

RESICA FALLS SCOUT RESERVATION • CRADLE OF LIBERTY COUNCIL, BSA

Program Guide

SUMMER 2017

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 2017

Aloha,

Get ready for an awesome adventure this summer at Resica Falls Scout Reservation! Your stay in camp will be one filled with fun, and memories that will last a lifetime.

The 2017 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 extremely beneficial for planning your time in camp. It is 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 2017 is Ocean Island Adventure. Get your Hawaiian shirts out, and be ready to “hang ten” with the camp staff from the moment you arrive to the time you leave.

Make sure you also check-out the 2017 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 e-mail, call for assistance at the camping office at (610) 688-6900, or find us on the web at <http://www.colbsa.org>. We are here to serve you.

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

Yours in Scouting,

Chris Brenner

Camp Director – campdirector@resicafalls.org

Steve Mach

Assistant Camp Director – asstcampdirector@resicafalls.org

Pat Campbell

Program Director – programdirector@resicafalls.org

Program Guide

TABLE OF CONTENTS

PROGRAM SECTION

Program Overview.....	2
Do’s and Don’ts of Unit Programming	2
Advancement at Camp.....	4
About Merit Badges.....	5
Merit Badge Opportunities.....	6
Merit Badges by Program Area.....	9
Merit Badges by Camper Year.....	9
Merit Badge Schedule.....	10
Program Highlights	11
Master Schedule	14
Pool Schedule.....	15
Lake Schedule	16
Island Challenges Schedule.....	17
Dan Beard First Year Camper Program...	18

Program Overview



2017 THEME – OCEAN ISLAND ADVENTURE

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 Dan Beard 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 BOY: Merit Badge programs and advancement opportunities are designed to help the Scout meet his 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 he plans 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. He can expect to follow the same procedure that he does 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 his patrol, his Troop, his leaders, and on his 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 his skills for a functional purpose and to demonstrate his 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 his own progress of completing each of the merit badges he is 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

- Dan Beard 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 his sought after badge, but has prepared himself 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 boy 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 that he completes all the required information. Make sure that you sign it, so that he will be ready to give it to his 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 BSA Requirements Book. It is important that the troop set out an individual plan for each Scout well in advance of camp, taking into account prerequisites and the appropriate abilities of each boy.

Prerequisites- 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 goes live March 15th.**

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.

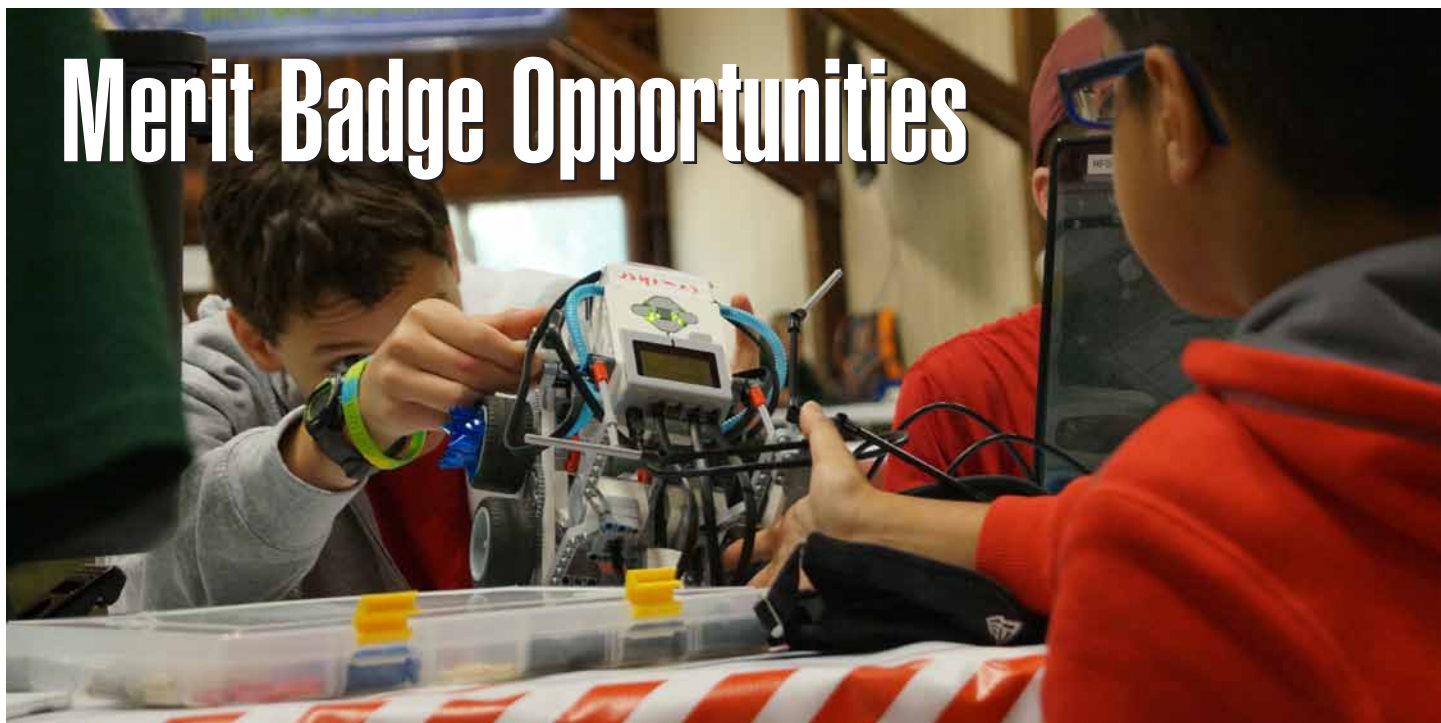
Partials- Scouts that will need to miss merit badge class time due to a troop trip, their involvement in the Order of the Arrow, or for any circumstance should schedule a makeup session with their counselor as soon as possible. It is imperative that Scouts make arrangements with their Scoutmaster and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



Merit Badge Opportunities



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



Animal Science and Chemistry Merit Badges have been added for the 2017 Camping Season. (See details below)

MERIT BADGE.....ADVANCE WORK REQUIRED

American Heritage.....	Requirements 3C and 4 must be completed prior to camp. Please be aware that Scouts may be watching the films "The Patriot" and History Channel Short Films.
Animal Science.....	Requirement 6 must be completed prior to camp.
Archaeology.....	Advance preparation for requirements 4 & 5 is necessary.
Archery	Advanced preparation is necessary for 1C. Previous experience with a bow and arrow is helpful. Approximate cost of \$10 for materials needed for class.
Art.....	Requirement 6 must be completed prior to camp.
Astronomy	Requirement 5b must be completed before camp. Weather conditions can affect completion of this badge. Night meetings required.
Athletics.....	Requirements 3 and 5 must be completed prior to camp.
Backpacking	Requirements 6B, 8, 9, 10 and 11 must be completed prior to camp.
Basketry	No advance prep necessary. (Materials needed to make a basket must be purchased (Approx. cost of \$10.).
Bird Study.....	Advanced preparation is necessary for requirement 5. Early morning meetings are required to complete the badge.
Camping.....	Requirements 4B, 5E, 7B, 8D & 9 must be completed prior to camp.
Canoeing.....	Be able to complete requirement 2 at camp. Experience with canoes is necessary.

Merit Badge Opportunities (Continued)

Chemistry	Advance preparation for requirements 3 & 7 is necessary.
Citizenship in the Nation	Requirements 2, 3 and 8 must be completed prior to camp. If you plan to work on Requirement 6 ahead of time, it cannot be the Gettysburg Address.
Citizenship in the World	Requirement 7 must be completed prior to camp.
Climbing	Advance knowledge of requirements 1 and 7 is helpful.
Cooking	Not all of the requirements of Cooking can be completed in camp. Requirements 1, 2, 3, 4 & 8 will be completed in camp. Only some parts of requirements 6 & 7 will be completed in camp. Limit of 20 scouts per session.
Digital Technology	Requirement 1 must be completed prior to camp.
Electricity	Requirements 2 & 9 must be completed prior to camp.
Electronics	No advanced preparation is necessary. (Approx. cost of \$10.)
Emergency Preparedness	You must have First Aid Merit Badge. Requirement 7 must be completed prior to camp. Advance preparation for requirements 6, 8 & 9 is necessary.
Engineering	Advanced preparation is necessary for requirements 1 & 6. Requirement 4 must be completed before camp.
Environmental Science	Requirement 3E must be completed prior to camp. This is NOT a badge for younger Scouts. Advance preparation on requirement 6 is necessary.
Fingerprinting	No advance preparation is necessary.
Fire Safety	Requirement 11 must be completed prior to camp. Requirements 6A and 12 advance preparation is necessary.
First Aid	Review First Aid skills for Tenderfoot thru First Class. Requirement 2D must be completed prior to camp.
Fish & Wildlife Management	No Advance work is required.
Fishing	Bring fishing gear to camp.
Fly Fishing	Bring fishing gear to camp.
Forestry	No advance work is required.
Game Design:	No advanced preparation is necessary.
Geocaching	Requirement 7 must be completed prior to camp.
Geology	Requirement 4b must be completed prior to camp
Hiking	Requirements 5, 6 and 7 must be completed prior to camp.
Indian Lore	No advance preparation required.
Insect Study	Requirements 9 & 10 must be completed prior to camp.
Kayaking	Be able to complete requirement 2 at camp. Experience with kayaks is helpful.
Leatherwork	Materials needed to make a leather project for requirement 3 must be purchased. Approx. cost of \$10-\$15.)
Lifesaving	Scout must be classified a “swimmer” by their buddy tag. Requirement 1 needs to be completed before all other requirements. Bring clothing for requirement 7E.
Mammal Study	No advanced preparation is required.
Metalwork	No Advance preparation is necessary. Approx. cost of \$10. Limit of 15 scouts per session.
Movie Making	No Advance preparation is necessary.
Nature	One of the following options for requirement 4 must be completed prior to camp: Option A Birds, Option D Insects and Spiders, Option E Fish, or Option F Mollusks and Crustaceans.
Oceanography	Advance preparation for requirement 7 is necessary.
Orienteering	Requirement 8 is a major undertaking and Scouts should be prepared to devote the necessary time it will take to complete.
Personal Fitness	Requirements 1B, 6, 7 and 8 must be completed prior to camp. Bring examination forms and progress log for your 12-week fitness program.
Photography	Review requirements. Scouts must bring a digital camera.

Merit Badge Opportunities (Continued)

Pioneering	Review basic knots, lashings, and splicing prior to camp.
Pottery	No advanced preparation is necessary. Limit of 20 scouts per session.
Public Speaking	No Advance preparation is necessary.
Pulp & Paper	No Advance preparation is necessary.
Radio	No Advance preparation is necessary.
Reptile & Amphibian Study.....	Requirement 8 must be completed prior to camp. General knowledge of reptiles and amphibians is necessary.
Rifle Shooting	This is one of the most difficult merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1 on Monday morning. A copy of the Scout's local and state laws is needed for requirement 1f. By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more "shooting time," and thus more of an opportunity to earn the badge. Only Option A is available at camp.
Robotics	No advance preparation is necessary. Limit of 20 scouts per session.
Rowing	Be able to complete requirement 2 at camp. Experience with rowboats is helpful. Certain alternatives in Requirement 4 should be completed before camp.
Sculpture	Requirement 2c must be completed prior to camp. Limit of 20 scouts per session.
Search & Rescue	No advanced preparation is required.
Shotgun Shooting.....	This is one of the most difficult merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1 on Monday morning. A copy of the Scout's local and state laws is needed for requirement 1F. By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more "shooting time," and thus more of an opportunity to earn the badge. Only Option A is available at camp. (A nominal fee will be charged for clay pigeons. Approx. cost is \$30).
Skating	Only the Roller Skating or the In-Line Skating options will be completed at camp. Scouts will need to bring their own skates to camp in order to complete the merit badge.
Small Boat Sailing	Be able to complete requirement 2 at camp. Experience with sailboats and sailing in general is necessary. Weather conditions can effect completion of this badge.
Soil and Water Conservation.....	No advanced preparation is required.
Space Exploration	(Materials needed for requirement 3 must be purchased. Approx. cost is \$15)
Sports	Requirements 4 and 5A must be completed prior to camp.
Swimming	Scout must be classified a "swimmer" by their buddy tag.
Textile.....	No Advance preparation is necessary.
Weather	Requirement 9 must be completed prior to camp.
Welding	No Advance preparation is necessary. Approx. cost is \$10. Limit of 15 scouts per session. Scouts must wear jeans to all welding class sessions.
Whitewater	For Paddlerama participants only. Complete requirement 3 prior to camp. Advance preparation is required for requirement 4. Knowledge of first aid and CPR is important.
Wilderness Survival	Advance preparation for requirement 5 is necessary. Review basic survival skills, camping skill and edible wild plants.
Wood Carving	Experience in carving is necessary, and a Scout must have earned Totin' Chip. (Some materials needed to complete the badge must be purchased. Approx. cost is \$10)

Merit Badges by Area

Native American Village

Archaeology
Fly-Fishing
Indian Lore

Health Lodge

Fire Safety
First Aid
Emergency Preparedness

Pool

Swimming
Lifesaving

Lake

Canoeing
Fishing
Kayaking
Rowing
Small-boat Sailing

Sports

Athletics
Game Design
Personal Fitness
Skating
Sports

Scoutcraft

Backpacking
Camping
Cooking *
Geocaching
Hiking
Orienteering
Pioneering
Search & Rescue
Wilderness Survival

STEM Center

Chemistry **
Digital Technology
Electricity
Electronics \$
Engineering
Moviemaking
Photography
Radio
Robotics *
Space Exploration \$

Shooting Sports

Archery +\$
Rifle Shooting +
Shotgun Shooting +\$

COPE /Climbing

Climbing

Shop

Metalwork *\$
Welding *\$

Civics Center

American Heritage
Citizenship in the Nation
Citizenship in the World
Public Speaking

Handicraft

Art
Basketry \$
Fingerprinting
Leatherwork \$
Pottery *
Pulp & Paper
Sculpture *
Textile
Wood Carving \$

Ecology

Animal Science **
Astronomy
Bird Study
Environmental Science
Fish & Wildlife
Management
Forestry
Geology
Insect Study
Mammal Study
Nature
Oceanography
Reptile & Amphibian
Study
Soil & Water
Conservation
Weather

Other

*	Limited Class Size
**	New Merit Badges for 2017
+	Not Available in Afternoons
\$	Cost Associated with Merit Badge

Merit Badges by Camper Year

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

First Year Scouts

All of the Badges for First Year Scouts, plus:
Fire Safety, First Aid, Swimming, Art, Basketry,
Fingerprinting, Leatherwork, Pulp & Paper, Textiles,
Wood Carving, Forestry, Geology, Mammal Study,
Nature, Indian Lore

Second Year Scouts

All of the Badges for Second Year Scouts, plus: Animal
Science, Chemistry, Archaeology, Canoeing, Kayaking,
Athletics, Skating, Space Exploration, Sports, Game
Design, Geocaching, Orienteering, Search and
Rescue, Wilderness Survival, Camping, Electronics,
Photography, American Heritage, Public Speaking,
Astronomy, Bird Study, Fish and Wildlife Management,
Insect Study, Reptile and Amphibian Study, Soil and
Water Conservation, Weather, Pioneering

Third Year Scouts

All of the Badges for Third Year Scouts, plus: Fly-
Fishing, Emergency Preparedness, Lifesaving,
Fishing, Rowing, Small-boat Sailing, Personal
Fitness, Backpacking, Camping, Cooking, Hiking,
Digital Technology, Electricity, Moviemaking,
Radio, Archery, Rifle Shooting, Shotgun Shooting,
Metalwork, Citizenship in the Nation, Citizenship in
the World, Pottery, Sculpture, Environmental Science,
Oceanography

Fourth Year Scouts and Above

All of the Badges for Fourth Year Scouts, plus:
Robotics, Engineering, Welding, Climbing

Resica Falls 2017 Merit Badge Schedule

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-Shogun Range, S-Sports

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"/> Archaeology (N)	<input type="checkbox"/> American Heritage (C)	<input type="checkbox"/> Archaeology (N)	<input type="checkbox"/> American Heritage (C)	<input type="checkbox"/> Art (H)
<input type="checkbox"/> Astronomy (E)	<input type="checkbox"/> Art (H)	<input type="checkbox"/> Backpacking (SC)	<input type="checkbox"/> Animal Science (E)	<input type="checkbox"/> Athletics (S)
<input type="checkbox"/> Athletics (S)	<input type="checkbox"/> Basketry (H)	<input type="checkbox"/> Chemistry (ST)	<input type="checkbox"/> Archaeology (N)	<input type="checkbox"/> Basketry (H)
<input type="checkbox"/> Basketry (H)	<input type="checkbox"/> Camping (SC)	<input type="checkbox"/> Citizenship in the Nation (C)	<input type="checkbox"/> Camping (SC)	<input type="checkbox"/> Camping (SC)
<input type="checkbox"/> Bird Study (E)	<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Digital Technology (ST)	<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Citizenship in the Nation (C)
<input type="checkbox"/> Camping (SC)	<input type="checkbox"/> Electronics (ST)	<input type="checkbox"/> Electronics (ST)	<input type="checkbox"/> Emergency Prep. (HL)	<input type="checkbox"/> Citizenship in the World (C)
<input type="checkbox"/> Chemistry (ST)	<input type="checkbox"/> Engineering (ST)	<input type="checkbox"/> Emergency Prep. (HL)	<input type="checkbox"/> Engineering (ST)	<input type="checkbox"/> Digital Technology (ST)
<input type="checkbox"/> Citizenship in the Nation (C)	<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> Electricity (ST)
<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Fire Safety (HL)	<input type="checkbox"/> Fish & Wildlife Mgt. (E)	<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Electronics (ST)
<input type="checkbox"/> Electricity (ST)	<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Forestry (E)	<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Environmental Science (E)
<input type="checkbox"/> Emergency Prep. (HL)	<input type="checkbox"/> Indian Lore (N)	<input type="checkbox"/> Game Design (S)	<input type="checkbox"/> Game Design (S)	<input type="checkbox"/> Fly Fishing (N)
<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> Leatherwork (H)	<input type="checkbox"/> Hiking (SC)	<input type="checkbox"/> Geocaching (SC)	<input type="checkbox"/> Game Design (S)
<input type="checkbox"/> Fingerprinting (H)	<input type="checkbox"/> Mammal Study (E)	<input type="checkbox"/> Nature (E)	<input type="checkbox"/> Leatherwork (H)	<input type="checkbox"/> Geology (E)
<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Metalwork (SH)	<input type="checkbox"/> Oceanography (E)	<input type="checkbox"/> Mammal Study (E)	<input type="checkbox"/> Indian Lore (N)
<input type="checkbox"/> Fly Fishing (N)	<input type="checkbox"/> Orienteering (SC)	<input type="checkbox"/> Public Speaking (C)	<input type="checkbox"/> Photography (ST)	<input type="checkbox"/> Insect Study (E)
<input type="checkbox"/> Geocaching (SC)	<input type="checkbox"/> Personal Fitness (S)	<input type="checkbox"/> Pulp & Paper (H)	<input type="checkbox"/> Radio (ST)	<input type="checkbox"/> Metalwork (SH)
<input type="checkbox"/> Personal Fitness (S)	<input type="checkbox"/> Orienteering (SC)	<input type="checkbox"/> Search & Rescue (SC)	<input type="checkbox"/> Search & Rescue (SC)	<input type="checkbox"/> Nature (E)
<input type="checkbox"/> Photography (ST)	<input type="checkbox"/> Rep. & Amph. Study (E)	<input type="checkbox"/> Skating (S)	<input type="checkbox"/> Skating (S)	<input type="checkbox"/> Orienteering (SC)
<input type="checkbox"/> Pioneer (SC)	<input type="checkbox"/> Space Exploration (ST)	<input type="checkbox"/> Swimming (P)	<input type="checkbox"/> Soil & Water Cons. (E)	<input type="checkbox"/> Personal Fitness (S)
<input type="checkbox"/> Radio (ST)	<input type="checkbox"/> Sports (S)	<input type="checkbox"/> Textile (H)	<input type="checkbox"/> Space Exploration (ST)	<input type="checkbox"/> Sculpture (H)
<input type="checkbox"/> Sculpture (H)	<input type="checkbox"/> Swimming (P)	<input type="checkbox"/> Welding (SH)	<input type="checkbox"/> Sports (S)	<input type="checkbox"/> Wilderness Survival (SC)
<input type="checkbox"/> Swimming (P)		<input type="checkbox"/> Wilderness Survival (SC)	<input type="checkbox"/> Welding (SH)	<input type="checkbox"/> Wood Carving (H)
<input type="checkbox"/> Weather (E)		<input type="checkbox"/> Wood Carving (H)		
<input type="checkbox"/> Welding (SH)				

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

Program Highlights



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.

2017 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. Animal Science (Ecology) • Chemistry (STEM Center).

STEM Center

In 2017, Big Springs Camp has expanded its STEM Center unlike ever before! In order to maximize our science program, the STEM Center is located in The Great Bend, by the Great Bend Shower House. Badges offered: Chemistry, Digital Technology, Electricity, Electronics, Engineering, Moviemaking, Photography, Radio, Robotics and Space Exploration! Make sure you stop by the STEM Center to earn a badge, or just find out more information about the program!

Handicraft Lodge

In 2016, we brought our Handicraft Lodge closer to the heart of camp. The building is now located across from the Mohawk Campsite along the camp road. The state of the art building has ample covered seating. In addition to Art, Basketry, Fingerprinting, Leatherwork, Pulp and Paper, Textile and Wood Carving, we added Pottery and Sculpture merit badges! The Handicraft Lodge also feature kilns for Pottery and Sculpture!

Native American Village

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

Lunch and Clubs

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

Program Highlights (Continued)

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.

Island Challenges

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

Each day, the Scouts will have the opportunity to participate in different exciting programs throughout camp. A schedule of these activities can be found on page 17.

The Resica Falls Boardwalk Bonanza

(Monday-7:30 pm)

Join the Resica Falls Camp staff and your fellow scouts for a crazy and wild evening competing in patrol-based games. Walk along our scenic boardwalk, play some cool games, and don't forget to check out the pool and water park – it'll feel just like you're at the beach!

Dutch Oven Dessert Challenge & Leaders' Swim and Barbecue

(Monday - 9:00 pm)

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

The Big Kahuna Challenge

(Tuesday- 7:15 pm)

Young competitors (14 years of age or older) seeking to prove their strength and bravery will be put to the test to conquer the greatest of Island Challenges! The Big Kahuna consists of running, kayaking and archery shooting. Join us to test your skills and endurance!

The Quest for the Golden Coconut

(Weeklong)

When the most ancient of island relics has gone missing, who will step up to find the invaluable Golden Coconut? Keep your eyes and ears open throughout the week, and prepare for a hunt unlike you've ever seen before!

Night Owl Swim

(Tuesday and Thursday at 8:30 pm)

Nothing is more refreshing after a long day of island exploration than Night Owl Swim! This free swim is accompanied by our awesome water slide and by some great music! You're bound to see the biggest of kahunas at this shindig!

Camper Campfire/OA Call-out

(Wednesday at 8:15 pm)

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

Twilight Programs

(Thursday at 7:30 pm)

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

Gateway Competition

(Judged Friday by 12:00 pm)

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

Friday Night Closing Ceremony

(Friday Night-8:45 pm)

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

Program Highlights (Continued)

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

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

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



Resica Falls

2017 Master Schedule

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7:00	Polar Bear/Reveille	Polar Bear/Reveille	Polar Bear/Reveille	Polar Bear/Reveille	Polar Bear/Reveille
7:30	BREAKFAST A	BREAKFAST A	BREAKFAST A	BREAKFAST A	BREAKFAST A
8:00	Flag Raising BREAKFAST B	Flag Raising BREAKFAST B	Flag Raising BREAKFAST B	Flag Raising BREAKFAST B	Flag Raising BREAKFAST B
9:00	C.O.P.E Merit Badges - see list Dan Beard IOLS (10:00 am)	C.O.P.E Merit Badges - see list Dan Beard Leader Specific Training (9:00 am)	C.O.P.E Merit Badges - see list Dan Beard Coffee Drinking MB (9:00 am) CPR Training (10:00 am)	C.O.P.E Merit Badges - see list Dan Beard	C.O.P.E Merit Badges - see list Dan Beard
12:00	Campers Council Meeting Safe Swim Defense & Safety Afloat	Campers Council Meeting Climb on Safely	Campers Council Meeting	Campers Council Meeting/SPL Lunch Tek 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 Dan Beard High Five Adventure Club Home Away from Home Training	Merit Badges - see list Dan Beard High Five Adventure Club	Merit Badges - see list Dan Beard High Five Adventure Club	Merit Badges - see list Dan Beard High Five Adventure Club Napping MB Are You Tough Then a Boy Scout (2:45 pm)	Merit Badges - see list Dan Beard High Five Adventure Club Mile Swim Test
3:30	Free Swim	Free Swim	Free Swim	Free Swim	Free Swim
4:00 to 5:00	Action Areas	Action Areas	Action Areas	Action Areas	Program Areas Closed
5:30	DINNER A	DINNER A	DINNER A	DINNER A, 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 Boardwalk Bonanza	The Big Kahuna Challenge(7:15 pm) Night Owl Swim (8:30 pm)	All Faith Religious Service (7:45 pm) Campers' Campfire/OA Call-out (8:15 pm)	Twilight Programs OA Inductions Wilderness Survival Overnighter Night Owl Swim (8:30 pm)	Blue Card Reconciliation (7:30 pm) Jewish Religious Service (7:45 pm) Closing Ceremony (8:45 pm)
9:00	Leaders' Swim & BBQ Dutch Oven Dessert Challenge Star Talk	Star Talk (backup)	Star Talk (backup)	OA Ice Cream Social (9:30 pm)	Scoutmaster Appreciation (9:30 pm)
10:00	Taps	Taps	Taps	Taps	Taps

Resica Falls

2017 Pool Schedule

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7:00-7:30	Polar Bear	Polar Bear	Polar Bear	Polar Bear	Polar Bear
9:00-9:50	Swimming MB	Swimming MB	Swimming MB	Swimming MB	Swimming MB
9:00-10:20	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB
10:00-10:50	Swimming MB	Swimming MB	Swimming MB	Swimming MB	Swimming MB
10:30-11:50	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB
11:00-11:50	Swimming MB	Swimming MB	Swimming MB	Swimming MB	Swimming MB
11:00-1:30	Red Cross Lifeguard	Red Cross Lifeguard	Red Cross Lifeguard	Red Cross Lifeguard	Red Cross Lifeguard
2:00-2:50	Instructional Swim Dan Beard Swim	Instructional Swim Dan Beard Swim	Instructional Swim Dan Beard Swim & 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

2017 Lake Schedule

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

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

Resica Falls

2017 Island Challenges Schedule

MONDAY	TUESDAY	WEDNESDAY	THURSDAY
Survival Quest (Archery)	Island Spirit Search (Ecology)	Storm the Castle (Dan Beard)	Art Club (Handicraft)
Obstacle Course Rush (Sports)	Chief of the Fire (Scoutcraft)	Design Your Challenge (STEM Center)	Order of the Arrow Brotherhood Trail (Dining Hall)
	Venturing Pistol - Part 1 (Rifle Range)		COPE Games (COPE Course)
			Venturing Pistol - Part 2 (Rifle Range)

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

Dan Beard First Year Camper Program



Resica Falls is proud to continue our Dan Beard First Year Camper Program. This program is based on the new requirements and will cover skills necessary for Scout through First Class. The Dan Beard program is not meant to replace any skill instruction or Troop activity, but we hope to work with the Troops to ensure that each boy that goes through our program learns more about Scouting and the outdoors in a fun, hands-on environment.

This year, the program allows Scouts to complete either a full day of the Dan Beard Program or work on different skills as needed, as well as a five-mile hike and overnighter. Scouts can elect to attend a merit badge session in another area instead of a Dan Beard skill session. Units with Scouts participating in Dan Beard are encouraged to provide a leader or two throughout the week to help out. It is important for the Scouts to know which skill sessions they are in BEFORE coming to Dan Beard on Monday.

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

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

It is NOT required for Scout to participate in the program all day; the schedule is designed so that Scouts may choose which skills they want to learn through Dan Beard, but also take Merit Badges during the day as well. Scouts attending Dan Beard are encouraged to work on any of the following Merit Badges during their time in camp: Fingerprinting, Geocaching, Indian Lore, Mammal Study, Leatherwork, and Space Exploration. We will be keeping close track of your Scouts' progress during the week; Friday evening, each unit will receive a sheet showing which requirements the Scouts completed that week. Please keep in mind that as Scouts may not retain all the information shared over the course of the week, it is important to test your first-years on the information before signing off the requirements.

Dan Beard (Continued)

Dan Beard Skills (Listed by Area)

Scout Skills (Previously Outdoorsman)

- Scout: (4) knots – square, two half hitch, taut-line; care for rope; whipping and fusing. (5) pocket knife safety
- Tenderfoot: (3) uses of knots above; wood tools – uses, care and sharpening
- Second Class: (2) fire/stove, tinder/kindling/fuel, fire building; (2f) sheet bend; (2g) bowline
- First Class: (3) lashings; timber hitch/clove hitch; camp gadget

Outdoorsman (Previously Woodsman)

- Scout: (1e) Out Door Code
- Tenderfoot: (5) buddy system and safe hiking
- Second Class: (1b) Leave No Trace; (3a) map & compass, (3c) hazards, (3d) find directions; (4) nature – 10 animals
- First Class: (4a) orienteering course of 1 mile, measure height; (4b) gps current location, destination and route to get from one to the other; (5a) 10 plants

First Aid

- Tenderfoot: (4) – basic first aid, poisonous plants, personal first aid kit
- Second Class: (6a) first aid, injury cases, prevention, emergency response, vehicular accident. (9) – three R's of personal safety; Bullying
- First Class: (7) carries, heart attack/CPR, emergency plan home/meeting location. (5) bcd – Weather safety

Citizenship

- Scout: (1a) scout law/oath, (1b) scout spirit, (1c) scout sign salute handshake, (1d) first class badge description, (1f) pledge of allegiance; (2) describe troop leadership, advancement, ranks, merit badges; (3) patrol method, patrol name/cheer/flag etc
- Tenderfoot: (7a) demonstrate how to display, raise, lower, and fold the US flag; (8) leadership and EDGE method; possibly (6ab) fitness push ups and sit ups and developing a plan to improve
- Second Class: (8a) participate in a flag ceremony, (8b) explain what respect is due the flag of the United States, (8cd) discuss money and savings (requires more work and actual savings)
- First Class: (9b) investigate an environmental issue in community and share what you learned and what you can do to help address the concern; (9c) take note of the trash and garbage you produce. Before next outing decide how to minimize the amount. Reduce reuse recycle

Citizenship requirements require service project at each stage

Dan Beard Swimming (Different than Instructional Swim)

- Second Class (5); First Class (6)

5-Mile Hike

- Tenderfoot (5); Second Class (3b) and 3d)

Dan Beard Overnight

- Tenderfoot (1bc); (2abc) and more!

Dan Beard Skills (Listed by Day)

Scout Skills

Mon: Scout (1e); Tenderfoot (5); Second Class (1b)
Tues: Second Class (3a); Second Class (3c); Second Class (3d)
Wed: Second Class (4); First Class (5a)
Thur: First Class (4b)
Fri: First Class (4a)

Outdoorsman

Mon: Scout (4)
Tues: Scout (5); Tenderfoot (3d)
Wed: Tenderfoot (3a); Tenderfoot (3b); Tenderfoot (3c)
Thur: Second Class (2)
Fri: First Class (3)

First Aid

Mon: Scout (1)
Tues: Scout (2); Scout (3)
Wed: Tenderfoot (7a); Tenderfoot (8)
Thur: Second Class (8a); Second Class (8b); Second Class (8c)
Fri: First Class (9b); First Class (9c)

Citizenship

Mon: Tenderfoot (4)
Tues: Second Class (6)
Wed: Second Class (9a); Second Class (9b)
Thur: First Class (7)
Fri: First Class (5b); First Class (5c); First Class (5d)

Dan Beard Swimming:

Mon-Wed: Second Class (5); First Class (6)

5-Mile Hike:

Thur: Tenderfoot (5); Second Class (3b) and (3d)

Dan Beard Overnight:

Thur: Tenderfoot (1bc); Tenderfoot (2abc)

Dan Beard (Continued)

DAN BEARD Sessions				
9:00 – 9:45	10:00 – 10:45	11:00 – 11:45	2:00 – 2:45	3:00 – 3:45
<input type="checkbox"/> Citizenship	<input type="checkbox"/> Citizenship	<input type="checkbox"/> First Aid	<input type="checkbox"/> Dan Beard Swimming	<input type="checkbox"/> Citizenship
<input type="checkbox"/> First Aid	<input type="checkbox"/> Outdoorsman	<input type="checkbox"/> Outdoorsman	<input type="checkbox"/> First Aid	<input type="checkbox"/> Outdoorsman
<input type="checkbox"/> Woodsman		<input type="checkbox"/> Woodsman	<input type="checkbox"/> Woodsman	

Dan Beard Scheduling Notes:

- Scouts can pick one skill per time slot. They can do a DB Skill OR participate in a merit badge
- MUST BE REGISTERED IN DOUBLE KNOT FOR DB SESSIONS, MERIT BADGES, HIKE and/or OVERNIGHTER!**
- We offer a 5-mile hike on Thursday. Scouts will gather for the hike at 2pm sharp on Thursday afternoon and **MUST** have close-toed shoes AND a water bottle. Scheduled Thursday afternoon sessions will continue during the Hike.
- Dan Beard Overnighter – Scouts will join the 5-mile hike, and camp overnight at the lake and finish the hike in the morning. Scouts' personal gear will be trucked to the lake so they do not need to carry it on the hike. (Make sure gear is labeled appropriately with scouts' name and troop number). Leaders must sign scouts (and participating leaders) up in advance with the Dan Beard Director so they are prepared for food, allergies and medications. Scouts should bring a sleeping bag, flashlight, swim trunks, towel and dry change of clothes.
- Dan Beard Staff at Resica Falls serve as skill instructors. It is the job of the unit leaders and boy leaders of the troop to ensure that the retention and comprehension of the skills taught is obtained.

