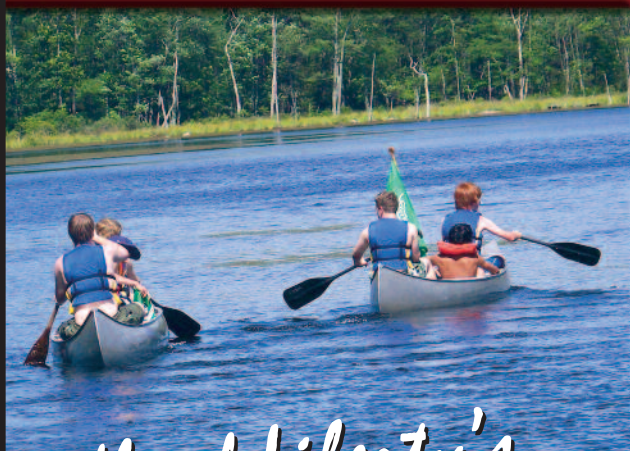


2016



*Cradle of Liberty's*

# TROOP ONE

**RESICA FALLS SCOUT RESERVATION**

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Page 5-Cope Information & Form

Page 3-Equipment Info  
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# Cradle of Liberty's Troop One

## Provisional Camping at Resica Falls

### Who is Troop One for and Why would a Scout Participate?

- Any registered Scout, Varsity Scout or Venturer
- Any Scout whose Unit is not going to camp
- Any Scout who would like to spend an extra week or more in camp
- Any Scout who wants to earn extra advancement
- Any Scout who wants an extra adventure

### Where and When will the Program be held?

At Resica Falls Scout Reservation in the heart of the Poconos each week this summer.

### What will the Program be Like?

You will arrive in camp on Sunday Afternoon with the rest of the participants in Troop One and you will quickly be organized into a Troop with Patrols. With the help of the Troop One Scoutmaster and the Resica Falls Camp Staff you will plan out the programs you wish to participate in throughout the week. Whether it is advancement you are interested in or high adventure opportunities such as COPE or Climbing we have it all and the sky is the limit. It will be very similar to a typical Unit summer camp experience except you will have the extra chance to meet new friends and run your own personal program.

### How do I Sign Up?

Complete the enclosed registration form and mail it in with your \$50 deposit to reserve your spot. Space is limited and rapidly filling up. Remember that you can attend for more than one week if you wish. You must send a \$50 deposit for each week you are interested in attending. The full fee must be paid prior to your arrival in camp and before May 1<sup>st</sup> in order to take advantage of the discount.

<b>Scout fees are:</b>	\$374 per week if total fee is paid on or before May 1.
	\$399 per week if total fee is paid after May 1.
	\$349 for each additional week in camp.

**REFUND POLICY:** Please note: The \$50 individual deposit is not refundable under any circumstances. Within 30 days of your arrival date at camp, refunds will only be considered for the following reasons. An individual may become ill or otherwise unable to attend camp. Since the camps have incurred expenses related to the reservation such as staff employment, food costs, and program materials, not all fees are refundable. The refund of the balance of any fees paid will be based upon the proximity to your arrival date in camp and if it meets the criteria outlined below. In all cases, requests for refunds must be in writing and submitted to the Cradle of Liberty Council Camping Office on or before your arrival date in camp (these letters may also be submitted at check-in at camp on Sunday). This letter must be approved and endorsed by the Unit Leader. Refunds will be made to the Unit Leader only.

Criteria used to consider a refund will include the following reasons only and appropriate documentation should be submitted with your letter requesting a refund:

1. Scout's illness - written statement is required from physician.
2. Extreme family emergency - written statement is required from parent.
3. Summer School - written statement is required from school principal or guidance counselor

**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 \$399 dollar camp fee, no matter how many weeks a Scout is attending. For an application or more information please feel free to contact the Camping Office at (610) 688-6900.



# Medicals, Medicines, and Forms – Oh My!

All those who are going to participate in Troop One must have a completed Annual Health and Medical Record signed by the parent/guardian and a physician within the last 12 months of attending camp. This BSA Medical Form is available on the Cradle of Liberty Council Camping Website in the document library.

In addition every camper needs a Drug Administration Record signed by a parent or guardian to accompany all medications and to give permission for use of “Over the Counter” medications supplied by the camp if needed during their stay. This form can be requested from the camping office at 610-688-6900 or on the Cradle of Liberty Council Camping Website in the document library.

All medications should come to camp in a Ziploc bag with a 3 x 5 card with detailed written instructions, even though it is on the bottle and forms. Send only what amount is needed for their stay in camp and no Scouts should plan on taking a break from their medications while in camp. Medications will be kept locked in the Health Lodge and only the Health Office Staff will supervise the Scouts in taking their medications.

## Parent Information

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 his provisional camp leader with him. The phone number of the camp is 570-223-8312.

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.

Mail should be addressed as follows:

Scout's Name, Troop One  
Resica Falls Scout Reservation  
1200 Resica Falls Road  
East Stroudsburg, PA 18302

## 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. Be sure to label everything!

- Footlocker with Combination Lock
- Sleeping Bag or 3 Blankets
- Poncho or Raincoat
- Sneakers
- Comfortable Hiking Boots
- Complete Summer Scout Uniforms (2)
- Warm Jacket or Sweater
- Socks
- T-Shirts
- Undershorts
- Handkerchiefs
- Swim Trunks
- Extra Shirts
- Tough Long Pants
- Pajamas
- Backpack
- Pen, Pencil, Notebook
- Ground Cloth
- Folding Chair
- 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 and Drug Administration Record signed and dated by **DOCTOR AND PARENT**
- Money for Trading Post: Suggest \$40-\$60
- Cook kit containing: plate/cup, bowl/knife/fork/spoon
- Materials, costumes, accessories for the theme- Resica Renaissance
- Water Shoes (Old Sneakers)
- Boy Scout Handbook
- Musical Instrument (If you play one)

## 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.

# 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 camper leaving camp, will only be permitted to leave under the auspices of their parent or an adult approved by the parents of the camper. If your son will be leaving camp other than one of his parents than a Parental Release Form, signed by the parents of the camper, 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 camper \_\_\_\_\_,  
of \_\_\_\_\_ Council,  
authorize the following adults, with whom our son may leave camp.

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Print Parent's Name: \_\_\_\_\_

Signed: \_\_\_\_\_

Date: \_\_\_\_\_

# 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 January 1st of current year.
- Have approval from parents and their Scoutmaster.
- Complete COPE Application and mail 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)

# 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.** 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

# 2016 CAMP MERIT BADGE OPPORTUNITIES

Listed in alphabetical order below are the merit badges that will be offered at camp. Next to each badge are the requirements that must be completed or started **BEFORE** the Scout arrives in camp. If they are completed to the satisfaction of the counselor, the badge may be earned at camp, otherwise the Scout may receive a partial. With all merit badges, Scouts should become familiar with the requirements before coming to camp. **Merit Badge Pamphlets should be obtained and studied prior to the Scout's arrival to insure his familiarity with the merit badges he chooses to work towards.**

## 2016 Resica Falls Merit Badge Additions

### These merit badges are added for the 2016 Camping Season

Chess.....	No advanced preparation is necessary.
Engineering.....	Advanced preparation is necessary for requirements 1 & 6. Requirement 4 must be completed before camp.
Game Design: .....	No advanced preparation is necessary.
Pottery.....	No advanced preparation is necessary. Limit of 20 scouts per session.
Robotics.....	No advance preparation is necessary. Limit of 20 scouts per session.
Sculpture.....	Requirement 2c must be completed prior to camp. Limit of 20 scouts per session.

### MERIT BADGE.....ADVANCE WORK REQUIRED

American Cultures .....	Certain alternatives in Requirement 1 should be completed before camp.
American Heritage.....	Requirements 3C and 4 must be completed prior to camp. Please be aware that Scouts may be watching the films "The Patriot" and History Channel Short Films.
Archaeology.....	Advance preparation for requirements 4 & 5 is necessary.
Archery .....	Advanced preparation is necessary for 1C. Previous experience with a bow and arrow is helpful. Approximate cost of \$10 for materials needed for class.
Art .....	Requirement 6 must be completed prior to camp.
Astronomy .....	Requirement 5b must be completed before camp. Weather conditions can affect completion of this badge. Night meetings required.
Athletics .....	Requirements 3 and 5 must be completed prior to camp.
Backpacking.....	Requirements 6B, 8, 9, 10 and 11 must be completed prior to camp.
Basketry .....	No advance prep necessary. (Materials needed to make a basket must be purchased (Approx. cost of \$10).)
Bird Study.....	Advanced preparation is necessary for requirement 5. Early morning meetings are required to complete the badge.
Camping.....	Requirements 4B, 5E, 7B, 8D & 9 must be completed prior to camp.
Canoeing .....	Be able to complete requirement 2 at camp. Experience with canoes is necessary.
Citizenship in the Nation .....	Requirements 2, 3 and 8 must be completed prior to camp. If you plan to work on Requirement 6 ahead of time, it cannot be the Gettysburg Address.
Citizenship in the World.....	Requirement 7 must be completed prior to camp.
Climbing .....	Advance knowledge of requirements 1 and 7 is helpful.
Cooking.....	<b>Not all of the requirements of Cooking can be completed in camp.</b> Requirements 1, 2, 3, 4 & 8 will be completed in camp. Only some parts of requirements 6 & 7 will be completed in camp. Limit of 20 scouts per session.
Digital Technology .....	Requirement 1 must be completed prior to camp.
Electricity.....	Requirements 2 & 9 must be completed prior to camp.
Electronics .....	No advanced preparation is necessary. (Approx. cost of \$10.)
Emergency Preparedness .....	You must have First Aid Merit Badge. Requirement 7 must be completed prior to camp. Advance preparation for requirements 6, 8 & 9 is necessary.
Environmental Science .....	Requirement 3E must be completed prior to camp. This is NOT a badge for younger Scouts. Advance preparation on requirement 6 is necessary.
Fingerprinting .....	No advance preparation is necessary.
Fire Safety.....	Requirement 11 must be completed prior to camp. Requirements 6A and 12 advance preparation is necessary.
First Aid .....	Review First Aid skills for Tenderfoot thru First Class. Requirement 2D must be completed prior to camp.
Fish & Wildlife Management.....	No Advance work is required.
Fishing .....	Bring fishing gear to camp.
Fly Fishing.....	Bring fishing gear to camp.
Forestry .....	No advance work is required.
Geocaching .....	Requirement 7 must be completed prior to camp.

Geology.....	Requirement 4b must be completed prior to camp
Hiking .....	Requirements 5, 6 and 7 must be completed prior to camp.
Indian Lore.....	No advance preparation required.
Insect Study .....	Requirements 9 & 10 must be completed prior to camp.
Kayaking.....	Be able to complete requirement 2 at camp. Experience with kayaks is helpful.
Leatherwork.....	Materials needed to make a leather project for requirement 3 must be purchased. Approx. cost of \$10-\$15.)
Lifesaving .....	Scout must be classified a "swimmer" by their buddy tag. Requirement 1 needs to be completed before all other requirements. Bring clothing for requirement 7E.
Mammal Study.....	No advanced preparation is required.
Metalwork.....	No Advance preparation is necessary. Approx. cost of \$10. Limit of 15 scouts per session.
Movie Making .....	No Advance preparation is necessary.
Music .....	Proficiency in a musical instrument or singing is necessary to complete this badge. Requirement 3 must be completed prior to camp.
Nature.....	One of the following options for requirement 4 must be completed prior to camp: Option A Birds, Option D Insects and Spiders, Option E Fish, or Option F Mollusks and Crustaceans.
Oceanography .....	Advance preparation for requirement 7 is necessary.
Orienteering .....	Requirement 8 is a major undertaking and Scouts should be prepared to devote the necessary time it will take to complete.
Personal Fitness .....	Requirements 1B, 6, 7 and 8 must be completed prior to camp. Bring examination forms and progress log for your 12-week fitness program.
Photography .....	Review requirements. Scouts must bring a digital camera.
Pioneering .....	Review basic knots, lashings, and splicing prior to camp.
Plant Science.....	Requirements 5 & 8 must be completed prior to camp. This is NOT a badge for younger scouts.
Public Speaking .....	No Advance preparation is necessary.
Pulp & Paper.....	No Advance preparation is necessary.
Radio.....	No Advance preparation is necessary.
Reptile & Amphibian Study .....	Requirement 8 must be completed prior to camp. General knowledge of reptiles and amphibians is necessary.
Rifle Shooting.....	This is one of the most difficult merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1 on Monday morning. A copy of the Scout's local and state laws is needed for requirement 1f. By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more "shooting time," and thus more of an opportunity to earn the badge. Only Option A is available at camp.
Rowing.....	Be able to complete requirement 2 at camp. Experience with rowboats is helpful. Certain alternatives in Requirement 4 should be completed before camp.
Scouting Heritage .....	Advanced preparation for requirements 4 & 5 is necessary.
Search & Rescue.....	No advanced preparation is required.
Shotgun Shooting.....	This is one of the most difficult merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1 on Monday morning. A copy of the Scout's local and state laws is needed for requirement 1F. By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more "shooting time," and thus more of an opportunity to earn the badge. Only Option A is available at camp. (A nominal fee will be charged for clay pigeons. Approx. cost is \$30).
Skating .....	Only the Roller Skating or the In-Line Skating options will be completed at camp. Scouts will need to bring their own skates to camp in order to complete the merit badge.
Small Boat Sailing.....	Be able to complete requirement 2 at camp. Experience with sailboats and sailing in general is necessary. Weather conditions can effect completion of this badge.
Soil and Water Conservation .....	No advanced preparation is required.
Space Exploration.....	(Materials needed for requirement 3 must be purchased. Approx. cost is \$15)
Sports .....	Requirements 4 and 5A must be completed prior to camp.
Swimming.....	Scout must be classified a "swimmer" by their buddy tag.
Textile .....	No Advance preparation is necessary.
Weather .....	Requirement 9 must be completed prior to camp.
Welding.....	No Advance preparation is necessary. Approx. cost is \$10. Limit of 15 scouts per session.
Whitewater.....	For Paddlerama participants only. Complete requirement 3 prior to camp. Advance preparation is required for requirement 4. Knowledge of first aid and CPR is important.
Wilderness Survival .....	Advance preparation for requirement 5 is necessary. Review basic survival skills, camping skill and edible wild plants.
Wood Carving .....	Experience in carving is necessary, and a Scout must have earned Totin' Chip. (Some materials needed to complete the badge must be purchased. Approx. cost is \$10)



# 2016 CAMP MERIT BADGE OPPORTUNITIES-BY AREA

**Please Note: Badges that are bolded and capitalized are not available in the afternoons.**

Native American Village	Scoutcraft	COPE /Climbing	Ecology
Archaeology	Backpacking	Climbing	Astronomy
Fly-Fishing	Camping		Bird Study
Indian Lore	Cooking	Shop	Environmental Science
	Geocaching	Metalwork\$	Fish & Wildlife
Health Lodge	Hiking	Welding\$	Management
Fire Safety	Orienteering		Forestry
First Aid	Pioneering	Civics Center	Geology
Emergency Preparedness	Search & Rescue	American Cultures	Insect Study
	Wilderness Survival	American Heritage	Mammal Study
Pool		Citizenship in the Nation	Nature
<b>SWIMMING</b>	Media Center	Citizenship in the World	Oceanography
<b>LIFESAVING</b>	Digital Technology	Public Speaking	Plant Science
	Electricity	Scouting Heritage	Reptile & Amphibian Study
Lake	Electronics \$		Soil & Water Conservation
Canoeing	Engineering**	Handicraft	Weather
Fishing	Moviemaking	Art	
Kayaking	Photography	Basketry \$	Other
Rowing	Radio	Fingerprinting	Chess**
Small-boat Sailing	Robotics**	Leatherwork \$	Music
		Pottery**	
Sports	Shooting Sports	Pulp & Paper	
Athletics	<b>ARCHERY\$</b>	Sculpture**	
Game Design**	<b>RIFLE SHOOTING</b>	Textile	
Personal Fitness	<b>SHOTGUN SHOOTING\$</b>	Wood Carving \$	
Skating			
Space Exploration \$			
Sports			

\*\* New Merit Badges for 2016  
\$ Cost associate with Merit Badge

## 2016 Merit Badges by Camper Year

*These are just recommended merit badges for scouts to take during their time in summer camp.*

### FIRST YEAR SCOUTS

Fire Safety, First Aid, Swimming, Art, Basketry, Fingerprinting, Leatherwork, Pulp & Paper, Textiles, Wood Carving, Forestry, Geology, Mammal Study, Nature, Chess, Indian Lore

### SECOND YEAR SCOUTS

Archaeology, Canoeing, Kayaking, Athletics, Skating, Space Exploration, Sports, Game Design, Geocaching, Orienteering, Search and Rescue, Wilderness Survival, Camping, Electronics, Photography, American Cultures, American Heritage, Public Speaking, Scouting Heritage, Astronomy, Bird Study, Fish and Wildlife Management, Insect Study, Plant Science, Reptile and Amphibian Study, Soil and Water Conservation, Weather, Pioneering

### THIRD YEAR SCOUTS

Music, Fly-Fishing, Emergency Preparedness, Lifesaving, Fishing, Rowing, Small-boat Sailing, Cycling, Personal Fitness, Backpacking, Camping, Cooking, Hiking, Digital Technology, Electricity, Moviemaking, Radio, Archery, Rifle Shooting, Shotgun Shooting, Metalwork, Citizenship in the Nation, Citizenship in the World, Pottery, Sculpture, Environmental Science, Oceanography

### FOURTH YEAR SCOUTS AND ABOVE

Robotics, Engineering, Welding, Climbing

# RESICA FALLS PROGRAM HIGHLIGHTS

## **Daily Instruction** (Monday - Friday 9:00 am to 4:00 pm)

The daily instruction schedule consists of five 50 minute periods. See advancement schedule on page 37 for specific times that merit badges are offered. Please note that some merit badge require 80 minute periods. These can also be found on page 37.

## **2016 Special Merit Badge Offerings**

This year we will offer 6 merit badges that have not been offered at camp before! These badges are a great chance for experienced Scouts who have been attending camp for several years to earn badges that have not been available previously. Chess • Engineering (Media Center) • Game Design (Sports) • Pottery (Handicraft) • Robotics (Media Center) • Sculpture (Handicraft)

## **Media Center**

This year, Big Springs Camp has expanded its science center unlike ever before! In order to maximize our science program, the Media Center now sits by the Great Bend Shower House where the previous Handicraft lodge stood. Badges offered: Digital Technology, Electricity, Electronics, Engineering, Moviemaking, Photography, Radio, and Robotics! Make sure you stop by the media center to earn a badge, or just find out more information about the program!

## **Handicraft Lodge**

This year we have moved our Handicraft Lodge closer to the heart of camp. The building is now located across from the Mohawk Campsite along the camp road. The state of the art building will have ample covered seating. In addition to Art, Basketry, Fingerprinting, Leatherwork, Pulp and Paper, Textile and Wood Carving, we will be adding Pottery and Sculpture merit badges! The Handicraft Lodge will also feature kilns for Pottery and Sculpture!

## **Native American Village**

New to Big Springs in 2012 is our Native American Village. Using the history of the Lenni Lenape and of the Village of Recessa, we are excited to offer Indian Lore, Archaeology and Fly Fishing Merit Badges. This will give Scouts the opportunity to learn about the history of Native Americans, as well as the history of Recessa and how to go on archaeology digs to find relics in other communities.

## **Lunch and Clubs**

Every day we will offer a lunch and program block over two 40 minute periods between 12:20 and 1:50 pm. During your club period, the Scouts can choose different sporting activities and information sessions.

## **Campers Council** (Monday-Friday 12:00 pm at Clock Tower)

This forum of the camp's principle youth leaders, the senior patrol leaders, will gather each day to review the program and discuss concerns of the camp. Therefore, it is extremely important that your senior patrol leader be present at each meeting to ensure your units representation. In addition, they will play a major role in putting together Wednesday night's campfire.

## **Action Areas** (Monday-Thursday 4:00 pm to 5:00 pm)

Each day, the Scouts will have the opportunity to participate in different exciting programs throughout camp. A schedule of these activities can be found on page 36.

## **The Resica Falls Battle For The Heroes** (Monday-7:30 pm)

Fight alongside the Resica Alliance in various patrol-style camp wide games! While our friendly competition on the parade field does attract Earth's strongest heroes, everyone must remain vigilant as it also attracts some of the most mischievous villains around!

## **Dutch Oven Dessert Challenge & Leaders' Swim and Barbecue** (Monday - 9:00 pm)

Adult leaders are invited to the pool for some hot dogs and a swim. In addition you are invited to cook up your special dessert recipe in a Dutch Oven. Your dessert should be Superhero themed and will be judged by our select panel of judges. Camp can provide a Dutch Oven and some basic ingredients such as flour, sugar, etc. Any exotic ingredients should be brought to camp. Make arrangements with your commissioner for any needs you require from the camp.

### **Captain Resica's Trial Of Strength** (Tuesday- 7:15 pm)

Young competitors (14 years of age or older) seeking to prove their strength and bravery will be put to the test to join the ranks of Captain Resica! The Trial of Strength consists of running, kayaking and archery shooting. Join us to test your skills and endurance!

### **The Great Hero Hunt** (Tuesday- 7:30 pm)

A group of unknown and mysterious individuals claim to have the Wave locked up tighter than a bank vault at a super villain convention! Can you follow the clues to not only save the Wave, but also to unmask these nefarious scoundrels?

### **Night Owl Swim** (Tuesday and Thursday at 8:30 pm)

Nothing is more refreshing after a long day of crime fighting than Night Owl Swim! This free swim is accompanied by our awesome water slide and by some great music! You're bound to see your favorite hero at this shindig!

### **Camper Campfire/OA Call-out** (Wednesday at 8:15 pm)

Get your skits, songs and cheers ready! We invite all Troops to participate in our Campers' Campfire on Wednesday evening. In addition to the skits, songs and cheers, we will also have the OA Call-out to recognize those who have been select to Scouting's Honor Society. Please join us for this fun night!

### **Twilight Programs** (Thursday at 7:30 pm)

On Thursday evening, a variety of 'twilight' programs will take place. These include Twilight Boating on Lake Roger, Twilight COPE at the COPE Course and a Twilight Orienteering Course. Come and enjoy the fun until sunset.

### **Gateway Competition** (Judged Friday by 12:00 pm)

Troops are encouraged to design and build a creative gateway to their campsite using the theme, Superheroes. The Troop with the most creative gateway will be recognized at the Closing Ceremony.

### **Friday Night Closing Ceremony** (Friday Night-8:45 pm)

Join us as we recognize all of the winners and participants from your camp-wide activities. You won't want to miss this fun and exciting closing ceremony, which will include the slide show of your week in camp!

### **Religious Services**

All Faith Service-Wednesday-7:45 pm • Jewish Service-Friday-7:45 pm

A Scout is Reverent. Join us for our staff-led religious services – uniforms are appropriate. If your troop would like to coordinate a service of a particular faith, we would be happy to help you plan and run it.

### **Leaders Program**

Adult leaders are encouraged to participate in all activities in camp. This includes sitting in on your Scout's merit badges and supporting them during campwide activities. In addition, there are special programs and contests designed specifically for leaders. These will be announced throughout the week and posted on all the bulletin boards. Resica Falls will provide the following training and programs for adult leaders throughout the week:

- Home away from home
- Safe Swim defense
- Safety Afloat
- Climb on Safely
- Trek Safely
- Leave No Trace
- Paddlecraft Safety
- Swim and Water Rescue
- CPR Training (\$75)
- SM & ASM Specific
- Introduction to Outdoor Leadership Skills
- Napping Merit Badge
- Coffee Drinking Merit Badge
- Are You Tougher Than a Boy Scout Competition
- Range Safety Officer Training (Approx. \$30 fee)

### **Patrol Style Cooking**

Patrol method cooking is available for those troops or patrols that want to experience the cook-your-own style resident camp. Troops or patrols can choose this option for any number of meals including the entire week. If you wish to cook all week in your campsite please speak with the camp director. Those that wish to cook a meal in their site should talk to their camp commissioner. Bringing your own equipment is encouraged however; any units that do not have the proper cooking equipment can talk to the camp administration about borrowing the equipment they need.

# Resica Falls

## 2016 Master Schedule

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7:00	Polar Bear/Reveille	Polar Bear/Reveille	Polar Bear/Reveille	Polar Bear/Reveille	Polar Bear/Reveille
7:30	BREAKFAST A	BREAKFAST A	BREAKFAST A	BREAKFAST A	BREAKFAST A
8:00	Flag Raising BREAKFAST B	Flag Raising BREAKFAST B	Flag Raising BREAKFAST B	Flag Raising BREAKFAST B	Flag Raising BREAKFAST B
9:00	C.O.P.E Merit Badges - see list Dan Beard IOLS (10:00 am)	C.O.P.E Merit Badges - see list Dan Beard Leader Specific Training (9:00 am)	C.O.P.E Merit Badges - see list Dan Beard Coffee Drinking MB (9:00 am) CPR Training (10:00 am)	C.O.P.E Merit Badges - see list Dan Beard	C.O.P.E Merit Badges - see list Dan Beard
12:00	Camper's Council Meeting Safe Swim Defense & Safety Afloat	Camper's Council Meeting Climb on Safely	Camper's Council Meeting	Camper's Council Meeting Trek Safely	Camper's Council Meeting Leave No Trace
12:20	LUNCH A & CLUBS B	LUNCH A & CLUBS B	LUNCH A & CLUBS B	LUNCH A & CLUBS B	LUNCH A & CLUBS B
1:10	LUNCH B & CLUBS A	LUNCH B & CLUBS A	LUNCH B & CLUBS A	LUNCH B & CLUBS A	LUNCH B & CLUBS A
2:00 to 4:00	Merit Badges - see list Dan Beard High Five Adventure Club Home Away from Home Training	Merit Badges - see list Dan Beard High Five Adventure Club	Merit Badges - see list Dan Beard High Five Adventure Club	Merit Badges - see list Dan Beard High Five Adventure Club Napping MB Are You Tough Then a Boy Scout (2:45 pm)	Merit Badges - see list Dan Beard High Five Adventure Club Mile Swim Test
3:30	Free Swim	Free Swim	Free Swim	Free Swim	Free Swim
4:00 to 5:00	Action Areas	Action Areas	Action Areas	Action Areas	Program Areas Closed
5:30	DINNER A	DINNER A	DINNER A	DINNER A	DINNER A
6:15	Evening Colors	Evening Colors	Evening Colors	Evening Colors	Evening Colors
6:30	DINNER B	DINNER B & Ldr's Dinner	DINNER B	DINNER B	DINNER B
7:30	<b>The Resica Falls Battle For The Heroes</b>	Captain Resica's Trial Of Strength (7:15 pm) The Great Hero Hunt (7:30 pm) Night Owl Swim (8:30 pm)	All Faith Religious Service (7:45 pm) Camper's Campfire/OA Call-out (8:15 pm)	Twilight Programs OA Inductions Wilderness Survival Overnighter Night Owl Swim (8:30 pm)	Blue Card Reconciliation (7:30 pm) Jewish Religious Service (7:45 pm) Closing Ceremony (8:45 pm)
9:00	Leaders' Swim & BBQ Dutch Oven Dessert Challenge Star Talk	Star Talk (backup)	Star Talk (backup)	OA Ice Cream Social (9:30 pm)	Scoutmaster Appreciation (9:30 pm)
10:00	Taps	Taps	Taps	Taps	Taps



# Resica Falls

## 2016 Pool Schedule

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7:00-7:30	Polar Bear	Polar Bear	Polar Bear	Polar Bear	Polar Bear
9:00-9:50	Swimming MB	Swimming MB	Swimming MB	Swimming MB	Swimming MB
9:00-10:20	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB
10:00-10:50	Swimming MB	Swimming MB	Swimming MB	Swimming MB	Swimming MB
10:30-11:50	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB
11:00-11:50	Swimming MB	Swimming MB	Swimming MB	Swimming MB	Swimming MB
11:00-1:30	Red Cross Lifeguard	Red Cross Lifeguard	Red Cross Lifeguard	Red Cross Lifeguard	Red Cross Lifeguard
2:00-2:50	Instructional Swim Dan Beard Swim	Instructional Swim Dan Beard Swim	Instructional Swim Dan Beard Swim	Swim & Water Rescue Training (12:30-3:30 pm)	Mile Swim (2:00-3:30 pm)
3:00-3:30	Mile Swim Build Up	Mile Swim Build Up	Mile Swim Build Up	Mile Swim Build Up	Mile Swim (2-3:30 pm)
3:30-4:30	Free Swim	Free Swim	Free Swim	Free Swim	Free Swim
EVENING	Leader's Swim w/ Ranger Nick (9:00-10:00 pm)	Night Owl Swim (8:30-9:30 pm)	POOL CLOSED	Night Owl Swim (8:30-9:30)	POOL CLOSED

# Resica Falls

## 2016 Lake Schedule

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
9:00-10:20	Canoeing, Fishing Kayaking	Canoeing, Fishing Kayaking	Canoeing, Fishing Kayaking	Canoeing, Fishing Kayaking	Canoeing, Fishing Kayaking
10:30-11:50	Canoeing, Kayaking Rowing, Small Boat Sailing	Canoeing, Kayaking Rowing, Small Boat Sailing	Canoeing, Kayaking Rowing, Small Boat Sailing	Canoeing, Kayaking Rowing, Small Boat Sailing	Canoeing, Kayaking Rowing, Small Boat Sailing
2:00-3:20	Canoeing, Fishing, Kayaking, Small Boat Sailing	Canoeing, Fishing, Kayaking, Small Boat Sailing	Canoeing, Fishing, Kayaking, Small Boat Sailing	Canoeing, Fishing, Kayaking, Small Boat Sailing	Canoeing, Fishing, Kayaking, Small Boat Sailing
3:30-4:30	Open Boating BSA Stand-Up Paddleboarding	Open Boating	Open Boating BSA Stand-Up Paddleboarding	Open Boating	Open Boating
EVENING	LAKE CLOSED	LAKE CLOSED	LAKE CLOSED	Twilight Boating(7:30-8:30 pm)	LAKE CLOSED

**NOTE: Because of the distance to the lake, Scouts should plan to spend the entire morning OR their entire afternoon at the lake so it does not interfere with the timing of other merit badges. Scouts WILL NOT HAVE TIME to take a badge at the lake and schedule a session immediately following in the main camp. All boats should be to shore by 4:30 pm.**

# Resica Falls

## 2016 Action Area Schedule

MONDAY	TUESDAY	WEDNESDAY	THURSDAY
Sure Shot Challenge (Range)	Flora and Fauna Eco Blitz (Ecology)	Fire Master's Challenge (Scoutcraft)	Electron's Challenge (Media Center)
Making Ice Cream (Handicraft)	Cookies in a Box Oven (Scoutcraft)	Action Archery (Archery Range)	Order of the Arrow Brotherhood Trail (Dining Hall)
Camp Table Construction (Dan Beard)	First Aid Derby (Health Lodge)	Native American Cultures (NAV)	COPE Games (COPE Course)
Simple Circuit or Ham Radio (Media Center)	Venturing Pistol - Part 1 (Rifle Range)	Wood Burning (Handicraft)	Venturing Pistol - Part 2 (Rifle Range)

**NOTE: Action Areas take place Monday – Thursday from 4:00 – 5:00 pm. Each day, four different activities are scheduled around camp. Activities will take the entire period.**

# Resica Falls 2016 Advancement Schedule

LOCATION CODES: AR-Archery Range, C-Civics, E-Ecology, H-Handicraft, HL-Health Lodge, L-Lake, M-Media Center, N-Native American Village, P-Pool, RR-Rifle Range, SC-Scoutcraft, SH-Shop, SR-Shotgun Range, S-Sports

9:00 – 9:50	10:00 – 10:50	11:00 – 11:50	2:00 – 2:50	3:00 – 3:50
SINGLE SESSION Merit Badge Classes				
<input type="checkbox"/> American Cultures (C)	<input type="checkbox"/> American Heritage (C)	<input type="checkbox"/> Archaeology (N)	<input type="checkbox"/> American Cultures (C)	<input type="checkbox"/> Art (H)
<input type="checkbox"/> Archaeology (N)	<input type="checkbox"/> Art (H)	<input type="checkbox"/> Backpacking (SC)	<input type="checkbox"/> Archaeology (N)	<input type="checkbox"/> Athletics (S)
<input type="checkbox"/> Astronomy (E)	<input type="checkbox"/> Basketry (H)	<input type="checkbox"/> Citizenship in the Nation (C)	<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Basketry (H)
<input type="checkbox"/> Athletics (S)	<input type="checkbox"/> Camping (SC)	<input type="checkbox"/> Digital Technology (M)	<input type="checkbox"/> Engineering (M)	<input type="checkbox"/> Camping (SC)
<input type="checkbox"/> Basketry (H)	<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Electronics (M)	<input type="checkbox"/> Fingerprinting (H)	<input type="checkbox"/> Citizenship in the Nation (C)
<input type="checkbox"/> Bird Study (E)	<input type="checkbox"/> Electronics (M)	<input type="checkbox"/> Emergency Prep. (HL)	<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Digital Technology (M)
<input type="checkbox"/> Camping (SC)	<input type="checkbox"/> Engineering (M)	<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Geocaching (SC)	<input type="checkbox"/> Electronics (M)
<input type="checkbox"/> Citizenship in the Nation (C)	<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> Fish & Wildlife Mgt. (E)	<input type="checkbox"/> Leatherwork (H)	<input type="checkbox"/> Emergency Prep. (HL)
<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Fire Safety (HL)	<input type="checkbox"/> Forestry (E)	<input type="checkbox"/> Mammal Study (E)	<input type="checkbox"/> Environmental Science (E)
<input type="checkbox"/> Electricity (M)	<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Game Design (S)	<input type="checkbox"/> Photography (M)	<input type="checkbox"/> Fire Safety (HL)
<input type="checkbox"/> Emergency Prep. (HL)	<input type="checkbox"/> Indian Lore (N)	<input type="checkbox"/> Hiking (SC)	<input type="checkbox"/> Pioneer (SC)	<input type="checkbox"/> Fly Fishing (N)
<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> Leatherwork (H)	<input type="checkbox"/> Nature (E)	<input type="checkbox"/> Plant Science (E)	<input type="checkbox"/> Game Design (S)
<input type="checkbox"/> Fingerprinting (H)	<input type="checkbox"/> Mammal Study (E)	<input type="checkbox"/> Oceanography (E)	<input type="checkbox"/> Radio (M)	<input type="checkbox"/> Geology (E)
<input type="checkbox"/> Fly Fishing (N)	<input type="checkbox"/> Metalwork (SH)	<input type="checkbox"/> Public Speaking (C)	<input type="checkbox"/> Rep. & Amph. Study (E)	<input type="checkbox"/> Indian Lore (N)
<input type="checkbox"/> Geocaching (SC)	<input type="checkbox"/> Oceanography (E)	<input type="checkbox"/> Pulp & Paper (H)	<input type="checkbox"/> Search & Rescue (SC)	<input type="checkbox"/> Insect Study (E)
<input type="checkbox"/> Personal Fitness (S)	<input type="checkbox"/> Orienteering (SC)	<input type="checkbox"/> Search & Rescue (SC)	<input type="checkbox"/> Soil & Water Cons. (E)	<input type="checkbox"/> Metalwork (SH)
<input type="checkbox"/> Photography (M)	<input type="checkbox"/> Personal Fitness (S)	<input type="checkbox"/> Skating (S)	<input type="checkbox"/> Space Exploration (S)	<input type="checkbox"/> Nature (E)
<input type="checkbox"/> Radio (M)	<input type="checkbox"/> Pioneer (SC)	<input type="checkbox"/> Space Exploration (S)	<input type="checkbox"/> Sports (S)	<input type="checkbox"/> Orienteering (SC)
<input type="checkbox"/> Sculpture (H)	<input type="checkbox"/> Rep. & Amph. Study (E)	<input type="checkbox"/> Swimming (P)	<input type="checkbox"/> Weather (E)	<input type="checkbox"/> Personal Fitness (S)
<input type="checkbox"/> Swimming (P)	<input type="checkbox"/> Soil & Water Cons. (E)	<input type="checkbox"/> Textile (H)	<input type="checkbox"/> Welding (SH)	<input type="checkbox"/> Pulp & Paper (H)
<input type="checkbox"/> Textile (H)	<input type="checkbox"/> Sports (S)	<input type="checkbox"/> Welding (SH)	<input type="checkbox"/> Wood Carving (H)	<input type="checkbox"/> Scouting Heritage (C)
<input type="checkbox"/> Weather (E)	<input type="checkbox"/> Swimming (P)	<input type="checkbox"/> Wilderness Survival (SC)		<input type="checkbox"/> Sculpture (H)
<input type="checkbox"/> Welding (SH)		<input type="checkbox"/> Wood Carving (H)		<input type="checkbox"/> Skating (S)
				<input type="checkbox"/> Wilderness Survival (SC)
DOUBLE SESSION Merit Badge Classes				
9:00 – 10:20	10:30 – 11:50	2:00 – 3:20		
<input type="checkbox"/> Archery (AR)	<input type="checkbox"/> Archery (AR)	<input type="checkbox"/> Canoeing (L)		
<input type="checkbox"/> Canoeing (L)	<input type="checkbox"/> Canoeing (L)	<input type="checkbox"/> Climbing (COPE)		
<input type="checkbox"/> Fishing (L)	<input type="checkbox"/> Cooking (SC)	<input type="checkbox"/> Cooking (SC)		
<input type="checkbox"/> Kayaking (L)	<input type="checkbox"/> Kayaking (L)	<input type="checkbox"/> Fishing (L)		
<input type="checkbox"/> Lifesaving (P)	<input type="checkbox"/> Lifesaving (P)	<input type="checkbox"/> Kayaking (L)		
<input type="checkbox"/> Rifle Shooting (RR)	<input type="checkbox"/> Moviemaking (M)	<input type="checkbox"/> Moviemaking (M)		
<input type="checkbox"/> Shotgun Shooting (SR)	<input type="checkbox"/> Pottery (H)	<input type="checkbox"/> Pottery (H)		
<input type="checkbox"/> Robotics (M)	<input type="checkbox"/> Rifle Shooting (RR)	<input type="checkbox"/> Small-Boat Sailing (L)		
	<input type="checkbox"/> Rowing (L)	<input type="checkbox"/> Robotics (M)		
	<input type="checkbox"/> Shotgun Shooting (SR)			
	<input type="checkbox"/> Small-Boat Sailing (L)			