

# TROOP 542

# SUMMER CAMP

# GUIDE

## 2018

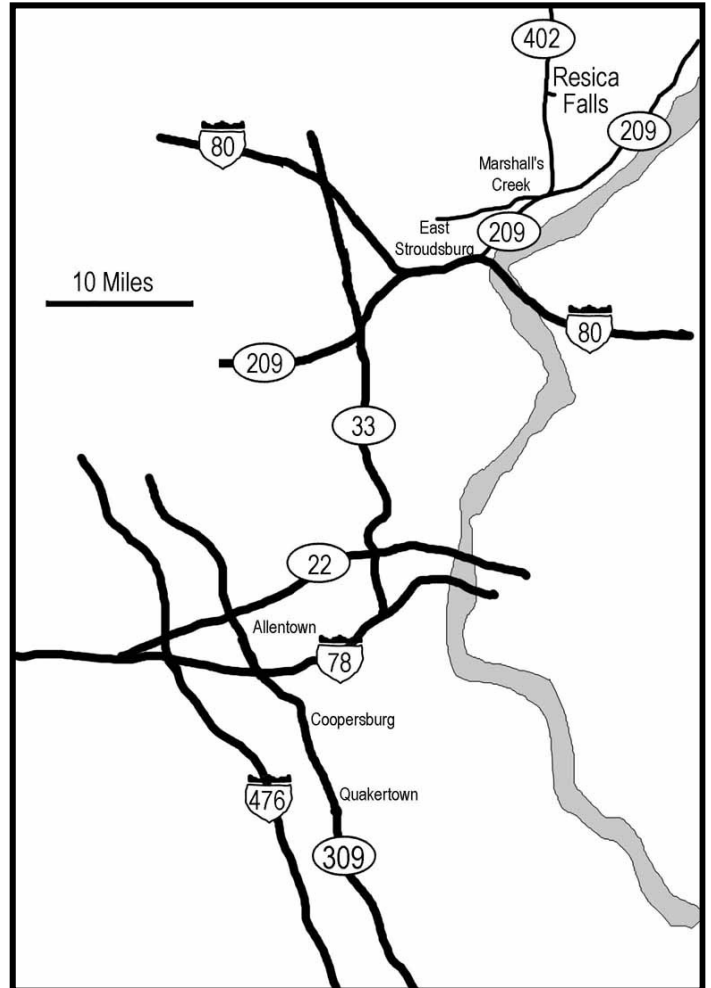
### **IMPORTANT HIGHLIGHTS:**

- 1. Read through this guide ahead of time.**
- 2. Turn in medical paperwork by July 23 (see page 1) including:**
  - Annual Health and Medical Record signed by both physician and parent and dated no earlier than 8/12/17 (no more than a year old while we're in camp)
  - Drug Administration Record signed by parent
- 3. Register for the awards you plan to earn by July 17**
  - Download and read the Scheduling packet from our web site:  
[2018 Summer Camp Merit Badge Info Packet](#)
  - Download and fill out the request form:  
[2018 Merit Badge Request Form](#)
  - e-mail the request form to Jay Eibner [jeibner@comcast.net](mailto:jeibner@comcast.net)
- 4. Be at the church at 8:30 AM Sunday, August 5**
  - Wear your complete Class A uniform including neckerchief
  - Bring a brown bag lunch for Sunday
  - Have an extra key or a copy of the combination to your lock.

# DIRECTIONS TO RESICA FALLS:

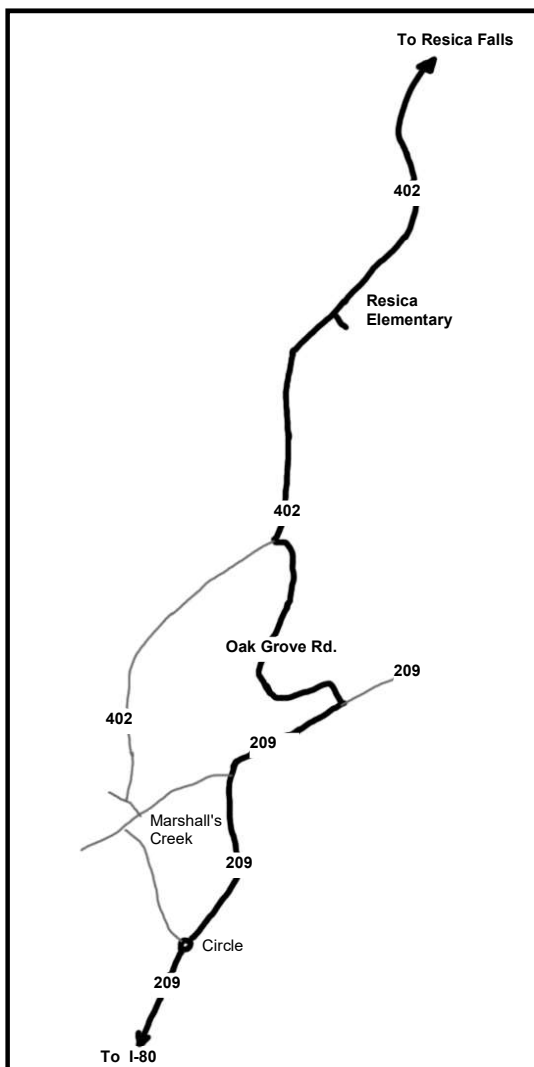
## See Map on Right

1. North on 309 approximately 25 miles through Quakertown and Coopersburg to I-78 East.
2. East on I-78 for 11 miles to PA Route 33 N.
3. Continue on 33 north for about 23 miles. This will take you through Wind Gap. Route 209 joins with 33 for the last part of this section. Watch for 209 and 33 to split and follow 209 toward Stroudsburg.
7. After splitting from 33, 209 continues for about 6 miles and merges into I-80.
8. Join I-80 and follow I-80/US 209 east toward the Delaware Water Gap.
9. Exit with US 209 at exit #309 for Marshall's Creek and follow 209 for 3.5 miles to a circle (see map below).



## See Map

## on Left



10. After entering the circle take the first right to stay on the US 209 Marshalls Creek bypass
11. Follow US 209 1.5 miles to the second light which is Oak Grove Road and turn left
12. Follow Oak Grove Road for 1.2 miles to PA 402 and turn right
13. In about 1.1 miles, you'll come to Resica Elementary on the right at the intersection of Gravel Ridge road. **Stop here and regroup to eat lunch in the picnic area behind the school.**
14. The camp is about 1 more mile past the school on 402. At the entrance, ask for directions to 542's site.

**Jay's Cell Phone 215-990-6651**

# BEFORE WE LEAVE

**MEDICAL FORMS:** State law and BSA regulations require campers to provide medical forms at overnight camps. Scouts will not be admitted to camp at Resica Falls without them. Attach the two forms listed below together with a paper clip and turn them in when you arrive at the church. Do not attach any additional health information. Anything important must be recorded on the forms.

## **Annual Health and Medical Record:**

Everyone staying overnight in camp must have one with parts A, B, and C completed. Part C must be signed by a certified Healthcare Provider with-in twelve (12) months proceeding the last day of our week at Camp. Scouts must also have a parent's signature on parts A and B of the form. Please staple all the pages together before turning them in.

## **Drug Administration Record:**

All participants must provide a completed and signed multipart Drug Administration Form. This form authorizes the camp to administer OTC medications, as well as prescription medications the camper brings with him.

**MEDICATIONS:** - Prescription medications for youth are managed by the health lodge while we are at camp. Medications must be in their original container labeled with the camper's name. Pack medication in a zip lock bag with Scout's name and Troop 542. Instructions must be indicated on the drug administration record form (see above). Give the medications to us with the medical forms. Exceptions are insulin, asthma inhalers and Epi Pens which Scouts may maintain in their own possession.

**TENT PARTNERS:** - Tents at Resica house two people, and each patrol is assigned an area of the campsite with enough tents for its members. Your patrol leader or guide will contact you before camp to work out which Scouts will tent together (due July 24). You will be expected to tent with a member of your own patrol.

**PLAN YOUR ADVANCEMENT:** - Download and read the Scheduling packet from our web site right away:

[2018 Summer Camp Merit Badge Info Packet](#)

Then figure out what merit badges you will be taking, fill out the request form and e-mail it to Jay (jeibner@comcast.net). You can download the form at:

[2018 Merit Badge Request Form](#)

Decide if you be doing Polar Bear Swim (recommended for first years) or COPE (see page 6), and include those in your e-mail if you plan to do them.

**KNOW WHERE YOUR PARENTS ARE:** - Sometimes parents seize this opportunity to get away themselves. The hospital in the Poconos insists on speaking to parents before they will treat a Scout. Your parent's signature on the medical form will not satisfy this requirement. Make sure you and the Scoutmaster know how your parents can be reached if they plan to be away from home.

**JUNIOR LEADER RESPONSIBILITIES:** - Junior leaders are a vital ingredient to our success in camp, and leadership skills are one of the important things Scouts learn. A junior leader's meeting will be held in July. Each junior leader will have work to do to get ready for camp. This will be discussed in more detail at our planning meeting on July 9. Plan to devote some time to this.

**PATROL EQUIPMENT:** - Each patrol needs to bring enough of the following equipment for its members to go on our outpost hike. Patrol leaders are expected to organize this by working with the quartermasters ahead of time. New Scouts should not be expected to buy any of these items at this time.

Canteens      Mess Kits      Vittles Kits      Backpacks      Bungee Cords

# GENERAL INFORMATION



**DATES AND TIMES:** Leave the Church at 8:30 AM on 8/5/18, Leave Resica 10:00 AM on 8/11/18.

**MAILING ADDRESS:** Scout's Name/ Troop 542  
Camp Big Springs  
Resica Falls Scout Reservation  
1200 Resica Falls Rd.  
East Stroudsburg, Pa. 18302

**EMERGENCY PHONE NUMBER**  
(570) 223-8312 or John's Mobile 215-570-0058  
**COST:** \$390 Total  
**TRANSPORTATION:**  
By Troop Car Pool

**PHONE CALLS TO HOME** - Scouts are discouraged from calling home during the week. Hearing mom's voice on the phone does not make a Scout feel better about being 100 miles away. There is only one pay phone in camp, and an adult must accompany a Scout for him to be allowed to use it. Please don't send a cell phone with Scouts or encourage or expect a call. Neither the Troop nor the camp will be responsible for lost or damaged cell phones or tablets. We'll post pictures on our web site so you can see how we're doing. If you don't hear from us everything is fine.

**VISITORS** – Please coordinate your visit in advance through the Scoutmaster. Visitors are welcome during daylight hours or Sunday and Friday evening. You must sign in at camp office upon arrival, and may not stay overnight without being registered with an appropriate medical form. Visitors can get meals in camp with 24 hour notice at a cost of \$10.00.

**PETS** - Pennsylvania state law prohibits pets in camps.

**SIGNING OUT EARLY** - Our group departs from the camp on Saturday 8/11/18. Sometimes Scouts need to leave before Saturday due to obligations like swim meets, or family vacations. In these cases may leave only with a parent or guardian or under the auspices of an adult approved by the parents by means of a signed **Camper Release Authorization** form. You can get the form from the Scoutmaster if needed.

**LEADERSHIP** - Our troop will camp in its own campsite with supervision provided by our junior leaders and a group of adults from the troop. We'll eat in the camp's dining hall, and enjoy activities and instruction provided by the camp's staff members. The camp staff is organized into the following program areas:

**Aquatics** - Supervision and training at the pool and the lake.

**Handicraft** - Scouts are taught how to work on small projects with their hands.

**Ecology** - Nature and the world around you are explained in this area.

**Media Center** – Offers Journalism, Photography, and Communications

**Shooting sports** - Supervision and training are provided at the rifle and archery ranges.

**Scoutcraft** - Camping, Cooking, and Wilderness Skills.

# LEAVING FOR CAMP

## WEAR:

Class A Scout uniform; shirt, pants (long or shorts with knee socks), neckerchief, slide, Scout socks, and belt. Wear merit badges, and OA sash if you have them.



## BRING

1. MEDICAL FORMS AND MEDICATIONS (SEE ABOVE)
2. SLEEPING BAG
3. SPARE KEY TO FOOTLOCKER OR COPY OF COMBINATION (FOR SCOUTMASTER)
4. BROWN BAG LUNCH FOR SUNDAY
5. A LOCKED FOOTLOCKER CONTAINING THE FOLLOWING ITEMS:

### *Clothing:*

Jeans	Shorts	Shirts
Socks	Underwear	Poncho
Sweat Shirt	Swim Suit	Old sneakers for boating etc.
Sneakers	Hiking shoes (recommended)	O.A. Sash (if you're a member)
Troop 542 Tee shirt to be worn with your Scout pants as your Class B uniform		
Extra uniform parts as needed (uniforms are worn to dinner daily)		
Shoes must be worn at all times in camp		

### *Personal Equipment:*

Flashlight & batteries	Scout Handbook	Spending money
Small Pillow	Camera (optional)	Compass (optional)
Foam Pad for COT	Insect repellent (no aerosols)	Sun Screen
Anything required for merit badges you plan to work on		
Pocket knife (optional, blade must be less than 6", no sheath knives)		

### *Toilet Items:*

Soap	2 Towels	Medication (bring a note)
Comb	Toothbrush & paste	

### *Recreational Suggestions:*

Board Game	Magic Cards	Fishing Rod	Books
Musical Instrument	Ball & Glove	Sports Equipment	Frisbee
Foot bag	Lacrosse stick		

## ITEMS NOT PERMITTED IN CAMP

Liquid Fuel (including lighters)	Sheath Knives
Fireworks	Aerosol bug spray (pump type is OK)
Personal archery equipment	Alcoholic beverages
Personal Firearms & ammunition	Illegal drugs or controlled substances
Pets	Sling shots, throwing stars, etc.
Open toed shoes or sandals	Nonalcoholic beer
Guns, ammunition, or archery equipment (other than those owned and supervised by the camp)	

## Scouts are discouraged from bringing mobile phones

**DO NOT BRING A BICYCLE** – Since we can't deal with bikes for everyone, bikes in camp become a source of contention and conflict. You can check a bike out from the sports program area.

You may not keep food in your tent because of animals. Buy it as you want it at the trading post.

Scouts are never permitted to smoke, and Troop 542 requests that adults refrain from smoking.

## SPENDING MONEY

Resica Falls has a trading post that sells light refreshments, Scout supplies, and craft items. We have no fixed amount of money to recommend that you bring. A Scouts real needs are taken care of by the prepaid fee, and our leaders will take care of emergency situations. Most Scouts find a way to spend all the money they bring, so don't bring more than you are willing to spend. Here are some examples of previous year's trading post prices:

Basket Kits	\$6.90 (two are needed for basketry merit badge)
First aid kit	\$3 to \$5
Hot spark fire starter	\$2.99
Knives	\$20.00 to \$50.00
Leather belt & buckle	\$24.00
Leather Kits	\$5.00 to \$12.00 (needed for leatherwork merit badge)
Merit badge books	\$4.50 (may be borrowed from troop library)
Sharpening Stone	\$8.00
Compass	\$13.00 to \$60.00
Woodcarving Projects	\$3.50 to \$4.00
Certificate for 5 shotgun shots	\$2.50 (Needed for shotgun merit badge)
Arrow kit	\$3.75 (Needed for archery merit badge)
Snacks	Comparable to convenience store prices

## OUR SCHEDULE IN CAMP

**THE FIRST DAY IN CAMP:** - Here's an approximate schedule of what we should expect on Sunday August 3:

8:30 AM Meet at the church to depart

11:30 AM Regroup at Resica Elementary School on Route 402 about a mile before the camp and eat brown bag lunch

12:15 PM Car Caravan from the school to the camp

12:30 PM Check in to Resica Falls, our whole car caravan must arrive at once

1:15 PM Change to bathing suits for a swim test and camp tour.

5:00 PM Change to Class A uniforms for dinner

5:30 PM Fall in for announcements and instructions prior to retreat.

5:40 PM Dinner waiters report to the dining hall.

6:00 PM Retreat

6:15 PM Dinner

7:15 PM Fall in for more instructions

8:30 PM Opening Campfire

10:00 PM Junior Leader's meeting

### **Anticipated Special Events (Subject To Change)**

	<u>Afternoon</u>	<u>Evening</u>
Sunday	Orientation	Opening Campfire
Monday	Work hard on merit badges	Extraterrestrial Extravaganza
Tuesday	Merit Badges & Outpost Hike	On Outpost
Wednesday Noon	Work hard on merit badges	Vespers, Camper's Campfire, and OA Call-out
Thursday	Merit badges & Service Project	Twilight boating, Troop Campfire
Friday	Advancement make up	Closing Ceremony

### Troop 542's Daily Schedule In Camp

<b>7:00 am</b>	Polar Bear Swim (optional)	Remain in troop site
<b>7:15 am</b>	Wake up	
<b>7:40 am</b>	Waiters report to dining hall	
<b>7:45 am</b>	Fall in for flag raising	
<b>8:00 am</b>	Flag Raising	
<b>8:05 am</b>	Breakfast	Eat in dining hall
<b>8:30 am</b>	Campsite cleanup	Remain in troop site
<b>8:45 am</b>	Fall in to go to classes	
<b>9:00 am</b>	Program areas open Jr. leader's meeting	Work on badges, visit program areas, or free time.
<b>11:55 am</b>	Program areas close, return to campsite.	Remain in troop site
<b>12:00 noon</b>	SPL Meeting	
<b>12:20 pm</b>	Lunch	Eat in dining hall
<b>1:15 pm</b>	Patrol meetings	
<b>2:00 pm</b>	Program areas reopen	Work on badges, visit program areas, or free time
<b>4:45 pm</b>	Program areas close, return to campsite,	
<b>5:00 pm</b>	Put on Class A uniform	Remain in campsite
<b>5:40 pm</b>	Fall in; announcements	
<b>5:40 pm</b>	Waiters report.	
<b>6:00 pm</b>	Retreat ceremony on parade field	Ceremony on parade field
<b>6:15 pm</b>	Dinner	Eat in dining hall
<b>7:30 pm</b>	Troop activities start	Be sure you know what the troop is doing.
<b>9:55</b>	Return to Campsite	
<b>10:00 pm</b>	Lights out	Remain in campsite

# CAMP ACTIVITIES

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

The daily instruction schedule consists of five 45 minute periods. Please note that some merit badge require 75 minute periods.

## **2018 Special Merit Badge Offerings**

This year we will offer 2 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. Plumbing (Shop), Exploration (Scoutcraft).

## **STEM Center**

In 2018, Big Springs Camp has expanded its STEM Center unlike ever before! In order to maximize our science program, the STEM Center is located in The Great Bend, by the Great Bend Shower House. Badges offered: Chemistry, Digital Technology, Electricity, Electronics, Engineering, Moviemaking, Photography, Radio, Robotics and Space Exploration! Make sure you stop by the STEM Center to earn a badge, or just find out more information about the program!

## **Handicraft Lodge**

In 2016, we brought 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 has ample covered seating. In addition to Art, Basketry, Fingerprinting, Program Highlights Leatherwork, Pulp and Paper, Textile and Wood Carving, we added Pottery and Sculpture merit badges! The Handicraft Lodge also feature kilns for Pottery and Sculpture!

## **Native American Village**

New to Big Springs in 2012 was our Native American Village. Using the history of the Lenni Lenape and of the Village of Ressaca, 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 Ressaca 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.

## **Astronaut Training Corps**

(Monday-Thursday 4:00 pm to 5:00 pm)

“Greetings, recruits! Traveling in deep space can be dangerous - you never know what crazy alien monster



you'll run into on your voyage. To prepare you for intergalactic adventure, I am offering YOU a chance to refine your skills. Everyday from Monday to Thursday at 4pm class is in session. We'll meet at the Parade Field and each day we'll refine a certain aspect of your adventuring skills. Keep this information classified - you never know what space ruffian is behind your back. Astronaut Training Corps will host activities throughout the week that improve your marksmanship (Archery, Scoutcraft), your sense of exploration (Ecology), your space piloting (STEM), your physical endurance (Sports), and your problem solving skills (Handicraft). From Action Archery to woodburning to obstacle courses, each day is sure to be a new adventure."

## **The Resica Falls Extraterrestrial Extravaganza**

(Monday-7:30 pm)

Join the Resica Falls Camp staff and your fellow scouts for a crazy and wild evening competing in patrol-based games. Explore the depths of space, play some cool games, and find signs of life on another world! With all this fast-paced fun, you'll feel like you're in hyperspace!

## **Gateway Competition**

(Judged Friday by 12:00 pm)

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

## **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 Interstellar 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.

## **The Crystal Comet Caper**

(Weeklong)

When the most powerful engine conductor across the galaxy goes missing, who will have the skills necessary to retrieve it from some of the most notorious Space Bandits to have ever lived? Keep your eyes and ears open throughout the week, and prepare for a hunt unlike you've ever seen before!

## **Night Owl Swim**

(Tuesday and Thursday at 8:30 pm)

Nothing is more refreshing after a long day of island exploration than Night Owl Swim! This free swim is accompanied by our awesome water slide and by some great music!

## **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 elected 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 and Twilight COPE at the COPE Course. Come and enjoy the fun until sunset.

## 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.

## Project Cope

COPE stands for Challenging Outdoor Personal Experience. Participants climb, swing, balance, jump, rappel and think of solutions. Most do much more than they thought they could. COPE takes up all morning every day. You'll be unable to schedule any morning badges if you take COPE. Patrol Leaders, Guides, and the SPL have other obligations in the morning, so none of them will be permitted to take COPE.

Scouts must be First Class or higher and be at least 13 years old the day you arrive at camp to be eligible for COPE.

What to bring for COPE:

- 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)

To sign up for COPE, download an application from our troop's web site, complete it, get Jay and your parent to sign it, and mail in to the camp so that it arrives there no later than July 26.



## 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 is on page 11.

## Other Activities

Archery	Lifeguard BSA
Canoeing	National NRA Shooting
Rowing	Snorkeling BSA
Rock Climbing	Polar Bear Swim
Handicraft Projects	Tote N Chip
Mountain Biking	Mile Swim
Rifle Shooting	Shotgun Shoots
Swimming	Outpost Camping
Fishing	Firem'n Chit

## Troop 542 Program For First Year Campers

Troop 542 offers a special program to assist and guide all first year campers. Under the guidance of adult leaders, with the leadership of the troop's Guides and Instructors (older Scouts), this program helps steer first year campers in their efforts to earn merit badges and make full use of the camp's facilities (archery, handicraft, boating, etc.) The program also provides a forum to have questions answered. First year campers will meet daily to review and discuss scheduled activities for the day (hike, conservation projects, etc.)

### **Daily Schedule:**

7:00 - Polar Bear Swim  
 9:00 - Swimming Merit Badge  
 10:00 - Optional Merit Badge  
 11:00 - Optional Merit Badge  
 12:00 - Daily Patrol Meeting  
 2:00 – Optional Merit Badge  
 3:00 – First Year Activity

### **Planned Afternoon Activities**

Sunday	Camp orientation
Monday	Swimming & Archery
Tuesday	Outpost Hike
Wednesday	Climbing & Riflery
Thursday	Service Project
Friday	Merit Badge Make up

## WHEN WE GO HOME

Departure from Resica Falls will be Saturday morning. Drivers are requested to arrive at Resica no later than the planned pick up time of 10:00 AM. We will all be anxious to go home by then and don't want to wait for late drivers. Allow time for heavy traffic in the Marshall's Creek area. All Scouts and drivers will be expected to remain at the camp until we are sure the necessary vehicles have arrived to get everyone home. At that time, assuming the necessary tear down and cleanup has been completed, the entire troop will be cleared to go and dismissed by the Scoutmaster. Do not expect to take your son home from camp until the entire troop is released.

# Aquatics

**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 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.

**SMALL BOAT SAILING:** These 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.

**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.

**POLAR BEAR:** The polar bear program is a program for everyone in camp. Show up at least three days for a prebreakfast 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.

**SNORKELING BSA:** This program, open only to swimmers, teaches Scouts how to use and handle fins, snorkels, and masks. Upon completion Scouts are awarded the snorkeling BSA award and can then wear the patch. For health and safety reasons interested Scouts should bring their own equipment to camp. This program will be conducted at the lake.

**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 & FLY-FISHING:** Lake Roger and the Bushkill Creek offer some of the best fishing around as they are fully stocked with trout and blue gills. Anyone 16 years & up must have a PA Fishing license in order to fish at Resica Falls. The Bushkill Creek at Resica Falls is fly-fishing only and with all fish being catch and release. Fly fishing is available on the Bushkill from well above and well below the falls. There is no wading by Scouts into the Bushkill. On the lake, 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 creek or 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 and Fly Fishing Merit Badges are taught at the Nature Area.

**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.

**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.

# 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

## 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 Troop site, 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.
- The Patrol participates in the Tuesday evening Scavenger Hunt.
- Have your patrol participate in the color guard for either morning or evening colors.

## **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.

### **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: COPE

Trainer: Climbing Staff

### **Coffee Drinking Merit Badge**

Wednesday, 9:00am

Location: Unami Lodge

Adult Leader Activity/Training Schedule

## **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: Scoutcraft

Trainer: Scoutcraft Staff

## **Swim and Water Rescue**

Wednesday & Thursday, 12:30-3:30pm

Location: Pool

Trainer: Aquatics Director

## **Napping Merit Badge**

Thursday, 2:00pm

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

## **Leaders' Challenges**

Monday - Thursday. 4:00pm

- Mon. @ Unami Lodge - Frisbee Golf Tournament
- Tues. @ Sports - Horseshoes Competition
- Wed. @ Shop - Leader's Welding Class
- Thur. @ Unami Lodge - Are You Tougher Than a Boy Scout?

# Resica Falls

## 2018 Master Schedule

<b>TIME</b>	<b>MONDAY</b>	<b>TUESDAY</b>	<b>WEDNESDAY</b>	<b>THURSDAY</b>	<b>FRIDAY</b>
<b>7:00</b>	Polar Bear/Reveille	Polar Bear/Reveille	Polar Bear/Reveille	Polar Bear/Reveille	Polar Bear/Reveille
<b>7:30</b>	<b>BREAKFAST A</b>	<b>BREAKFAST A</b>	<b>BREAKFAST A</b>	<b>BREAKFAST A</b>	<b>BREAKFAST A</b>
<b>8:00</b>	Flag Raising <b>BREAKFAST B</b>	Flag Raising <b>BREAKFAST B</b>	Flag Raising <b>BREAKFAST B</b>	Flag Raising <b>BREAKFAST B</b>	Flag Raising <b>BREAKFAST B</b>
<b>9:00</b>	C.O.P.E Merit Badges - see list Resica Rangers IOLS (10:00 am)	C.O.P.E Merit Badges - see list Resica Rangers Leader Specific Training (9:00 am)	C.O.P.E Merit Badges - see list Resica Rangers Coffee Drinking MB (9:00 am) CPR Training (10:00 am)	C.O.P.E Merit Badges - see list Resica Rangers	C.O.P.E Merit Badges - see list Resica Rangers
<b>12:00</b>	Campers Council Meeting Safe Swim Defense & Safety Afloat	Campers Council Meeting Climb on Safely	Campers Council Meeting	Campers Council Meeting/SPL Lunch Trek Safely	Campers Council Meeting Leave No Trace
<b>12:20</b>	<b>LUNCH A &amp; CLUBS B</b>	<b>LUNCH A &amp; CLUBS B</b>	<b>LUNCH A &amp; CLUBS B</b>	<b>LUNCH A &amp; CLUBS B</b>	<b>LUNCH A &amp; CLUBS B</b>
<b>1:10</b>	<b>LUNCH B &amp; CLUBS A</b>	<b>LUNCH B &amp; CLUBS A</b>	<b>LUNCH B &amp; CLUBS A</b>	<b>LUNCH B &amp; CLUBS A</b>	<b>LUNCH B &amp; CLUBS A</b>
<b>2:00 to 4:00</b>	Merit Badges - see list Resica Rangers High Five Adventure Club Home Away from Home Training	Merit Badges - see list Resica Rangers High Five Adventure Club	Merit Badges - see list Resica Rangers High Five Adventure Club	Merit Badges - see list Resica Rangers High Five Adventure Club Napping MB	Merit Badges - see list Resica Rangers High Five Adventure Club Mile Swim Test
<b>3:30</b>	Free Swim	Free Swim	Free Swim	Free Swim	Free Swim
<b>4:00 to 5:00</b>	Astronaut Training Corps Leader's Challenges	Astronaut Training Corps Leader's Challenges	Astronaut Training Corps Leader's Challenges	Astronaut Training Corps Leader's Challenges	Program Areas Closed
<b>5:30</b>	<b>DINNER A</b>	<b>DINNER A</b>	<b>DINNER A</b>	<b>DINNER A, Leaders' Dinner (6:00pm)</b>	<b>DINNER A</b>
<b>6:15</b>	Evening Colors	Evening Colors	Evening Colors	Evening Colors	Evening Colors
<b>6:30</b>	<b>DINNER B</b>	<b>DINNER B</b>	<b>DINNER B</b>	<b>DINNER B</b>	<b>DINNER B</b>
<b>7:30</b>	<b>The Resica Falls Extraterrestrial Extravaganza</b>	The Space Trials (7:15 pm) Night Owl Swim (8:30 pm)	All Faith Religious Service (7:45 pm) Campers' Campfire/OA Call-out (8:15 pm)	Resica Rangers Overnighter 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)
<b>9:00</b>	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)
<b>10:00</b>	Taps	Taps	Taps	Taps	Taps



# Resica Falls 2018 Pool Schedule

<b>TIME</b>	<b>MONDAY</b>	<b>TUESDAY</b>	<b>WEDNESDAY</b>	<b>THURSDAY</b>	<b>FRIDAY</b>
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
11:00-3:00	Red Cross Lifeguard	Red Cross Lifeguard	Red Cross Lifeguard	Red Cross Lifeguard	Red Cross Lifeguard
2:00-2:50	Instructional Swim Resica Rangers Swim	Instructional Swim Resica Rangers Swim	Instructional Swim Resica Rangers Swim Swim & Water Rescue - Training (12:30-3:30 pm)	Instructional 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
<b>EVENING</b>	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

## 2018 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, Kayaking, Small Boat Sailing Paddlecraft Safety Training (2:00-4:30)	Canoeing, Kayaking, Small Boat Sailing Paddlecraft Safety Training (2:00-4:30)	Canoeing, Kayaking, Small Boat Sailing	Canoeing, Kayaking, Small Boat Sailing	Canoeing, Kayaking, Small Boat Sailing
3:30-4:30	Open Boating	Open Boating	Open Boating BSA Stand-Up Paddleboarding	Open Boating BSA Stand-Up Paddleboarding	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.**