obstacle Course	Campcraft	Two Scouts per Patrol
	10:00am	Nature Trail	Nature Lodge	
	11:00am	Nature Trail	Nature Lodge	
6:30pm	Turtle Derby	Parade Field		

Sunday Check-In

Arrival

Please plan to arrive at camp no earlier than 1:15pm and no later than 2:30pm. Vehicles will be greeted at the main parking lot and directed to the drop-off point for each campsite. All vehicles must be unloaded promptly and returned directly to the parking lot. Staff members will be on hand to help move equipment to the site. Due to safety concerns, vehicles will not be able to drive to the campsites. An exception may be made for one vehicle carrying Troop gear (possibly with a trailer), which should drop off the gear and/or trailer and then exit the site as early as possible.

Check-in Tour

A staff member (your "Site Guide") will guide the Troop to the Health Lodge as soon as all gear is stowed and everyone (both Scouts and leaders) have changed into a bathing suit, a tee shirt, and shoes. Every Scout and leader must check in at the Health Lodge upon arriving at camp. All health forms that had not been previously turned into the health lodge should be brought up at this time. Medications will be administered by the adult leaders of each troop in their site throughout the week. Any medication which needs to be refrigerated or requires special handling should be brought to the Health Lodge at this time. The Health Officer will answer any questions you may have about the administration of medications and will provide you with a locked box for medication and sheets to record their distribution if you have not brought these from home.

After visiting the Health Lodge, a staff member will lead the Troop to the shower building, the Quonset Hut, and the Dining Hall to explain the procedures concerning these areas. Our kitchen is nut-free. Scouts or leaders with dietary restrictions should turn in the special needs request form before their arrival.

Swim Check

Immediately following the Check-in Tour, a staff member will lead the Troop to the Pool for their swim tests. Every Scout and leader planning to use the Pool or Boat Docks must take a qualifying test on Sunday afternoon. Late arrivals can take a make-up test at 9:00am the next day. The following ability groups have been created in accordance with national BSA Safe Swim Defense policies:

Non-Swimmer (White tag): No test

Beginner (Red/White tag): Jump feet-first into water over your head, level off, and swim 25 feet; make a sharp turn and return to the starting point.

Swimmer (Blue/Red/White tag): Jump feet-first into water over your head, level off, and swim 75 yards using any strong stroke on your stomach or side, swim 25 yards using a resting backstroke, rest by floating.

Retreat and Evening Program

A camp-wide Retreat Ceremony begins at 5:45pm on the Parade Field. All attendees must be in Class A (Field) Uniform. Although full uniform is preferred, a Uniform Shirt is the minimum standard. Staff will be available to assist those who are unfamiliar with the ceremony. Please plan to arrive at 5:30pm on the first day.

Dinner immediately follows Retreat every day. On Sunday, there is a Scoutmasters' Meeting immediately following dinner, and a guided tour is offered for those new to Camp. After the tour and meeting, everyone should return to their campsites to unpack and settle in. A camp-wide opening campfire is put on by the staff at 8:30pm.



Weekly Program Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday	
6:00		Famous Dave's Morning Fitness					No Morning Fitness		
6:45-7:15		Polar Bear Swim						No Polar Bear	
7:25		FIRST CALL - troop roll call							
7:30		REVEILLE - morning colors in campsite							
7:45		MESS CALL - Waiters to dining hall							
8:00-8:45		Breakfast			Outpost		Breakfast		
8:45-9:15		Troop time in campsites							
9:15-10:00		Inspection and Morning Program						Inspection & Open Program	Chapel Service
10:00-10:50		First Merit Badge Period							Pack & clean
11:00-11:50		Second Merit Badge Period							
12:00-12:30		Troop time in campsites							
12:15		MESS CALL - Waiters to dining hall							
12:30-1:00		Lunch			Outpost		Lunch		
1:00-2:00		Check-in, swim checks	Siesta - all program areas closed						
2:00-2:50	Third Merit Badge Period						Campwide Event (2:30)		
3:00-3:50	Fourth Merit Badge Period								
4:00-5:00	Special Interest Program								
5:00-5:45	Troop time in campsites								
5:30	ASSEMBLY - waiters to dining hall, troops to Parade Field								
5:45-6:00	Retreat ceremony on the Parade Field								
6:00-6:30	Dinner			Outpost		Dinner			
6:30-7:00	Troop time in campsites								
7:00-8:30	Unpack in Campsite	Evening Program					Visitors in Campsite		
8:30-9:45	Opening Campfire	Campwide Game	Troop Night	Campwide Game	Troop Night	Campwide Game	Closing Campfire		
9:45	CALL TO QUARTERS; TATTOO - return to campsites								
10:00	TAPS - all quiet, remain in campsites								

Famous Dave’s Morning Fitness: 6:00am to 6:45am This program allows Scouts and adults to start the day with various forms of invigorating exercise throughout the week. Those who attend 4 out of 5 days earn a segment for the Horseshoe patch.

Polar Bear Swim: 6:45 am to 7:15 am A quick swim to start the day. Those Scouts and leaders who participate five out of six days earn a segment for the Horseshoe patch.

Morning and Evening Colors Ceremony: 7:45 am and 4:45 pm Troops are issued an American flag that should be raised and lowered in their campsite with the appropriate observances each day.

Breakfast: 8:00 am

Morning Activity Period: 9:00 am to 10:00 am This hour is open for the Troop or Patrols to plan activities. Program areas will be open and various camp events will take place. Independent Study Merit Badges meet at this time.

Daily Health and Safety Inspection Each day between 9:15 am and 10:00 am, a member of the Commissioner Staff will conduct a health and safety inspection of every site.

Morning Instruction Periods: 10:00 am to 11:00 am and 11:00 am to 12:00 noon Merit Badge instruction takes place during these two periods. Please see the Merit Badge program section and schedule.

Lunch: 12:30 pm

Siesta: 1:00 pm to 2:00 pm Each day this hour is set aside for quiet activity in the campsite. All program areas and the Trading Post are closed.

Afternoon Instruction Periods: 2:00 pm to 3:00 pm, and 3:00 pm to 4:00 pm Merit Badge instruction takes place during these two periods. Please see the Merit Badge program section and schedule.

Special Interest Program: 4:00 pm to 5:00 pm Scouts can participate in informal programs on the basis of interest. Scouts attending four out of five days of the same SIP will receive a special segment to wear around his Horseshoe patch. Program areas with SIPs include Aquatics, Campcraft, Handicraft, Nature, Shooting Sports, Field Sports, and OA service. A summary of each SIP is found later in this guide.

Retreat: 5:45 pm Every evening Scouts and leaders gather on the parade field for our camp-wide retreat ceremony. Everyone must wear a minimum of a field uniform (class A) shirt. Details of the ceremony are found later in this Guide.

Dinner: 6:00 pm Immediately following the retreat ceremony, dinner is held in the Allen Memorial Dining Hall. A Field Uniform (class A) shirt is required for this meal.

First Evening Activity Period: 7:00 pm to 8:00 pm Every program area is open for Scouts to visit and participate in informal activities on an individual basis. The pool is reserved for pre-arranged Troop swims decided during the Scoutmaster's meeting on Sunday night. Additionally, several inter-Troop competitions are held throughout the week.

Second Evening Activity Period: 8:30 pm to 9:45 pm Monday, Wednesday, and Friday evenings feature a camp-wide Troop or Patrol game or activity. Tuesday and Thursday evenings are set aside for individual Troop activities, campfires, special contests, or other activities.

Taps to Reveille: 10:00 pm to 7:30 am All Scouts are encouraged to be in their sites by 10:00 pm (taps) and remain there until 7:30 am (reveille). Exceptions are programs that extend past taps or begin before reveille: morning fitness, polar bear swim, astronomy hikes, etc.

Sunday Departure

Chapel and Religious Service

Directly after breakfast, a non-denominational Christian worship service will be conducted at the Chapel. Although it is a Christian service, every effort is made to make Scouts and Scouters of all faith traditions feel welcome and comfortable. Readings are commonly pulled from American poets, Abrahamic and Eastern scriptures, and Native American writings. Scouts or Leaders wishing to lead a specialty service for a specific faith tradition or a Scouts' Own service should contact the Program Director by Wednesday to schedule a location and discuss materials available. Directions to local Protestant and Catholic churches may be obtained at Headquarters.

Packing and Cleaning

After Chapel, you'll have a few hours to finish packing up your campsite. Please remember to leave the site in as good condition as possible. Please also return any tools you checked out during the week to the Quonset Hut. However, you may leave any tools that were in your site when you arrived, and leave the US flag on the flagpole. Your Site Guide will arrive in your site at around 10:30am to perform the check-out inspection, . Once this is done, you may vacate your site if you want to prepare to depart immediately after lunch.

Sunday Lunch – 12 Noon

Lunch on Sunday is quite a show! We start 30 minutes earlier than usual so that we'll have time to present awards, sing two of our most popular songs, and allow some extra time for inter-Troop cheering. At this meal, Troops and Patrol are welcome to donate plaques to the Allen Memorial Dining Hall for permanent display. Sunday lunch is not to be missed!

Final Checkout

As stated above, your site guide will inspect your site on Sunday morning. Fees will be charged for major damage to the tents, cots and mattresses. Before leaving, **double check that you have your medications, blue cards and camp patches/segments.**

Commissary and Quartermaster

The Allen Memorial Dining Hall

Meals

Meal times are one of the most active and fun times of the day. Troops and Patrols are encouraged to lead cheers and sing while in the dining hall. Breakfast program includes a Big Idea for the day, which is presented by an adult leader from a visiting Troop. Lunch and Dinner program always includes a song. Mealtime also provides time for messages from department areas advertising the special programs they're running that day, so be sure to pay attention!

We serve all our meals family-style, with 8 people to a table. Each table needs to send one person for KP for each meal to serve as waiter. Your waiter will be responsible for setting up the table, getting seconds when you run out, and cleaning the table after the meal. He should arrive at the Dining Hall 15 minutes before Breakfast, Lunch, and Retreat. Please remember that everyone – even guests – needs a Field Uniform (class A) shirt for dinner.

Outpost Thursday

The dining hall is closed on Thursday and troops will prepare their meals in their site. Troops are expected to provide their own cooking gear, and Scouts should bring their own eating utensils and mess kits. Food is available for pick-up at 7am, 11am, and 3pm.

Tuesday Lunch Ticket

At Tuesday's lunch, admittance to the dining hall will be granted to only those with a stamped postcard or letter written to parents or friends, so bring your address book! If you forget your stamps and envelopes, consider buying one of our Camp postcards to send home instead.

Trader Bill's Trading Post

Merchandise

The Trading Post offers soda, snacks, Merit Badge materials, craft supplies, souvenirs, and a good selection of Scouting gear, including knives, backpacks, camp gadgets, and hammocks. The Trading Post is also the only place to purchase ammunition tickets for the open rifle and shotgun shoots that happen throughout the week. It's also where you can purchase tickets to the Life to Eagle or Order of the Arrow snacks that happen on Tuesday and Thursday, respectively.

Hours

The Trading Post is open Monday through Saturday 9:00am-12:00, 2:00-5:00, and 7:00pm-8:30. It is also open briefly after the Saturday night campfire. The Trading Post will also be open for a short time following Sunday Lunch.

Adult Leaders

Authorized adult leaders are welcome to set up a running tab for their Troop at the Trading Post, which will be billed to the Troop at Business Checkout on Saturday. Adults wishing to celebrate special occasions can also order pizza or ice cream for their Troops (please provide 24 hours' notice).

The Old Quonset Hut – The Quartermaster's Store

The Old Quonset Hut is where Patrol Leaders and adults can sign out tools for general maintenance and service projects. It's also where you'll find supplies such as hand soap, paper towel, toilet paper, and sanitizing solution for your latrine. The Old Quonset Hut is open weekdays from 9:00am-11:00am, 1:00pm-2:00pm, and 4:00pm-5:00pm. It's open on Saturdays from 9:00am-12:00pm, and Sunday from 9:30am-12:00pm and 1:15pm-5:00pm.

Camp Horseshoe Department Overviews

Aquatics

The Aquatics Department is located in two areas: the pool, whose access trail is located by the Dining Hall, and the boat docks, whose access trail is located by the parking lot. The Aquatics Department offers the following Merit Badges and certification programs: Swimming, Lifesaving, Rowing, Canoeing, Swimming and Water Rescue, and BSA Lifeguard. These programs' descriptions are in the Merit Badge Descriptions section of this document.

Aquatics also runs Instructional Swim daily at 9:00am for those struggling to pass an Aquatics program or who need to work on their 2nd or 1st Class Swim Test. Other popular programs include Polar Bear Swim (daily at 6:45am-7:15am), Safe Swim Defense and Safety Afloat adult training (Monday at 9:00am), Whitewater Kayaking (Monday-Friday from 10:00am-12:00pm and 9:00-1:00 on Friday), BSA Snorkeling (Tuesday and Thursday at 9:00am), Free Swim (Monday-Friday at 4:00pm-4:45pm), General Boating (Tuesday and Thursday at 7:00pm-8:00pm), Troop Swims and Floats (Monday-Friday at 7:00-8:00), and the Mile Swim (Saturday at 9:00).

The Aquatics Special Interest Program focuses on aquatic games, swimming and boating skills, and safety.

Special notes: All boating and tubing activities require closed-toed shoes. All Aquatics Merit Badges aside from Swimming require "Swimmer" swim-test designation. An adult leader of at least 21 years of age who is trained in Safe Swim Defense and Safety Afloat must join the Troop for a Troop Swim or Troop Float. These activities are scheduled by the Program Director based on the Troop Activity Request Sheet.

Campcraft

The Campcraft area is located next to the parking lot, by the Goodman Pavilion. The Campcraft Department offers the following Merit Badges: Backpacking/Hiking, Camping, Scouting Heritage, Cooking, Wilderness Survival, Orienteering/Geocaching, and Pioneering. These programs' descriptions are in the Merit Badge Descriptions section of this document.

The Campcraft Special Interest Program focuses on intermediate pioneering and orienteering skills, outdoor emergency survival skills, and American folklore.

Special Notes: Campcraft Merit Badges are designed to build on Scouts' existing mastery of basic outdoor skills attained while working on First Class rank requirements. Scouts who do not possess these skills should consider the Trailblazer program instead of Campcraft badges. Campcraft runs an Outpost program for Camping and Wilderness Survival Merit Badges on Thursday. During this program, Scouts hike to the outpost site, pitch camp (including building shelters for Wilderness Survival), cook dinner, and have a brief campfire before bed. Wilderness Survival will leave from their 3:00 class; Camping should be at Campcraft and ready to depart by 4:00.

C.O.P.E.

The C.O.P.E. course is located above Flagpole Hill, with access trails from the Camp Road and next to Schramm Lodge. In addition to the C.O.P.E. program, the Department offers a Mountain Biking Program and the Climbing Merit Badge.

COPE stands for Challenging Outdoor Personal Experience. The program consists of a ropes course, activities and reflection designed to develop skills in leadership, problem solving, communication, trust, decision-making, and teamwork. COPE provides the opportunity for individual and team growth through challenges designed to test skills and character. Highlights of a week at COPE include rappelling from a 35-foot rappelling tower, riding on a 300-foot zip line, and climbing a vertical playground.

The Climbing Tower is open most weeknights from 7:00pm-8:15pm for Open Climb or Rappel. Mountain Bike rides are offered at 9:30-11am and 7:00-8:30pm. Troops can request a Troop Climb and Rappel on the Troop Activity Request Sheet.

Special Notes: Scouts may bring their own bikes or use ones provided by the camp, but **all** bicycles must be stored in the locked COPE pavilion when the program is not in session. Adult leaders are welcome to sample the C.O.P.E. program by either joining the class or participating in Adult COPE on Thursday morning from 9:45-12:00pm.

Eagle Resource

The Eagle Resource Badges meet at two locations. Communication, Citizenship in the World, and Citizenship in the Nation all meet at the Goodman Pavilion, and Personal Management meets at Trailblazer.

The Camp Staff hosts the Life to Eagle Snack on Tuesday evenings at 10:00pm. The snack is open to Scouts of at least Life rank and provides an opportunity for these Scouts to discuss the Trail to Eagle and share their expertise. Scoutmasters and Assistant Scoutmasters are also welcome to this event. Tickets can be purchased at the Trading Post.

Special Notes: The Eagle Resource badges require intense independent study and consist largely of lecture and note-taking during class periods. Because of this, younger Scouts often struggle to complete these badges and learn the important skills these badges are meant to teach. Therefore, Eagle Resource badges are suggested **only for Scouts who have attained the rank of Star Scout**. If you are not at least a Star Scout and want to take an Eagle Resource badge, speak with your Scoutmaster before making your final decision.

Field Sports

The Field Sports Department is located in two areas. Archery, Sports/Athletics, and Fishing meet at the Horseshoe Archery Club, which is located in the Athletic Field, towards the pool. Rifle Shooting and Shotgun Shooting meet at the Horseshoe Unified Range, which is located next to the Nature Lodge.

The Department offers two Special Interest Program options. The Shooting Sports SIP provides Scouts an opportunity to learn basic shooting skills in fun contexts, such as the ever-joyful Candle Shoot. The Field Sports SIP focuses on archery skills and games such as ultimate Frisbee and kickball.

Other popular programs include Open Rifle Shoot (Tuesday and Thursday, 7:00pm-8:30pm), Open Shotgun Shoot (Monday and Friday, 7:00pm-8:30pm), Open Archery (most weeknights), the Inter-Troop Shoot (Wednesday 7:00-8:30pm), Inter-Troop Dodgeball (Friday 7:00pm-8:30pm) and the Inter-Troop Archery Shoot (Tuesday 7:00pm-8:30pm). The Department also hosts Troop Rifle, Troop Archery, and Troop Paintball shoots, which are scheduled by the Program Director based on the Troop Activity Request Sheet.

Special Notes: Personal firearms are not permitted on camp ranges or camp property. Law enforcement officers who must have a firearm in camp must register with the Shooting Sports Director. Personal archery equipment is permitted. Bows must have a maximum draw of 35 lbs. and arrows must have target points. All archery equipment must be registered at check-in on Sunday at the headquarters building, and stored at the Archery Range. Exceptions to this policy will not be made.

Handicraft

The Handicraft Department is located in the Kindness Center, down the hill from Headquarters. The Handicraft Department offers the following Merit Badges: Art, Basketry, Indian Lore / Textiles, Model Design and Building, Metalwork (including a Blacksmithing option), Woodcarving, Leatherwork, and Woodwork. These programs' descriptions are in the Merit Badge Descriptions section of this document.

The Handicraft Special Interest Program allows Scouts the opportunity to work on a variety of different crafts. The Department is also open for general use during program hours. Staff will be available to help with projects during Open Shop, which runs on weekdays from 9:00am-10:00am and 7:00pm-8:30pm, and on Saturday from 9:30am-12:00pm.

Special notes: Belt branding is offered all week during open shop hours. Scouts and leaders can purchase a special Horseshoe belt at the Trading Post and brand it at Handicraft, designating all of the activities participated in throughout the week. Don't miss out on this unique Horseshoe tradition!

Health and Fitness

The Health and Fitness area is located adjacent to the Health Lodge, by the Picnic Grove. The Health and Fitness Department offers the following Merit Badges: Fingerprinting, Medicine, Traffic Safety, First Aid, Personal Fitness, Search and Rescue, and Emergency Preparedness. These programs' descriptions are in the Merit Badge Descriptions section of this document.

The Department also sponsors the Inter-Troop Track Meet on Wednesday at 9:00am, the Inter-Troop First Aid Meet, and Famous Dave's Morning Fitness Program. The Morning Fitness Program meets Monday-Friday at 6:00am and shows Scouts and leaders ways to work on their personal fitness without gym equipment.

Maintenance

The Maintenance department is based out of the Old Quonset Hut, near the head of the Stockade Trail. This department teaches one Merit Badge, Plumbing, which is meant to give older scouts an opportunity to gain hands-on skills in a valuable trade. More notes about Plumbing can be found in the Merit Badge Descriptions section of this document.

Nature

The Nature Lodge is located in Roberts Lodge, which is located between the main parking lot and Roberts campsite. The Nature Lodge offers the following Merit Badges: Forestry / Nature, Bird Study, Weather, Environmental Science, Fish and Wildlife Management / Mammal Study, Insect Study, Plant Science, Oceanography, Astronomy, and Archaeology. These programs' descriptions are in the Merit Badge Descriptions section of this document.

The Nature Special Interest Program involves learning about the local ecosystem by hiking the Nature Trail, visiting the river, and learning about edible plants. Other program offered by the Department include the Nature Trail Hike (Saturday at 10:00am and 11:00am) and the Turtle Derby (following Saturday dinner). Scouts who earn Environmental Science, Citizenship in the World, and either Soil and Water Conservation or Fish and Wildlife Management Merit Badges qualify for the World Conservation Award, which is a uniform-wearable patch.

Special Notes: Astronomy Merit Badge includes an outpost on Wednesday night to observe the motion of the stars and other heavenly bodies. Scouts in this badge should report to the STEM Center at 10:00pm. Scouts attending any Nature Merit Badge must bring a notebook and pencil or pen to each meeting.

STEM Center

The STEM Center is located in Schramm Lodge, next to Handicraft. The STEM Department offers the following Merit Badges: Digital Technology / Programming, Photography, Animation, Chemistry, Moviemaking, Robotics, Nuclear Science / Energy, Game Design, Engineering / Architecture, Space Exploration, and Electricity / Electronics. In addition, the NOVA – 'Designed to Crunch' award is offered at 11 am. These programs' descriptions are in the Merit Badge Descriptions section of this document.

The STEM Special Interest Program provides scouts an opportunity to work with exciting technologies and explore scientific concepts in engaging ways.

Special Notes: Scouts are invited to work on projects during daily open shop periods, which run on weekdays from 9:00am-10:00am and 4:00pm-5:00pm. Anyone wishing to use a computer at STEM will need to sign a copy of the Acceptable Use Policy. Scouts wishing to access the Internet will need to present a valid CyberChip (or a note from their Scoutmaster attesting that he has a valid CyberChip). This is a strict requirement for Photography and Digital Technology / Programming Merit Badges.

Trailblazer First Year Camper Experience

The Trailblazer First Year Camper Experience is an intensive program designed for Camp Horseshoe's first-year campers with their special needs in mind. As a Trailblazer, the Scout will not only learn most of the outdoor skills for Tenderfoot, Second Class, and First Class, but also have the opportunity to participate all the exciting program areas at Camp Horseshoe.

The Trailblazer program runs from 10:00 am to 12:00 noon and from 3:00 pm to 5:00 pm. At 2:00 pm, Scouts are encouraged to take a Merit Badge suitable to their skill level. Scouts who attend all sessions and the Outpost will be rewarded with a Trailblazer segment for their Horseshoe patch.

Outpost

The Trailblazer Outpost will be Thursday night and departs from the Trailblazer area at 7:30 pm. Scouts will play games and participate in a campfire. Trailblazers need only bring a sleeping bag, ground pad or cloth, and flashlight. Leaders are welcomed and encouraged to participate.

Trailblazer Field Day

On Friday afternoon, the Trailblazers will participate in a field day competition after which cobbler and other camp cooking will be sampled. The winning Patrol will receive a special award and everyone participates in an outdoor cooking demonstration. The Scoutmaster from each Troop is invited to attend the festivities. Trailblazer cards are distributed to Troops via their mailboxes.

Troop Guide Training

The Troop Guide Training Program is designed to educate Troop Guides about working with younger Scouts. The program will be offered in Trailblazers Tuesday through Friday from 9:15 AM to 10:00 AM. The Tuesday session is "Trail Guiding" and covers a Guide's responsibilities in the Troop, how to be an effective leader, how to work with younger Scouts, how to develop lessons, and to finish off the session, the participant will be showed the EDGE method of teaching. The Wednesday through Friday programs are called "Blazing Sessions", and are opportunities for Guides to bring down their new Scouts to work on specific skill sets, such as knots, lashings, fire building and safety, orienteering and good hiking practices. During these sessions, all of the resources of the Trailblazers Department will be available to the Guides, including supplies and staff members.

Merit Badge Program

Revised Mar. 2018							2018 Camp Horseshoe Merit Badge Schedule						
Independent Study		10:00 AM		11:00 AM		2:00 PM		3:00 PM		4:00 PM			
Aquatics	Instructional Swim - held at 9:00 daily to work on basic swimming skills and 1st Class aquatics skills	Swimming Group I ε		Swimming Group II ε		Swimming Group III ε				Special Interest Program			
		Lifesaving †*ε				Swimming and Water Rescue (ages 16+) M-W							
		Rowing †				Canoeing †							
		Kayaking/Whitewater (Fri. outpost 9-2) †δΔ								Open Swim			
		BSA Lifeguard (and 7 pm on Thur., ages 15+) *†◇											
Nature Lodge (Roberts Lodge)	Bird Study	Envi. Sci. Group I ε		Fish and Wildlife/Mammals δ		Oceanography		Envi. Sci. Group II ε		Special Interest Program			
	Reptile & Amphibian Study ◇	Archaeology		Weather ◇		Forestry/Nature δ		Astronomy Δ					
		Insect Study ◇		NOVA - Designed to Crunch		Game Design		Plant Science ◇					
STEM Center (Schramm Lodge)	Moviemaking λ	Digital Tech./Programming nδ		Chemistry		Nuclear Science/Energy *δ◇		Space Exploration		Special Interest Program			
	Photography λπ	Animation λ		Electricity/Electronics ◇*δ		Engineering/Architecture δ◇		Robotics *					
Campcraft	Scouting Heritage	Camping Group I εΔ◇		Pioneering		Camping Group II εΔ◇		Wilderness Survival Δ		Special Interest Program			
	Backpacking/Hiking ◇εδ*	Cooking (until 1 pm) *◇				Orienteering/Geocaching δ							
Field Sports	Shotgun Shooting *				Rifle Shooting *				Special Interest Program				
		Archery (attend both) *		Athletics/Sports ◇δ		Archery (attend both) *		Fishing ◇					
Handicraft (Kindness Center)	Model Design & Building	Indian Lore/Textiles δ		Leatherwork		Welding (ages 14+)		Leatherwork		Special Interest Program			
	Basketry	Metalwork - Tinsmithing Track				Woodwork							
	Metalwork - Blacksmithing Track (ages 14+)				Art				Woodcarving				
Health & Fitness (Health Lodge)	Fingerprinting	Search and Rescue *		First Aid Group I ◇ε		First Aid Group II ◇ε		Traffic Safety					
		Medicine (ages 14+)		Personal Fitness ◇ε		Emergency Preparedness *Δ◇ε							
Eagle Resoure (Goodman Pavilion)		Citizenship in the Nation *◇ε★		Communication *◇ε★		Personal Management *◇★ε (@Trailblazers)		Citizenship in the World *ε★					
Trailblazer	Troop Guide Training (Tu-F)	Morning Session (until noon)				Open for Merit Badge		Afternoon Session (until 5 pm)					
COPE	Morning Mountain Biking Ride (9:30 - 11)			Climbing Group I*		Climbing Group II*		COPE (until 5 pm) *					
Maintenance	Plumbing (ages 15+)												

ε Eagle Required Merit Badge † Requires Swimming Merit Badge Δ Outpost Required ◇ Has Prerequisite

* Recommended for older Scouts (13+) n Requires Cyber Chip δ Two Badges λ Personal Technology Welcome ★ Must hold Star rank







Remember that the provided schedule is subject to change, and that the final schedule will be made available at the Scoutmaster's Meeting on Tuesday the week before your arrival at Camp. When a badge has multiple groups, pick 1 to attend.

Merit Badge Descriptions

Merit Badge	Location / Time	Notes
Animation	STEM 10am	Scouts should bring pen and paper to this merit badge, and are encouraged to bring their own devices.
Archaeology	Nature 10am	Scouts will participate in a mock dig during the week.
Archery	Archery 10am and 2pm	Scouts taking Archery must attend both sessions. Inexperienced archers may require additional practice time to qualify. Recommended for older scouts due to the physical demands of the badge.
Art	Handicraft 2pm	Scouts will learn about art history and practice skills such as drawing figures, portraits, and still lifes using various media.
Astronomy	Nature 3pm	Scouts must participate in the outpost observation Wednesday night. A partial may be issued due to cloud cover.
Athletics + Sports	Archery 11am	Prerequisites: Athletics Req. 3a,b and 5 Sports Req. 4 and 5
Backpacking + Hiking	Campcraft Indep. Study	This badge is offered only as an independent study. Scouts taking this badge should report at 9am on Monday or Tuesday to pick up materials. Scouts must bring their own backpacks. Prerequisites: Backpacking Req. 8c, 9, 10, and 11 Hiking Req. 4 and 5
Basketry	Handicraft Indep. Study	This badge is offered both in the classroom and as an independent study. Scouts taking this badge should report at 9am on Monday or Tuesday to pick up materials and then plan to complete the remaining requirements on their own.
Bird Study	Nature Indep. Study	Scouts will need to identify 20 species of wild birds.
BSA Lifeguard	Pool 10am- 12pm and 7pm Thu	This program is for adults and Scouts at least 15 years of age who plan to work as a lifeguard. Participants must hold a current CPR certification and be able to complete a 550 yard swim on the first day.
Camping	Campcraft 10am or 2pm	Scouts will participate in an overnight outpost on Thursday night, which will leave before dinner and return before breakfast on Friday. Scouts must bring their own tents and backpacks. Prerequisite: Req. 9

Canoeing		Boat Docks 2pm-4pm	Scouts should have previously completed Swimming.
Chemistry		STEM 11am	Scouts should bring pen and paper to this merit badge
Citizenship in the Nation		Goodman 10am	Scouts must hold at least Star rank to take this badge. Prerequisite: Req. 2
Citizenship in the World		Goodman 3pm	Scouts must hold at least Star rank to take this badge.
Climbing		COPE 11am or 2pm	Scouts must be at least 13 years of age to take this badge.
Communication		Goodman 11am	Scouts must hold at least Star rank to take this badge. Prerequisites: Req. 5, 7, and 8
Cooking		Campcraft 10am-1pm	Scouts will cook as a class during the week, which may require them to miss lunch in the Dining Hall. Scouts must inform the counselor of any dietary restrictions on Monday for them to be accommodated. Scouts must be involved in making all 3 Outpost meals. Prerequisite: Req. 4
Digital Technology + Programming		STEM 10am	Scouts may need additional time outside of class to finish the projects involved. Scouts should bring pen and paper to this merit badge. A CyberChip is required to complete Digital Technology.
Electricity + Electronics		STEM 11am	Because Scouts use a soldering iron in this badge, it is recommended for older Scouts. Scouts should bring pen and paper to this merit badge. Prerequisites: Electricity Reqs. 2, 8, and 9a
Emergency Preparedness		Health 2pm-4pm	This merit badge cannot be completed in camp. Req. 2c must be completed by having a conversation with your family <u>after</u> completing Req. 2b. Prerequisite: First Aid Merit Badge
Engineering + Archaeology		STEM 2pm	Scouts should bring pen and paper to this merit badge. Prerequisite: Req. 4
Environmental Science		Nature 10am or 3pm	This badge is very demanding; Scouts enrolling should hold at least 1 st Class rank.
Fingerprinting		Health Indep Study	Scouts will learn about how fingerprinting is used for identification and will gather their own set of prints.

First Aid		Health 11am or 2pm	Each Scout must bring the items specified in the Merit Badge Pamphlet to complete his own First Aid Kit (req. 2d).
Fish and Wildlife Management + Mammal Study		11am	This session is a great opportunity for Scouts with strong interests in ecology and conservation to learn more about these topics.
Fishing		Archery 3pm	Scouts will need to bring their own fishing equipment to camp. Scouts should attempt to complete Reqs. 9+10 before arriving, as catching a fish at camp can be difficult. Scouts 16 and older must have a fishing license before enrolling in the badge.
Forestry + Nature		Nature 2pm	Scouts must bring a notebook in order to prepare a field guide for Forestry requirement 1.
Game Design		STEM 2pm	Scouts will design and build board, outdoor, or roleplaying games. The video game option for this badge is not being offered at camp this year. Scouts should bring pen and paper to this merit badge.
Indian Lore + Textiles		Handicraft 10am	Scouts will learn about American Indian culture and history, and use cloth as a medium for creating traditional crafts.
Insect Study		Nature 10am	Scouts will need to independently identify 20 species of insects in the field, which may require significant time and effort. A notebook and pen/pencil are required in order to keep a field book. Prerequisite: Req. 9
Kayaking + Whitewater		Boat Docks 10am- 12pm	This program is for Scouts 14 years and older and is physically demanding. Scouts should have some familiarity with a kayak before enrolling. There is a float trip from 9am to 1pm on Friday.
Leatherwork		Handicraft 11am or 3pm	Scouts may require additional time to complete projects outside of class.
Lifesaving		Pool 10am- 12pm	This is a physically demanding badge recommended for Scouts 14 or older. Prerequisites: First Class Rank, First Class Swim Test, Swimming MB, be able to swim 400 yards consecutively
Medicine		Health 10am	This is a very intellectually demanding badge, and as such it is recommended for Scouts aged 14 and up with a serious interest in the subject matter.
Metalwork – Blacksmithing Track		Handicraft 9am-12pm	In addition to the fundamentals of metalwork, this session will introduce scouts to forging with steel. Due to the physical nature of this badge, Scouts should be at least 14 years old and be 1 st Class or above. Scouts must also wear long pants and boots in order to participate.
Metalwork – Tinsmithing Track		Handicraft 10am- 12pm	In this badge, scouts will learn the fundamentals of metalwork and learn to craft using sheet metal. Older scouts will tend to have more success and find this badge more rewarding.

Model Design and Building		Handicraft Indep. Study	Scouts may require additional time to complete projects outside of class.
Mountain Biking		COPE 9:30-11am	Open to scouts and leaders. Participants may use provided bikes, but are encouraged to bring their own. Personal bikes must be checked in by the Mountain Biking director and stored at COPE.
Moviemaking		STEM Indep Study	Scouts should bring pen and paper to this merit badge, and are encouraged to bring their own devices.
NOVA – Designed to Crunch		STEM 11am	'Designed to Crunch' is the Mathematics module of the NOVA award program. Scouts will work through various activities to learn how Mathematics appears in our daily lives.
Nuclear Science + Energy		STEM 2pm	Scouts should bring pen and paper to this merit badge. Prerequisite: Energy Req. 4
Oceanography		Nature 2pm	This is a great option for Trailblazers interested in taking a Nature badge!
Orienteering + Geocaching		Campcraft 2pm-4pm	Scouts should be aware that completion of these badges will involve walking or jogging several miles over the course of the week.
Personal Fitness		Health 11am	This badge cannot be completed at camp. Requirement 8 (a 12-week fitness plan) must be completed after completing all other requirements. Prerequisite: Dental exam
Personal Management		Trailblazer 2pm	This badge cannot be completed at camp. Requirement 8 requires writing and keeping to a 7-day schedule. Prerequisite: Req. 2
Photography		STEM Indep. Study	Scouts should bring pen and paper to this merit badge, and are encouraged to bring their own devices. A CyberChip is required to complete this badge
Pioneering		Campcraft 11am	Scouts will practice intermediate knot-tying and lashing skills and apply them to erecting a structure at the end of the week.
Plant Science		Nature 3pm	Prerequisite: Req. 5
Plumbing		Quonset Hut 10am	Scouts will learn practical plumbing skills, such as cutting and threading pipe and replacing basic equipment. This badge is only for Scouts aged 15 and older.

Reptile and Amphibian Study		Nature Indep. Study	Prerequisite: Req. 8
Rifle Shooting		Rifle 2pm-4pm	Due to the level of skill and dexterity required, it is recommended that Scouts be at least 13 years old or have prior experience in shooting rifles.
Robotics		STEM 3pm	This badge has a cap of 20 scouts. Scouts will build 'battlebots' to compete on Friday night. Scouts should bring pen and paper.
Rowing		Boat Docks 10am- 12pm	Scouts should have previously completed Swimming.
Scouting Heritage		Campcraft Indep. Study	The interviews for requirements 5 and 7 are more easily completed outside of camp, but could be completed in camp if appropriate subjects are present. This is a good badge for first year scouts interested in learning more about the Scouting movement.
Search and Rescue		Health 10am	This badge is recommended for Scouts 13 years or older.
Shotgun Shooting		Rifle 10am- 12pm	Due to the level of skill and strength required, this badge is strongly recommended for Scouts over the age of 13 or who have prior experience in shooting shotguns.
Space Exploration		STEM 3pm	Scouts may need extra time to finish projects outside of class. Scouts should bring pen and paper to this merit badge.
Swimming		Pool 10am or 11am or 2pm	Scouts will be required to pass the First Class Swim Test (Swimmer/Red White Blue) by the end of the week. Scouts who struggle with this requirement are encouraged to attend Instructional Swim at 9:00am
Swimming and Water Rescue		Pool 2pm-4pm Mon.- Wed.	During this training course, participants aged 16 and up learn basic water rescue techniques and are introduced to BSA aquatic safety procedures. This training bridges the gap between Safe Swim Defense training and BSA Lifeguard.
Traffic Safety		Health 3pm	Scouts will learn the fundamentals of safe driving habits and organize an event emphasizing their importance.
Weather		Nature 11am	Scouts will construct a weather instrument while at camp. Please bring a notepad and a pencil or pen to this badge. Prerequisite: Req. 2
Welding		Handicraft 2pm	Due to the physical nature of this badge, Scouts should be at least 14 years old and be 1 st Class or above. Scouts must also wear long pants and boots in order to participate.

Wilderness
Survival



Campcraft
3pm

Scouts will participate in an outpost on Thursday night. They will leave from class at 3:00pm and return before polar bear on Friday. Scouts should consider taking Camping before attempting this badge.

Woodcarving



Handicraft
3pm

This badge focuses on carving projects.

Prerequisites: Totin' Chip or Scoutmaster's Approval

Woodwork



Handicraft
2pm-4pm

This badge focuses on using wood to build things. Older scouts will tend to have more success and find the badge more rewarding.

Prerequisites: Totin' Chip or Scoutmaster's Approval

Resources for Scoutmasters

Schedule of Meetings

Scoutmasters should plan to attend, or send a representative to, each of the following meetings:

Tuesday, 6:30pm (week before arrival) – Pre-Camp Meeting. At this meeting, the Camp Commissioner reviews the Commissioner’s Guide, the final Merit Badge Program schedule, and makes other important announcements. Health forms are checked for completion and returned if there are any errors. Tours of campsites and program areas are offered. Feel free to arrive at 5:45 to watch Retreat and join us in the Dining Hall for dinner on us. Meets at HQ porch. Please remember to wear your Class A uniform if you’re joining us for dinner.

Sunday, following Dinner – Welcome Meeting. At this meeting, the Directors of each department area introduce themselves and provide an overview of their programs. Meets at HQ porch.

Monday, following Lunch – Emergency Protocol Meeting. At this meeting, the Camp Director reviews emergency procedures with adult leaders. Meets out the main Dining Hall doors, by the salad bar.

Wednesday, 5:15pm – The Scoutmasters’ Social. At this meeting, information about Outpost Day, and Adult Cope, and updates to the week’s schedule are announced. This meeting also regularly features members of the Council professional staff and light refreshment. Meets at Goodman Pavilion.

Friday, following Dinner – Closing Meeting. At this meeting, the Camp Director provides information about the Saturday Visitors’ Day Program, procedures for OA Tap Out and awards, and Business Checkout. Meets at HQ porch.

Scoutmasters’ Lounge

The Rossiter Visitors’ Center, which is adjacent to Headquarters, serves as the Scoutmasters’ Lounge. The Lounge is air-conditioned and has wireless Internet access. Charging stations, cold water, and coffee are available at all hours. Please note that although you are welcome to conduct administrative tasks here, it is not an appropriate venue for Troop Committee meetings, Boards of Review, or other gatherings which would preclude its use by other adults.

Who to Contact

Questions about billing, scheduling, or reservations – Amy Dalesandro, Camping Administration

Questions about Adult Leader Specific Training – Council Training Committee

Questions about campsite assignment, camp policy, donations etc. – Dr. David Mellinger, Camp Director

Resources for Senior Patrol Leaders

Schedule of Meetings

Sunday, 5:40pm – Welcome Meeting on the parade field. The Program Director introduces himself and outlines the Retreat Ceremony and the schedule for the evening.

Monday, after dinner – Day 1 Check In. The Commissioner and Program director introduce themselves, provide feedback about the week so far, and describe the evening's Campwide Game or Event.

Wednesday, after Vespers – Mid-Week Check In. The Commissioner checks in with SPLs to troubleshoot any problems they're experiencing. He introduces the Campwide Game or Event and provides information about Outpost.

Friday, after dinner – End-of-Week Check In. The Program Director provides information about the Friday and Saturday Campwide Games and Events, the closing campfire, and Merit Badge makeup sessions.

Important Events & Deadlines

Sunday, 8:30pm – Opening Campfire

Monday, 9:00am – Bring your Patrol Leaders to Headquarters to register for Standard Troop and Standard Patrol.

Monday, Wednesday, Friday, 8:30pm – Campwide Game or Event

Wednesday, Siesta – Check in with your Patrol Leaders regarding Patrol Logs and service projects

Thursday – Outpost Day

Saturday, 9:00am-12:00pm – Merit Badge make-up sessions and open programming. Standard Troop and Standard Patrol Applications due at noon.

Saturday, Siesta – Silver Buckle Vote

Saturday, 2:30pm-4:40pm – Paul Bunyan Field Day *or* Water Carnival

Saturday, 8:30pm – Closing Campfire

Sunday, 8:30am - Chapel

Saturday Special Events

Starting at 2:30pm on Saturday, Camp Horseshoe hosts either the Water Carnival (weeks 1, 3, 5, and 7) or Paul Bunyan's Field Day (weeks 2, 4, and 6) at the Pool and Campcraft, respectively. The following is a list of exemplar activities for each event. Expect to see a couple of these classic events at your game, as well as some new ones.

Paul Bunyan Field Day

String Burning – Two scouts build and start a fire to burn through a string. Scouts must provide their own all-natural fire-building materials; matches will be provided.

Paul Bunyan Look-a-Like – One adult leader from each Troop will impersonate Paul Bunyan. Babe, the blue ox, and other accessories are optional, but highly encouraged.

9-Knot Relay – One Scout races to tie the basic knots on himself in the correct locations.

Heaving Bar – One Scout throws a rope over a suspended beam. He then uses the rope to tie a clove hitch to a stake in the ground, a timber hitch around a log under the beam, and a sheepshank to shorten the rope and raise the log.

Giant Clove Hitch – Four Scouts tie a clove hitch around a tree while remaining outside of a 3-ft radius.

Two-Man Saw – One Scout and one adult work together to saw a log.

Water Carnival

Tube Wrestle – One Scout from each Troop tries to remain on a giant tube in a last-man-standing contest.

Boat Tug-of-War – Four Scouts from each Troop compete in this feat of strength.

Lazy River – One adult from each Troop swims the length of the pool feet-first.

Raise the Colors – Four Scouts work together to raise a flagpole using a masthead knot.

Scoutmaster Belly Flop – Points for style!

Greased Pig – The SPL of each Troop attempts to retrieve a greased watermelon from the pool.

Who to Contact While at Camp

Questions about program, the schedule of events, games, or the dining hall – Mookie Reich, Program Director

Questions about service project materials – Quartermaster Staff (the Old Quonset Hut)

Questions about camp inspection and other general questions – Frank Donley, Camp Commissioner

Camp Awards and Recognition

Standard Patrol Award

Awarded to Patrols of at least four Scouts who satisfactorily complete advancement, participation, and service requirements specified on the Standard Patrol application. Please be sure to review the Standard Patrol application carefully. There are standards for the Patrol log that will be strictly observed. Projects must be completed on time.

Standard Troop Award

Awarded to Troops with at least 50% of their membership in camp. All Patrols must earn the Standard Patrol Award and the Troop must qualify by having participated in camp-wide events to the satisfaction of the Program Director. The Troop must also earn the Clean Camp Award.

Clean Camp Award

Earned by maintaining clean camp standards for at least five out of six daily inspections.

Silver Buckle

Awarded to one youth member from each Troop who, in the opinion of his fellow scouts, has above all others demonstrated the finest example of Scout Spirit, the Scout Oath, and the Scout Law in his conduct throughout the week. The scout selected must be from a Troop of at least eight members, have been in camp all week, be under the age of eighteen, and never have received the award before. *Adults should not influence this determination. The Scouts exclusively should make the decision.*

Camp Horseshoe Emblem

A round 3" patch is awarded to all first year campers and a year segment is awarded to each scout provided that he has done the following things:

- Conducted himself according to the Scout Oath and Law.
- Completed a full week at camp with his Troop.
- Accomplished such objectives that the Troop leadership sets.

The Horseshoe patch will be awarded only to those scouts who are present with their Troop from Sunday to Sunday. Those leaving camp early for any reason *do not* qualify for the award.

100% Patrol Award

Awarded to those Patrols that have 100% of their natural Patrol in camp all week. A Patrol that has been formed provisionally for camp does not qualify. The award is a segment for the Horseshoe Patch.

Ton-Ca-Coo Belt Branding

In the Mohawk language *ton-ca-coo* means "little deeds." One of our most enduring and popular traditions is the recognition of the many little deeds accomplished at camp by a set of different brands that can be imprinted on a leather belt. There are approximately 30 brands that scouts and leaders can earn while spending a week in camp. Belt kits are available from the Trading Post and help in assembling and branding the belts is available from the Handicraft staff.

The significance and importance of any award is diminished if standards are not upheld. Scouting relies on its leadership to judge fairly and equitably when qualifying scouts to receive awards. At camp we expect the Troop leadership to understand and support the standards we have established for these awards. We appreciate your assistance in doing so.

The Standard Troop Award

Application

Troop # _____ Council _____

Number of Patrols in Camp _____ Camp Week _____ Scoutmaster _____

Camp Standard Troop is a high honor based on assessment of three areas:

Membership

- At least 50% of the Troop's membership is in Camp.
- The Troop is made up of at least two patrols.
- All Patrols in the Troop earn the Standard Patrol Award.

Comportment

- The Troop and its membership behaves in accordance with the Aims and Methods of Scouting, the Scout Oath, and the Scout Law at all times, as determined by the Program Director.

Activities

The Troop:

- Participates in all camp-wide activities (all three evening games, Vespers, and both campfires).
- Conducts at least one Troop campfire program during the week. The program should exhibit scout spirit and live up to the high ideals of the Scout Oath, Law, Motto, and Slogan.
- Earns the Clean Camp Award 5 of 6 days.
- Reports all cases of illness to the Health Lodge immediately. On hikes or trips, trail first aid must always be followed by a check-up upon returning to camp.

NOTE: This application is due, in addition to the Standard Patrol Applications, Saturday before noon.

Adult Leaders:

Scoutmaster

Troop Leaders (Scouts):

Senior Patrol Leader

**This form should be on the top of your Troop's application packet.
The packet is due by Saturday at Noon.**

Standard Patrol Award

Application

Patrol Name _____

Troop # _____

The Standard Patrol Award will be awarded to a Patrol having **four or more** members in Camp. The Camp will present the award to each Patrol that meets the following requirements:

- The Patrol Leader must **register his Patrol** at Monday Patrol Leaders' Meeting following Breakfast.
- The Patrol must plan and carry out **an effective Patrol schedule** utilizing the opportunities of the Troop scheduled activity and program areas to the Patrol's best advantage.
- As a Patrol, perform a **distinctive service project** for Camp Horseshoe as approved by the Program Director. You should meet with the staff contact by Tuesday to discuss the expectations for the project. The project must be completed by **Friday, 4:00 pm** for final approval.
 - Project Description: _____
 - Staff Contact Name: _____ Signature: _____
- Plan and cook each of your **Outpost meals** as a Patrol. If the Senior Patrol Leader requires that Patrols cook as a Troop, the members of the Patrol should complete their assigned tasks as a group.
- Cooperate with other Patrols of the Troop in planning and conducting at least one **Troop campfire program**.
- Participate in the **Wednesday Night Camp-Wide Game** as a Patrol.
- The members of the Patrol must keep a **daily Patrol Log** detailing the activities of its activities.
 - A reflection about each day Sunday-Friday should be written on its own 8.5x11 sheet of paper. You should have a **half-page** written for Sunday, and a **full page** written for Monday-Friday.
 - In addition, the patrol leader must write a **half-page reflection** about the following:
 - Their leadership during the Wednesday night patrol game
 - Their leadership during preparation of Thursday's outpost meals.
 - Their Patrol's participation in the Troop's campfire program.
 - Logs should be in **paragraph** format (as opposed to a timetable or list).
- The **Scoutmaster and Senior Patrol Leader** must approve and sign this form certifying that the Patrol has participated in the whole Troop program to his satisfaction and that the objectives have been met. In doing so, they attest to having reviewed the Patrol's Log for completion and relevance.

This Patrol has qualified for the Standard Patrol Award in all requirements listed above, as is evidenced by our signatures:

Patrol Leader

Senior Patrol Leader

Scoutmaster

This form should be on top of your Patrol Log and Patrol Leader Reflections and given to your SPL to be included in the Standard Troop Award application packet.

The Standard Troop Award application packet is due by Saturday at Noon.

Retreat Ceremony Overview

This is an outline of our retreat ceremony. It takes place every evening at 5:45, but the field is open for practice at 5:30. Staff can be available to help with any questions.

1. Dress Cover Dress
(Front)
2. Marktime March
3. Forward March
4. Halt 1, 2
5. Right Face
Dress Left Dress, Front
6. SPL Report (Salute)
Troop _____
"Rising Sun, MD"
___ On Line
___ On Staff Line
___ On KP
"Campsite"
Reporting, SIR!
Camp, Parade Rest
Camp Attention
Staff Salute, Two
Camp, Pass and Review
7. Left Face
8. Marktime March
9. Forward March
10. Right Column
11. Right Flank
12. Eyes Left
(two)
13. Right Flank
14. Halt 1, 2
15. Dismissed

