

Camp Horseshoe



2014 Program Guide

Horseshoe Scout Reservation
Chester County Council, BSA
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Mission Statement of the Horseshoe Scout Reservation

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

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

The Boy Scout Oath

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

Note from the Program Director

Dear Campers,

Thank you very much for choosing to spend your 2014 summer camp experience with us at Camp Horseshoe. We have a great summer staff that will carry on our strong traditions and deliver an excellent program for you this summer.

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

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

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

Yours in Scouting,
William Stevens
Program Director

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Planning

Planning Advancement

The merit badge program is described completely in this guide. Take some time to look over the schedule and the descriptions of the badges and assemble a realistic, satisfying schedule for the week.

It is likely that additions and alterations to our merit badge schedule will occur between the time this guide is published and your arrival at Camp. Changes will be announced at the Tuesday night Scoutmaster's meeting the week prior to your arrival and will be available through the camp office. *Please don't finalize individual schedules until you have confirmed them with the camp.*

First year Scouts who are currently working towards their first few ranks are encouraged to take part in the Trailblazers program, which emphasizes the skills for Tenderfoot through First Class. Trailblazers also earn the Pulp and Paper Merit Badge.

Planning Special Troop Activities

The best and only leadership method in Scouting is the Patrol Method. Camp Horseshoe's program will help strengthen and build Patrols. There are many opportunities for your Troop and Patrols to pursue some special interests while at Camp. Some of the more popular activities include Troop archery shoots, rifle shoots, swims, climbs, and tubing in the Octoraro River. The special Troop archery and rifle shoots and climbs are held from 9:00 AM - 10:00 am, Monday through Saturday, at the respective areas. Troop swims and tubing begin at 7:00 pm, Monday through Friday. All special activities will be arranged by the Program Director at the Sunday evening Scoutmaster's meeting.

Helpful dos and don'ts:

- Do allow for some free time so that you can go and experience interesting areas of camp with a pal or two.
- Do be sure that throughout the week you are achieving personal advancement while having fun.
- Do set a tone that lends real class to any Troop. Insist on manners, good fellowship, sportsmanship, clean fun and a clean camp.
- Do informally talk to others in your troop every day so that you know what is going on.
- Don't become too busy to enjoy yourself. Camp should be a challenge, but not a grind.
- Don't emphasize activities that can be better-done back home; take advantage of the unique things that Horseshoe has to offer.

Sunday Check-In

Sunday Arrival

Please plan to arrive at camp **no earlier than 1:45 pm** and **no later than 2:30 pm**. No check-ins will begin before 1:45 pm.

Vehicles will be greeted at the main parking lot and directed to the drop-off point for each campsite. All vehicles must be unloaded promptly and returned directly to the parking lot. Staff members will be on hand to help move equipment to the site.

Health Check

A staff member will guide the troop to the health lodge as soon as all gear is stowed and everyone (both Scouts and leaders) have changed into his bathing suit, a tee shirt, and shoes. Every Scout and leader must check in at the health lodge upon arriving at camp. **Any medication to be taken at camp should be brought to the Health Lodge at this time. The Health Officer must review all prescription drugs and decide how they are to be dispensed during the week.**

Swim Test

All Scouts and leaders using the pool or boat docks must take a qualifying swim test on Sunday afternoon. The colors are recorded on a "buddy tag" issued to each swimmer. The following levels apply:

- Non-swimmer (white)**. No test.
- Beginner (red-white)**. Jump feet-first into water over your head, level off, and swim 25 feet; make a sharp turn and return to the starting point.
- Swimmer (red-white-blue)**. Jump feet-first into water over your head, level off, and swim 75 yards using any strong stroke on your stomach or side; swim 25 yards using a resting backstroke; rest by floating.

Retreat and Evening Program

A camp-wide retreat ceremony begins at 5:45 pm on the Parade Field. Scouts and leaders must wear a minimum of a Field Uniform (class A) shirt. Staff will be on hand at the Parade Field to assist those who are unfamiliar with the ceremony; Troops in need of assistance should arrive at least 15 minutes early. Senior Patrol Leaders should arrive 10 minutes early to meet with the Program Director about the ceremony and placement of troops.

Dinner immediately follows retreat, and a Scoutmaster meeting follows dinner on Sunday. A guided tour is offered for those new to camp following dinner.

After the tour and meeting, all return to the campsite to settle in. A camp-wide opening campfire, put on by the staff, begins at 8:30 pm.

The Basic Daily Schedule

Famous Dave's Morning Fitness Program – 6:15 am to 6:45 am

This program allows Scouts and adults to start the day with various forms of invigorating exercise throughout the week. Those who attend 4 out of 5 days earn a segment for the Horseshoe patch.

Polar Bear Swim — 6:45 am to 7:15 am

A quick swim to start the day. Those Scouts and leaders who participate five out of six days earn a segment for the Horseshoe patch.

Morning and Evening Colors Ceremony — 7:45 am and 4:45 pm

Troops are issued an American flag that should be raised and lowered in their campsite with the appropriate observances each day.

Breakfast — 8:00 am

Morning Activity Period — 9:00 am to 10:00 am

This hour is open for the troop or patrols to plan activities. Program areas will be open and various camp events will take place. Independent Study merit badges meet at this time.

Daily Health and Safety Inspection

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

Morning Instruction Periods — 10:00 am to 11:00 am and 11:00 am to 12:00 noon

Merit badge instruction takes place during these two periods. Please see the merit badge program section and schedule.

Lunch — 12:30 pm

Siesta — 1:00 pm to 2:00 pm

Each day this hour is set aside for quiet activity in the campsite. All program areas and the Trading Post are closed.

Afternoon Instruction Periods — 2:00 pm to 3:00 pm, and 3:00 pm to 4:00 pm

Merit badge instruction takes place during these two periods. Please see the merit badge program section and schedule.

Special Interest Program — 4:00 pm to 5:00 pm

Scouts can participate in informal programs on the basis of interest, with the exception of aquatics, that requires Scouts to be Red, White, and Blue swimmers. Scouts attending four out of five days of the same SIP will receive a special segment to wear around his Horseshoe patch. Program areas with SIPs include Aquatics, Campcraft, First Aid, Handicraft, Nature, Shooting Sports, Field Sports, and OA service. A summary of each SIP is found later in this guide.

Retreat — 5:45 pm

Every evening Scouts and leaders gather on the parade field for our camp-wide retreat ceremony. Everyone must wear a minimum of a field uniform (class A) shirt. More information is available later in this guide.

Dinner — 6:00 pm

Immediately following the retreat ceremony, dinner is held in the Allen Memorial Dining Hall. A field uniform (class A) shirt is required for this meal.

First Evening Activity Period — 7:00 pm to 8:00 pm

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

Second Evening Activity Period — 8:30 pm to 9:45 pm

Monday, Wednesday, and Friday evenings feature a camp-wide troop or patrol game or activity. Tuesday and Thursday evenings are set aside for individual troop activities, campfires, special contests, or other activities.

Taps to Reveille — 10:00 pm to 7:30: am

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

Saturday Schedule**Morning Activity Period — 9:00 am to 12:00 noon**

All program areas will be open to help complete any merit badge work. Various special activities are also offered at this time.

Siesta — 1:00 pm to 2:30 pm

Siesta is extended by one half hour to allow troops to prepare for the camp-wide game. In addition, rehearsal for the Order of the Arrow Pageant and Silver Buckle elections take place during this time.

Camp wide Competition — 2:30 pm to 4:45 pm

Scouts participate in an inter-troop competition. This year, troops camping during weeks 2, 4 and 6 will compete in a Water Carnival held at the Pool, while weeks 1, 3, 5 and 7 will take part in Paul Bunyan Field Day held at the Campdraft area.

Retreat — 5:45 pm

This special Retreat will include the Order of the Arrow call-out ceremony.

Campfire and Award Ceremony — 8:30 pm

Enjoy an impressive Order of the Arrow Pageant followed by an awards ceremony where Scouts and leaders are recognized. Scouts and leaders must wear the field uniform (class A).

Sunday Departure

Chapel and Religious Services

Directly after breakfast, a non-denominational Christian service will be conducted on Chapel Hill. All are welcome and encouraged to participate.

Sunday Lunch - 12:00 pm

A special menu and presentation of awards are two features of a lively, memorable send off. The Sunday Lunch is an exciting capstone to the week in camp, not to be missed!

Final Checkout

After lunch, once your site is in good condition and all camp items are returned, you are free to leave. **Be sure you have all merit badge cards. And be sure to pick up all medication from the Health Lodge.**

Retreat Ceremony

This daily observance has changed little since the first season over 85 years ago. It presents an opportunity for all of us to reflect on our duty to our country and those who have given so much to win and maintain our freedom. All Scouts must attend in full uniform. Scouts form as a troop, stand retreat, and pass in review. Leaders stand on the review line with the staff.

Retreat Trophy

Troops are judged on their marching skills and uniform appearance, with a trophy awarded to the winner each evening. The judges consider if the troop is in step with a full stride, holds its ranks, executes a right column and two right flanks properly, and wears a complete Scout uniform.

Allen Memorial Dining Hall

Meals

Breakfast, lunch, and dinner are served family style, eight to a table. Scouts serve as waiters for their tables. Dining hall conduct should reflect the habit of courtesy that is the mark of a Scout. Meal times are one of the most active and fun times of the day. Troops and Patrols are encouraged to lead cheers and sing while in the dining hall.

Outpost Thursday

The dining hall is closed on Thursday and troops will prepare their meals in their site. Troops are expected to provide their own cooking gear, and Scouts should bring their own eating utensils and mess kits.

Tuesday Lunch Ticket

At Tuesday's lunch, admittance to the dining hall will be granted to only those with a stamped postcard or letter written to parents or friends.

Trading Post

The Trading Post offers soda, snacks, merit badge materials, craft supplies, souvenirs, and a good selection of Scouting gear. It is open Monday through Saturday 9:00-12:00 and 2:00-5:00 and for one

hour after the Saturday night campfire. The Trading Post will also be open for a short time following Sunday Lunch.

Horseshoe Program Area Activities

Aquatics

All Aquatics merit badges and the Kayaking program require red-white-blue swimming ability (see Sunday check-in). Those unable to pass the red-white-blue test are strongly encouraged to come down for one-on-one Aquatics Skills sessions (see below).

All boating activities and tubing require closed toe shoes.

Polar Bear Swim — 6:45 am to 7:15 am, Monday to Saturday

A quick swim to start the day. Those Scouts and leaders who participate five out of six days earn a segment for the Horseshoe patch.

Instructional Swim — 9:00 am to 10:00 am, Monday to Thursday; 10:00 am to 12:00 noon, Saturday

One-on-one instruction is offered for those needing help to complete the red-white-blue test, complete merit badge requirements, or improve swimming techniques.

Safe Swim Defense and Safety Afloat — 9:00 am to 10:00 am, Monday

Leaders should meet at the pool to be certified in Safe Swim Defense and Safety Afloat. Bathing suit not required. One adult leader must be certified before participating in troop swims or tubing.

The Kayaking Program — 10:00 am to 12:00 noon, Monday to Friday; after breakfast to 1:00 pm, Friday

This program is available for scouts age 14 and over. Scouts will learn the basics of kayaking on running water, including river reading and whitewater maneuvering. Whitewater merit badge may be earned optionally as part of the program. There will be a short meeting for those interested at the dining hall after breakfast on Monday. The first session will take place at the boat docks.

Snorkeling BSA— 9:00am to 10:00am, Tuesday to Thursday

Scouts will learn basic snorkeling practices, safety, and techniques in preparation for future snorkeling on open water.

BSA Lifeguard — 10:00 am to 12:00 noon, Monday to Friday; 7:00 pm to 8:30 pm, Tuesday and Thursday

Adults or older Scouts can take part in this certification course. Scouts must be at least 15 years of age and all participants are required to hold a current CPR certification and be able to complete a 550 yard swim on the first day.

Free Swim — 4:00 pm to 4:45 pm, Monday to Friday

Designated sections of the pool are open for swimming.

General Boating — 7:00 pm to 8:00 pm, Tuesday and Thursday

Meet at the boat docks for recreational canoeing, rowing, kayaking, and safety instruction.

Troop Swims — 7:00 pm to 8:00 pm, Monday to Friday

These must be scheduled at the Sunday evening Scoutmaster's meeting with the Program Director. The troop must provide a qualified adult lookout over the age of 21 and certified in Safe Swim Defense.

Tubing — 7:00 pm to 8:30 pm, Monday to Friday

This activity is also scheduled through the Program Director on Sunday evening. At your scheduled time, meet at the Quonset Hut wearing swimwear and closed toed shoes that can get wet (mandatory). Two

leaders, over 21 and Safety Afloat certified must attend. Scouts must be red-white-blue swimmers. Trips last about one hour, depending on the level of the river.

Mile Swim – 9:00 am, Saturday

Scouts and adult leaders wishing to participate in the mile swim can begin between 9:00am and 10:30am. No scouts or leaders will be allowed to start the mile swim after 10:30.

Campcraft

First Class rank is strongly encouraged for all Campcraft merit badges. First-year Scouts should take Trailblazers instead of Campcraft merit badges in order to master the basic skills required to complete most Campcraft merit badges.

Trail Hikes

Troops are encouraged to hike any or all of the three blazed trails Horseshoe has to offer: yellow, red, and blue. Participants will receive a segment for their Horseshoe patch for each trail hiked in full.

COPE and Mountain Biking

COPE

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

COPE meets Monday through Friday 2:00 to 5:00 pm. The minimum age for participation is 14. Scouts completing COPE receive a segment for the Horseshoe patch. There is a fee for the COPE program. Please refer to the fee sheet located in the appendix.

Open Climbing and Rappelling

The tower will be open from 7:00 pm to 8:00 pm Monday through Thursday for scouts of all ages to learn and participate in climbing activities.

Mountain Biking

Rides are offered Monday through Friday from 9:00 to 11:00 am, and Monday through Thursday from 7:00 to 8:30 pm. Several mountain biking trails have been designed to challenge both physically and mentally while building cross-country biking skills. A segment for the Horseshoe patch is awarded to those who ride at least 4 times during the week. Scouts may bring their own bikes or use bikes provided by camp. All bicycles must be registered and stored at the COPE building when not in use during designated times. Fees for mountain biking can be found on the fee sheet in the appendix.

Adult COPE

Adults may come Thursday from 9:30 am to noon to learn more about the COPE program and optionally participate in some of the low and high course elements.

Eagle Resource Program

Life-to-Eagle Snack – 10:00 – 11:00 pm, Tuesday

This is an opportunity for Life Scouts and Eagle Scouts only. The Life-to-Eagle snack will provide a unique opportunity to those on the Trail to Eagle to meet with Scouts who have already completed the rank. Staff will be there to answer questions about selecting and planning a project, making realistic timelines, and assembling a portfolio. Milkshakes and pizza will be available. Tickets towards the purchase of these items will be available from the Trading Post prior to the snack. *Eagle Scouts who bring their completed Project Workbooks to share will be given one free milkshake and one free food item.*

Field Sports

The Rifle, Shotgun, and Archery merit badges all require considerable skill and concentration. They are not suitable for younger Scouts. Those wishing to learn basic shooting skills are encouraged to attend open shoots and the Shooting Sports SIP.

Open Shooting — 7:00 pm to 8:00 pm, Monday to Friday

The rifle range is open on Monday and Thursday for open shoots. The shotgun range is open on Tuesday and Friday for open shoots. The archery range is open on Monday, Wednesday, Thursday, and Friday for open shoot. Tickets must be purchased at the trading post prior to attending open shoots at the rifle and shotgun range.

Inter- Troop Competition

The inter-troop rifle and shotgun competition will be held on Wednesday at the rifle range. The inter-troop archery competition will be held on Tuesday at the archery range.

Personal Firearms and Archery Tackle

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

Handicraft

Open Shop — 9:00 am to 12:00 am, 2:00 pm to 5:00 pm, 7:00 pm to 8:00 pm, Monday to Friday; 9:00 am to 12:00 noon, Saturday

Staff will be available to assist Scouts and leaders with projects, Patrol/Troop plaques, belt branding, and other handiworks.

Ton-Ca-Coo Belt Branding

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

Health and Fitness

CPR

CPR demonstrations are required for first aid merit badge as well as all Aquatics merit badges. CPR demonstrations will be held in the Goodman pavilion behind the health lodge. The sessions are offered Monday at 4:00pm, Tuesday at 7:00pm and Wednesday at both 4:00pm and 7:00pm. Scouts only need to attend one session. Scouts will be taught the proper procedure for CPR and then required to demonstrate CPR to a staff member.

Track Meet

The track meet will have a variety of running events in which troops will compete against other troops. Each troop is encouraged to send 5 scouts to the meet. This event will take place Wednesday morning at 9:00am.

Nature Lodge

The Nature Lodge is located in Roberts Lodge and is open from 9:00 am to 12:00 noon, 2:00 pm to 5:00 pm, and 7:00 pm to 8:00 pm, Monday through Friday. Please come enjoy the impressive displays and live animals.

Nature Trail

Two guided nature trail hikes are available Saturday morning. Scouts and leaders who hike the trail receive a special segment.

World Conservation Award

Scouts who earn Environmental Science, Citizenship in the World and either Soil and Water Conservation or Fish and Wildlife Management merit badges qualify for this Boy Scout award.

Science and Technology Center

The Science Center is located in Schramm Lodge and is open from 9:00 am to 12:00 noon, 2:00 pm to 5:00 pm, and 7:00 pm to 8:30 pm, Monday through Friday. The Science Center provides Scouts the opportunity to work on STEM-oriented merit badges throughout the week, such as Robotics, Nuclear Science, Electronics, Photography, Computers, Electricity, Energy, Cinematography, and Space Exploration. Some of these merit badges have a maximum class size; preference will be given to older Scouts.

Acceptable Use Policy and Computer Access

Anyone wishing to access a computer will need to sign an Acceptable Use Policy agreement. Scouts needing to access the internet will also need to present a valid Cyber Chip. Due to the requirements for the Cyber Chip, it ***must be earned before arriving at Camp***. Scouts may only access the Internet as part of a merit badge and may not use the computers to access any social networking site or email system. Inappropriate use or unauthorized access of the computers, the internet, or the network will result in revocation of an individual's computer access privileges for the remainder of their stay in camp.

Open Shop

Scouts are invited to work on merit badge projects during daily "open shop" periods, which run from 9:00 AM to 9:50 and 4:00 PM to 4:50. Adult leaders may access the computers for personal business during these times, as well as during Evening Program (7:00-8:30). Please note that adult leaders are expected to defer to Scouts working on merit badges during Open Shop and that *all* individuals accessing a camp computer must sign and abide by the Acceptable Use Policy. The Rossiter Visitor Center will continue to host WiFi for adult leaders to use.

STEM-Oriented Merit Badges and the NOVA Awards

The Boy Scouts of America recently announced its NOVA and SUPERNOVA awards, which are designed to "stimulate interest in STEM-related fields and show how science, technology, engineering and mathematics apply to everyday living and the world around us." The Boy Scout NOVA award tracks are called "Shoot!," "Start Your Engines," "Woosh!," and "Designed to Crunch." Additional information is available at scouting.org/stem.

These awards are highly prestigious and require considerable research and experimenting to accomplish. One element of each of the four awards is to earn a STEM-designated Merit Badge and explain to a counselor how that badge relates to either Science, Technology, Engineering, or Math. The following Merit Badges from our program meet this requirement for at least one of the NOVA awards or a SUPERNOVA award:

Archery, Astronomy, Bird Study, Environmental Science, Fish and Wildlife Management, Forestry, Geocaching, Geology, Insect Study, Mammal Study, Nature, Oceanography, Orienteering, Pulp and Paper, Reptile and Amphibian Study, Rifle Shooting, Robotics, Shotgun Shooting, Soil and Water Conservation, Space Exploration, and Weather

Merit Badge Program

All instructors at Horseshoe uphold high standards for the completion of merit badge requirements. The Merit Badge Schedule is included in the Appendix. It is strongly encouraged that first year Scouts participate in the Trailblazer program and that older Scouts (ages 14 and up) take advantage of COPE, Mountain Biking, and Kayaking.

The list below includes details concerning each merit badge offered at camp. Please reference the specific merit badge pamphlet for further information regarding a merit badge's requirements.

Some merit badges require that work be complete either before or after a Scouts' week at camp. If possible, the prerequisites should be completed before arriving at camp and presented to the instructor for evaluation. Otherwise, the Scout will leave camp with a partial. He can complete his requirements with another counselor after camp.

Badges that are new or are offered as independent study are indicated by an asterisk () before the badge's name.*

Please Note that changes may be made upon the release of the 2014 merit badge requirement book.

New for 2014: Independent Study Merit Badges

Following a successful pilot program late in 2013, Camp Horseshoe will be offering eight independent study merit badges from 9:00am to 10:00am. This optional program allows highly-motivated Scouts to complete an additional merit badge during the week without limiting his other program opportunities. The following badges are offered as independent study: Mammal Study, Reptile and Amphibian Study, Indian Lore, Backpacking, Hiking, Basketry, Programming, and Fire Safety. Note that Indian Lore and Basketry are also offered at 2:00 as a traditional merit badge.

Scouts participating in an independent study badge should visit the relevant department area on either Monday or Tuesday as their Troop schedule permits to receive important information and self-study assignments. When they finish the assignments, they should return to check in with the counselor, review material, and receive any additional assignment. Scouts should plan on attending two or three morning sessions, but additional help is available every morning and most evenings.

Because this program is self-driven, Scouts are encouraged to work on the badges in their free time. Scouts taking an independent study badge are strongly encouraged to attend their morning Troop activities.

Archery: Archery merit badge class meets twice a day at 10:00 and 2:00. Scouts must attend both sessions. Inexperienced archers may need additional practice time to qualify.

Art: Art merit badge is offered twice a day at both 10:00 and 2:00.

Astronomy: Scouts must participate in one late-night observation Wednesday night. A partial may be issued due to cloud cover. It is suggested that Scouts bring a small telescope or binoculars. Scouts will participate in a software simulation to fulfill Req. 6.

Backpacking: Complete 8c, 9, 10, and 11 before arriving at camp. These requirements include planning and carrying out various hikes and trips, along with keeping a journal of activities. Scouts must bring their own backpacks. This merit badge is offered as an "independent study" merit badge. Interested Scouts should check in two or three times throughout the week, but will complete the majority of the work in their campsites. Only older Scouts who have completed the prerequisites ahead of time should take this badge. Scouts taking backpacking will also work on the hiking merit badge at the same time.

* **Basketry:** There is a fee for this badge, please refer to the fee sheet in the appendix. This badge is offered at 2:00 or as an "independent study" merit badge. Scouts interested in completing it as an independent study should check in two or three times throughout the week, but will complete the majority of the work in their campsites.

Bird Study: Scouts will need to identify 20 species of wild birds.

Camping: Complete requirement 9 before arriving at camp. This requirement includes 20 days and nights of various types of camping and a conservation project. Scouts will participate in an overnight outpost on Thursday night, which will leave before dinner and return before breakfast on Friday. Scouts must bring their own tents and backpacks.

Canoeing: Scouts must be able to lift a 70 lb. canoe and complete the BSA "Swimmer" (Red/White/Blue) test.

Chemistry: Scouts will have the opportunity to participate in experimental aspects of chemistry as well as the theory behind it. Scouts should bring a notebook and pencil to the merit badge session. There is a fee for this badge, please refer to the fee sheet in the appendix.

Citizenship in the Nation: Visit your state capitol or Washington, DC, or tour a federal installation before coming to camp. Know your US Senators and your Representative.

Citizenship in the World: Scouts should bring a notebook to record notes and complete assignments throughout the week.

Climbing: Climbing merit badge is offered at the COPE course. It is recommended that scouts be at least 13 years of age.

* **Cinematography:** This merit badge is offered from 10:00-12:00 at the Science Center. Should demand exceed the maximum class size, preference will be given to older Scouts.

Communications: Complete requirement numbers 5, 7 and 8 before arriving in camp. These requirements include attending a public meeting, creating a newsletter and being a master of ceremonies.

* **Computers:** This merit badge is offered from 2:00-3:00 at the Science Center. Should demand exceed the maximum class size, preference will be given to older Scouts.

Cooking: Scouts will participate in cooking five meals during the week. Times for these meals will be announced. Vouchers will be provided during the week for Scoutmasters to sign stating that the Scout has planned prepared and cleaned up 3 separate meals at home (req.7).

Electricity: This merit badge is offered with Energy at the Science Center from 3:00-4:00. Complete requirements 2, 8, and 9a before arriving in camp. These include an electrical safety inspection of your home, drawing a floor plan of your home showing key electrical features, and reading your home electrical meter.

Electronics: This merit badge is offered from 3:00-4:00 at the Science Center. This merit badge requires scouts to build a simple electronic device to fulfill requirement 4. The project involves the use of soldering irons and is strongly suggested that only older scouts schedule this badge. There is a fee for this badge, please refer to the fee sheet in the appendix.

Energy: This merit badge is offered with Electricity at the Science Center from 3:00-4:00. Complete requirements 4 before arriving in camp. This include includes an energy audit of your home and a 14-day log of your family's energy consumption.

Emergency Preparedness: Requirement 2c must be completed at home after requirement 2b is completed in camp. The requirement states that emergency plans must be discussed with family members. Scouts will be given a voucher asking that scoutmaster not award the merit badge until the scout has shown proof of completing requirement 2c. Emergency Preparedness is a two session merit badge. One session begins at 10:00 and the other begins at 2:00. Scouts must attend both sessions.

Environmental Science: Scouts should be at least First Class. This is a very demanding merit badge. Environmental Science is a two session merit badge. Scouts need to attend a morning and afternoon session each day. They must attend the 10:00 and 2:00 meeting times, or the 11:00 and 3:00 meeting times. No other time pairings are allowed.

* **Fire Safety:** This merit badge is offered as an "independent study" merit badge. Interested Scouts should check in two or three times throughout the week, but will complete the majority of the work in their campsites.

First Aid: Each scout must bring the items specified in the merit badge pamphlet to complete his own first aid kit (2d).

Fish and Wildlife Management: Scouts will be required to attend an evening fish dissection in order to examine the stomach contents of three fish species. Scouts taking fish & wildlife will also work on the nature merit badge at the same time.

Fishing: Scouts should bring their own fishing equipment. Scouts are encouraged to complete requirement 9 before arriving at camp. Due to the availability of fish in camp, the ability to catch the required number of fish is inconsistent. Scouts 16 years of age and older are required to have a fishing license before their week at camp.

Forestry: The Nature Department will offer forestry merit badge by appointment only. These appointments will take place during SIP and other free time during the week. Scouts interested should review the requirements before arriving at camp to understand exactly what work the badge entails. Scouts who elect to take this badge should have their scoutmaster notify the Nature director at the Sunday night scoutmaster meeting.

Geocaching: Orienteering and Geocaching merit badges will be offered together for 2 hours from 10:00 to 12:00. Scouts must take both merit badges.

Geology: Geology merit badge is offered at 3:00 at the Nature Lodge.

Hiking: Complete 4, 5, and 6 before arriving at camp. These requirements include planning and carrying out various hikes and trips, along with keeping a journal of activities. This merit badge is offered as an "independent study" merit badge. Interested Scouts should check in two or three times throughout the week, but will complete the majority of the work in their campsites. Only older Scouts who have completed the prerequisites ahead of time should take this badge. Scouts taking hiking will also work on the backpacking merit badge at the same time.

* **Indian Lore:** There is a fee for materials. Please see fee sheet. This badge is offered at 2:00 or as an "independent study" merit badge. Scouts interested in completing it as an independent study should

check in two or three times throughout the week, but will complete the majority of the work in their campsites.

Leatherwork: There is a fee for this badge, please refer to the fee sheet in the appendix.

Lifesaving: Scouts must be First Class rank and be able to complete a 400 yard swim and the BSA "Swimmer" (Red/White/Blue) test. The Lifesaving merit badge class meets twice a day at 11:00 and 3:00. Scouts must attend both sessions.

* **Mammal Study:** This merit badge is offered as an "independent study" merit badge. Interested Scouts should check in two or three times throughout the week, but will complete the majority of the work in their campsites.

Medicine: Scouts should be Star rank or higher. This merit badge is only offered weeks 1 through 3, when the Camp Doctor is available.

Metal Work: There is a fee for this badge, please refer to the fee sheet in the appendix.

* **Model Design and Building:** There is a fee for this badge, please refer to the fee sheet in the appendix.

Nature: Complete requirements 4a2 before coming to camp. This requirement involves the construction and observation of a bird feeder, house or bath for a period of one month. Scouts taking nature will also work on the fish & wildlife merit badge at the same time.

* **Nuclear Science:** This merit badge is offered from 2:00-3:00 at the Science Center. This merit badge has a materials fee; please refer to the fee sheet in the appendix.

Oceanography: Oceanography meets at the Nature Lodge during the 3:00 session.

Orienteering: Orienteering and Geocaching merit badges will be offered together for 2 hours from 10:00 to 12:00. Scouts must take both merit badges.

Personal Fitness: **This merit badge cannot be completed while at camp.** Scouts must have a dental exam prior to arriving at camp and must have a note confirming the exam signed by a parent or guardian. Additionally, requirements 7 and 8, development and completion of a 12 week fitness plan, needs to be carried out after all other previous requirements have been met. All other arrangements will be made with the troop scoutmaster during the week at camp.

Personal Management: **This merit badge cannot be completed while at camp.** Requirements 2 and 8 cannot be completed during the week at camp. In requirement 2, scouts must track income, expenses and savings during a 13 week period. Additionally, requirement 8 asks scouts to create and carry out a 7 day "to do" list. Other requirements will be completed during the week at camp.

* **Photography:** This merit badge is offered from 11:00-12:00 at the Science Center. This merit badge has a materials fee; please refer to the fee sheet in the appendix. Should demand exceed the maximum class size, preference will be given to older Scouts. Scouts should bring either an inexpensive digital camera or a cell phone with camera.

Pioneering: Pioneering merit badge is recommended for scouts first class and above.

* **Programming:** This merit badge is offered as an "independent study" merit badge at the Science Center. Interested Scouts should check in two or three times throughout the week.

* **Reptile and Amphibian Study:** Complete requirement 8 before camp. To complete this requirement, scouts need to make long term observations of a reptile or amphibian. This merit badge is offered as an "independent study" merit badge. Interested Scouts should check in two or three times

throughout the week, but will complete the majority of the work in their campsites.

Rifle: There is a fee for this badge, please refer to the fee sheet in the appendix.

* **Robotics:** This merit badge is offered from 10:00-12:00 at the Science Center. This merit badge will require additional time to complete. This merit badge has a materials fee; please refer to the fee sheet in the appendix. Should demand exceed the maximum class size, preference will be given to older Scouts.

Rowing: Rowing merit badge is offered at the boat docks from 10:00 to 12:00. Scouts are required to having swimming merit badge and complete the BSA "Swimmer" (Red/White/Blue) test.

* **Search and Rescue:** This merit badge is offered at the Campcraft area at 2:00. This merit badge is recommended for First Class Scouts and above.

Shotgun: There is a fee for this badge, please refer to the fee sheet in the appendix. This merit badge is recommended for scouts 13 years of age or older.

Soil and Water Conservation: This merit badge is offered at the Nature Lodge at 11:00.

Space Exploration: This merit badge is held from 3:00-4:00 at the Science Center. Scouts will build model rockets, and will need to complete some requirements outside the merit badge session. There is a fee for this badge, please refer to the fee sheet in the appendix.

Sports: Complete requirements 4 and 5 before coming to camp. Requirement 4 requires scouts to have participated in 2 competitive sports for one season each. Requirement 5 requires scouts to create, follow, and chart their progress with a training plan for one of the above sports for a season or 4 months.

Swimming: Must bring long-sleeved, button-down shirt and long pants (**not Scout uniform!**)

Weather: Complete requirement 8 before coming to camp. This requirement entails the construction of a weather instrument and a weather log complete over a full week.

Wilderness Survival: Scouts will participate in an overnight outpost on Thursday night, which will leave at 4:00 pm and return before breakfast on Friday.

Woodcarving: There is a fee for this badge, please refer to the fee sheet in the appendix.

Woodwork: There is a fee for this badge, please refer to the fee sheet in the appendix.

Trailblazers

The Trailblazer First Year Camper Experience is an intensive program designed for Camp Horseshoe's first-year campers with their special needs in mind. As a Trailblazer, the Scout will not only learn most of the outdoor skills for Tenderfoot, Second Class, and First Class, but also have the opportunity to participate in each and every one of the exciting program areas at Camp Horseshoe. The Trailblazer Scout, as a result, will be able to advance in rank and experience summer camp to its fullest, encouraging him to remain in Scouting and return to camp next year.

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

All of the outdoor skill requirements for Tenderfoot through First Class are covered throughout the week. With a little practice back in camp, Scouts should be able to have most of these requirements signed off by their troop leaders during the week or shortly after camp. The Trailblazer staff, however, will not sign off requirements, so Scouts are encouraged to leave their handbooks in the campsite. Scouts participating in the Trailblazer Program will also earn the Pulp and Paper merit badge during the regularly scheduled Trailblazers sessions.

Outpost

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

Trailblazer Field Day

On Friday afternoon, the Trailblazers will participate in a field day competition after which cobbler and other camp cooking will be sampled. The winning patrol will receive a special award, and at this time, Trailblazers will be awarded their Trailblazer cards. The Scoutmaster from each troop is invited to attend the festivities.

Troop Guide Training

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

The Trailblazer Troop Guide Certification is meant to recognize those Troop Guides who positively impact younger Scouts' camp experience by building a close, working relationship. The certification will be awarded at the Saturday Campfire. Eligible scouts must:

- Attend the "Trail Guiding" session held Tuesday at 9:00am.
- Attend two "Blazing Sessions" with at least 3 scouts.
- Help 3 scouts complete at least 5 requirements between the tenderfoot and first class ranks
- Participate in either the Trailblazer cooking demonstration or the Wednesday night orienteering course with 2 scouts.

Special Interest Program

From 4:00 to 5:00 pm, Monday through Friday, Camp Horseshoe offers the opportunity for scouts to participate in a Special Interest Program (SIP) in several different program areas. The purpose of the SIP is to develop a scout's interest in a particular program area and to expand the scout's knowledge above and beyond the normal merit badge level. The SIP is not only educational but has also been designed to be exciting and fun.

Interested scouts may participate in any of the seven program area SIPs. Each afternoon the scout will encounter a new skill or challenge associated with that program area. If a scout attends the SIP session four out of the five days, he will be awarded with the special program area segment at the conclusion of the week.

The following department areas offer a Special Interest Program:

Aquatics

Cooling off at the pool is a major part of the summer camping experience. Scouts will learn about the many fascinating behind-the-scenes skills of pool operation that go into providing this experience. In addition, they will learn snorkeling, whitewater canoeing techniques, and the fun of volleyball and water polo.

Campcraft

Scouts who wish to learn more about how pioneers and frontiersmen lived will enjoy the Campcraft SIP. Among advanced woodsman skills, scouts will also learn how to make various survival foods, learn how to tie decorative knots, and participate in timbermaking exercises. Scouts will also learn about fire-making and Native American culture.

Ecology and Conservation

The ecosystem in which we live is one of the most fascinating and important aspects of human life. Scouts in this SIP will go on a River Raid for exotic Octoraro animals, learn about edible plants in the area, observe snakes and other animals feeding, and hike the Horseshoe Nature Trail.

Field Sports

Field Sports SIP is designed to get Scouts more active in various field sports. They will shoot archery, enjoy a few rounds of action archery, participate in athletic competitions of skill and prowess, and learn about other historically enjoyed field sports.

Handicraft

The Handicraft SIP offers scouts a chance to hone their craftsmanship. Woodcarving, wood burning, leatherwork, metalworking, and underwater basketry are all possibilities.

Health and Fitness

The Health and Fitness SIP focuses on increasing a scout's knowledge of everyday application of personal fitness and advancing their first aid skills. Scouts will participate in a realistic first aid demonstration, test various aspects of their personal fitness, and refresh their CPR skills. Scouts will also learn anatomy and physiology as they relate to severe injuries and physical fitness.

Shooting Sports

Introductory shooting sports techniques and advanced safety skills will be developed in scouts participating in the Shooting Sports SIP. Scouts will shoot shotgun, rifle, learn about black powder rifles, and participate in a candle shoot.

Additional Information

Standard Patrol Award

This is awarded to patrols that satisfactorily complete advancement, participation, and service requirements specified on the Standard Patrol application.

Standard Troop Award

This is awarded to troops with at least 50% of their membership in camp. All patrols must earn the Standard Patrol Award and the troop must qualify by having participated in camp-wide events to the satisfaction of the Program Director. The troop must also earn the Clean Camp Award.

Clean Camp Award

This is earned by maintaining clean camp standards for at least five of the six daily inspections.

Silver Buckle

A silver buckle is awarded to one youth member from each troop who, in the opinion of his fellow Scouts, has above all others demonstrated the finest example of Scout Spirit, the Scout Oath, and the Scout Law in his conduct throughout the week. The Scout selected must have been in camp all week, be under the age of eighteen, and never have received the award before. Adults should not influence this determination and the Scouts exclusively should make the decision.

Camp Horseshoe Emblem

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

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

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

100% Patrol Award

Awarded to those patrols that have 100% of their natural patrol (a patrol formed provisionally for camp does not qualify) in camp all week. The award is a segment for the Horseshoe Patch.

Camp wide Game Awards

Throughout the week, there will be many opportunities for camp wide competition. Many of these games are inter-troop or inter-patrol where troops and patrols compete against each other for ribbons and other trophies awarded at Sunday lunch. Games are designed for patrols of at least six Scouts so please arrange patrols accordingly.

Appendix: 2013 Camp Forms

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Camp Horseshoe Merit Badge Schedule

Rev. 04/2014

	9:00 AM	10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM
Aquatics	Instructional Swim	Swimming Group I 0	Swimming Group II 0	Swimming Group III 0		Special Interest Program
			Lifesaving, Sess. 1 † 0		Lifesaving, Sess. 2 † 0	
		Rowing (until noon) †		Canoeing †		
		Kayaking (until noon, Must be 14; Fri. outpost 9-2) Δ				Open Swim
		BSA Lifeguard (until noon, 7 pm Tue. & Thur.) †◇				
Nature Lodge (Roberts Lodge)	Mammal Study β	Forestry	Chemistry	Fish & Wildlife / Nature (One class - potential to earn 2 MBs)	Weather	Special Interest Program
	Reptile & Amphibian Study β ◇	Envi. Sci. Group I (Session 1)	Envi. Sci. Group II (Session 1)	Envi. Sci. Group I (Session 2)	Envi. Sci. Group II (Session 2)	
		Oceanography	Astronomy	Bird Study	Geology	
Science Center (Schramm Lodge)	Programming β	Robotics**\$		Nuclear Science**\$	Electronics **\$	Special Interest Program
			Photography+*	Computers**	Electricity/Energy **	
		Cinematography+*			Space Exploration \$	
Campcraft	Backpacking / Hiking (One class - potential to earn 2 MBs) (Δ†◇ 0 β)	Pioneering †		Camping Group I †Δ◇ 0	Camping Group II †Δ◇ 0	Special Interest Program
		Orienteering and Geocaching†		Search and Rescue †	Wilderness Survival Δ	
	Indian Lore (Indep.) \$ β	Cooking (until 1 pm) †			Indian Lore (Classroom) \$	
Field Sports		Shotgun †\$		Rifle †\$		Special Interest Program
		Archery, Sess. 1 †	Sports ◇	Archery, Sess. 2 †	Fishing	
	Basketry (Indep.) \$ β	Art Group I	Leatherwork \$	Art Group II		
Handicraft (Kindness Center)		Model Design and Building	Woodcarving Group I \$	Basketry (Classroom) \$	Woodcarving Group II \$	Special Interest Program
		Woodwork \$		Metalwork \$		
	Fire Safety β	First Aid Group I ◇ 0	First Aid Group II ◇ 0	First Aid Group III ◇ 0	First Aid Group IV ◇ 0	
Health & Fitness (Health Lodge)		Emerg. Prep. Sess. 1 †Δ◇ 0	Personal Fitness Group I ◇ 0	Emerg. Prep., Sess. 2 †Δ◇ 0	Personal Fitness Group II ◇ 0	Special Interest Program
			Medicine † β (Wks. 1-3 only)			
		Communications †◇ 0 (@ Goodman Pavilion)	Personal Management †◇ 0 (@ Goodman Pavilion)	Cit. in the Nation † ◇ 0 (@Trailblazers)	Cit in the World † 0 (@ Goodman Pavilion)	
Eagle R C	Troop Guide Training	Morning Session (until noon)		Open for Merit Badge	Afternoon Session (until 5 pm)	
Trailblazer	Morning Mountain Biking Ride (9:45 - 11) \$		Climbing *†	COPE (until 5 pm) \$		
COPE						

◇ Pre-requisite Requirements (see Leader's Guide) **0** Eagle Required Merit Badge † Requires Swimming Merit Badge **β** Independent Study
 † Suggested only for First Class and above \$ Program or material fee extra Δ Outpost Required * 13 Years old or older



Weekly Program Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday	
6:45-7:15		Polar Bear Swim							
7:25		FIRST CALL - troop roll call							
7:30		REVEILLE - morning colors in campsite							
7:45		MESS CALL - Waiters to dining hall							
8:00-8:45		<u>Breakfast</u>		<u>Outpost</u>		<u>Breakfast</u>			
8:45-9:15		Troop time in campsites							
9:15-10:00		Inspection and Morning Program					Inspection & Open Program		Chapel Service
10:00-10:50		First Merit Badge Period							
11:00-11:50		Second Merit Badge Period							
12:00-12:30		Troop time in campsites							
12:15		MESS CALL - Waiters to dining hall							
12:30-1:00		<u>Lunch</u>		<u>Outpost</u>		<u>Lunch</u>			Lunch (begins at noon)
1:00-2:00		Check-in, swim checks	Siesta - all program areas closed						
2:00-2:50	Third Merit Badge Period					Campwide Event (2:30)			
3:00-3:50	Fourth Merit Badge Period								
4:00-5:00	Special Interest Program								
5:00-5:45	Troop time in campsites								
5:30	ASSEMBLY - waiters to dining hall, troops to Parade Field								
5:45-6:00	Retreat ceremony on the Parade Field								
6:00-6:30	<u>Dinner</u>		<u>Outpost</u>		<u>Dinner</u>				
6:30-7:00	Troop time in campsites								
7:00-8:30	Unpack in Campsite	Evening Program					Visitors in Campsite		
8:30-9:45	Opening Campfire	Campwide Game	Troop Night	Campwide Game	Troop Night	Campwide Game	Closing Campfire		
9:45	CALL TO QUARTERS; TATTOO - return to campsites								
10:00	TAPS - all quiet, remain in campsites								

Special Events Schedule

Special Events Schedule

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

Supplemental Fees*

Indian Lore Merit Badge	\$10.00
Woodcarving	\$9.00
Electronics	\$14.00
Chemistry	\$7.00
Basketry Merit Badge	\$16.00
Leatherworking Merit Badge	\$16.00
Metalworking Merit Badge	\$11.00
Woodwork	\$7.00
Space Exploration Merit Badge	\$16.00
Rifle Shooting Merit Badge	\$11.00
Shotgun Shooting Merit Badge	\$27.00
Rifle Shooting (Open Shoot)	TBD per 5 rounds
Shotgun Shooting (Open Shoot)	TBD per round
Project C.O.P.E.	\$20.00
Mountain Biking (Camp bike)	\$11.00
Mountain Biking (Personal bike)	\$5.50
Robotics Merit Badge	TBD
Nuclear Science Merit Badge	TBD
Model Design and Building	\$12.00

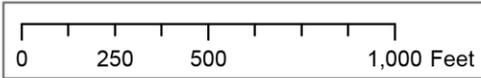
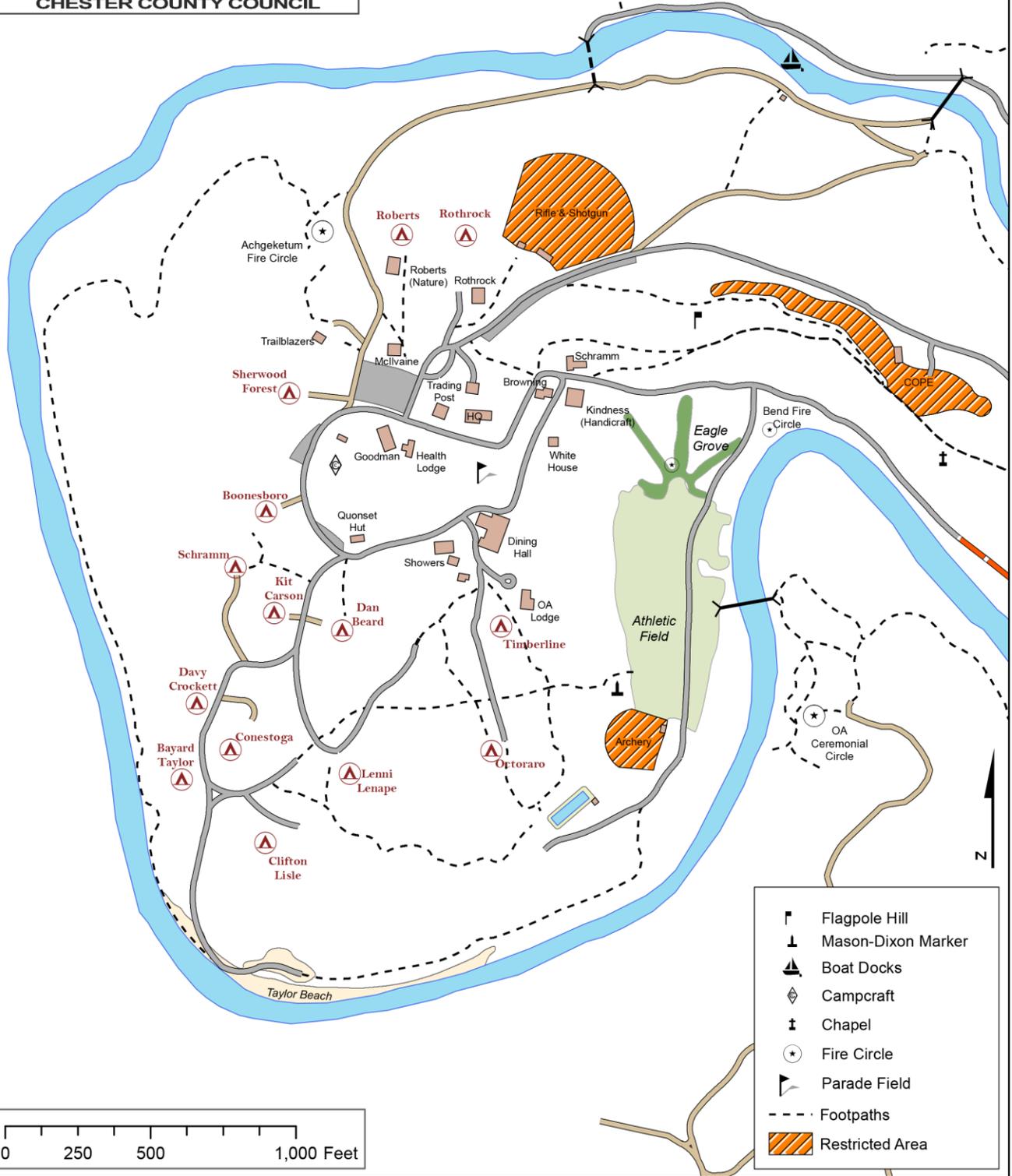
*Supplemental fees are subject to change at any time, without written notification.



HSR

HORSESHOE SCOUT RESERVATION
CHESTER COUNTY COUNCIL

Camp Horseshoe



- Flagpole Hill
- Mason-Dixon Marker
- Boat Docks
- Campcraft
- Chapel
- Fire Circle
- Parade Field
- Footpaths
- Restricted Area