

RESICA FALLS SCOUT RESERVATION • CRADLE OF LIBERTY COUNCIL, BSA

Leaders' Guide

SUMMER 2017

This Guide is for

**Adult Leaders to
plan a Summer
Camp Stay**

**Senior Youth
Leaders to Plan
their Summer
Stay**

**Parents
interested
in Summer
Camp Operation**



General Information Needed to Plan Your Stay in Camp

Merit Badge, Themed Activity & Schedules are published in a separate Program Guide Issued in Early Spring

Welcome

January 2017

We are excited that your Troop has selected Resica Falls Scout Reservation as your summer camp home for 2017. A top-notch staff is being selected and we are working hard to provide a quality Scout camping experience.

This 2017 Camp Leader's Guide is your key resource. Please read it carefully and share it with your other camp leaders, parents, Scouts, and your Senior Patrol Leader. Use it as a reference in planning your activities and advancement in camp. We are proud to offer a well rounded program and have added several new features to make this an exciting experience. Our theme this year is Ocean Island Adventure so start getting those outfits together as you get ready for action for a fun-filled week of activities. Whether you are a first year camper or a seasoned veteran, we are committed to meeting your individual needs and expectations. Our Program Guide will be available in the early Spring.

Please also study our camp policies and procedures. They are based on the principles of our Scout Oath and Law and are meant to ensure that camp operates safely, effectively, and enjoyably for everyone during their stay at Resica Falls.

If you have any questions concerning Resica Falls summer camp, please do not hesitate to contact us. We are here to serve you. Call on us for assistance at the camping office at the Roger S. Firestone Scouting Resource Center (610) 688-6900 or find us on the web at www.colbsa.org/resicasummer.

Thanks for your tireless dedication to Scouting, and we look forward to seeing you at camp.

Yours in Scouting,

Chris Brenner

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Leaders' Guide

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History of Resica Falls



Situated in the beautiful Pocono Mountains, Resica Falls Scout Reservation is a 4200 acre Scouting Paradise. Set in an endless track of mountain trails, clear streams and waterfalls, Resica has an amazing program of activities for Scouts to enjoy during their summer camp experience. This paradise is the home to hundreds of different trees, plants and animals, and to over 3000 Scouts each summer.

In 1957, the Valley Forge and Philadelphia Councils entered into a joint venture to develop this magnificent piece of land into a camp for Scouts to enjoy for generations to come. Although the Valley Forge Council would become the sole proprietor of the property in 1965, these same two councils would merge in 1996, creating the Cradle of Liberty Council. The Council would later enter into a land trust agreement, preserving the property forever as an undeveloped forest for scouting use. In 2017, Reisca Falls will celebrate its 60th summer season of Scout camping. Tens of thousands of Scouts have enjoyed an experience among the hidden natural treasures, creating memories that will last a lifetime.

The camp capacity is 600 participants each week in our Dining Hall operation. The camp boasts a new pool and shower house facility built in 2006 with a three story water slide. Additional recent improvements have included the construction of a boat

house at Lake Roger (2004), office facilities (Unami Lodge - 2006), a renovated Trading Post (2011), a Rifle Range & Shotgun Range (2008 & 2011), a Archery Range (2009), a Dining Hall Expansion (2010) and improved Handicapped Campsite Facilities (2011). In 2012, the Richards Arena was constructed. A campfire amphitheater that seats 900 people and is state-of-the-art in lights and sound it is an ideal home to our campfires and award ceremonies. In 2014, a Clock Tower and central meeting place was constructed on the Parade Field, as well as two additional campsites behind the Trading Post. In 2015, a new shower house facility was added in the Great Bend, as well as a human foosball court and a blacktop basketball court. The following summer a new Handicraft Lodge was built and the STEM Center was relocated to the renovated Great Bend.

Our summer program is top-notch. We offer over 70 merit badges spread throughout our camp in the areas of aquatics, scoutcraft, ecology and shooting sports, as well as handicraft, sports and media & technology. Beyond badges, the camp boasts an extensive COPE course, lunch club programs and an afternoon High Adventure Club. Every evening, there are things happening in camp; from night swims to scavenger hunts, campfires to religious services, there is always something to do during the week. Monday evenings are home to expansive campwide game competitions that challenge patrols in skills and to have fun. ♦

Troop Planning Countdown

The steps below will help guide you through your planning process in preparation for your summer camp experience at Resica Falls this summer.

The key to a successful week in camp is planning and preparation. The more you plan and the better you prepare, the more successful the week. Remember the key to planning a successful program is to involve the whole troop and the most important ingredient is fun.

The greatest feature of the Resica Falls program, as we are sure you will discover, is its flexibility. Please remember, you are the reason for us being here and we will strive to make your week at camp a success. Our goal is to maintain the highest standards, address the smallest detail, and go the extra mile. This is what Resica Falls quality and excellence are all about.

Begin the process by reading the entire leaders guide. We realize that the sequence of events below may be different in each Troop.

1. Your reservation is made at the council service center and you have a plan for securing the total camp fee from each of the Scouts so that you can pay the balance by May 15th in order to take advantage of the discounted rate. Download the current Leaders' Guide from the Cradle of Liberty Council's Camping Website and read through it thoroughly.
2. You need to have a serious discussion with yourself and the other adults in your unit. "What do I want to accomplish as Scoutmaster? How can I ensure a well-organized, balanced program for summer camp...a program that will enrich the life of each Scout and, at the same time, strengthen our patrol and troop organization for year round operation? What are the goals for my troop?"
3. Confirm patrol organization for summer camp. "Natural" patrols, which operate all year, are the mostdesirable. If this is impossible, create new patrols for the summer camp experience. Organize your patrols well before camp. It is highly recommended that you select at least one Troop junior leader, preferably your Senior Patrol Leader, to attend the NYLT Junior Leader Training Conference this summer at Musser Scout Reservation or Resica Falls Scout Reservation. Course details are available at www.colbsa.org/training/nylt.
4. If you have not already done so, conduct a Camp Promotion Parents' Night to present camp plans and share with boys and parents information about our camp, program highlights, adult leadership, physical examination, fee payment information, etc. Distribute medical forms. Don't forget Specialty Camps and High Adventure Experiences for Scouts who want to attend camp for an additional week. Contact the Council Camping Department for assistance or check out the Camping Website of the Cradle of Liberty Council at www.colbsa.org and click on camping. Remember there is an extra discount for a second week at a Cradle of Liberty Camp.
5. FIND OUT WHAT THE SCOUTS WANT! Ask them, don't just guess. Some things they will want to do on their own, other things by patrol and others with the whole troop. Have each patrol meet to list its ideas in each category. Survey the troop for special program requests- i.e. biking, canoeing, hiking, etc.
6. Use the troop Advancement record chart to determine each Scout's advancement needs. Give each Scout a copy of the merit badge opportunities. Have them select the merit badges they wish to pursue at camp, then discuss the advance preparation necessary for each badge. Be sure to have the Scouts prepare for what they plan to do. For example those participating in the Dan Beard program should review requirements for tenderfoot through first class. Remember, be prepared.
7. Meet with your Patrol Leader's Council (PLC) - the thought and time spent in this meeting will open the doors to real adventure. Have the PLC set goals for camp.

Troop Planning Countdown (Continued)

8. After considering your goals, patrol organization, individual boy desires, advancement needs and Patrol Leader Council goals, develop a realistic list of objectives for summer camp. Then plan a program around them. Your Patrol Leaders Council should plan, in detail, the entire troop program for camp. Refer to this Leaders Guide for help. **THIS IS VITAL TO THE SUCCESS OF YOUR WEEK IN CAMP.**
9. Follow up on the Scouts that have not signed up for camp. Sell them on going because of the program you have planned.
10. Attend the Cradle of Liberty Council Pre-Camp Leaders Orientation with your Senior Patrol Leader on Monday, April 24, 2017. Get all the information you need to plan your stay at camp. If you miss this meeting, please be sure to check out the video online after the meeting.
11. Pay balance of camp fees owed no later than May 15th.
12. Finalize your Troop roster of those attending camp. Obtain home addresses and telephone numbers of all Scouts (including parents' vacation address and phone number) or that of nearest relative, for use in emergencies.
13. Troop leaders attend the June Pre-Camp Meeting prior to your camp attendance at the Firestone

Scout Service Center near Valley Forge for the up to the minute details on the Camp Program and Operation.

Troops attending Weeks 1-4 June 5, 2017

Troops attending Weeks 5-7 June 6, 2017

Any changes are usually announced at this time and it is at this meeting where your campsite and arrival time will be assigned. Questions? Come to this meeting with all your questions and be sure to have anything you are uncertain about cleared up. In addition feel free to call Cradle of Liberty Council camping office with any questions. You can call the camp office at (570) 223-8312 with your program questions after June 14th when camp opens.

14. Collect and review medical forms for all Scouts and leaders attending camp. Check for completeness of all information, and parents and doctors CURRENT signatures and dates. See Medical Form Instructions page of this Leaders Guide.
15. Arrange for transportation to camp and for the return home.
16. Check in at camp on Sunday at designated time.
17. While at camp, your program commissioner is there to help you implement your troop's program.

Advance Preparations Checklist

REQUEST YOUR TROOP COMMITTEE TO:

- Visit homes of Scouts not signed up for camp to encourage their attendance
- Arrange transportation and location for departure
- Collect all fees and transmit to the Cradle of Liberty Council Office prior to May 15th.
- Arrange for Camp Board of review, if desired
- Complete a tour plan if your troop is from outside the Cradle of Liberty Council. Make sure to also obtain a copy of your home council's insurance policy.

AT PARENTS' MEETING AT LEAST 3 MONTHS PRIOR TO CAMP:

- Confirm transportation details to and from camp
- Distribute Annual Health and Medical Record forms - for youth and adults
- Explain to all parents what summer camp is all about and why every Scout should attend
- Review general information sheet and personal equipment lists. Review special camp programs and activities. Announce merit badges that require pre-camp preparation.
- Secure location and emergency phone numbers while Scouts are in camp
- Explain the merit badge process and inform Scouts that they will need to have their blue cards prepared before leaving for camp.
- Begin to log merit badge choices online. Changes can be made up to one week before your arrival at camp.

AT A MEETING OF YOUR TROOP LEADERS' COUNCIL WEEKS PRIOR TO CAMP:

- Make patrol service assignments
- Select desired troop programs
- Emphasize importance of special programs for a successful camp
- Review which Scouts are not going to camp and attempt to sign them up
- Review merit badge selections and log them online

AT A TROOP MEETING 2 WEEKS PRIOR TO CAMP:

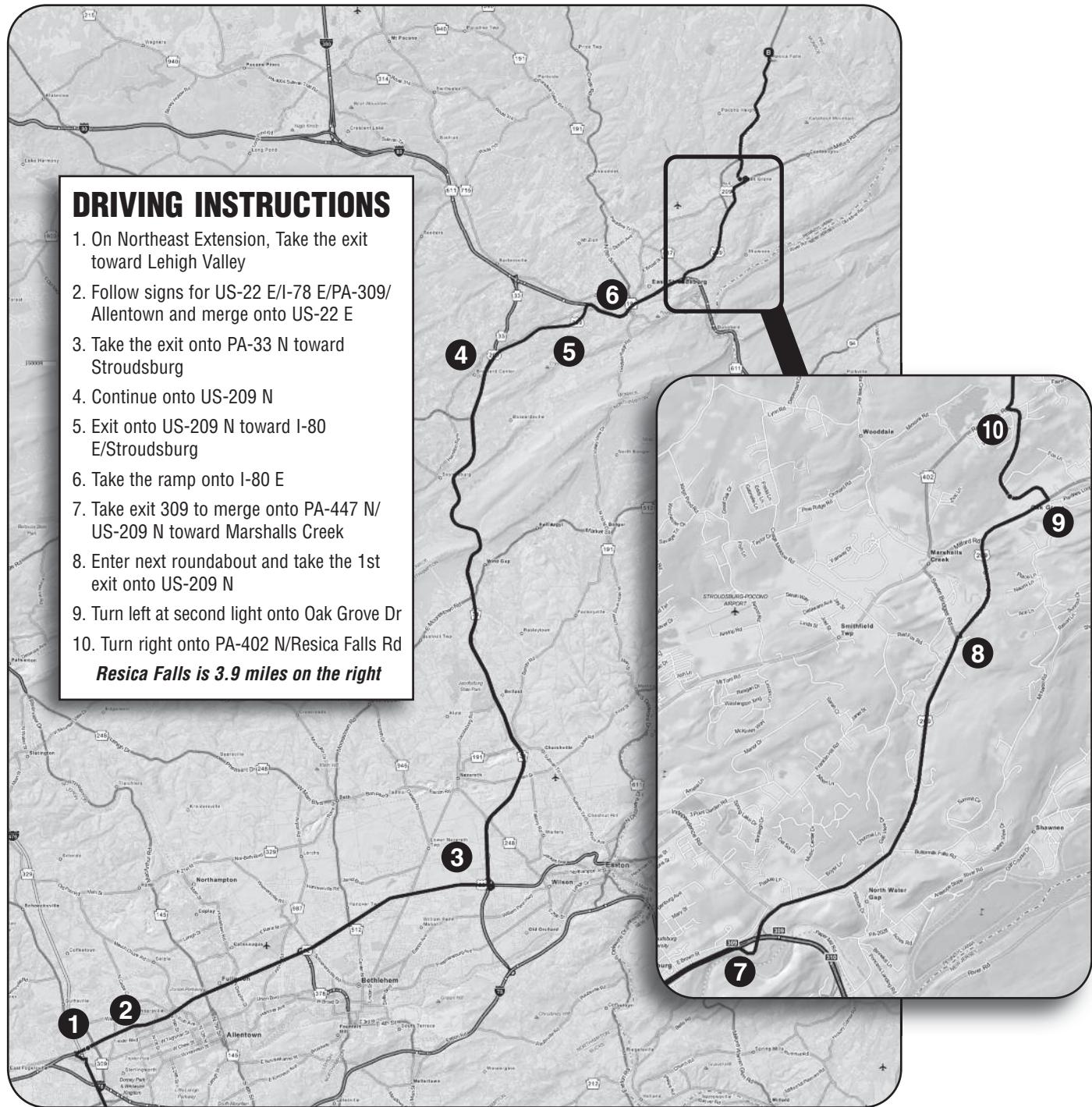
- Review tentative program - get further suggestions
- Discuss the Scout Oath and Law as it pertains to camp
- Review personal equipment needs
- Give final travel plans (direction map to camp included herein)
- Remind each Scout to especially bring:
Completed Health and Medical Record form
(parent and physician signatures a must)
Official Boy Scout handbook
- Discuss merit badge plans and remind Scouts that they will need to have their blue cards prepared before leaving for camp

BEFORE LEAVING FOR CAMP:

- Make certain you have a medical examination form from each Scout and adult including copies.
- Prepare 3 copies of camp roster
- Know how to reach parents in case of emergency
- Gather all Scouts in one place and leave together
- Leader has sufficient funds on hand to cover balance of fees owed - (bring at least two checks)
- Do not arrive in camp before your assigned time.
- Have Tour Plan if your unit is from outside the Cradle of Liberty Council
- Ensure that all Scouts have properly prepared merit badge blue cards and pre-requisites.

Directions to Resica Falls

General Directions: Take desired route to I-80; proceed east to Exit 309, Route 209 North for 5 miles, into Marshall's Creek, take Route 402 North for 6 miles. Big Springs Camp entrance is on the right.

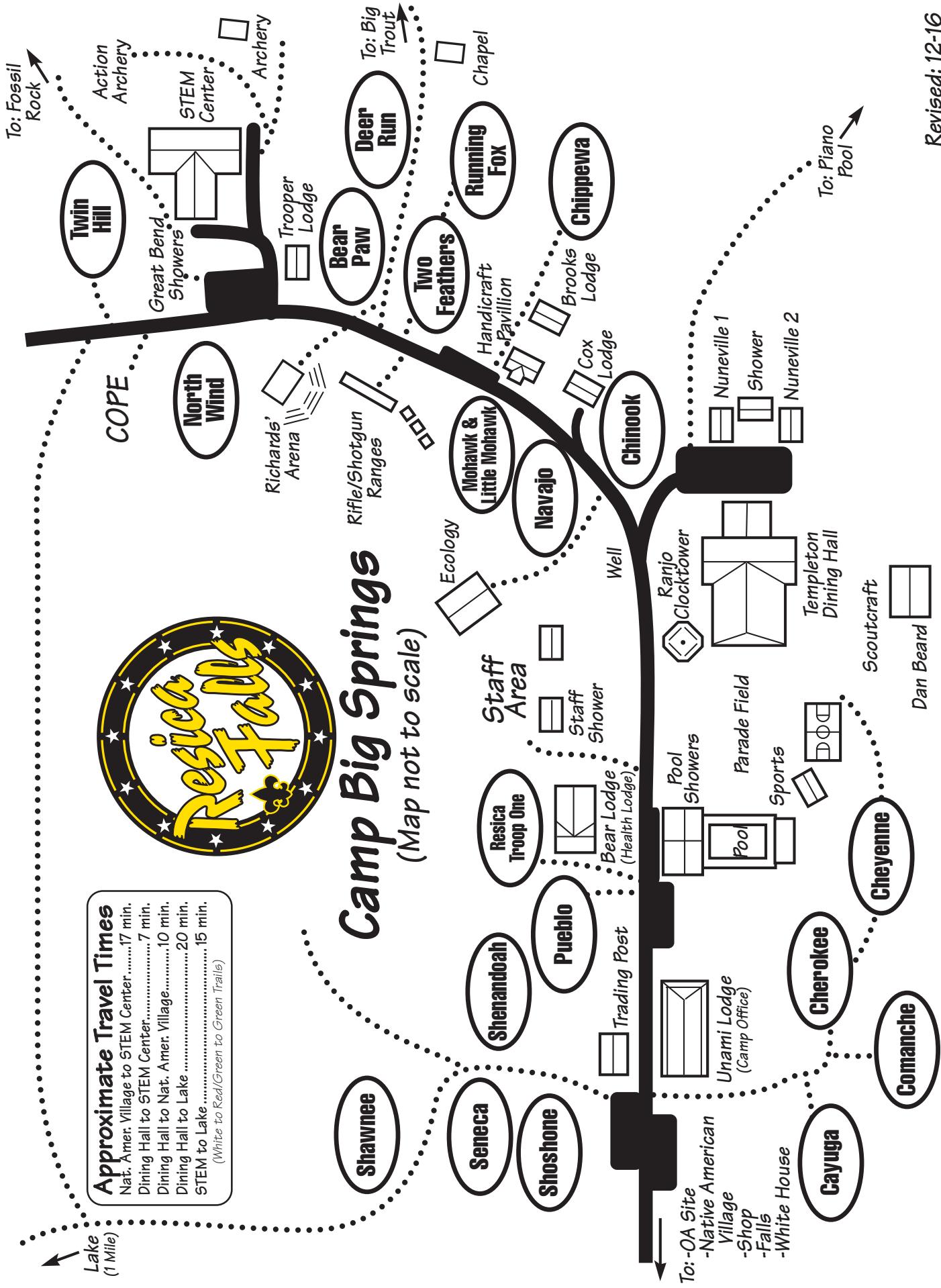


Approximate Travel Times	
Nat. Amer. Village to STEM Center.....	17 min.
Dining Hall to STEM Center.....	7 min.
Dining Hall to Nat. Amer. Village.....	10 min.
Dining Hall to Lake.....	20 min.
STEM to Lake.....	15 min.
(White to Red/Green to Green Trails)	



Camp Big Springs

(Map not to scale)



General Information



RESICA FALLS SCOUT RESERVATION

Is an official camp of the Cradle of Liberty Council, Boy Scouts of America. It is operated for the benefit of registered Scouts and Scouters in accordance with all standards of Scout Camping. Rules for acceptance and participation in the program are the same for everyone without regard to race, color, creed, or national origin.

Every precaution is taken to ensure the safety of all campers, and every effort is made to make their stay productive and pleasant. This camping season marks another year of development in our camp. You will find new programs and facilities and you will see many improvements and refurbishments.

CAMP DIRECTOR MAY, FOR VIOLATION OF CAMP POLICIES, DISMISS INDIVIDUALS FROM CAMP.

CAMP LEADERSHIP: It is the policy of the Boy Scouts of America that at least two (2) adult leaders, one of whom must be 21 years of age or older, attend summer camp with your Troop. Ideally, the Scoutmaster is the best choice for camp leader; however, this position must be filled by a registered adult at least 21 years of age. The second adult in camp can be an Assistant Scoutmaster, Troop Committee member or a parent. All leaders attending camp should have Youth Protection Training completed.

UNDERSTANDING: The Camp Leader is in charge of the Troop at all times, and is responsible for the conduct of their Scouts. Scoutmasters must know of Scouts who need special attention due to physical handicaps or personal problems (heart disease, excessive shyness, allergies, etc.).

Scouts are expected to be in their respective campsite no later than 10:00 pm each evening and under the supervision of an adult leader. Scouts may only leave their campsite after 10:00 pm when accompanied by an adult leader. In addition, during campwide events, such as meals, campfires and ceremonies, Scouts are expected to be with their troop and under the supervision of an adult troop leader. When Scouts are in the troop campsite, there should always be adult leadership present. At no time should Scouts be in the campsite of another troop without permission/invitation.

RELEASE OF CAMPERS: To ensure the safety of all campers, the Cradle of Liberty Council, BSA has enacted the following policy. Any Scout who leaves camp prior to the normal departure time on Saturday morning with their unit, will only be permitted to leave under the auspices of an adult approved by the parents of the Scout. A Camper Release Authorization form, signed by the parents of the Scout, must be on file in the Camp Office in these cases. This form will list all adults, who

General Information (Continued)

are authorized by the parents, with whom their son may leave camp. Scout leader should escort Scout to the Camp Office to sign out.

LAW OF THE CAMP: Is the Scout Law. Simple yet all inclusive.

DAMAGE TO CAMP PROPERTY AND EQUIPMENT: The Troop is responsible to pay for the cost of repair. Payment is due before you leave camp.

BICYCLING: Bicycles are more than welcome at Resica Falls. Helmets must be worn at all times. Bicycles should not be ridden in camp after dark. Be mindful of the speed you are traveling on your bicycle. Some camp bicycles may be available for scouts to borrow, with scoutmaster approval, and at the Sports Director's discretion.

CAMP FEES: Full balance must be paid prior to your arrival at camp.

Leaders fees are:

\$190 per week.
\$35 per day
10-19 scouts, 1 free leader
20-29 scouts, 2 free leaders
1 additional free leader for each additional 10 scouts.

Scout fees are:

\$395 per week if **\$50 deposit is paid by March 1st AND total fee is paid on or before May 15.**

\$420 per week if total fee is paid after May 15th.

New Scouts registered in the Troop after the deadline date can still take advantage of the \$395.00 fee. Contact the Council Camping Department to find out about receiving a half-price discount for a second week of camp!

REFUND POLICY: Please note: The \$50 individual deposit is not refundable under any circumstances. All policies and procedures for refunds can be found on the '2017 Summer Camp Refund Request Form' in the Appendix.

CAMPERSHIP PROGRAM: Campership grants

are available to Scouts who are in need of financial assistance to attend summer camp. This program is only available for Cradle of Liberty Council units. Camperships (scholarship money) are available for all currently registered CRADLE OF LIBERTY Scouts. Campership awards are applied to the \$420 camp fee. For an application or more information please feel free to contact the Camping Office at (610) 688-6900 or go to the document library in the camping section of the council's website, www.colbsa.org. The application due date is April 1st.

CAMP OFFICE

Hours of Operation

Weekdays – Monday to Friday

9:00 AM to 12:15 PM
1:45 PM to 5:30 PM
7:30 PM to 10:00 PM

Saturday

8:30 AM to 10:00 AM

Sunday

1:00 PM to 5:00 PM

7:30 PM to 10:00 PM

The Camp Office is located in Unami Lodge. The Reservation Director, Program Director, Camp Commissioner's Office and QM are located here. The following services will be conducted at the camp office:

2018 SUMMER CAMP SIGN-UP: Reservations will be accepted for the 2018 summer camping season. A \$100 non-refundable deposit and a Declaration of Intent are required at the time of your reservation.

CAMP FEE PAYMENTS: Camp fees will be reviewed during check in. A member of the Cradle of Liberty Council Camping Department will be in camp each Thursday to assist with settling up of camp fees.

CAMP MAPS & DIRECTIONAL

INFORMATION: Maps of the reservation, trail maps, and other maps of local interest are available in the camp office.

CAMP PICTURES: Troop photos will be taken with a digital camera and the file will be provided to the unit. Troop photos will be taken by your commissioner by appointment.

General Information (Continued)

CAMPSITE INSPECTIONS: Your Program Commissioner will perform a daily campsite inspection. Inspections will be primarily aimed at checking the following:

1. Cleanliness of latrines and washstands.
2. Conditions of tents.
3. Cleanliness of grounds and trails.
4. Safety Hazards and what is being done to correct them.
5. No cars in campsite.

The camp leader is responsible for the health, safety, and cleanliness of his Scouts and the campsite.

CELL PHONE CHARGING STATION: Two Cell phone Charging Stations will be available this year. One will be located on the porch of Unami Lodge. The other will be located in the Templeton Dining Hall. Keys will be available in the Camp Office. A \$5 security deposit will be required for each locker key, and will be refunded upon return of the key to the Camp Office. The individual is responsible for providing their own charger and cable.

COMMISSIONER SERVICE: A Program Commissioner will be in charge of an area in camp consisting of three to four Troop sites. He will be prepared to give assistance to your Troop as well as some of your neighboring Troops. He will offer any help needed in programming, organization of activities, or any Scouting problems you might have. His primary job is to help you to help your Troop. This can be done by giving information, informal meetings, discussions, references, and demonstrations to your Troop leaders. Our Program Commissioners want to assist you, whatever your needs are. Their goal is to provide the greatest possible service to insure that your campers do not miss any activities the camp has to offer and that your week in camp is a successful one.

C-PAP MACHINES: Most campsites do not have electricity. If you use a C-PAP machine to sleep during the night, we suggest a rechargeable battery pack to power your C-PAP machine. You may recharge the battery at the Quartermaster. Camp has a limited number of these batteries available for rent at a cost \$25 a week.

COUNSELOR-IN-TRAINING: Should your unit have any CITs on Campstaff at Resica Falls, they must attend camp with your unit. They cannot serve on the staff the week your unit is in camp.

DINING HALL:

Meal Times:

	A	B
Breakfast	7:30-7:55 am	8:10-8:35 am
Lunch	12:20-1:00 pm	1:10-1:50 pm
Dinner	5:30-6:10 pm	6:30-7:10 pm

The Dining Hall is located in the center of camp near the parade grounds. Meal times are as listed above. Each troop will be assigned a table(s) for the entire week on Sunday. Seating is done in tables of 8.

WAITERS: Troops will need to provide a waiter for each table assigned to the troop for all meals. Waiters must report to the dining hall to begin set-up for the meal 10 minutes prior to the scheduled time. Waiters will remain in the dining hall after the meal for clean-up. Each waiter will be dismissed after clean up by the Dining Hall Manager.

WAITER REPORT TIMES:

	A	B
Breakfast	7:20 am	8:00 am
Lunch	Not Needed	Not Needed
Dinner	5:20 pm	6:20 pm

MEAL TIME PROGRAM: Many important program aspects are included during each meal. Program announcements, songs, and cheers are lead by the camp staff at mealtime. It is extremely important for leaders sitting at each table to quiet the Scouts down when the camp staff raises the Scout sign.

NOTE: Special treats for purchase such as watermelons, cakes, etc. or food to be cooked outside the Dining Hall for campsite meals or while on outpost MUST be ordered at least 24 hours in advance of the time you need them. Orders may be placed with your Program Commissioner or at the Camp Office by filling out a Food Requisition Form. Questions regarding this process may be directed at the Camp Office,

General Information (Continued)

through your Program Commissioner or by asking the Dining Hall Manager. In addition, please notify our head chef regarding any special dietary needs at least one week before your arrival to camp. An online form is located at www.colbsa.org/resicasummer.

DOUBLE KNOT: We use an online merit badge and advancement registration system. Each troop should appoint one leader or parents to be their Double Knot registrar. Detailed instructions regarding Double Knot can be found at www.colbsa.org/resicasummer under the Forms section.

EMERGENCY PHONE SERVICE: An emergency phone line is located in the Camp Office (or Health Lodge when the office is closed). If the outside world needs to contact a person in camp they should call (570) 223-8312 and the message will be delivered. This is an emergency line.

EQUIPMENT IN GENERAL: Your troop should bring sufficient Scoutcraft equipment, cooking gear, hiking equipment, troop and patrol flags, American flag, and any other equipment you might need for your program. Keep in mind that if you have Scouts participating in an overnighter, you will need to provide the tents for them to use. We have limited amounts of equipment for those who do not have what is needed.

FEES PAYMENTS: The camp office will receipt all monies for camp fees, Order of the Arrow, and guest meals.

FIREWOOD: Due to the threat of invasive species and insects, units are prohibited from bringing their own firewood to camp. There is adequate downed wood on the reservation to provide for campfires.

FIREWORKS: They are prohibited in camp and are against the law in the Commonwealth of Pennsylvania.

FLAG CEREMONIES: Reverence for the country and respect for the flag is emphasized at Resica Falls. Troops are encouraged to attend Flag Raising at 8:00 am. A formal Retreat Ceremony (colors) is held at 6:15 pm each day for all troops. Troops are encouraged to provide color guards.

FOOD SERVICE: We have a superior food service company that prepares all of our meals. The summer menu as well as contact information for the company can be found at www.colbsa.org/resicasummer. Accommodations for food allergies can be handled through our food service company. An online form is available at www.colbsa.org/resicasummer.

HAZING AND INITIATIONS: Hazing and initiations violate Youth Protection Policies and do not belong in a Scout Camp. Scout leaders will see to it that all new campers are properly oriented and assisted in getting the most out of their camping experience.

HEALTH LODGE

Hours of Operation:

Emergencies: 24 Hour

Medications: After Breakfast B and Dinner B

Located in Bear Lodge across from the pool.

Please report all health problems. We are required to record all injuries that occur on camp property, NO MATTER HOW SMALL. If the Health Officer is not in the Health Lodge there will be a sign telling you where he/she is located.

ICE: Ice is available for purchase at the Camp Office. Ice is only available in the Dining Hall for Troops participating in the patrol cooking option.

LATRINES: Latrines must be cleaned daily. When water is added daily (one bucket per opening per day), odors are greatly reduced. Please DO NOT POUR DISINFECTANT INTO THE PITS AS THIS WILL INCREASE THE ODOR. Objects are not to be thrown into the latrines as this will cause serious problems in both plumbing and disposal units.

LIQUID FUEL: Liquid fuel lanterns and stoves are permitted only under trained adult supervision. Fuel must be stored in a secure area on the campsite. We recommend battery lanterns. Propane lanterns and stoves may be used when underwriter approved cylinders are used. Caution: If refillable containers are used, they should be tested regularly. Units are responsible that empty containers are disposed of properly with your unit's trash.

General Information (Continued)

LITTER: Please do not litter and do your good turn by helping pick up litter should you see any. Let's all work together to keep Resica Falls clean. Be sure to join us in our recycling effort.

LOST AND FOUND: Articles found should be deposited at the Camp Office. Likewise, articles lost may be inquired about at the same place. Unclaimed articles will be disposed of at the end of the week. *We do not accept any responsibility for valuables lost or stolen.*

MAIL: Our camp has a daily mail service. Mail goes out at 11:00 am, and will be available for pick up at the camp office after 3:00 PM everyday. Mail should be addressed to campers and leaders in camp as follows:

Scout's Name / Troop #
Campsite Name
Resica Falls Scout Reservation
1200 Resica Falls Rd
East Stroudsburg, PA 18302

MAINTENANCE: Tents, cots, tent platforms, and other such equipment are expensive to replace. Care for them as you would your own property. Small rips in cots and tents should be reported immediately. When camp property is damaged, a charge will be made to cover the necessary repairs or replacement. In wet weather, guy lines on all tents should be loosened, because rope and canvas shrink when wet. If rain is of long duration, continual loosening is essential. Tent flaps should be rolled inward each day, if weather permits. This allows visible control of the site, as well as airing out the tents.

OUT OF CAMP TRIPS: If a Scout or Leader is leaving camp, they must stop by the Camp Office and sign out in the Camp Register. A Scout who leaves camp prior to the normal departure time on Saturday will only be permitted to leave under the auspices of an adult approved by the parents of the Scout in writing. If a group of Scouts and Leaders are leaving camp for an off-camp trip, the unit must file a Trip Plan. Upon return, individuals should check in at the Camp Office and sign back in. Returning groups need only send one representative to the Camp Office to check back in.

PERSONAL EQUIPMENT: Your Scouts should have a list of all material and equipment they bring to camp and have them check off items as they prepare to leave camp for home. Mark items with name and Troop number. Parents will be happy when their sons return home with all their original equipment. Make sure that your boys do not bring along too much money or valuable items, and that all money be locked up for safe keeping. *We do not accept any responsibility for valuables lost or stolen. Do not bring any valuables to the pool.*

PETS: Sorry, Pennsylvania will not permit pets in camp by campers or leaders.

PROBLEMS: Do not let little problems grow. Address problems in camp as soon as you become aware of them. Consult your Program Commissioner for assistance.

PROHIBITED: All forms of alcoholic beverages, illegal drugs, depressants, stimulants, and sheath knives in any form are prohibited. Violators, whether boys or adult leaders, will be asked to leave camp. Non-alcoholic beer may encourage underage or irresponsible use of alcoholic beverages. Please do not bring or allow use of non-alcoholic beer.

QUARTERMASTER: The Camp Quartermaster is located at Unami Lodge. Items necessary to clean your campsite latrine and do camp improvement projects are available at the Quartermaster. The Troop is responsible for the return of all items checked out in clean, working order. All item checked out are to be returned no later than immediately after breakfast on Saturday morning.

Hours of Operation

Open for 20 minutes after Breakfast B and Dinner B.

RECYCLING: Each campsite has a recycling container to collect aluminum and plastic recyclables. We ask all Troops to empty these into the recycling dumpster behind the Dining Hall. Thanks for helping us recycle!

RELIGIOUS SERVICES: We suggest that you and your boys fulfill your religious obligations before arriving in camp. An All-Faith Scout Vespers will be held Wednesday evening a Jewish Vesper

General Information (Continued)

Service will be held Friday evening. Make sure to invite the Pastor, Priest, Rabbi or Chaplain of your institution to visit camp. We are happy to support services for any faith, as requested.

RIFLES AND ARCHERY EQUIPMENT: Please note the following policy statement: Our camp provides all firearms and archery equipment. Individuals may NOT bring rifles, shotguns, or archery equipment into camp. NO ammunition of any kind may be brought into camp.

SCOUT & LEADER CHECK IN/OUT: Anytime a Scout or Leader is leaving or returning to Resica Falls please notify the camp management at the Camp Office so that we know of your whereabouts at all times in case of an emergency.

SHOWERS: Showers for all campers and leaders (both male and female) are located in the shower houses at the Pool and at the Great Bend.

SLEEP: Particular emphasis is placed upon providing every Scout with nine hours of sleep every night. This is necessary if he is to enjoy an active program and get the most from his stay in camp. It is the responsibility of the Scoutmaster and other Troop leaders to see that his camp site is a courteous one. Rowdiness, and loud talking after taps and before reveille will not be tolerated.

SMOKING: Leaders who smoke are reminded the SMOKING IS NOT PERMITTED IN BUILDINGS OR TENTS. Additionally, please refrain from smoking in the Program Areas. All cigarettes and tobacco must be disposed of properly. We ask that smoking not be done in front of Scouts. The same policy applies to electronic cigarettes and smokeless tobacco as well.

SPECIAL NEEDS: All special accommodations should be made with the Camp Director during the June Pre-Camp Leader's Meeting.

TEXTING SERVICE: We offer a text message alert system where the camp administration will issue emergency alerts, weather warnings or program updates. There is no additional charge for this service, but regular texting rates do apply. Please provide the name, troop number and cellphone

number of any leaders you wish to receive these alerts at Sunday Check-in.

TELEPHONE/CELLPHONE: For emergency calls, a camp leader should report to the camp office. Incoming calls for Scouts and Leaders should be for emergencies only. Messages will be put in the Troop mailbox. Urgent messages will be delivered to the site. Any Scout needing to make a call should have one of his camp leaders with him.

Resica Falls assumes no responsibility for the loss, damage or misuse of cell phones including overuse, exceeding plan limits or use by unauthorized persons. Knowing that they can sometimes add to homesickness problems and prank calling, the camp encourages Scouts to leave cell phones at home. We highly discourage the use of cellphones in camp by Scouts. No cellphones should be taken into the showerhouses.

TRADING POST: Located across from Unami Lodge, the Camp Trading Post offers all your summer camp needs. The Camp Trading Post is stocked with merit badge and program supplies, camp souvenirs, commonly forgotten necessities, postage stamps, and snack food items. Cash, Check, VISA, MasterCard, Discover, American Express accepted. Hours of Operation are Posted.

TRASH: All trash generated in the troop site must be disposed of by your Troop. The Troop should send two Scouts with your trash to the dumpster. The dumpsters are located behind the Dining Hall.

TROOP ROSTER: Fill out completely, listing all your campers, Scouts and adults, in alphabetical order, giving name, address, zip code, and telephone number. Make sure all are registered with the Boy Scouts of America. Bring three copies of the roster to camp: place one roster with your medical forms, turn in one roster to the Camp Director at check-in and keep the third copy for your records. Be sure to get parents' vacation addresses and telephone numbers if this applies.

TROOP SITE CAPACITY: Each Troop site has a definite size regarding boy capacity. This is done to accommodate small and large Troops alike. The Camp Director reserves the right to assign

General Information (Continued)

a Troop to a site that would best fit the size of the unit. Camp sites are assigned at the June Pre-Camp Leaders' Meeting. Any Troops sharing a site will be notified. Because of potential changes in numbers, campsite assignments may change at any time.

TWO-WEEK CAMPING UNITS: There will be no charge for food used during the normal changeover time at the Dining Hall. Troops requiring food during the changeover should be prepared to cook. Staff is limited during this period. One-week Troops remaining for a 7th day will be charged for extra meals. A troop must provide their own program during the changeover period.

UNIFORM: The full Scout uniform, correctly worn, is proper at any time, but essentially required for the evening meal, retreat, campfires, and some other evening activities. Scout shorts and t-shirts are recommended for day time wear. Some Scouts may not have a uniform, through no fault of their own, and we must note that a uniform is not a prerequisite for attendance at camp. Shoes or some type of adequate foot gear must be worn at all times as a matter of safety, especially to prevent puncture wounds which could prohibit swimming. Water shoes (foot gear which can get wet to prevent injury while in the lake or creek)

will be needed for a variety of camp activities. Old sneakers are acceptable water shoes.

VEHICLES: No vehicles are allowed in the campsites. Arrangements must be made in advance with the Camp Director for any physical limitations. Each campsite has two marked parking spots, but a site used by two units will have to share the parking spots. All other vehicles should be parked in the Fisherman's Parking lot.

VISITORS: All visitors must sign in at the camp office immediately upon arrival. Visiting Scouters desiring meals at the Camp Dining Hall can be accommodated if the camp is notified 24 hours in advance. Only a limited number of visitors can be accommodated for meals. Large groups must make arrangements at least one week in advance.

The camp will not conduct an organized camp visitors night. Your troop is welcome to organize an evening in camp where you can invite parents and guests. Arrangements should be made through your camp commissioner.

The cost for guest meals is \$10.00.

VISITOR CHECK IN/OUT: All visitors must sign in/out when coming to Resica Falls at the Camp Office.



Health & Safety

It is the policy of the Boy Scouts of America as stated in the “Guide to Safe Scouting”, National Camp Accreditation Program/National Camp Standards, and other official publications of the BSA that these guidelines apply to all camp activities. In addition, Council, local, and state standards apply as well.

ON ITS OWN: Everyone in Camp has a responsibility to protect the health and safety of everyone else. One uninformed or careless person can, in a moment, destroy the health and safety of the entire Camp.

BUDDY SYSTEM: Use of the Buddy System is strongly recommended for ALL activities.

MEDICAL SERVICE: The Camp Health Lodge is prepared to handle Camp illness and accidents. Any Camper who leaves Camp for medical reasons, MUST FIRST CHECK OUT AT THE CAMP HEALTH LODGE. Emergencies will be handled at all hours, day or night, at the Camp Health Lodge. Should hospitalization be necessary, we have arrangements with local ambulance services and local hospitals.

HEALTH AND MEDICAL RECORDS: All Scouts and Leaders must bring to Camp a complete BSA Annual Health and Medical Record, and must be re-checked by the Camp Health Officer. Only use of the current edition of the official BSA Annual Health and Medical Record will be accepted; this assists the Camp Health Officer in obtaining vital information, should someone require medical assistance. An AHMR is valid through the end of the 12th month from the date it was administered by your medical provider. For example, a physical administered March 3, 2014, would be valid until March 31, 2015.

HEALTH SURVEILLANCE: The Unit Leader must monitor the health of each Scout while at Camp. Please do not let a small problem get out of hand due to lack of attention. Be on the lookout for skin irritations, ivy poison, ticks, dehydration, etc. at all times. Be alert that some Scouts change their toilet habits at Camp. We must watch for

changes in a Scout's physical appearance and activity level. Ask questions if changes occur.
IT IS THE RESPONSIBILITY OF THE UNIT LEADER AND THE SCOUT TO REPORT TO THE CAMP HEALTH LODGE FOR REQUIRED MEDICATIONS.

INSURANCE:

FOR CRADLE OF LIBERTY COUNCIL UNITS:

Insurance for Cradle of Liberty Council Units is provided by the Council. **The policy is excess to any other available source of medical benefits if the charges are greater than \$300.00.** This means that you must file your bills through your primary, or personal, insurance carrier prior to this policy responding. **If the total charges are less than \$300.00, we will pay without the other insurance coordination.** When your primary insurance company processes the charges, they will send you an Explanation of Medical Benefits or “EOB”. You must forward a copy of the Explanation of Benefits for EACH CHARGE.

FOR OTHER COUNCIL UNITS: Each Troop will be expected to bring a copy of their insurance policy and claim form on Sunday to file at the Health Lodge. If you do not have accident insurance at this time, you should obtain it so you will be protected all year long. The Camp has NO accident or medical insurance on other council's campers.

MEDICATIONS: An Adult Leader from your Unit MUST accompany any Scout coming to the Camp Health Lodge for medications.*

*An entire Unit may store all their medications in a secure, locking, camp-provided storage container within their own Campsite. This program will be completely optional and all a Unit would have to do to be able to participate in this program is for the Unit Leader, at check-in, to complete and sign an “opt-out” form. This will allow the entire Unit to store all their medications securely within their own Campsite rather than at the Camp Health Lodge.

Medical Form Instructions

SPECIAL NOTICE: The BSA has issued a NEW Annual Health and Medical Record form which is now available on the COL's website. This form replaces ALL previous Health Forms and its use is mandatory.

Three copies of your Unit roster are needed. Medicals must be turned in with a Unit roster on top. If at all possible the Unit roster should not be hand-written; buddy tags are prepared from the names listed on this Unit roster.

1. Annual Health and Medical Record (BSA Form 680-001)

(Every person needs this form)

- This form is required for everyone and all three parts (A, B, & C) must be completed.
- Part A must have signatures with-in twelve (12) months preceding the last day of your week at Camp.
- Part C - An AHMR is valid through the end of the 12th month from the date it was administered by your medical provider. For example, a physical administered March 3, 2014, would be valid until March 31, 2015.

Note:

- No one is allowed to remain at Camp without a current Annual Health and Medical Record Form.
- No physicals are done at Camp.
- No swim tests will be given without a current medical form and a re-check by Camp personnel.
- Only one copy for each person is required.
- Photocopies, not originals, are recommended.
- To speed check-in — Put in alphabetical order by last name, staple multi-page forms together.

2. Drug Administration Record Form (COL Form, please use latest version)

(Every scout needs this form)

SECTION I-For Over-The-Counter (OTC) Drugs that are supplied by the Camp to Scouts.

- This section is filled-out and signed by a parent or guardian. This permission allows the Camp

Health Lodge to supply a Scout who may have a need for "over the counter" ("OTC") medications. A Scout will only receive "OTC" medications supplied by the Camp Health Lodge if consent has been given on the Drug Administration Record form.

SECTION 2-For any medication (Over-The-Counter or Prescription) that is brought to Camp.

- Fill this out if you bring prescription, over-the-counter, or EMERGENCY medications to Camp that you take routinely, sometimes, or in emergencies.
- Do not tear apart form or write in "For Health Staff Use Only" block.

3. Your Medications

For this summer camp season, Units will be storing all their medications in a secure, locking, camp-provided storage container within their own Campsite. This program is recommended.

OR

If a Unit wishes to have their medications stored in the Health Lodge, the following procedures are still in effect—

ALL YOUTH MUST TURN IN ALL MEDICATIONS AT THE CAMP HEALTH LODGE*

(Accompanied by a completed Drug Administration Record Form- see #2 above). This policy is pursuant to National Camp Accreditation Program/National Camp Standards. Adults 18 and older may submit a Medication Storage Release Form, allowing them to retain their medications while in Camp.

• ALL medications turned into the CAMP health lodge* must be

- In original container, labeled with name
- Placed in zipper plastic bag labeled with name and Unit
- Accompanied by a Drug Administration Record Form

Camp Emergency Procedures

ACCIDENTS AND INJURY: All injuries should be reported to the Camp Health Lodge. It is always a good idea to have any injury, no matter how small, checked out by the Camp Health Officer. Should hospitalization be necessary, we have agreements with local ambulance services and local hospitals. Any Camper who leaves Camp for medical reasons, **MUST FIRST CHECK-OUT AT THE CAMP HEALTH LODGE.**

MAJOR ACCIDENTS AND EMERGENCIES:

The Camp Director is to be notified immediately, or in his absence, the Assistant Camp Director or Program Director. Present all facts known. Do not make statements to an outsider, and refer all inquiries from the press to the Camp Director and/or Director of Support Services.

SEVERE STORMS: In the event of a severe storm, everyone will be notified and further instructions will be provided.

ACTIVITIES DURING HIGH TEMPERATURES:

1. Adult Leaders should keep a close watch on Scouts for signs of heat exhaustion.
2. Instruct Scouts to limit or modify physical activity. Strenuous activities should not be permitted.
3. Encourage Scouts to stay in well ventilated and shady areas.
4. Encourage Scouts to drink large quantities of water.
5. Be alert for other instructions from the Camp Director.

LIGHTNING AND HIGH WATER:

1. All aquatic and climbing activities will be suspended during a lightning or thunder storm. If you are on a river trip or at the lake, return to shore and comply with the following:
 - a) Secure canoes, boats, or other aquatic crafts.
 - b) Seek shelter indoors or in a low area away from solitary trees, rock formations, high ridges, wire fences, telephone or electric lines or open fields.
 - c) Complete a head count if traveling as a group.
 - d) Stay in place until lightning or thunder has completely passed.

2. During high water periods, the Camp Director, Program Director or Ranger will notify units and suspend water activities. If your unit is on a river trip and conditions change to very fast or high water, return to shore and comply with the following:

- a) Secure all canoes, boats, or other aquatic crafts.
- b) Seek ground safely away from the waters' edge and high enough from any rising waters.
- c) Complete an accurate head count.
- d) Notify camp of your location and stay put until picked up.

Lightning Safety:

As written in the "Guide for Safe Scouting."

The summits of mountains, crests of ridges, slopes above timberline, and large meadows are extremely hazardous places to be during lightning storms. If you are caught in such an exposed place, quickly descend to a lower elevation, away from the direction of the approaching storm, and squat down, keeping your head low. A dense forest located in a depression provides the best protection. Avoid taking shelter under isolated trees or trees much taller than adjacent trees. Stay away from water, metal objects, and other substances that will conduct electricity long distances.

By squatting with your feet close together, you have minimal contact with the ground, thus reducing danger from ground currents. If the threat of lightning strikes is great, your group should not huddle together but spread out at least 15 feet apart. If one member of your group is jolted, the rest of you can tend to him. Whenever lightning is nearby, take off backpacks with either external or internal metal frames. In tents, stay at least a few inches from metal tent poles.

Lightning Safety Rules

- The Pool, Lake, Rifle Range, Archery Range, ATV Course & COPE will close at the first sound of thunder or sight of lightning. They will resume 30 minutes after the last instance of thunder or lightning.
- Stay away from open doors and windows, fireplaces, radiators, stoves, metal pipes, sinks, and plug-in electrical appliances.

Camp Emergency Procedures (Continued)

- Don't use hair dryers, electric toothbrushes, or electric razors.
- Don't use the telephone; lightning may strike telephone wires outside.
- Don't take laundry off the clothesline.
- Don't work on fences, telephone lines, power lines, pipelines, or structural steel fabrications.
- Don't handle flammable materials in open containers.
- Don't use metal objects, such as fishing rods and golf clubs. Golfers wearing cleated shoes are particularly good lightning rods.
- Stop tractor work, especially when the tractor is pulling metal equipment, and dismount. Tractors and other implements in metallic contact with the ground are often struck by lightning.
- Get out of the water and off small boats.
- Stay in the car if you are traveling. Automobiles offer excellent lightning protection.
- When no shelter is available, avoid the highest object in the area. If only isolated trees are nearby, the best protection is to crouch in the open, keeping twice as far away from isolated trees as the trees are high.
- Avoid hilltops, open spaces, wire fences, metal clothesline, exposed sheds, and electrically conducted elevated objects.
- Approved lightning structures are marked around camp. They include the Shop, Dining Hall, Bear Lodge, Unami Lodge, Pool Showerhouse and Great Bend. These may be used at the discretion of the unit leaders.

FLOODING: Seek high ground and shelter, if possible, immediately. In case of a flood warning, we will keep you posted so that evacuation can take place if necessary.

LOST CAMPER: TROOP LEADERS: should be aware of approximate locations of all Scouts at all times. Periodic head counts are advised. If a Scout is found missing following a search of the campsite, inform the Camp Office. If necessary, the entire camp will assemble to begin a systematic search.

LOST SWIMMER: A Buddy Check will be called. Each swimmer will sit on the edge of the pool, holding his buddy's hand raised up. A visual check of the bottom will be made. A count will be taken to see that the buddy tags on the buddy board agree with the actual number of swimmers in their

respective swimming areas. If a tag is on the board, and the swimmer is not at the pool, a runner will be sent to his Campsite. If not found, the Lost Camper Procedure will begin.

- A) Capsized Boat: If a boat is capsized and no Scouts are in sight, the Lake Director will notify the Aquatics Director and Camp Director. The Director will begin Lost Camper Procedures as all other program areas are closed and the staff reports to waterfront for Lost Bather Search.
- B) Missing Boat: If a boat has not been checked in and the buddy tags are still on the board, the Aquatics Director and Camp Director will be notified immediately. The camp will begin Lost Camper Procedures.

FIRE: Follow "What To Do In Case Of Emergency" procedures. If you see a fire, report it to the Camp Office or notify a staff member. Keep campers away from the fire area.

CHILD ABUSE: Scout Leaders should keep a close watch on Scouts for signs of abuse. If any form of child abuse is suspected, you should contact the Camp Director IMMEDIATELY. Do not take action on your own! Be prepared to provide the following information:

- A) Child's Name
- B) Unit Number
- C) Type of Abuse Suspected
- D) How You Came About This Information

Follow the instructions given by the Camp Director!

EMERGENCY TELEPHONE NUMBERS: Every telephone that is capable of dialing out of Camp will have posted a printed list of local police and fire departments, hospitals, State Police, Ranger's home, Council Physician, Council Executive Personnel, Regional Office, and the National BSA Headquarters.

HAZARDOUS CHEMICAL SPILLS: In the event of a chemical spill, contact the Camp Director IMMEDIATELY. Close off the area around the spill. Do not attempt to clean up the spill. Wait for the Directions of the Camp Director.

OTHER: Treat any other emergency not covered with common sense, taking appropriate action, using guidelines listed above. For any contingency not covered and in question, contact the Camp Director only.

What To Do In Case Of Emergency

DURING THE HOURS BETWEEN REVEILLE(7:00 AM) AND TAPS(10:00 PM):

1. SIGNAL: Continuous sounding of the siren.
2. UPON HEARING THE ALARM, ALL SCOUTS AND LEADERS ARE TO REPORT TO THE PARADE FIELD. ASSEMBLE IN COLORS FORMATION. THE CAMP DIRECTOR OR PROGRAM DIRECTOR WILL TAKE A HEAD COUNT. ALL CAMPERS AND LEADERS MUST BE PRESENT OR THEIR WHEREABOUTS ACCOUNTED FOR. lake and COPE will radio in with their accountability. If all is OK, a second blast will be sounded and all should continue with their normal schedule.
3. If you are aware of an emergency, report it to the Camp Office immediately. If no one is at the Camp Office then report to the dining hall at mealtime or the staff area at night. State the exact location and nature of the emergency.

IF THE SIREN SOUNDS AT NIGHT AFTER TAPS:

1. The Scoutmaster should count his Troop and send the Senior Patrol Leader and a buddy to the Camp Office to report their count. Further information will be given at that time. Staff will report to the Camp Office.

NOTE: Text message alerts will accompany any sounding of the emergency siren, and may serve as a substitute for such sounding if deemed appropriate by the Camp Director. During severe weather emergencies, if a reporting/response is requested, a text message response may prove to be sufficient.

Emergency Phone List

RESICA FALLS SCOUT RESERVATION

1200 Resica Falls Road, East Stroudsburg, PA 18302
Camp Office 570-223-8312
Camp Fax 570-223-7263
All emergencies..... 911

CRADLE OF LIBERTY COUNCIL OFFICE - BSA

Roger S. Firestone Scouting Resource Center
1485 Valley Forge Road, Wayne, PA 19087
..... 610-688-6900

NATIONAL OFFICE - BSA

1325 Walnut Hill Lane
P.O. Box 152079, Irving, TX 75015-2079
..... 972-580-2000

KEY SCOUTERS - CRADLE OF LIBERTY COUNCIL - BSA

Director of Support Services– Michael Oehmke
..... B:610-688-6900 C:484-601-2006

Sunday Checklist For Camp Leaders

Welcome to Resica Falls Scout Reservation! To help your check-in go smoothly and quickly, please carefully read the list below. Before coming to camp be sure to:

Have a current Official BSA Annual Health and Medical Record for each Youth and Adult Camper. Medicals will be returned. We will accept a copy. Be sure to keep the originals for your records. Use of the most current edition of the medical form will help with the medical re-check process, and save valuable time, should someone require medical assistance.

CHECK FOR:

BSA Annual Health and Medical Record, Parts A, B, & C.
Mandatory for each Scout and Leader with Parents' signature and Medical evaluation signed by a certified Healthcare Provider with-in twelve (12) months preceding the last day of your week at Camp. No one will be classified for swimming until the Medical Re-check is completed. No physical examinations can be done at Camp. This MUST be done before arrival in Camp; otherwise, the Scout or Scouter must return home.

- Drug Administration Record Forms for everyone.
- Medication Storage Release Record forms for adults and Scouts wishing to retain their medications.
- Make a list of any medications to be turned in to the Camp Health Lodge during medical re-checks for your records. Troop # - Name of Scout - Name of medication - Time(s) to be taken.
- Have three updated rosters, listing all Youth and Adult Campers. Rosters should include Camper's name, address and an emergency contact number valid for the week in Camp. Place one roster with the medical forms. Turn in one roster at check-in. Keep the third roster for your records.
- A Tour Plan and certificate of insurance if your unit is from outside the Cradle of Liberty Council.
- Have copies of receipts for all prior fees paid.

A Camp Staff Member will instruct all drivers on procedures for unloading of passengers and Troop gear when you arrive.

Your First Day At Resica Falls

TRAVEL: Please use the enclosed map for directions to Resica Falls Scout Reservation.

RESICA ELEMENTARY SCHOOL: You are required to meet at the Resica Elementary School as the first step of your Check-in process. Your assigned check-in time is the time that you should arrive at the school. The address of Resica Elementary School is 1 Gravel Ridge Road, East Stroudsburg, PA 18302.

REGISTRATION: Your Camp Leader should report to Unami Lodge (Camp Office) while the Troop gear is being unloaded from vehicles. The Camp Leader should collect all medical forms; three copies of your Unit roster and have all paperwork ready. Be sure medical forms do not return home in one of your driver's cars.

CAMPSITE INVENTORY: Your Camp Staff Guide and one Adult Leader will, upon arriving at the Campsite, take note of the types, quantity, and condition of all Camp equipment. Please indicate any damage of this equipment at that time, since any damage found during checkout on Saturday will be charged to the Unit. If any additional tents, cots, etc. are needed, your guide will make note of this on the inspection form, and the quartermaster will be informed.

MEDICAL RE-CHECK: After your campsite has been inspected, the unit can quickly change into bathing suits, shirts, and shoes and proceed, following their Camp Staff guide, to the Dining Hall for Medical Re-Check. Troop and personal gear should be moved into tents upon return from the swim test. All Scouts and Scouters will receive a Medical Re-Check where your medical forms will be reviewed. Be sure to bring all medications to be turned in at this time.

MEDICAL FORMS WILL BE RETURNED TO THE UNIT AT THE END OF CAMP! The Camp Staff guide will be given a buddy tag for every Scout and Scouter who has presented a medical. The guide will lead your Troop to the pool. Feel free to ask your guide questions about the Camp, as they you a tour of Camp. (See pages 17 & 18 for additional information).

SWIM TEST: Your Troop should wait outside the pool area until given directions from the Aquatics Staff. There you will be given an aquatics orientation and will then take a swim test to determine your swimming classification. PLEASE NOTE: To expedite the check-in process, we suggest that your Troop conduct the swim test prior to arriving at Camp. Forms are available in the document library on the COL website (www.COLBSA.org) under camping in the forms section. Once completed, scan and email the form to swimtest@resicafalls.org

Your First Day Schedule – Sunday

TIME

1:00 – 5:00pm

- Registration
- Troop Arrival at assigned times
- Site Inspection
- Medical Re-Check/Swim Tests
- Send waiters to the Dining Hall for Dinner A
- 5:20pm
Dinner A
- 5:30pm
Campwide Retreat Ceremony (Colors)
- 6:15pm
Send waiters to the Dining Hall for Dinner B
- 6:20pm
Dinner B
- 6:30pm
Camp Leaders' Meeting
- 7:15pm
Opening Campfire at the Richards' Arena
- 8:45pm
Taps
- 10:00pm

Equipment Check List – Big Springs Camp

TROOP EQUIPMENT TO BRING:

- Your Troop and American Flags
- Merit Badge Pamphlets (see "Advancement in Camp")
- Troop Record Book (for advancement and Scout record)
- Troop overnight tents (if your troop is planning an outpost)
- Clothes-marking pen (for those who forgot)
- Helpful books from your Troop Library - Scout Songbook, nature books, extra Scout Handbooks, Patrol and Troop Activities
- Assorted hand tools for camp project
- Cooking equipment for outpost or Cooking Merit Badge participants.
- Your best troop spirit and enthusiasm

PATROL EQUIPMENT TO BRING:

- Your Patrol Flag
- If your troop is planning to take an overnighter or cooking meals in the campsite, each Scout brings: plate, bowl, cup, knife, fork, spoon & canteen
- Props for your favorite stunts and skits
- Your best patrol spirit and enthusiasm

SUGGESTED ITEMS FOR UNIT LEADER TO BRING:

- Battery Lantern (Please! No gasoline or pressure kerosene lights)
- Stapler and extra thumbtacks for the bulletin board
- Magic marker pens (red, blue, black, and green)
- Alarm clock
- Cash box
- Camp Leaders' Guide
- Addresses and phone numbers of parents on vacation
- Your advancement objectives and Troop program ideas

We suggest all equipment be well packed. The trails to campsites are inaccessible to cars.

What To Bring To Camp

What you bring to camp is what will keep you comfortable. You need enough changes of clothing to keep you clean. We'll have changes in weather; hot, cold, rainy! Be prepared! Here is a list of personal equipment you should bring. Check it carefully; change it if you see fit.

- Sleeping Bag or 3 Blankets
- Poncho or Raincoat
- Sneakers
- Comfortable Hiking Boots
- Complete Summer Uniforms (2)
- Warm Jacket or Sweater
- Socks
- T-Shirts
- Undershorts
- Handkerchiefs
- Swim Trunks
- Extra Shirts
- Tough Long Pants
- Pajamas
- Laundry Bag
- Backpack
- Water Bottle
- Pen, Pencil, Notebook
- Ground Cloth
- Toilet Kit Containing: Soap, Deodorant, & Shampoo, Toothbrush & Paste, Comb & Brush, Towels & Washcloth, Mirror
- Flashlight
- Scout Knife (NO SHEATH KNIVES)
- Pillow or Air Pillow
- Insect Repellent
- Personal First Aid Kit
- Medical Form signed and dated by DOCTOR AND PARENT
- Money for Trading Post
- Cook kit with: plate/cup/bowl/knife/fork/spoon
- Materials, costumes, accessories for the theme
- Water Shoes (Old Sneakers)
- Boy Scout Handbook

PLEASE LEAVE AT HOME

Any valuable electronic devices such as Cell Phones, Radios, iPods, MP3 players, as well as comic books, playing cards, valuable cameras, jewelry, etc, and anything else which would tend to detract from the Scouting atmosphere that should prevail at camp.





National Youth Leadership Training is an exciting, action-packed program designed to provide youth members with leadership skills and experience they can use in their home troops and in other situations demanding leadership of self and others.

National Youth Leadership Training (NYLT) incorporates the latest leadership ideas and presents fresh, vital and meaningful training for today's Scouts. The NYLT course centers around the concepts of what a leader must BE, KNOW, and DO. The key elements are then taught with a clear focus on HOW TO. Presented in the context of a Scout troop, the skills come alive during the week as the patrol goes on a Quest for the Meaning of Leadership.

Built on the legacy of the Junior Leadership Training and Wood Badge programs, the NYLT course teaches the best in modern leadership theories during traditional scouting activities. Dynamic presentations and videos help keep scout's attention focused on learning and gaining confidence in their abilities.

WHAT YOU'LL LEARN

Scouts who complete the course will become knowledgeable in Communications, Ethical Decision Making, Goal Setting, Team Development, Resolving Conflict and Teaching Others. They will have learned skills about how to create a vision of success, how to set goals and make plans, and how to solve problems.

Each scout reflects on what it really means to be an effective and ethical leader. They will see the bigger picture of how to put the needs of others first in order to be a truly great leader. Participants will develop leadership skills that will last a lifetime.

WHO IS ELIGIBLE FOR NYLT?

Any Scout, Venturer or Sea Scout, currently registered with the Boy Scouts of America, 13-years or older, First Class rank or higher or having completed Crew Leadership Training, is eligible to participate. Scouts should have completed at least one long-term camping experience before attending NYLT.

The NYLT experience is ideal for training unit leaders. It can also be a valuable experience for other, older Scouts. A scout should have the enthusiasm and desire to participate in this fun and valuable learning experience.

Why invest in NYLT?

Benefits for YOUTH

- Learn contemporary leadership skills applicable to Scouting, school and the workplace
- Develop a Vision and learn Planning skills to help reach goals and dreams
- Learn how to Solve Problems and Resolve Conflicts when working in teams

NYLT (Continued)

Benefits for the UNIT

- Give participants knowledge of leadership, team building and conflict resolution to help them with their troop/unit responsibilities
- Instill the confidence necessary for them to lead your Scouting unit
- Provide your youth with skills which complement those of Wood Badge trained adult leaders
- Enable your youth to run an effective youth-led scouting program – i.e. your job gets easier!

NYLT: Let Them Be Leaders!

Give your youth a chance at making a difference:

Teach them how to lead

Show them how to lead

Let them lead!

YOU can make a difference...Let THEM make a difference...



Course options:

- June 25-30, 2017 @ Musser SR
- July 9-14, 2017 @ Resica Falls SR
- July 23-28, 2017 @ Musser SR
- August 6-11, 2017 @ Resica Falls SR
- September 29 to October 1 AND
October 6-8, 2017 @ Musser SR (two weekend course – attendance at both weekends required!)

To be eligible Scouts must:

- Be at least 13 years old by start of course
- Be a First Class Scout or completed Crew Leadership Training

Cost:

- \$420 – half price (\$210) if this is your second week of “camp”
(Need-based campership assistance available – see campership form online)

Registration:

- Register ONLINE – <http://www.colbsa.org/nylt>
- Courses close when registration reaches capacity

For additional information contact –

Email: col.nylt@gmail.com Phone: 610-688-6900

Note: late arrival and/or early departure not permitted without prior approval of Course Director

Adult Leader Activity/ Training Schedule

Introduction to Outdoor Leadership Skills

Monday & Friday, 10:00am
Location: Unami Lodge
Trainer: Chris Brenner

Safe Swim Defense & Safety Afloat

Monday, 12:00pm
Location: Pool
Trainer: Aquatics Director

Home Away From Home

Monday, 2:00pm
Location: Unami Lodge Porch
Trainer: Program Staff

Paddlecraft Safety

Monday & Tuesday, 2:30-4:30pm
Location: Lake
Trainer: Aquatics Director

SM/ASM Leader Specific Training

Tuesday, 9:00am
Location: Unami Lodge
Trainer: Council Training Committee

Climb on Safely

Tuesday, 12:00pm
Location: Ecology
Trainer: Climbing Staff

Coffee Drinking Merit Badge

Wednesday, 9:00am
Location: Unami Lodge

CPR Certification

Wednesday, 10:00am
Location: Dining Hall
Trainer: Aquatics Director

Leave No Trace Training

Wednesday, 12:00pm
Location: Ecology
Trainer: Ecology Staff

Trek Safely

Thursday, 12:00pm
Location: Ecology
Trainer: Scoutcraft Staff

Swim and Water Rescue

Thursday, 12:30-3:30pm
Location: Pool
Trainer: Aquatics Director

Napping Merit Badge

Thursday, 2:00pm
Location: Unami Lodge

Are You Tougher Than a Boy Scout Competition

Thursday, 2:45pm
Location: Unami Lodge

Range Safety Officer Training (NRA)

Monday to Friday 3-5pm
Location: White House Basement
Trainer: Jacob Huff
Materials needed: 3-ring binder, highlighter, pen,
pencil, lined paper for notes. Nine hour training

Camp Commissioners

This camping season at Camp Big Springs is going to be a busy time for you and your Troop. With that in mind, the Camp Commissioner staff is in place to help you keep things running smoothly and trouble-free.

Each Troop will be assigned a Commissioner who will visit your site regularly. Take the time to get to know us. We will be your most reliable link to the rest of the staff. Don't hesitate to bring up any problems or questions you have. We're here to help!

The Commissioner staff is also busy helping you outside of the campsite too! We will, as in seasons past, be offering some Adult Leader Training Sessions to keep you and your other adult leaders well trained in all aspects of camping.

A big hit in past seasons has been our homesickness training, aptly named Home Away From Home

Conflict Prevention. In this presentation, you will learn how to recognize a homesick camper, as well as, the many different ways of dealing with a homesick Scout while at camp.

Senior Patrol Leaders should plan on having a daily SPL Meeting with a member of the Commissioner Staff. This is the absolute best way to get information to your Troop on camp themes, games, and activities. Every Troop is recommended to send a representative to this meeting.

The Commissioners at Big Springs are known for spontaneity, and you might find some more surprises offered once you get to camp. We encourage an open dialog with any and all leaders. If there is anything you may want or need, feel free to ask.

Troop Morning Pleasures

Each day after breakfast, your Troop is asked to patrol an area of camp, which is determined by the campsite you are staying in to make sure the area is free of all litter. We need your support in keeping Resica Falls clean and green. This service will be rated during your daily Commissioner's Inspection.

SITE ASSIGNMENT

Bear Paw	The trail to the Richards' Arena
Big Trout.....	From the Chapel to the site entrance.
Cayuga	The field surrounding Unami Lodge.
Cherokee	The Dining Hall half of the Parade Field.
Cheyenne	The Pool half of the Parade Field.
Chinook	The area in back of the Dining Hall.
Chippewa	The trail from the Camp Road to Cox and Brooks Lodges.
Comanche	The Trail from Unami Lodge to your camp site.
Deer Run.....	The Camp Road from Chapel turn off to North Wind.
Little Mohawk ...	The Camp Road from site entrance to the Rifle Range.
Mohawk	The Camp Road from Ecology to site entrance.

Navajo	The Camp Road up to and around Ecology.
North Wind	The Camp Road from site entrance to the COPE Course.
Pueblo	The area around the front of the Shower House/Pool and the field around the Health Lodge (Bear Lodge).
Resica 1	The area around the Clock Tower and outside the Dining Hall.
Running Fox.....	The Trail from the Chapel turn off to and around the Chapel.
Seneca	The area around the Trading Post. (Recyclables & Cardboard)
Shawnee	The Camp Road from the Fisherman's Parking to the Upper Parking lot.
Shenandoah	The area around the Trading Post. (Trash)
Shoshone	The permit parking area and the Lake Trail to the fork.
Twin Hill	The area around the Bend Showerhouse/Handicraft.
Two Feathers	The Camp Road from the Rifle Range to the Chapel turn off.

High Adventure

YOU MUST REGISTER FOR THESE ACTIVITIES ONLINE PRIOR TO YOUR ARRIVAL IN CAMP

Fawn Run: A week-long hiking program that will take the Scouts on an adventure all over the Resica Falls Reservation. With over 4200 acres, more than 20 miles of hiking trails, and countless scenic overlooks, Resica Falls is the perfect place to spend a week hiking through the woods. With a Philmont-like style of staying at a different camp every night and having exciting activities to do at each new site, Scouts are sure to want to come back for more!

PaddleRama: A week-long canoeing trip on the Delaware River. Start out North of Big Springs and end the week at the Delaware Water Gap. Enjoy the natural wonder of the Delaware River. Camp along the river, run some rapids and share experiences with Scouts from other troops in this wet and wild experience.

ATV Program: Scouts must be 14 years of age or older to participate in this program. There are four week-long sessions offered, and each session has a limit of 6 participants. The ATV Participation and Hold-Harmless Agreement must be completed and signed by a parent before the scouts arrive in camp. Participants are required to wear long pants, long sleeve shirts, and sturdy boots that cover the ankle while on the course. Per manufacturers standards, participants may not weigh more than 225 lbs. There is a \$25 fee per scout for participating in the program.

YOU CAN REGISTER FOR THESE ACTIVITIES ONCE YOU ARRIVE IN CAMP

Climbing Merit Badge: Climbing Merit Badge will be offered in the afternoons at the COPE course. Resica Falls is located near some of the best

climbing cliffs in the Northeast. We offer day trips to the rocks at Delaware Water Gap and we offer climbing on our own 42 foot climbing wall. So, whether your older Scouts are novices or experts, Big Springs has something for their skill level.

High Five Adventure Club: Are your Scouts looking to do a few merit badges at camp, but also want some ADVENTURE?! Each afternoon, Scouts aged 14 and up will be given the opportunity to go on a different adventure around Resica Falls and the Pocono Mountains. On Monday the Scouts will have an opportunity to pick their excursions for the week, so the activities will change each week depending on what that week of Scouts want to do. The excursion will meet every day on the porch of Unami Lodge at 2pm (unless decided otherwise). Here is a list of possible excursions for the Scouts to pick from:

- A hike to Look Out Point, one of the many scenic vistas in camp, followed by a swim in the Bushkill Creek
- A shotgun shooting competition that will feature challenging shooting angles, along with black powder shooting
- A canoe trip on the Delaware River
- A COPE/Climbing day
- Dragon Boating & WIBIT on Lake Roger
- Action Archery/Atlatl/Sporting Arrows/Tomahawk Throwing/Knife Throwing
- Fly Fishing
- The World Famous Three Falls Hike

This is a great high adventure opportunity for your Scouts that they won't want to miss!!

Troop Trips: In addition to the regular activities offered at Big Springs, you can tailor a program to suit your needs. Whether you want to set up a Troop climb, day trip canoeing down the Delaware, the staff at Big Springs will do everything it can to help you achieve it. Let your Commissioner know what your plans are and what you will need. Start planning now for troop trips your Scouts will remember.



COPE

The Resica Falls C.O.P.E. Course is a Week long challenge program. Youngsters have forever been enchanted with heights, trees, ropes, fun, and adventure. The Boy Scouts of America provides opportunities for its members to explore these enchantments. Project C.O.P.E. is an enriched extension of these efforts.

Project C.O.P.E. stands for “Challenging Outdoors Personal Experience.” It comprises group initiative games low-course and high-course activities. Some of the activities involve a group challenge while others test individual skills and agility. Participants climb, swing, balance, jump, rappel, and think of solutions to a variety of activities. Most do more than they ever thought they could do.

Project C.O.P.E. is an exciting outdoor activity that can be used to attract and hold the interests of older boys in Scouting. It offers a set of stimulating activities designed to meet the needs of today’s young people who are seeking greater challenges to their physical and mental abilities. The underlying goals of a Project C.O.P.E. course are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and developing leadership. Individual activities help promote personal growth. A C.O.P.E. course provides an opportunity for every participant to achieve success as an individual and as a member of a patrol or team. The activities

are not designed to be competitive or to be a race against time. More important objectives, including building individual confidence, developing leadership, and inspiring cooperation among team members, are emphasized.

Leaders will be offered the opportunity to participate and experience C.O.P.E.. Leaders are discouraged from being spectators of C.O.P.E. as this interferes with the group dynamics of the program.

This is a half-day program — morning only.

PARTICIPATION REQUIREMENTS:

- Be at least thirteen years of age as of the Sunday of your week in camp.
- Have approval from parents and their Scoutmaster.
- Complete COPE Application and mail or fax in advance to camp.

REQUIRED C.O.P.E. EQUIPMENT:

- Jeans or dungarees
- Work gloves (leather preferable)
- Sweat shirt (long sleeved)
- Strong belt (no large buckle)
- Bandanna or neckerchief
- Gym shoes or sneakers (with good tread)



Aquatics Program

SAFELY AFLOAT AND SAFE SWIM DEFENSE

ORIENTATION: Each leader will have the opportunity to receive training in the safety afloat and safe swim defense plan. This will qualify the unit leader to hold boating and troop swims anytime and anywhere during the year. A two year certification will be presented to the leaders who take this opportunity. After completing safety afloat and safe swim defense, a leader may take the troop to the Bushkill Creek, set up and run a safe swim area. Scouts are not permitted to swim in the Bushkill without Adult supervision.

SMALL BOAT SAILING: Sailboats may be taken out for general use during any of the open boating periods. Only swimmers can take out sailboats but not until they go through a sailing check-out orientation. Personal flotation devices (PFD's) must be worn at all times.

ROW BOATING: Row boats may be taken out for general use during any of the open boating periods. No more than three people can be in a boat. A non-swimmer or beginner may take out a rowboat provided he is accompanied by a swimmer. All boaters must wear PFD's at all times.

DRAGON BOATING: We offer a unique opportunity for patrol team building in the form of Ancient Chinese Dragon Boating. Group size should be 8 to 10 Scouts or leaders. Resica Falls is the only Scout

Camp with this program. Dragon Boating Sign Ups at least 24 hours in advance with Lake Director.

CANOEING: Canoes may be taken out for general use during any of the open boating periods. No more than two people can be in a canoe. Only swimmers can take out a canoe. PFD's must be worn at all times.

CANOE TRIPS: Resica Falls offers a Troop the opportunities for all types of canoe trips on the Delaware River. Whether you want a half day, whole day or an overnight canoeing experience, we can help you plan your trip. This program is ideal for the second year and older campers who are swimmers. These Troop trips are available by pre-arrangements through your commissioner or even before camp. A canoeing overnighter can give your Scouts additional cooking and camping experience, and they can all count on getting a little fishing in. You must still have two qualified leaders on the trip and back in camp if only part of your Troop participates. If you would like your troop to go, please let us know at the June Pre-Camp Leaders' meeting. Trips may be postponed should weather or river conditions warrant it. Only swimmers may participate in a Troop canoe trip. A trip plan must be filed at the time of departure.

RED CROSS LIFEGUARD: This program is offered to certify Scouts and interested leaders as lifeguards. The program is very intense and requires all week to be

Aquatics Program (Continued)

completed. Upon completion, Scouts and leaders will be awarded a three year certification. As lifeguards are required for all aquatic activities back at home, Troops are encouraged to have Scouts and/or leaders participate by talking to the aquatics director. Cost for Red Cross Lifeguard is \$200, which includes CPR. CPR training is also available as a separate activity on Wednesday morning for \$75. All Red Cross Lifeguard participants must register for the course prior to the week of their arrival at camp. Additionally, all participants must complete their online modules prior to their arrival at camp. There will not be any opportunity to complete these online trainings while at camp. It is only a \$100 fee for the Red Cross Lifeguard recertification program.

POLAR BEAR: The polar bear program is a program for everyone in camp. Show up at least three days for a pre-breakfast swim and earn the honor of being in the polar bear club. Members of the club are eligible to purchase a special patch at the trading post. Unit leaders should keep track of attendance.

MILE SWIM: This program is offered to help improve awareness of being physically fit. It is a four day program which includes discussion, and three days of swim work-outs culminating in a complete non-stop mile swim on the fourth day. Upon completion, Scouts are awarded the certification card and the right to wear the mile swim patch.

KAYAKING: Kayaks can be used during any of the open boating periods. Only one person may be in a kayak at a time. Only swimmers can take out a kayak. PFDs must be worn at all times.

FISHING: Lake Roger and Lake Ann offer great fishing and are loaded with blue gills. ***A PA Fishing license IS needed for fishing at these lakes for everyone 16 and over.*** Rowboats may be used by Scouts and leaders qualified as swimmers. The boats may be reserved with the lake director in advance. PFD's are required by all boaters. There will be no fishing permitted from any boat docks, or within 100 feet of the docks along the shore. A buddy must accompany Scouts to the lake. A note by the Scoutmaster attesting that the Scout has caught, identified and released the fish unharmed is sufficient for merit badge purposes. Scouts may keep one fish according to all state laws if they wish to cook and clean it at

their campsite though at least one of the two fish must be released unharmed. Bring your own rod and reels to camp. Fishing Merit Badge is taught at Lake Roger.

FLY-FISHING: The Bushkill Creek offers some of the best fly-fishing around as it is fully stocked with trout. Anyone 16 years & up must have a PA Fishing license in order to flyfish at Resica Falls. An application for a license can be found on the PA Fish and Boat Commission website at www.fishandboat.com. The Bushkill Creek at Resica Falls is fly-fishing only and with all fish being catch and release. A buddy must accompany Scouts while fly-fishing. Fly-fishing is available on the Bushkill from well above and well below the falls. There is no wading by Scouts into the Bushkill. A note by the Scoutmaster attesting that the Scout has caught, identified and released the fish unharmed is sufficient for merit badge purposes. Bring your own rod and reels to camp. Fly-fishing Merit Badge is taught at the Native American Village.

PADDLE BOARDS: Paddle boards can be used during any of the open boating periods. Only one person may be on a paddle board at a time. Only swimmers can take out a paddle board. PFDs must be worn at all times. BSA Stand-Up Paddleboarding - required to attend both sessions

SWIMMING IN THE BUSHKILL: The camp has many exciting swimming holes along the Bushkill Creek to give your Troop the opportunity to set up and run a safe swim area at a place other than the pool. Some of these are ways to combine a nice dip with a hike and perhaps a bag lunch. Possible destinations include: Cool Dip, Little Falls, Chapel Pool, Piano Pool, and of course, Fossil Rock. A trip plan must be filed at the time of departure.

WIBIT AQUA PARK: This fun aqua amusement park can be used during any of the open boating periods. The Lake Director will determine the number of people permitted on the elements at a time. Beginners & Swimmers can use the Aqua Park. PFDs must be worn at all times.

Aquatics Program (Continued)

Boating on Lake Roger

Big Springs offers boating on Lake Roger. Scouts and Leaders can sail, row, canoe, or even Dragon Boat. You can also fish from the shore or boats on our beautiful lake.

The trail to Lake Roger leaves the main part of camp from behind the trading post. It is about a 20 minute, scenic trail up to the lake. Leaders may also drive Scouts to the lake on the access road, located about one-half mile up Route 402 from the main entrance of camp.

Rowing, canoeing, and small-boat sailing merit badges are offered at the lake. The lake is open during regular program times. Scouts can come up anytime before closing time to work on badges.

According to the regulations of the Boy Scouts of America, each Scout and adult who wishes to use the boats at the lake must be accompanied by a buddy and have a buddy tag. A person who has not been classified as a swimmer may ride as a passenger in a rowboat with an adult swimmer, or in a canoe or sailboat with an adult who is trained as a lifeguard. In all other circumstances the person must be a swimmer to participate in an activity afloat. There is no swimming in the lake. Everyone wears a PFD at all times while in the boating area.

There are also opportunities for troop boating in the afternoons. Troops need to supply their own leadership and lookouts. A staff member will also be present to help our Troops.

NOTE: Open Boating subject to watercraft availability. Merit Badge classes receive preference with boating equipment.



Unique Opportunities at Resica Falls

Hike to one of our Beautiful Vistas

Here at Resica Falls we have many beautiful destinations around camp that your group can hike to and take in the scenery. Your commissioner can help you plan a hike to any of these locations in camp.

- The Resica Falls
- Little Falls*
- Lookout Point
- Signal Mountain
- Lake Roger
- Lake Anne
- Beaver Lake
- Indian Flats
- Bushkill Bluff
- Piano Pool*
- Chapel Pool*
- Cool Dip*
- Fossil Rock*

*Denotes swimming hole

Be sure to file a Trip Plan with the Camp Office for all trips. You can also request to take a bag lunch with you on your trip. Locations marked with an asterisk above are great swimming holes. If you would like to go swimming while on the hike you will need to have the Aquatics Director sign off on your Trip Plan.

Canoe Trips

While your Troop is at Resica Falls, consider taking an afternoon out of camp to canoe the Delaware River. We can arrange a more relaxing trip for troops with less experienced Scouts, or a more strenuous trip for those that are experienced canoers! These trips can be arranged through your commissioner.

Learn About Raising Fish

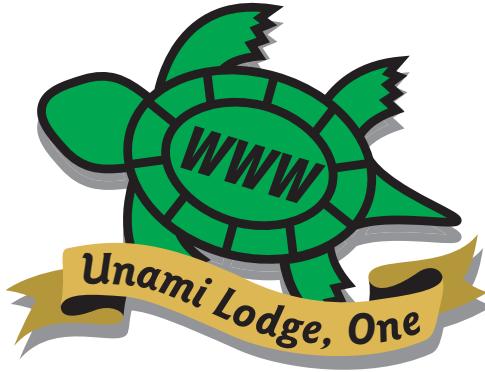
Having a World-Class Fly Fishing stream running through our camp not only allows us to teach Fly Fishing Merit Badge in the perfect setting, but it also allows us to be able to teach more about raising fish. We have our very own fish hatchery on the property and would love to let your Scouts feed the fish while they learn about how they are raised and how we get them acclimated to the new waters once we release them.

Dragon Boating

This is a great patrol for a group of 8-10 Scouts or leaders. Challenge another patrol or unit to a race.



The Order of the Arrow



We urge all Troops to get involved in the Order of the Arrow program here at Resica Falls. We conduct a full Ordeal and Brotherhood induction each week under the guidelines of Unami Lodge, One and the National Order of the Arrow Committee. The Call-out ceremony will take place on Wednesday evening at the Richards' Arena following the Campers' Campfire. Here we will recognize all those who were elected by their units to be inducted into the Order. The Pre-Ordeal will immediately follow the Call-out ceremony. The Ordeal will be conducted throughout the day on Thursday with the Induction ceremony taking place at 8:45 pm. All those interested in sealing the bond of Brotherhood can do so by arranging it with the OA Honorsmaster. The Brotherhood ceremony will take place at 8:00 pm on Thursday evening. Immediately following the Ordeal ceremony there will be a social for all members of the Order of the Arrow in the Dining Hall.

Important OA information:

1. All elections must have taken place before your arrival at camp. NO elections will be conducted at camp. Please have a copy of the election form with you at camp to avoid any misunderstandings.
2. If your unit is not from Cradle of Liberty Council, we cannot call out your candidates without proper written authorization from your council's lodge. This letter must include the candidates names and MUST be signed by the lodge adviser, lodge staff adviser, or the council Scout Executive. Note: Only Cradle of Liberty Council units are allowed to have their Scouts inducted at our ceremonies.
3. There will be a fee for all those taking either their Ordeal or Brotherhood at camp. These fees are set by the lodge and must be paid. The ordeal fee is \$40 and includes the ordeal sash, an OA handbook, the current years dues, and a current lodge flap. The brotherhood fee is \$25 and includes the cost of the brotherhood sash. The fee for Scouts taking the Provisional Ordeal is \$45.
4. Order of the Arrow properties are sold at the trading post. You must present your membership card to establish that you are a member in the order to purchase these items. New members may use their dues receipt in lieu of a membership card.
5. Any member who has not paid their lodge dues for the current year can do so in the camp office.
6. We encourage anyone interested in helping out with the Ordeal or the ceremonies in any way, especially in the role of elangomats, to talk to the OA honorsmaster.
7. Those Scouts in your unit who will be called out on Wednesday should pack a pack and bring it with them to the designated location before the call out ceremony. This pack should include: sleeping bag, ground cloth, poncho, pocket knife and work clothes.
8. Those interested in sealing the bond of Brotherhood should contact the OA honorsmaster early in the week to get a copy of the requirements. They should be prepared to take a review test on Thursday afternoon. Only members of Unami Lodge one can take their Brotherhood while in camp.

The Unami Award



PURPOSE: To promote good camping and to encourage Troops to take full advantage of the available facilities.

The Unami Award shall be presented to every unit that attends a Cradle of Liberty Council Camp. The award shall be a certificate with a legend In Indian Sign's that shows the experiences the Scouts in the Troop had at Summer Camp.

Special stamps shall be affixed on the certificate to document a unit's summer camp as follows:

Patrol Method - The Troop had an active patrol system in action at camp. The Patrol Leaders' Council helped the Troop plan and carry out their program.

Conservation - The Troop participated in a conservation project for at least one and a half hours under the supervision of the Nature Staff or your Commissioner.

Aquatics - The Troop held a Troop Swim or actively participated in the Aquatics activities in camp.

Scoutcraft- Good housekeeping habits were demonstrated at camp. Troop program included some kind of Scoutcraft activity.

Handicraft - The Troop completed a handicraft project using wood, gimp, leather, etc., or constructed a camp gadget of some type.

Overnight Experience - The Troop participated in an overnighter program of the camp or in one of the Troop's own design.

Campfire Activity - The Troop actively participated in the camp's campfire program by not only attending but participating as well.

Religious - Attend a religious service in camp, or conduct one of your own.

Shooting Sports - The Troop held a Troop Shoot at either the Rifle or Archery Ranges.

First Year Camper Program - The Troop had a member or members participate in and complete the First Year Camper Program.

High Adventure - The Troop conducted a high adventure trip while at camp, i.e. bike or canoe trip.

C.O.P.E. – The troop had a member or members participate in and completed project C.O.P.E.

Completion and presentation of the Unami Award will be held under the supervision of the Commissioner Staff at each of the Council's Camps.

Cradle of Liberty Troop Award

DO ALL OF THE FOLLOWING:

- Campsite Inspection (Must win clean camp award 4 out of 5 days)
- Patrol Organization - The patrol system is used at camp; each patrol member has a responsibility; have a patrol flag for each patrol.
- Camp Improvement - Select and perform a camp improvement or conservation project approved by the Camp Commissioner through the Ranger. Spend 2-3 hours and involve at least 75% of your troop.

MUST DO 14 OUT OF THE FOLLOWING:

- Conduct a Troop or inter-troop campfire with songs, skits, and cheers.
- Have at least 85% of non-swimmers and beginners enrolled in instructional swim.
- Conduct one Troop cookout while at camp.
- After receiving training, conduct a Troop Safe Swim on the Bushkill.
- Woods tools are available and used in a marked area of the Troop Site.
- Scoutmaster and/or other registered adult Troop leader is with the troop at all times and gives leadership to Troop activities and advancement.

- Patrol Leader's Council plans Troop program through daily meetings with staff assistance as needed. Troop attends all Camp-wide activities.
- Advancement - All Scouts complete 50% of Dan Beard Requirements, or earn at least two merit badges.
- Sign up to attend Resica next year with a reservation form and fee.
- Camp SPL or boy leader attends all Senior Patrol Leader Meetings.
- All Troop members wear the Scout uniform to retreat ceremonies and evening meals.
- Complete a pioneering project approved by the Scoutcraft Director.
- All Scouts without Tote n' Chip earn it.
- Attend or help with the religious service as a Troop.
- Put on an appropriate skit, song, or cheer for the Wednesday Night Campfire.
- Have at least 75% of Scouts and leaders participate in the Polar Bear Swim. (3 out of 5 days)
- Conduct a trip to one of the following: Little Falls, Fossil Rock, Cool Dip, Lake Anne, Signal Mountain, or Look Out Point.

Resica Falls Patrol Award

DO 11 OUT OF THE FOLLOWING (signatures required)

- All patrol members are to give their Patrol cheer with spirit, pride, and enthusiasm to their Program Commissioner, and in camp whenever appropriate.
- The members of the Patrol keep their living area, in the Troopsite, clean and neat at all times.
- The Patrol attends Open Boating one afternoon at Lake Roger, or goes to Polar Bear at least three times.
- The Patrol participates in the Campwide Event on Monday evening.
- The Patrol participates in an overnight camping experience as a Patrol. OR The Patrol plans, prepares, serves and eats a hot breakfast, lunch or hot dinner in their campsite. (make arrangements with your Program Commissioner)
- The Patrol completes a distinctive conservation project for the camp. The Patrol should set aside at least one hour in their schedule for this activity. The Patrol should arrange this project early in the week with the Ecology Director.

- The Patrol arranges to participate in the Star Talk on Monday evening.
- The Patrol participates in a Patrol shoot at either the Rifle, Shotgun, Archery or Action Archery Ranges.
- The Patrol should bring their Patrol Flag to all Campwide events, including daily retreat. If the Patrol doesn't have a flag, arrange time in your schedule to make one at Handicraft.
- The Patrol makes arrangements to complete a Scoutcraft pioneering project approved by the Scoutcraft Director.
- The Patrol helps fulfill their Troop's "Morning Pleasure."
- The Patrol sings with pride, the Resica Falls Camp Song to either the Camp Director, Camp Ranger, Program Director or Head Commissioner.
- Have your patrol participate in the color guard for either morning or evening colors.
- The patrol participates in at least two of the Island Challenges.
- The patrol participates in at least one day of Lunch Club Activities.

Your Last Day at Camp

CHECK OUT TIME: SATURDAY, IMMEDIATELY AFTER BREAKFAST

- STEP 1 CHECK OUT TROOP SITE WITH YOUR CAMP STAFF GUIDE.
- STEP 2 RETURN ALL EQUIPMENT TO THE CAMP QUARTERMASTER.
- STEP 3 PICK UP ALL MEDICATIONS AND MEDICAL FORMS FROM THE HEALTH LODGE.
- STEP 4 CLEAR ACCOUNTS WITH THE CAMP DIRECTOR AT THE CAMP OFFICE AND RECEIVE DEPARTURE PACKET.
- STEP 5 SIGN UP FOR NEXT YEAR'S CAMPING EXPERIENCE.
- STEP 6 HAVE A SAFE TRIP HOME. HOPE YOU HAD A GREAT STAY IN CAMP, AND WE'RE GLAD YOU WERE HERE!

Your Last Day Schedule – Saturday

TIME

7:30am
8:30am

Breakfast in campsites
Once your troop is packed and campsite inspection has been performed, your unit leader should check-out at the camp office.



RELEASE OF CAMPERS

Resica Falls

Scout Reservation

PARENTAL RELEASE FORM

To ensure the safety of all campers, the Cradle of Liberty Council, BSA has enacted the following policy. Any Scout who leaves camp prior to normal departure time on Saturday Morning with their unit, will only be permitted to leave under the auspices of an adult approved by the parents of the Scout. A camper Release Authorization form, signed by the parents of the Scout, must be on file at the Camp Office. This form will list all adults, who are authorized by the parents, with whom their son may leave camp.

We, the parents of Scout _____, of Troop _____, of _____ Council, authorize the following adults, with whom our son may leave camp with prior to Saturday Morning checkout.

Signed: _____

Date: _____

Print: _____

C.O.P.E. APPLICATION

NAME: _____ PHONE NUMBER: _____

ADDRESS: _____

CITY/STATE/ZIP: _____

TROOP: _____ DISTRICT: _____ COUNCIL: _____ CAMPSITE: _____

AGE: _____ BIRTHDATE: _____ (MUST BE 13 BY CAMP)

WEEK ATTENDING: _____ DATES ATTENDING: _____

SCOUT RANK: _____ (MUST BE AT LEAST FIRST CLASS)

TROOP POSITION: _____

HOBBIES/INTEREST/ACTIVITIES: _____

ANY HEALTH PROBLEMS THAT MAY INHIBIT YOUR PARTICIPATION IN

C.O.P.E.(ie Heart, Back, Blood Pressure, Allergies(Bee Stings), etc.) _____

C.O.P.E. is a Challenging Outdoor Personal Experience that demands a lot of time and a physical commitment. Due to a certain level of maturity necessary to complete this course, **OLDER SCOUTS WILL BE GIVEN PREFERENCE.**

Signature of Participant: _____

Signature of Parent or Guardian: _____

Signature of Scoutmaster: _____

PLEASE NOTE: APPLICATIONS MUST BE RECEIVED NO LATER THAN ONE WEEK PRIOR TO YOUR ARRIVAL AT CAMP. Email to programdirector@resicafalls.org. or fax to 570-223-7263 or Mail to:

C.O.P.E. Director
Resica Falls Scout Reservation
1200 Resica Falls Road
East Stroudsburg, PA 18302

2017 Summer Camp Refund Request Form

(includes Boy Scout and Cub Scout Resident Camp and Cub Scout Day Camp)

The Scout's parent, guardian or unit leader must complete this form.

A Summer Camp Refund Request Form must be completed for each individual requesting a refund. The form must be completed and submitted to: Cradle of Liberty Council, 1485 Valley Forge Rd, Wayne, PA 19087.

All approved refunds are paid by check to the unit contact, or parent if an individual registration in the online registration system.

If the refund request is:

- Submitted on or before May 31: resident camp forfeit \$50, day camp forfeit \$25, balance of fees refunded,
- Submitted AFTER June 1 : refunds will be considered for:
 - **Medical or school (summer school) reasons** – must be submitted with a note from the doctor or school within 30 days of the camp week.
 - Missed five or six days: forfeit 25% of the camp fee, balance of fees refunded
 - Missed three or four days: forfeit 50% of camp fee, balance of fees refunded
 - Missed one or two days: forfeit 75% of the camp fee, balance of fees refunded
 - Refund request submitted more than 30 days after the camp week or without note from doctor or school: No refund
 - **All other reasons:**
 - Request submitted more than 30 days prior to camp: Forfeit 35% of camp fee, balance of fees refunded
 - Request submitted less than 30 days prior to camp week: No refund

Scout's Name: _____ Unit #: _____

Contact Phone: _____ Email: _____

Camp: _____ Camp Dates: _____ Amount Paid: _____

Circle the reason for your request above. (supporting documentation must be enclosed)

I understand this refund requested will be reviewed and if approved, payment will be issued to the unit contact in the Online Registration System. Please allow 6 – 8 weeks.

Parent/Guardian/Unit Leader Signature: _____ Date: _____

All-Terrain Vehicle (ATV) Program Participation and Hold-Harmless Agreement

Resica Falls Scout Reservation from the Cradle of Liberty Council will be conducting an ATV program at camp. Scouts will be instructed how to ride on and drive an ATV. Scouts will be taught ATV safety and will drive on a training course, then on approved trails only. Scouts will be on the unit individually and in control of the power and brakes. Scouts will be required to wear a helmet, goggles, gloves, over-the-ankle boots, long-sleeve shirts, and long pants. Scouts are expected to abide by all safety rules and the instructions of the camp instructor(s).



I, the undersigned, give my child, _____, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the ATV Safety Institute, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

For safety, my child and I agree that he/she will do the following or he/she will be removed from the program. Because space is limited, any additional cost associated with participation in this program will not be refunded.

1. Complete the ATV safety class taught at Resica Fall Scout Reservation.
2. Wear all required safety gear at all times on or around the equipment.
3. Follow all safety rules provided in the training class.
4. Follow the instructions of the camp staff instructor(s).
5. Maintain control of the ATV at all times and remain within the speed determined to be safe by the camp instructor(s)
6. Be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.
7. Respond to the camp satisfaction survey from the Boy Scouts of America as it evaluates the ATV program.

Participant's signature: _____ Date: _____

Parent/guardian signature: _____ Date: _____

Parent/guardian printed name: _____ Date: _____

Home phone: _____ Cell phone: _____

Email address (for survey purposes only): _____