

RESICA FALLS SCOUT RESERVATION • CRADLE OF LIBERTY COUNCIL, BSA

Program Guide

SUMMER 2019

This Guide is for

**Planning Unit
Level Program
Activities**

**Selecting Merit
Badges & Their
Prerequisites**

**Viewing Program
Locations &
Schedules**



For General Information About Your Stay in Camp Refer to the Resica Leaders' Guide

Welcome

February 2019

Greetings Explorers

Get ready for an experience that is larger than life! Like the T-Rex, your program opportunities at Resica Falls are gigantic!

The 2019 Program Guide will be your pathway to this adventure. Adult Leaders, Senior Patrol Leaders, Parents and Scouts alike will find the information in this book filled with details about merit badges and advancement, as well as schedules and overall program details. Read through these pages carefully to learn as much as possible about the fun-filled week that lies ahead of you. Our theme for 2019 is Jurassic Falls.

Make sure you also check-out the 2019 Leaders' Guide for important dates, health & safety information, and key details about the operation of camp. Together, these two documents will make your stay at Resica Falls- and the planning leading up to it- a rewarding experience.

If you have any questions concerning the program at Resica Falls please do not hesitate to contact us. Contact us via email, call for assistance at the camping office at (610) 688-6900, or find us on the web at www.resicafalls.org. We are here to serve you.

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

Yours in Scouting,

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Program Guide

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Program Overview



2019 THEME – Jurassic Falls

Summer Camp is on the horizon and we are standing by in anticipation of your arrival to Big Springs Camp. Resica Falls has been in operation since 1957, continuing to offer a highly qualified program in a fun atmosphere for all of its participants. We plan on continuing this tradition while instilling Scouting's values in our youth campers.

Whether your Scouts are first year campers participating in our Resica Rangers program, or are experienced Scouts participating in Project C.O.P.E., we are here to assist your Troop in offering a quality experience to complement your year-round program. We offer many activities to keep your Scouts busy during their stay at camp. They may choose to work on Merit Badges taught by our trained staff in one of our many program areas, or they may want to participate in a patrol activity such as riding mountain bikes on our back woods paths, or just hike on the trails of our 4000+ acre property. They may want to take a cool dip in any one of our vast array of swimming holes on the Bushkill Creek. Whatever you choose - Enjoy!

There are a variety of ways the campers can participate in the program:

FOR THE SCOUT: Merit Badge programs and advancement opportunities are designed to help the Scout meet their own personal advancement goals. In addition, awards are made during the week to individuals who demonstrate particular skills.

FOR THE PATROL: Baden-Powell once said that the patrol was the secret of the success of Scouting. One job of summer camp is to strengthen patrols. There are a variety of events throughout the week are planned to do just that.

FOR THE TROOP: Troops will also have the opportunity to compete and work with each other, in demonstrating their unit pride and Troop skills. Campsite inspections will be on a Troop basis. These inspections, along with unit projects, can lead to unit awards.

Attending Scout camp is the greatest experience that any Troop will have during the year. Each SCOUT has fun in the great outdoors. Each TROOP LEADER becomes more responsible. Each PATROL functions as a team. Your Troop will be a better Troop as a result of your Scout Camp experience. The opportunity to get to know and understand your Scouts will never be better.

Program Overview (Continued)

HERE ARE SOME DO'S AND DONT'S ON UNIT PROGRAMMING

DO:

1. Allow patrols to plan and carry out some of the things they thought of and want to do.
2. Allow for and suggest some time a Scout can "go and do with a pal or two."
3. Be sure there is personal achievement and fun in the program.
4. Set a tone that will give your Troop site real class. Insist on manners, good fellowship, sportsmanship, clean fun, and a clean camp.
5. Keep in touch with what's happening in the Troop-visit program areas where your Scouts are involved. Get verbal reports everyday from your junior leaders.
6. Allow your program commissioner to help you ensure the success of your week in camp.

DON'T:

1. Allow too many activities to be scheduled. Camping should be recreational and not stressful.
2. Be alarmed if things happen that are not in the schedule. Some circumstances warrant changes in plans.
3. Emphasize activities and advancement that can be better done at home. Indoor games and "city" badges detract from the purpose of coming to camp.
4. Give Scouts a title and a leadership job and then do the leading yourself.
5. Allow a programming problem to put a damper on your week in camp. Bring it to the attention of your program commissioner as soon as you are aware of it for quick resolution.



Advancement at Camp

1. Summer camp is an ideal place for Scouts to earn many of the outdoor Merit Badges. Our Camp Staff is ready and willing to support your unit's advancement needs.
2. Each unit leader should prepare a detailed advancement plan before leaving for camp, to include:
 - a. Setting realistic goals for each Scout to discourage making the number of merit badges earned a primary summer camp objective. (We suggest three to four badges.)
 - b. Review with each Scout the merit badges they plan to earn. Scouts should be familiar with the requirements in advance. We recommend that they have the merit badge pamphlet for each badge. (The Merit Badge Opportunity pages detail which merit badges are offered and which requirements need to be completed prior to camp.)
 - c. Evidence of partials from the Scout's local "home" counselor must be presented to the camp counselor. The "Application for Merit Badge" card has a section to record partials. Acceptance of partials is at the discretion of the merit badge counselor.
 - d. Filled-out merit badge blue cards for every badge the Scouts plan to work on.
3. A merit badge is an individual project for each Scout and should follow the same procedure as those at home. The camp staff will function as both instructors and counselors. Unit leaders should monitor the advancement progress of their Scouts throughout the week and help them work out difficulties that may develop. The camp staff will be trained in merit badge procedures and empathetic to the needs of individual Scouts. You will also find the staff responsive to solutions to advancement problems.

ADVANCEMENT AND YOUR PROGRAM

Program is the total experience of living in camp. Advancement is not an end in itself, but rather the result of a good program. It should be achieved through a natural experience. A Scout advances by doing things with their patrol, Troop, Leaders, and on their own. As an example, fires are built for cooking, but also fellowship, not just to pass a test. Consequently, in the act of building a fire, the skill of handling an ax or saw is put into play. Thus, two

skills are applied. We should therefore, plan activities that will give a Scout opportunities to use their skills for a functional purpose and to demonstrate their proficiency naturally. A natural experience should have the following four elements: The Scout Prepares; The Scout Qualifies; The Scout is Reviewed; The Scout Receives Recognition.

KEEPING TRACK OF SCOUT ADVANCEMENT

There are three individuals that have the direct responsibility to keep track of each merit badge a Scout is working on in camp.

- The merit badge counselor will keep the official record of each Scout taking merit badges. The counselor's records will reflect an up to the minute review of where each Scout stands in completing a badge.
- Each individual Scout should be aware of their own progress of completing each of the merit badges they are attempting.
- Camp leaders should communicate with the Scouts on their progress on merit badges and with the individual merit badge counselors. Counselor records may be reviewed at anytime a counselor is available.

PROGRAM PROGRESSION

FIRST YEAR CAMPERS

- Resica Ranger Program
- Limited Merit Badge Program
- Troop Trips
- Campwide Games

SECOND YEAR CAMPERS

- Full Merit Badge Program
- Patrol Award
- Troop Trips
- Campwide Games
- Mile Swim

THIRD YEAR CAMPERS

- Full Merit Badge Program
- COPE, Rappelling & Rock Climbing
- High 5 Adventure Club
- Troop Trips
- Campwide Games

FOURTH YEAR CAMPERS

- Full Merit Badge Program
- COPE, Rappelling & Rock Climbing
- High 5 Adventure Club
- Campwide Games
- Paddle-Rama
- Fawn Run Hiking Expedition
- Red Cross Lifeguard
- Troop Trips

About Merit Badges

To have a successful experience in the merit badge program, your Scouts must begin to prepare at home, continue at camp, and stick with it. Some merit badges can be completed during the camp period. Others, however, have requirements for observations, tests or record keeping over a prolonged period. Make sure each Scout has not only thoroughly reviewed the requirements of their sought after badge, but has prepared before leaving for camp. Whenever possible, have the Scout complete time-requiring portions of the requirements in advance of camp. Make sure that they have all certificates of completion with them.

To help your Scouts in earning merit badges, we offer the following suggestions that you may wish to include in your camp planning - don't allow over scheduling. We set no limit on the number of badges a Scout can attempt, but sometimes their desires are bigger than their time or abilities allow.

Experience tells us for the first year camper, no more than three merit badges; for the older, experienced camper, a normal maximum of four merit badges per week is suggested. Scouts are in camp for many things other than merit badges, and they should not miss out on other opportunities. You know their capabilities, so guide them in being realistic.

Provide merit badge blue cards to your Scouts and see they complete all the required information. Make sure that you sign it, so that they will be ready to give it to their counselor at the first session. Scouts unable to complete all badge requirements in camp will receive a partial.

Requirements- Merit Badge requirements are as stated in the current edition of the Scouts BSA Requirements Book. It is important that the troop set out an individual plan for each Scout well before camp, taking into account advanced preparation and the appropriate abilities of each Scout.

Advanced Preparation- The staff at Resica Falls takes great pride in the skill instruction at camp. Therefore we feel that there is no reason any requirement can be waived simply because it can not be completed at camp. Under these conditions, some badges will require work to be completed prior to your week at camp. Please see the Merit Badge Opportunities pages for specific information on any advance work required for each merit badge.

Sign ups- A unit leader should log each Scout's merit badge choices into our online system at least a week prior to the unit's arrival to camp. The earlier you are the better, some badges have a maximum capacity. **Registration is available once Scouts have been registered and named in Doubleknot.**

Records- Records will be available in each program area during the day. Leaders are encouraged to check these records as necessary. Merit badge cards will be placed in the Troop's mail box at the camp office as badges are completed.

Partials- Scouts that will need to miss merit badge class time due to a troop trip, their involvement in the Order of the Arrow, or for any circumstance should schedule a makeup session with their counselor as soon as possible. It is imperative that Scouts make arrangements with their Scoutmaster and merit badge counselor in order to complete the merit badge.

Reconciliation- Beginning at 7:30 on Friday night, area directors will be in the Dining Hall to help handle any problems.

Lost/Missing Blue Cards- Requests for lost/missing blue cards can be sent to programdirector@resicafalls.org Requests should include Name, Year, Week in Camp, Troop #, Merit Badge, and a mailing address to send the new blue card to.





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 familiarity with the merit badges they choose to work towards. Some merit badge requirements require "advanced preparation" by the scouts. The specifics of this depend on the requirement, but generally scouts should be familiar with the information that the requirement covers.



Nuclear Science and Law Merit Badges have been added for the 2019 Camping Season. (See Details Below)

Merit Badge	Pre Requisites	Cost	Level (year)	Max. Class Capacity	Location
American Heritage	3C and 4 Must be completed before camp.	none	2		Civics
Animal Science	6 must be completed before camp.	none	2		Ecology
Archeology	Advanced preparation for requirements 4 and 5 is necessary.	none	2		NAV
Archery	Advanced preparation for requirement 1C.	\$10	3		Archery
Art	6 must be completed before camp.	none	1		Handicraft
Astronomy	5B must be completed before camp. Weather might affect completion of badge. Night meetings required.	none	2		Ecology
Athletics	3 and 5 must be completed before camp.	none	2		Sports
Backpacking	6B, 8, 9, 10 and 11 must be completed before camp.	none	3		Scoutcraft
Basketry	No advanced preparation necessary.	\$10	1		Handicraft
Bird Study	Advanced preparation for requirement 5 is necessary. Early morning meetings are required.	none	2		Ecology
Camping	4B, 5E, 7B, 8D & 9 must completed before camp.	none	2	20	Scoutcraft

Merit Badge Opportunities (Continued)

Merit Badge	Pre Requisites	Cost	Level (year)	Max. Class Capacity	Location
Canoeing	Be able to complete requirement 2 at camp. Experience with canoes is helpful.	none	2		Aquatics (lake)
Chemistry	Advanced preparation for requirements 3&7 are necessary.	none	2		STEM
Cit. in the Nation	Requirements 2, 3 and 8 must be completed prior to camp. Requirement 6 cannot be Gettysburg Address.	none	3	25	Civics
Cit. in the World	Requirement 7 must be completed prior to camp.	none	3	25	Civics
Climbing	Advanced knowledge of requirements 1 and 7 are helpful.	none	4		COPE
Cooking	NOT ALL OF THE REQUIREMENTS OF COOKING CAN BE COMPLETED IN CAMP. Requirements 1, 2, 3 & 7 will be completed in camp. Only some parts of requirement 5 will be completed at camp. Requirements 4 & 6 must be completed prior to camp.	none	3	20	Scoutcraft
Digital Technology	Requirement 1 must be completed prior to camp.	none	3		STEM
Electricity	Requirements 2 & 9 must be completed prior to camp.	none	3		STEM
Electronics	No advanced preparation necessary.	none	3		STEM
Emergency Prep	You must have First Aid Merit Badge. Requirement 7, and advanced preparation for requirements 6, 8 & 9 is necessary.	none	3	20	Scoutcraft
Engineering	Advanced preparation is necessary for requirements 1 & 6. Requirements 4 must be completed before camp.	none	4	20	STEM
Env. Science	Requirement 3E must be completed prior to camp. This is NOT a badge for younger scouts. Advanced preparation on requirement 6 is necessary.	none	3	20	Ecology
Exploration	No advanced preparation necessary.	none	3		Scoutcraft
Fingerprinting	No advanced preparation necessary.	none	1		Handicraft
Fire Safety	6A, 11 and 12 must be completed before camp.	none	1		Scoutcraft
First Aid	2D must be completed before camp.	none	1	20	Health Lodge
Fish & Wildlife Mngt.	No advanced preparation necessary.	none	2		Ecology
Fishing	Bring fishing gear to camp.	none	3		Aquatics (lake)
Fly Fishing	Bring fishing gear to camp.	none	3	18	NAV
Forestry	No advanced preparation necessary.	none	1		Ecology
Game Design	No advanced preparation necessary.	none	2	20	Sports
Geocaching	Requirement 7 must be completed prior to camp.	none	2		Scoutcraft
Geology	4B must be completed before camp.	none	1		Ecology
Hiking	Requirements 4, 5 & 6 must be completed before camp.	none	3		Scoutcraft
Indian Lore	No advanced preparation necessary.	none	1		NAV
Insect Study	Requirements 9 & 10 must be completed before camp.	none	2		Ecology
Kayaking	Be able to complete requirement 2 at camp. Experience with kayaks is helpful.	none	2	25	Aquatics (lake)
Law	4 and 7 must be completed before camp.	none	1		Civics
Leatherwork	Kit Needed to complete requirement 3.	\$10-15	1		Handicraft
Lifesaving	Scout must be a Swimmer classification. Requirement 1 must be completed before other requirements. Bring long pants and a Long sleeved button down shirt for requirement 9.	none	3	20	Aquatics (Pool)
Mammal Study	No advanced preparation necessary.	none	1		Ecology

Merit Badge Opportunities (Continued)

Merit Badge	Pre Requisites	Cost	Level (year)	Max. Class Capacity	Location
Metalwork	No advanced preparation necessary.	\$ 10	3	15	Shop
Moviemaking	No advanced preparation necessary.	none	3		STEM
Nature	4 (options A: birds or D: Insects and spiders or E fish or F Mullusks and Crustaceans.	none	1		Ecology
Nuclear Science	No advanced preparation necessary.	none	3		STEM
Oceanography	Advanced preparation for requirement 7 is necessary.	none			Ecology
Orienteering	Requirement 8 is a major undertaking and scouts should be prepared to devote significant time to complete the requirement.	none	2		Scoutcraft
Personal Fitness	1B, 6, 7 & 8 must be completed before camp. Bring physical and dental examination forms and progress log for 12 week fitness program.	none	3	20	Sports
Photography	1B must be completed before camp. Scouts must bring digital camera.	none	2		STEM
Pioneering	Recommended that scouts taking the badge are at least First Class rank. Review basic knots, lashings and splicing before camp.	none	2		Scoutcraft
Plumbing	No advanced preparation necessary.	\$5	3	20	Shop
Pottery	No advanced preparation necessary.	none	3	20	Handicraft
Public Speaking	No advanced preparation necessary.		2	25	Civics
Pulp & Paper	No advanced preparation necessary.	none	1		Handicraft
Radio	7 must be completed before camp.	none	3		STEM
Reptile & Amphibian Study	8 must be completed before camp. General knowledge of reptiles and amphibians is necessary.	none	2		Ecology
Rifle Shooting	This is one of the most difficult badges offered at camp. Prior to camp, scouts should aggressively research all of the requirements. Scouts need to be prepared to discuss requirement 1 on Monday morning. The knowledge gained from the merit badge book and research about local and state enforcement agencies, will gain more “shooting time” and thus more of an opportunity to achieve the badge. Only option A is available at camp.	none	3		Shooting Sports
Robotics	No advanced preparation necessary.	none	4	20	STEM
Rowing	Be able to complete requirement 2 at camp. Experience with rowboats is helpful. Certain alternatives in requirement 4 should be completed before camp	none	3		Aquatics (lake)
Sculpture	2C must be completed prior to camp.	none	3	20	Handicraft
Search and Rescue	No advanced preparation necessary.	none	2		Health Lodge
Shotgun Shooting	This is one of the most difficult badges offered at camp. Prior to camp, scouts should aggressively research all of the requirements. Scouts need to be prepared to discuss requirement 1 on Monday morning. The knowledge gained from the merit badge book and research about local and state enforcement agencies, will gain more shooting time and thus more of an opportunity to achieve the badge. Only option A is available at camp.	\$30 for clay birds	3		Shooting Sports
Small-boat Sailing	Be able to complete requirement 2 at camp. Experience with sailboats and sailing in general is necessary. Weather conditions can effect the completion of badge.	none	3	18	Aquatics (lake)

Merit Badge Opportunities (Continued)

Merit Badge	Pre Requisites	Cost	Level (year)	Max. Class Capacity	Location
Soil & Water Con.	No advanced preparation necessary.	none	2		Ecology
Space Exploration	Materials needed for requirement 3 must be purchased	\$15	2		STEM
Sports	4 and 5A must be completed prior to camp	none	2		Sports
Swimming	MUST be a swimmer classification	none	1	40	Aquatics (Pool)
Weather	9 must be completed prior to camp	none	2		Ecology
Welding	No advanced preparation necessary. Scouts must wear jeans for all class sessions.	\$10	4	15	Shop
Wilderness Survival	Advance preparation for requirement 5 is necessary. Review basic survival skills, camping skills and edible plants.	none	2		Scoutcraft
Wood Carving	Experience in carving is necessary. Scout must have Totin' Chip.	\$ 10	1	20	Handicraft



Scout

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

Resica Falls 2019 Merit Badge Schedule

9:00 – 9:45	10:00 – 10:45	11:00 – 11:45	2:00 – 2:45	3:00 – 3:45
SINGLE SESSION Merit Badge Classes				
<input type="checkbox"/> American Heritage (C)	<input type="checkbox"/> Archaeology (N)	<input type="checkbox"/> Animal Science (E)	<input type="checkbox"/> Athletics (S)	<input type="checkbox"/> Art (H)
<input type="checkbox"/> Archaeology (N)	<input type="checkbox"/> Art (H)	<input type="checkbox"/> Backpacking (SC)	<input type="checkbox"/> Basketry (H)	<input type="checkbox"/> Camping (SC)
<input type="checkbox"/> Astronomy (E)	<input type="checkbox"/> Athletics (S)	<input type="checkbox"/> Camping (SC)	<input type="checkbox"/> Camping (SC)	<input type="checkbox"/> Chemistry (ST)
<input type="checkbox"/> Camping (SC)	<input type="checkbox"/> Basketry (H)	<input type="checkbox"/> Chemistry (ST)	<input type="checkbox"/> Citizenship in the Nation (C)	<input type="checkbox"/> Citizenship in the Nation (C)
<input type="checkbox"/> Chemistry (ST)	<input type="checkbox"/> Bird Study (E)	<input type="checkbox"/> Citizenship in the Nation (C)	<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Citizenship in the World (C)
<input type="checkbox"/> Citizenship in the Nation (C)	<input type="checkbox"/> Camping (SC)	<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Electronics (ST)	<input type="checkbox"/> Electricity (ST)
<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Electronics (ST)	<input type="checkbox"/> Emergency Prep. (HL)	<input type="checkbox"/> Engineering (ST)
<input type="checkbox"/> Engineering (ST)	<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> Emergency Prep. (HL)	<input type="checkbox"/> Environmental Science (E)
<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> Digital Technology (ST)	<input type="checkbox"/> Fingerprinting (H)	<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> Exploration (SC)
<input type="checkbox"/> Fingerprinting (H)	<input type="checkbox"/> Electricity (ST)	<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Fire Safety (H)	<input type="checkbox"/> First Aid (HL)
<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Electronics (ST)	<input type="checkbox"/> Fish & Wildlife Mgt. (E)	<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Fly Fishing (N)
<input type="checkbox"/> Game Design (S)	<input type="checkbox"/> Emergency Prep. (HL)	<input type="checkbox"/> Fly Fishing (N)	<input type="checkbox"/> Fly Fishing (N)	<input type="checkbox"/> Game Design (S)
<input type="checkbox"/> Geocaching (SC)	<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> Indian Lore (N)	<input type="checkbox"/> Forestry (E)	<input type="checkbox"/> Geocaching (SC)
<input type="checkbox"/> Hiking (SC)	<input type="checkbox"/> Exploration (SC)	<input type="checkbox"/> Leatherwork (H)	<input type="checkbox"/> Game Design (S)	<input type="checkbox"/> Geology (E)
<input type="checkbox"/> Mammal Study (E)	<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Oceanography (E)	<input type="checkbox"/> Law (C)	<input type="checkbox"/> Insect Study (E)
<input type="checkbox"/> Nuclear Science (ST)	<input type="checkbox"/> Forestry (E)	<input type="checkbox"/> Personal Fitness (S)	<input type="checkbox"/> Metalwork (SH)	<input type="checkbox"/> Mammal Study (E)
<input type="checkbox"/> Personal Fitness (S)	<input type="checkbox"/> Game Design (S)	<input type="checkbox"/> Public Speaking (C)	<input type="checkbox"/> Nature (E)	<input type="checkbox"/> Personal Fitness (S)
<input type="checkbox"/> Photography (ST)	<input type="checkbox"/> Indian Lore (N)	<input type="checkbox"/> Radio (ST)	<input type="checkbox"/> Photography (ST)	<input type="checkbox"/> Pioneering (SC)
<input type="checkbox"/> Plumbing (SH)	<input type="checkbox"/> Law (C)	<input type="checkbox"/> Search & Rescue (SC)	<input type="checkbox"/> Plumbing (SH)	<input type="checkbox"/> Radio (ST)
<input type="checkbox"/> Sculpture (H)	<input type="checkbox"/> Leatherwork (H)	<input type="checkbox"/> Sports (S)	<input type="checkbox"/> Pulp & Paper (E)	<input type="checkbox"/> Sculpture (H)
<input type="checkbox"/> Search & Rescue (HL)	<input type="checkbox"/> Metalwork (SH)	<input type="checkbox"/> Swimming (P)	<input type="checkbox"/> Space Exploration (ST)	<input type="checkbox"/> Sports (S)
<input type="checkbox"/> Soil & Water Cons. (E)	<input type="checkbox"/> Nuclear Science (ST)	<input type="checkbox"/> Welding (SH)	<input type="checkbox"/> Weather (E)	<input type="checkbox"/> Welding (SH)
<input type="checkbox"/> Sports (S)	<input type="checkbox"/> Orienteering (SC)	<input type="checkbox"/> Wilderness Survival (SC)	<input type="checkbox"/> Wilderness Survival (SC)	<input type="checkbox"/> Wood Carving (H)
<input type="checkbox"/> Swimming (P)	<input type="checkbox"/> Pioneering (SC)	<input type="checkbox"/> Wood Carving (H)	<input type="checkbox"/> Wood Carving (H)	<input type="checkbox"/> Wood Carving (H)
<input type="checkbox"/> Welding (SH)	<input type="checkbox"/> Rep. & Amph. Study (E)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Wood Carving (H)	<input type="checkbox"/> Space Exploration (ST)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Swimming (P)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DOUBLE SESSION Merit Badge Classes				
9:00 – 10:15	10:30 – 11:45	2:00 – 3:15	3:30 – 4:45	
<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"/> Cooking (SC)	<input type="checkbox"/> Cooking (SC)	<input type="checkbox"/> Cooking (SC)		
<input type="checkbox"/> Fishing (L)	<input type="checkbox"/> Kayaking (L)	<input type="checkbox"/> Kayaking (L)		
<input type="checkbox"/> Kayaking (L)	<input type="checkbox"/> Lifesaving (P)	<input type="checkbox"/> Moviemaking (ST)		
<input type="checkbox"/> Lifesaving (P)	<input type="checkbox"/> Moviemaking (ST)	<input type="checkbox"/> Pottery (H)		
<input type="checkbox"/> Rifle Shooting (RR)	<input type="checkbox"/> Pottery (H)	<input type="checkbox"/> Small-Boat Sailing (L)		
<input type="checkbox"/> Shotgun Shooting (SR)	<input type="checkbox"/> Rifle Shooting (RR)	<input type="checkbox"/> Robotics (ST)		
<input type="checkbox"/> Robotics (ST)	<input type="checkbox"/> Rowing (L)			
	<input type="checkbox"/> Shotgun Shooting (SR)			
	<input type="checkbox"/> Small-Boat Sailing (L)			
<input type="checkbox"/> ATV Course	<input type="checkbox"/> ATV Course	<input type="checkbox"/> ATV Course	<input type="checkbox"/> ATV Course	



Daily Instruction

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

The daily instruction schedule consists of five 45 minute periods. See merit badge schedule on page 10 for specific times that merit badges are offered. Please note that some merit badge require 75 minute periods. These can also be found on page 10.

2019 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. Nuclear Science (STEM) and Law (Civics).

STEM Center

In 2019, Big Springs Camp has expanded its STEM Center to include Nuclear Science Merit Badge! In order to maximize our science program, The STEM Center is located in The Great Bend, by the Great Bend Shower House. Make sure you stop by the STEM Center to earn a badge or just find out more information about the program!

Handicraft Lodge

Art enthusiasts and crafters unite! Stop by the Handicraft Lodge located across from the Mohawk Campsite along the camp road to create projects and earn badges. The lodge also features kilns for Pottery and Sculptures!

ATV Program

Are you a scout looking to kick it up a notch this summer? Our ATV program is offered to Scouts 14 years of age and older and offers an experience to learn about ATV's, safety and have the opportunity to take guided rides around camp. More information is available on page 20 of this guide.

Native American Village

Using the history of the Lenni Lenape and of the Village of Resaca, the Native American Village lets Scouts explore lore and legends of Native Americans and of Resaca falls. In addition, Scouts will have the opportunity to learn how to go on archeology 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 1:50pm. During your club period, the Scouts can choose different sporting activities to challenge each other or the staff to a friendly game.

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.

Program Highlights (Continued)

Jurassic Falls Expeditions

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

Everyday from Monday to Thursday at 4 pm class is in session. We will meet at the Parade Field and each day we will refine a certain aspect of your exploring skills. Keep this information classified- everything you learn will be important as you are searching for the lost Resicasaurus skeleton. Jurassic Falls Expeditions will host activities throughout the week that improve your marksmanship (Archery, Scoutcraft), your sense of exploration (Ecology), your critical thinking skills (STEM), your physical endurance (Sports), and your problem-solving skills (Handicraft). From Action Archery, to cave art, to fossils, to obstacle courses, each day is sure to be a new adventure.

The Resica Falls Bedrock Blast!

(Monday-7:30 pm)

Join the Resica Falls Camp Staff and your fellow scouts in a crazy and wild evening competing in patrol-based games. Explore the hopping town of Bedrock, play some cool games and keep your eyes out for some familiar cavemen.

“Cave” Way Competition

(Judged Friday by 12:00 pm)

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

The Caveman Crawl

(Tuesday- 7:15 pm)

Young competitors (14 years of age or older) seeking to prove their survival skills in a world unknown will be put to the test to conquer these tasks all across Jurassic Falls. The Caveman Crawl consists of running, kayaking and slingshot shooting. Join us to test your skills and endurance!

Dutch Oven Dessert Challenge & Leaders' Swim and Barbecue

(Monday - 9:00 pm)

Adult leaders are invited to the pool for some burgers and a swim. In addition you are invited to cook up your special dessert recipe in a Dutch Oven. Your dessert should be Jurassic 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.

Dino Deep Dig

(Weeklong)

When exploring Jurassic Falls there is more than meets the eye. Keep your eyes and ears open and always be aware what is around the corner. Who will have the skills necessary to find the rare skeleton of the Resicasaurus? Throughout the week there will be clues and hints and prepare for a hunt unlike you've never had before!

Night Owl Swim

(Tuesday and Thursday at 8:30 pm)

After a hard day's work come cool off at the pool for our 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

(Tuesday & Thursday at 7:30 pm)

During the early evening on Tuesday and Thursday, a variety of twilight programs will take place. These include Twilight Boating on Lake Roger, Twilight COPE at the COPE Course, and Cowboy Action Shooting at the Rifle Range. Pay attention in camp to see which events are happening on what night to enjoy in all the sunset fun.

Program Highlights (Continued)

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.

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.

Leaders Program (See Schedule on Pg. 19)

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.

Webelos Wednesday

Webelos and Arrow of Light Scouts arrive in camp at 9:00am each Wednesday to experience the magic that is Resica Falls. They'll spend getting a taste of what camp is, including visiting Scoutcraft, Handicraft, the Pool, and the ranges. Invite your neighboring Packs to find out more at www.resicafalls.org, and sign-up today!



Resica Falls

2019 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 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
12:00	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
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 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
3:30	Free Swim	Free Swim	Free Swim	Free Swim	Free Swim
4:00 to 5:00	Jurassic Falls Expeditions Leader's Challenges	Jurassic Falls Expeditions Leader's Challenges	Jurassic Falls Expeditions Leader's Challenges	Jurassic Falls Expeditions Leader's Challenges	Program Areas Closed
5:30	DINNER A	DINNER A	DINNER A	DINNER A, Leaders' Dinner (6:00pm)	DINNER A
6:15	Evening Colors	Evening Colors	Evening Colors	Evening Colors	Evening Colors
6:30	DINNER B	DINNER B	DINNER B	DINNER B	DINNER B
7:30	The Resica Falls Bedrock Blast!	The Caveman Crawl (7:15 pm) Twilight Programs 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)
9:00	Leaders' Swim & BBQ Dutch Oven Dessert Challenge & Leaders' Swim and Barbecue 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

2019 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
11:00-3:00	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 & 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
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

2019 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	Twilight Boating (7:30-8:30 pm)	LAKE CLOSED	LAKE CLOSED	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 is proud to introduce our new First Year Camper Program. The Resica Ranger program is based on the new requirements and will cover skills necessary for Scout through First Class. The Resica Ranger program will be a full day of skill instruction, camp exploration, and engaging patrol activities.

About The Program!

Our First Year Camper Program is one of the most important programs we offer in camp. A positive experience in camp will help determine a new Scout's length of stay in Scouting. This program is designed to meet the needs of our youngest campers by reinforcing the values of Scouting and the Patrol Method through a fun, hands-on program. The Resica Ranger program has been created with leader concerns, merit badge opportunities, and unit activity scheduling in mind.

What's New?

- An improved First Year Camper area with individual and specialized instruction areas for different skills and patrols, as well as a central meeting area.
- The Resica Ranger program will consist of a full-day program with Scouts placed in patrols to reinforce the Patrol Method.
- Skill instruction will take place between 9:00 am to 12:00 pm, and 2:00 pm to 4:00 pm each day. On Thursday afternoon and evening, Rangers will also participate in a five-mile hike and overnighter.

- At 4:00 pm each day, the Resica Ranger patrol will participate in various activities around camp, and explore the different program areas.
- In addition to Scout skills and rank advancement requirements, Rangers will have the opportunity to earn Fingerprinting and Space Exploration merit badges.
- Those Rangers who pass the BSA Swim Test will additionally work on Swimming merit badge with their patrol. Those Rangers who are Starters or Beginners will work on Instructional Swimming with their patrol.

The Resica Ranger program is not meant to replace any skill instruction or Troop activity, but we hope to work with the Troops to ensure that each Scout that goes through our program learns more about Scouting and the outdoors. Units with Scouts participating in the Resica Ranger program are encouraged to provide a leader or two throughout the week to aid with instruction.

There are a few things we would like each Scout to bring to camp to ensure Resica Rangers runs smoothly. The list includes:

- Backpack (daypack)
- Canteen or water bottle
- Scouts BSA handbook (Scout's name on it)
- Hiking Boots suitable for a 5-mile hike
- Swim Suit and Towel
- Rain gear
- Sunscreen and Insect repellent

Advancement Skills Covered by Resica Rangers

Scout

- (1a-f) Scout Oath/Law, Scout Spirit, Scout Sign, Salute & Handshake, First Class Badge Description, Outdoor Code, and Pledge of Allegiance
- (2) describe troop leadership, advancement, ranks, merit badges
- (3) patrol method, patrol name/cheer/flag etc.
- (4) knots – square, two half hitch, taut-line; care for rope; whipping and fusing.
- (5) pocket knife safety

Tenderfoot

- (1abc) Overnight Camping and Outdoor Code in Practice.
- (2abc) Basic Cooking
- (3a-d) Practical uses of knots & wood tools – uses, care and sharpening
- (4) – basic first aid, poisonous plants, personal first aid kit
- (5) buddy system and safe hiking
- (6ab) physical fitness and developing a plan to improve them
- (7a) demonstrate how to display, raise, lower, and fold the US flag
- (8) leadership and EDGE method

Second Class

- (1b) Leave No Trace
- (2a-d) fire/stove, tinder/kindling/fuel, firebuilding
- (2f&g) sheet bend & bowline
- (3a-d) map & compass, 5-mile hike, hazards & injuries, finding directions
- (4) 10 animal identifications
- (5) BSA beginner test, safe swim defense, water rescues
- (6) first aid, hurry cases, prevention, emergency response, vehicular accident.
- (9) three R's of personal safety; bullying

First Class

- (1b) Tread Lightly principles
- (2acd) Menu planning and food preparation
- (3) lashings; timber hitch/clove hitch; camp gadget
- (4) orienteering course of 1 mile, measure height; GPS current location, destination and route to get from one to the other
- (5a) 10 plant identifications
- (5bcd) weather safety
- (6) BSA swimmer test, safety afloat, boating, line rescues
- (7) carries, heart attack/CPR, emergency plan home/meeting location.
- (9a) constitutional rights and obligations of a U.S. citizen

Resica Rangers Notes:

1. Rangers should be registered in Doubleknot for Resica Rangers.
2. Rangers should arrive to program on Thursday afternoon ready to go on the 5-mile hike and overnighter with all necessary gear. Gear will be transported to the lake as needed – please make sure the scout's name & troop number are on it.
3. The Resica Rangers staff at Resica Falls serve as skill instructors. It is the job of the leaders of the troop to ensure that the retention and comprehension of the skills taught is obtained.



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: COPE
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: 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

Leaders' Challenges

Monday - Thursday, 4:00pm

- Mon. @ Unami Lodge - Caveman Golf Tournament
- Tues. @ Sports - Horseshoes Competition
- Wed. @ Shop - Leader's Welding Class (Sign-up in Advanced)
- Thur. @ Unami Lodge - Leader's Regatta

High Adventure

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 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!!



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. Scouts BSA 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 Scouts 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 email programdirector@resicafalls.org or mail 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)



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 anyplace 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: Rowboats 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 must be accompanied by a certified lifeguard in order to take out a rowboat. A beginner may take out a rowboat provided they are accompanied by an adult 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 overnigher can give your Scouts additional cooking and camping experience, and they can all count on getting a little fishing in. You must have two qualified leaders on the trip and two leaders back in camp if only part of your Troop participates. 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 completed. Upon completion, Scouts and leaders will be awarded a two 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

Aquatics Program (Continued)

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. Some online classroom work must be completed prior to your arrival at camp. For enrollment and questions regarding this program, please contact our aquatics director at aquatics@resicafalls.org.

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 five day program which includes discussion, and four days of swim work-outs culminating in a complete nonstop mile swim on the fifth 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, Kayaking, 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 Scouts BSA, 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 been classified as a non-Swimmer must be accompanied by a lifeguard while boating on the lake. They can be passengers in tandem kayaks, canoes, and rowboats. A beginner must be accompanied by an adult Swimmer, and may use canoes, tandem kayaks, and rowboats. Only Swimmers are permitted to use kayaks during open boating. Sail boats are not available for open boating. Everyone wears a PFD at all times while in the boating area. Please consult the Lake Director for rules regarding use if the Wibit Aquapark attractions.

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.



Unique Opportunities (Continued)



COWBOY ACTION SHOOTING AT RESICA FALLS

WESTERN FUN

The program offers a fun and safe introduction to cowboy action shooting with pistols, rifles, and shotguns. While attending camp, Scouts and Venturers 14 years of age or older can take part in a special shooting experience with opportunities to shoot single-action .22-caliber pistols, lever-action .22-caliber rifles, and 12-gauge or 20-gauge shotguns.

In various old-time western scenarios, Scouts play “good guys” who prove their accuracy by shooting at things like spinning metal targets where they hit the spinner to “ring the bell.” All shooters choose their own cowboy action names before starting so the NRA instructors—dressed in cowboy attire—can call them by those names.

YOUTH REQUIREMENTS

Scouts and Venturers who are over the age of 14, or are 13 and have completed the eighth grade, may participate in this activity.

All youth participants are required to have written permission from their parent or guardian before they can take part in the program.

TRAINED SUPERVISION

The cowboy action shooting program is conducted by NRA-certified instructors with pistol, rifle, and/or shotgun certifications (will have all three if using all three types of firearms). Each cowboy action shooting participant will be accompanied by a certified pistol, rifle, or shotgun instructor (depending on the firearm being used) who is actively involved in every shot and all of the gun handling. All Range Safety Officers and instructors for this program possess current credentials for the discipline they will be instructing.

Scouting BSA Youth Protection policies for two-deep leadership must be maintained at all times.

