

1995 Troop Leaders' Camp Guidebook

HORSESHOE SCOUT RESERVATION

Camp Horseshoe



*Chester County Council
Boy Scouts of America*

1995 TROOP LEADERS' GUIDEBOOK

HORSESHOE SCOUT RESERVATION CAMP HORSESHOE

CHESTER COUNTY COUNCIL BOY SCOUTS OF AMERICA

SUMMER CAMP SCHEDULE FOR 1995	1
CAMP HORSESHOE	1
WEEKLY FEES	2
CAMPSITE RESERVATION FEE POLICY	2
FINAL CAMP FEES	2
REFUNDS OF CAMPING FEES	3
LEADER FEES	3
GETTING READY FOR CAMP	4
PROVISIONAL CAMPING (Lone Scout Program)	4
BSA REGISTRATION REQUIREMENTS	4
LEADERSHIP IN CAMP	4
INSURANCE	4
HEALTH CARE	4
GOVERNMENT MILK/FOOD PROGRAM	5
TROOP COMMITTEE RESPONSIBILITIES	5
SCOUTMASTER RESPONSIBILITIES	6
SCOUTMASTER PROGRAM PLANNING CONFERENCE	6
TROOP OUT-POST DAY PLANNING	7
PERSONAL PROPERTY	7
CAMP HORSESHOE DIRECTIONS	8
TROOP COUNTDOWN SHEET	9
CAMP POLICIES	9
UNIFORMS	10
A SCOUT SHOULD TAKE TO CAMP	10
LOCATION	11
FEES	11
MEDICAL FORM	11
EMERGENCY OR URGENT VISITS, VISITORS	11
CHECK-IN AND CHECK-OUT TIMES	11

CHECK-IN AND CHECK-OUT TIMES	11
MAILING ADDRESS	12
TELEPHONE	12
 CAMP ARRIVAL AND DEPARTURE	 12
CHECK-IN TIME	12
GETTING TO YOUR CAMPSITE	12
SCOUTMASTER CHECK-IN	12
SCOUT CHECK-IN	12
CAMPSITE PREPARATION	13
EVENING MEAL AND RETREAT	13
SUNDAY EVENING PROGRAM	13
LONE SCOUT CAMPER CHECK-IN	13
CHECK-OUT TIMES	13
CHECK-OUT REQUIREMENTS	14
STAKE-A-CLAIM	14
 YOUR COOPERATION IS REQUESTED	 14
WATER CONSERVATION	14
VEHICLES IN CAMP	14
LEAVING CAMP	15
ALCOHOLIC BEVERAGES AND DRUGS	15
SMOKING	15
FIREWORKS	15
STONE THROWING	15
PETS	15
PROPANE AND GAS STOVES AND LANTERNS	15
SHOES	15
 HEALTH AND SAFETY IN CAMP	 16
HEALTH SERVICES	16
DAILY HEALTH INSPECTION	16
DAILY BATHING	16
CAMPSITE INSPECTION	16
FIRES AND FIRE FIGHTING	17
CAMP-WIDE EMERGENCIES	17
LIQUID FUELS	17
 CAMP FACILITIES AND CUSTOMS	 18
MAIL SERVICE	18

DINING HALL	19
CAMP COMMISSARY	20
PROGRAM AREAS	20
RIFLE AND SHOTGUN RANGE	20
KINDNESS CENTER - HANDICRAFT	20
ROBERTS LODGE - NATURE LODGE	20
ARCHERY RANGE	21
AQUATICS	21
SWIMMING CLASSIFICATION TESTS	21
BASIC SUNDAY SCHEDULE	23
THE CAMP PROGRAM ON SATURDAY	24
HELPS IN PLANNING YOUR PROGRAM	25
PATROL ACTIVITY PERIOD	25
MORNING INSTRUCTIONAL PERIODS	26
SIESTA	26
AFTERNOON INSTRUCTIONAL PERIODS	26
EVENING ACTIVITY PERIODS	26
TENTATIVE SCHEDULE	27
HORSESHOE SPECIAL INTEREST PROGRAM	28
ADVANCEMENT IN CAMP	29
PRELIMINARY PLANNING	29
SKILL INSTRUCTION	29
ADVANCEMENT OBJECTIVE FORMS	29
MERIT BADGE PROGRAM	30
HORSESHOE MERIT BADGE TIME SCHEDULE	31
THINGS TO DO	32
RAIN PLANS	32
BASIC SKILLS INSTRUCTION PROGRAM	33
AWARDS AND RECOGNITION AT CAMP	34
RANK ADVANCEMENTS	34
CAMP AWARDS	34
AWARDS USING SUMMER CAMP EXPERIENCE	36
ORDER OF THE ARROW	37

HORSESHOE SCOUT RESERVATION

CAMP HORSESHOE - 1995

Scoutmasters and Parents:

This booklet is designed to make your summer camp experience as easy as possible and contains information and forms that you will need prior to your arrival at Camp Horseshoe as well as information concerning your stay in camp. Read it carefully and if you have any questions feel free to call Bill Hess at the Council Office (610-696-2900). If you feel that we have omitted any item(s) that should be part of this booklet, please feel free to bring it to our attention.

Several troops, while in camp, undertake major repair and maintenance of their camp sites. This is appreciated. If your troop adult leadership has any projects in mind, please review them with the Camp Director. We will attempt to partially fund suitable projects as funds permit.

There are several minor changes in our camp procedures and programs for 1995. These are listed below:

- Weekly fees have been increased \$5.00 to cover the increased cost of utilities, program supplies, and food.
- Leaders fees have been changed and are now \$50.00 per leader per week. All units are expected to have 2 adult leaders in camp at all times. Additional full time leaders are also expected to pay this fee. Drop-in leaders are expected to pay for their meals while in camp.
(NOTE: In order to meet the 2 adult leaders requirements, some troops split leadership time among several leaders so that there may be 2 or more adults filling in as a full time leader. Their fees would be covered in the \$50.00 per week fee.)
- Sunday lunch (turkey dinner) has been changed to 11:45 a.m.
- Sunday breakfast has been added back at 8:00 a.m. in the dining hall.
- Troops are expected to clear their sites by 1:15 p.m.
- Troop check-in will not begin until 2:00 p.m.
- At the time of preparation of this booklet it is anticipated that we will have a C.O.P.E. low course in operation this summer. In future years we plan to expand it to a high course.
- Safety Merit Badge has been dropped from the schedule.
- C.O.P.E. has been added to our program. (See How to Plan Your Camp Program section)

- First Aid Merit Badge classes are scheduled for 10:00 a.m. or 2:00 p.m.
- Personal Fitness Merit Badge is now offered at 3:00 p.m. at Headquarters.
- Remember, health forms will not be returned so bring duplicates to camp.

Glenn Runyon
Camp Director

Bill Hess
Reservation Manager

HORSESHOE SCOUT RESERVATION

The camp staff is making every effort to make this summer camp experience a happy and memorable one for every Scout attending. This *Troop Leaders' Camp Guidebook* has been prepared to assist you and your troop committee to plan and promote summer camp attendance.

SUMMER CAMP SCHEDULE FOR 1995

CAMP HORSESHOE

1st Period	June 25 - July 2
2nd Period	July 2 - July 9
3rd Period	July 9 - July 16
4th Period	July 16 - July 23
5th Period	July 23 - July 30
6th Period	July 30 - August 6
7th Period	August 6 - August 13

CAMP HORSESHOE CAMPSITES

<u>CAMPSITE</u>	<u>Capacity (As set up)</u>		<u>Leaders Bunks</u>
	<u>Min.</u>	<u>Max.</u>	
Boonesboro - 8 Boy Shelters	26	32	4
Carson - 8 Boy Shelters	26	32	4
Clifton Lisle - 2 Boy Tents	16	24	4
Conestoga - 2 Boy Tents	16	24	4
Crockett - 8 Boy Shelters	26	32	4
Dan Beard - 2 Boy Tents	36	40	4
Lenni Lenape - 2 Boy Tents	16	24	4
Octoraro - 2 Boy Tents	16	24	4
Roberts - 4 Boy Adirondacks	24	40	4
Rothrock - 4 Boy Adirondacks	20	24	4
Schramm - 2 Boy Tents	8	16	2
Sherwood - 8 Boy Shelters	26	32	4
Taylor - 8 Boy Shelters	26	32	4
Timberline - 2 Boy Tents	16	24	4

Campsites are arranged by patrols and are equipped with latrine, washstand, water faucet, patrol tarps, tables, steel spring cots and leaders' shelter or tent.

If a troop cannot meet the minimum capacity as outlined above, the Camp Director may relocate a troop to another site.

WEEKLY FEES

- ⇒ The camp fee includes accident and health insurance. (Out-of-council troops must provide proof of insurance. Claims must be made through your council.)
- ⇒ Troop campsite reservation fee is \$50.00, payable at the time the application is submitted. This fee is **NON-REFUNDABLE**, but will be applied to the final camp payment.
- ⇒ **\$175 per week** for each Scout camping **WITH HIS OWN TROOP**.
- ⇒ **\$185 per week** for each Scout camping **WITH LEADERSHIP PROVIDED OR ARRANGED BY THE CAMP** (Provisional Fee - Lone Scout).

A **\$10.00 non-refundable registration fee per Scout/per week** is due by March 31.

DISCOUNTED FEE SCHEDULE

- ⇒ **\$165 per week** for each Scout if paid by June 1, 1995 (July 1, 1995 for troops attending Camp in August).

CAMPSITE RESERVATION FEE POLICY

To hold a site after April 1, the council service center must have received:

- ⇒ The \$50.00 Campsite Reservation Fee
- ⇒ A registration fee equal to \$10.00 times the number of Scouts planning to attend camp.

Units failing to meet this requirement will no longer have a valid claim on the site, which may then be given to any troop which pays the required fees. THE \$10.00/SCOUT REGISTRATION FEE IS NON-REFUNDABLE. HOWEVER, it is transferable from one boy to another as a registration fee only and for the same camping period. Reservation and registration fees will be applied to the final camp payment.

FINAL CAMP FEES

Total camp fees must be received at the council service center, by June 1 for troops attending camp in June and July. (July 1 for troops camp in August). Final troop rosters must be filed with the camp director upon arrival in camp. **THE RATE FOR ALL FEES PAID AT CAMP IS \$175.00 PER BOY.** Troops will be assessed a \$10.00 forfeiture fee for each camper under the minimum capacity for the campsite.

REFUNDS OF CAMPING FEES

- ⇒ THE \$50.00 CAMPSITE RESERVATION FEE IS NON-REFUNDABLE.
- ⇒ THE \$10.00 PER SCOUT/PER WEEK REGISTRATION FEE IS NON-REFUNDABLE, BUT TRANSFERABLE FROM ONE BOY TO ANOTHER OF THE SAME TROOP FOR THE SAME CAMP PERIOD.
- ⇒ A Scout who attends camp and must leave before the end of the week, due to physical illness or injury, will receive a pro-rated refund, minus the \$10 per week registration fee. A scout sent home for disciplinary reasons, either by the camp or Troop will not be entitled to a refund.
- ⇒ If it develops that a Scout who has already paid a partial or full fee, cannot attend, he will receive a refund of his total fee minus the \$10 per week fee.

REFUNDS WILL NOT BE MADE UNTIL AFTER THE CAMP SEASON, WHEN CAMP ATTENDANCE AND PAYMENT RECORDS HAVE BEEN AUDITED.

LEADER FEES

Each leader spending the full week in camp will be assessed \$50.00/week fee. Drop-in leaders are required to check in at the camp headquarters upon arrival and will be assessed meal charges for the duration of their stay.

Daily Meal Charges (For temporary leaders)

Breakfast	3.00
Lunch	4.00
Dinner	5.00
TOTAL	\$12.00

GETTING READY FOR CAMP

PROVISIONAL CAMPING (Lone Scout Program)

This is an opportunity for the Scout whose own troop will not be camping, or the Scout who cannot come to camp when his troop does, or for the Scout who wishes to stay another week or more before or after his own troop goes to camp.

BSA REGISTRATION REQUIREMENTS

Only registered members of Scout troops or registered male youth members of Explorer units can be accepted as campers. Adult leaders in charge of units must be registered members of the Boy Scouts of America.

LEADERSHIP IN CAMP

- ⇒ The ideal way for a troop to camp at Horseshoe Scout Reservation is by patrols and under its own adult leadership. It is the responsibility of the troop committee to provide the best possible leadership.
- ⇒ The National Council of the Boy Scouts of America requires that each troop must have at least **TWO** registered adult leaders in camp at all times! **ONE OF THESE MUST BE 21 YEARS OF AGE OR OLDER!**
- ⇒ Additional full-time leaders are encouraged to attend. See **CAMP FEES**.

INSURANCE

- ⇒ Each paid camper is covered by Health and Accident Insurance. The insurance is included in the camp fee.
- ⇒ Out-of-council units will need to provide proof of insurance. Claims will be handled through their respective councils.

HEALTH CARE

All campers (Scouts and adults) are required to have their **HEALTH AND MEDICAL RECORD AND EVALUATION FORM COMPLETED WHEN THEY CHECK-IN SUNDAY AFTERNOON**. All Scout Health and Medical Record forms must be signed by a parent or guardian and licensed physician leaders should ensure that the troop's medical records comply with the following policy:

A health history revised within the past 12 months and a physical examination conducted within the past 36 months are required of each youth camper and adult under 40 years old. A copy of the physical form must be attached to the health history. A parent or guardian must attest to the validity of the health history and physical examination for those under the age of 18. Adults over 40 years old must show evidence of physical examination within the past 12 months.

Adults are required to meet the above requirements if their camp stay is in excess of 48 hours. This same requirement is enforced for stays less than 48 hours if the adult intends to participate in waterfront or other strenuous activities. A trained first-aider is on duty at all times and arrangements have been made with nearby hospitals and doctors to handle emergency treatment. The troop is responsible for providing an adult leader and transportation to the hospital or doctor for all non-emergency cases.

IMPORTANT NOTE:

THE CAMP IS NOW REQUIRED TO KEEP A COPY OF ALL MEDICAL FORMS WITH THE PERMANENT HEALTH LODGE RECORDS. Consequently, medical forms will NOT BE RETURNED at the end of the week. Troops should ensure parents are informed of this so that duplicates of the exams are obtained as needed. The camp will accept CURRENT copies of other Scouting Medicals (ie. Philmont or High Adventure Bases).

GOVERNMENT MILK/FOOD PROGRAM

The Chester County Council, B.S.A., participates in the Special Milk and Government Donated Food program for children at both camps and the council has assured the Pennsylvania Department of Education and the Bureau of Government Donated Foods that all campers in these camps are served milk and food regardless of race, color, religion, sex or national origin and there is no discrimination in the serving of milk and donated foods.

TROOP COMMITTEE RESPONSIBILITIES

- ⇒ **Promote camp interest, keeping parents advised of camp opportunities.**
- ⇒ **Select campsite and week you plan to attend camp.**
- ⇒ **Set up a camp savings program.**
- ⇒ **Make sure \$50.00 "Stake-A-Claim" is paid by Labor Day and \$10.00/boy by March 31.**
- ⇒ **See that remainder of fees have been collected and sent to the council service center by the due date (June 1 for June/July troops or July 1 for August troops).**
- ⇒ **Complete transportation arrangements to and from camp and inform drivers of route to camp with proper arrival and departure times.**
- ⇒ **Ensure that a troop leader attends camp leaders meeting for instruction and materials and that at least two adult leaders are in camp at all times.**

SCOUTMASTER RESPONSIBILITIES

- ⇒ Advise the troop leader's council in planning the troop's program prior to leaving for camp. See that several troop leader council meetings are held to determine things to be included in the program. Make sure the program is kept flexible and can be adjusted if changes must be made.
- ⇒ Counsel with boys who plan to earn merit badges so that a proper balance and variety is achieved in their program. Encourage boys to work on badges needed for their next rank.
- ⇒ Review progress goals for each Scout with patrol leaders. Plan skill instruction activities that will enhance individual advancement.
- ⇒ Ensure unit roster is complete and ready to turn in at camp. (3 copies - 2 to be turned in and 1 copy for troop records).

SCOUTMASTER PROGRAM PLANNING CONFERENCE

Each Scoutmaster is invited to dinner on Tuesday evening during the week prior to your troop's arrival at camp. Following dinner, you will have the opportunity to meet the key staff members and receive the latest word on camp programming. You will also receive a complete set of forms for your week at camp. They include: merit badge schedule, demonstration schedule, Standard Troop & Standard Patrol forms, night activities, and others. Leaders will also be able to sign up for program activities.

Reservations are recommended for the Tuesday evening meeting so we can have a number to plan for. Please contact the camp office at 717-548-2525 at Horseshoe so we can have a number to plan for. *Dinner served at 6:00 p.m.*** Feel free to bring your SENIOR PATROL LEADER along, also.**

Don't miss this opportunity to have everything planned and filled out in advance. Leave only a few details to complete at the troop leaders meeting Sunday evening at camp. All other planning can be completed at home with the help of your assistants. Troops coming from distant points and are not able to come to camp the week before the camping week, should phone the camp office and contact the program director for information concerning signing up for program activities.

TROOP OUT-POST DAY PLANNING

Thursday is a outpost day for all troops at Camp Horseshoe. Pick-up times for supplies will be announced at the Sunday evening leaders meeting. **Troops are encouraged to bring their own cooking equipment.** Menus may vary due to availability but will generally include a trail food breakfast, simple lunch, and a fresh food supper. Troops planning to do additional cookouts should make arrangements with the camp commissary at the beginning of the week (see CAMP COMMISSARY).

PERSONAL PROPERTY

The camp does not assume responsibility for damage or loss of any personal property brought to camp by a camper or adult. High insurance rates for this type of insurance makes it prohibitive to carry this type of coverage. Campers should be encouraged to bring locks to protect personal belongings in chests or duffel bags. Adults should be reminded to keep automobiles locked when parked. Special safe keeping of valuables is available at the camp office upon request. Tape players and large radios are not recommended.

Bows & Arrows: All Scout-owned bows and arrows must be checked in at the camp headquarters upon arrival at camp. All bows must be under 35 pounds pull and arrows must have target points.

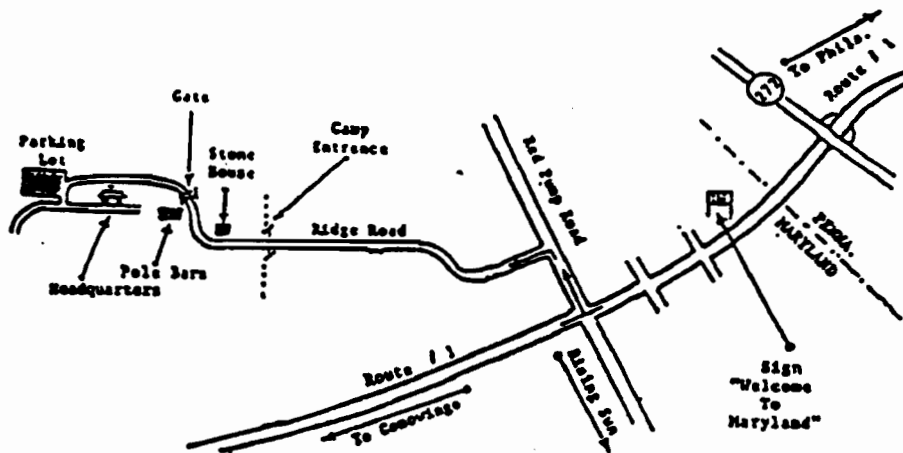
Rifles: NO PERSONAL RIFLES OR SHOTGUNS ARE ALLOWED IN CAMP.

VISITORS

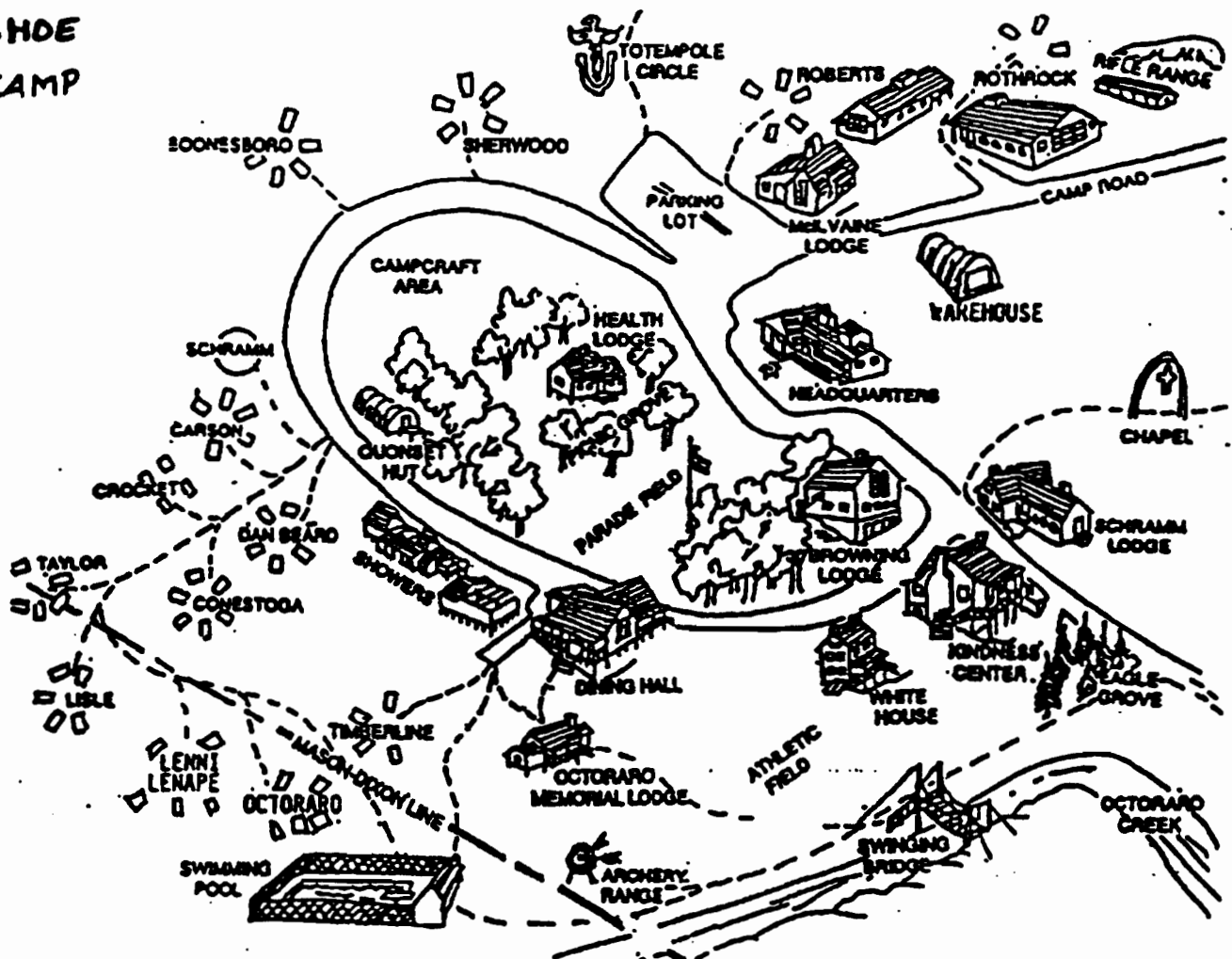
- **Weekday visits disrupt the camp program, and take the Scout from his scheduled activity and are therefore, not encouraged.**
- **Visitors or short term campers who expect to participate in any of the summer camp activities must file a Health History and Examination form. They must also be registered with the Boy Scouts of America. (See HEALTH CARE section.)**
- **Friends and parents of Scouts are welcome at Camp Horseshoe on Saturday from 2:00 P.M. until 10:00 P.M. Parents may bring a picnic dinner for themselves.**
- **Scoutmasters are encouraged to inform parents of these opportunities and ask them to cooperate and NOT VISIT CAMP AT ANY OTHER TIME.**

CAMP HORSESHOE DIRECTIONS

South on Route 1 approximately 2.5 miles past the Maryland State line, turn right on Red Pump Road opposite the Chevron Station. Turn left at the next road, Ridge Road, and follow it all the way to the camp.



HORSESHOE SCOUT CAMP



TROOP COUNTDOWN SHEET

By now you and your troop committee have completed the basic plans for camp. You have selected your troop site and week and have paid the \$50.00 site fee. Your committee has selected at least one assistant for you. The camp savings plan is underway.

BY MARCH 31

- ⇒ The troop treasurer pays fee of \$10.00 per Scout at the council service center.

BY APRIL 30

- ⇒ Leaders, committee and junior leaders review this manual.
- ⇒ Troop "Camp Parents' Night" is planned.

BY MAY 31

- ⇒ Troop committee contacts parents of Scouts not yet signed up for camp.
- ⇒ Troop leaders supply Scouts with personal equipment lists and medical forms.

BY JUNE 1

- ⇒ Treasurer pays balance of fees at council service center.
- ⇒ Scoutmaster holds troop leaders' council program planning session.
- ⇒ Scouts and parents are reminded of camp dates, equipment needs and medical forms.
- ⇒ Complete your unit advancement inventory.
- ⇒ Transportation plans are firmed up.
- ⇒ Troop scribe completes roster sheets.

ONE WEEK BEFORE TROOP ARRIVES AT CAMP

- ⇒ **SCOUTMASTER MUST CONTACT CAMP DIRECTOR IF UNIT WILL EXCEED MAXIMUM CAPACITY FOR THE SITE.**
- ⇒ Scoutmaster and senior patrol leader go to camp for dinner and a special program planning conference on Tuesday evening.
- ⇒ All Scouts and leaders have physical exams completed.
- ⇒ Scoutmaster holds final troop leaders' council meeting. Reviews programs and final check of equipment and transportation.

CAMP POLICIES

With Scouts living the Scout Oath and Law, only a few policies need be stated.

1. Shoes are worn at all times to prevent cuts and bruises.
2. No Scout or leader leaves camp without checking out at the camp office.
3. Fireworks are not permitted in camp.
4. **NO FLAMES, MATCHES, CANDLES, STOVES, ETC. IN TENTS.** Smoking or other use of tobacco in camp by Scouts is prohibited.
5. Alcohol or illegal drugs are not permitted in the camp.
6. Scouts and leaders are not allowed to bring pets to camp.
7. No personal radios or tape decks.
8. No water balloon launchers.

UNIFORMS

Scouts and leaders are encouraged to wear the Scout uniform while in camp. The uniform is not a requirement for participation. For those with limited number of uniforms, emphasis for wear should be placed on retreat ceremonies, evening meals, final campfire, religious services, boards of review and courts of honor.

A SCOUT SHOULD TAKE TO CAMP ...

This is a suggested list of itmes for your son to take to summer camp. Double check this list carefully and add what you feel is necessary from your troop's point-of-view.

CLOTHES

Scout Uniform(s)
2 pair Scout socks
6 extra sets underwear
Extra socks
T-shirts
Jeans or trousers
Pajamas
Raincoat/poncho
Hiking shoes (leather)
Casual shoes
Old sneakers (for tubing)

BEDDING

Air mattress or sponge pad
Sleeping bag
Pillow (optional)

SPECIAL

Mess kit
Canteen
Knife/fork/spoon

PERSONAL ITEMS

COMPLETED MEDICAL COPY

Spending money
Scout handbook
Pack, duffel bag or foot locker
Padlock
Notebook and pencils
Towels (2)
Soap, comb, toothbrush/paste
Flashlight/extra batteries/bulbs

OPTIONAL EQUIPMENT

Alarm Clock (Battery)
Camera and film
Compass
Scout Knife
Fishing Tackle
Musical Instrument
Religious reading

All equipment should be kept in a knapsack, duffel bag or camp box and every article marked with owner's name and troop number. Candles, fireworks and gas lanterns are prohibited.

LOCATION

Camp Horseshoe is located in the extreme southwest corner of Chester County on the Octoraro Creek where it crosses into Maryland. Camp Horseshoe is reached: Going south on Route 1, the third cross road after you cross the Maryland State line (approx. 2.5 miles) is Red Pump Road. Turn Right (note Chevron Station on the left). Turn left at the next road (short distance) which is Ridge Road. Continue on Ridge Road all the way into camp.

FEES - Camp Horseshoe 1995

\$175.00 per week per Scout camping **WITH HIS OWN TROOP OR ANOTHER CHARTERED TROOP** (camp fees may be discounted by as much as \$10.00 per camper for payment on time.) Full fees are due June 1 for troops attending camp in June or July or July 1 for troops attending camp in August. The Lone Scout Camper Fee is \$185.00.

MEDICAL FORM

All troop leaders and Scouts must have a current medical form. The BSA now requires for summer camp, medical exam by a physician within the last **36 MONTHS**, accompanied by an **ANNUAL HEALTH HISTORY** attested by parent or guardian. Adults 40 or over must have an **ANNUAL MEDICAL**. It must have both parent and doctor signatures. Parents should **keep** originals and send duplicates to camp. **Bring a COPY of the form to camp; it will NOT be returned.**

EMERGENCY OR URGENT VISITS, VISITORS

Parents who must see their sons because of an emergency or urgent situation can arrange to do so by coming to the camp headquarters. Please advise your son's Scoutmaster regarding where you may be reached while your son is in camp. Friends and parents are welcome at camp during check-in and check-out. Also, parents are invited on Saturday from 2 p.m.-10 p.m. for the afternoon activity and campfire. Picnic tables, drinking water and ample parking are provided. You are invited to bring a picnic lunch or dinner. Snacks/sodas are available at the camp trading post.

CHECK-IN AND CHECK-OUT TIMES

Check-in at Horseshoe begins at 2:00 p.m. on Sunday afternoon. After parking, Scouts should report directly to their troop site. Check-out on Sunday is an important day in camp and the last meal is Sunday lunch. Following worship, troops clean camps between 9:30 and 11:30 a.m. and check out after lunch. Troops are expected to clear their sites by 1:15 p.m.

MAILING ADDRESS

(Scout's Name) Troop # _____
CAMP HORSESHOE
1286 Ridge Road
Rising Sun, MD 21911

TELEPHONE

The telephone should be used only for an emergency. We can arrange to deliver messages to your son and have him call you back, but the distance to campsites makes it impossible to hold the line until your son can get to the phone. The number at Horseshoe is: 717-548-2525.

CAMP ARRIVAL AND DEPARTURE**CHECK-IN TIME**

Plan to arrive in camp between 2:00 p.m. and 2:30 p.m. on Sunday. Your first meal is the evening meal. Check-in procedures will not begin before 2:30 p.m.

GETTING TO YOUR CAMPSITE

Vehicles bringing your Scouts to camp will be greeted in the main parking lot. **All cars must park in parking areas**, well off the road so that other traffic can continue to pass through. If check-in occurs on a rainy day, advise visitors to wear footgear compatible with muddy paths. No roads into the sites will be open.

SCOUTMASTER CHECK-IN

Check-in at camp will be handled by the unit leader who should report to the camp office immediately upon arrival with registration forms and fee receipts. Any balances due should be paid immediately. **MAKE SURE YOUR SCOUTS HAVE THEIR MEDICAL RECORDS WITH THEM.** Leaders will be asked for **COMPLETED INDIVIDUAL TROOP ROSTERS**; one for camp, one for council and one for your record. (See Forms).

SCOUT CHECK-IN

A staff guide will conduct your unit to their campsite, where each Scout should leave his gear on his bunk, and immediately get into bathing trunks, shirt and shoes. Be sure that Scout has his medical record form with him. Scouts should turn in any medication brought to camp to the health lodge director. Each Scout should also take a towel along, since the swim test will follow. All Scouts and leaders will be classified according to their swimming ability at the pool in accordance with testing as shown in the Aquatics Section.

CAMPSITE PREPARATION

Unit leaders should rejoin their units as soon as possible after checking in and participate in the medical re-check and swim check. As time permits, Scouts should make up their bunks and stow their gear. Camp equipment (broom, shovel, rake, etc.) should be checked out from the Quartermaster. Fire buckets should be filled and duty rosters posted on the bulletin board.

LONG TERM PARKING

All vehicles and trailers must be returned to the main parking lot.

EVENING MEAL AND RETREAT

All check-in activities should be completed by 5:00 p.m. RETREAT is at 5:45 p.m. Scouts should assemble in campsites in full uniforms prior to leaving for the Parade Ground and Evening Retreat. Assigned waiters should be sent to the dining hall for duty at 5:30 p.m. Seven Scouts and a member of the camp staff or a unit leader will be seated at each table. Unit leaders should have seating planned before reaching the Dining Hall. (8 seats per table = 7 Scouts/1 leader or camp staff).

SUNDAY EVENING PROGRAM

Following the evening meal, all adult leaders will attend an important program planning meeting at camp headquarters at Horseshoe. This will also be an opportunity to meet key members of the camp staff. After dinner, your first-year campers will be taken on a staff-guided tour of the program areas of camp. Your experienced Scouts will remain in the troop site and be met by a staff member who will explain some of the special programs offered at camp. Following this program meeting, you and your assistants will join your troop for final setup of your site. This is a good time to check advancement goals and discuss patrol projects.

LONE SCOUT CAMPER CHECK-IN

Lone Scout campers should check-in at the camp office to receive instructions. Lone Scout participants should bring their medical form with them when checking in at the camp office.

CHECK-OUT TIMES

At Horseshoe, departure will take place on Sunday at 1:15 p.m., following lunch. Vehicles arriving to pick up Scouts should again be reminded to use proper parking areas and not to expect Scouts to be prepared to leave before 1:15 p.m.

CHECK-OUT REQUIREMENTS

Prior to the weekend, the unit leader will be given a "Site Check-Out" form, which will be a helpful guide in preparing to leave camp. Unit leaders will also be asked to take one of the major camp program areas for general "police-up". After final breakfast, the SPL should secure from the Quartermaster, a list of any equipment which the unit has not yet returned. Before leaving, a staff member will check your site and also check to see that all camp items have been returned. When your site is in good shape, the inspector will sign the last item on the check-out form and you are then free to leave.

- ⇒ Be sure you have all merit badge cards.
- ⇒ Be sure to settle your account at headquarters.
- ⇒ Be sure to make a last check of your mail box.
- ⇒ Be sure to pick up troop flag.
- ⇒ BE SURE TO "STAKE A CLAIM" FOR NEXT YEAR.

STAKE-A-CLAIM

Camp Horseshoe will again have available to troops camping on the Reservation the opportunity to "STAKE-A-CLAIM". Unit leaders may "Stake-A-Claim" for the same site for the same period for next year. Your claim can only be made while your troop is in camp. Units not staking a claim during your troop's encampment, lose all rights to the "Stake-A-Claim" and reservations must be made after Labor Day, on a first come, first served basis. The campsite reservation fee is \$50.00. The reservation fee must accompany the "Stake-A-Claim" application or be received at the council service center by September 1 or your "Stake-A-Claim" application is void. See summer camp "STAKE-A-CLAIM" instructions in the back of this book.

YOUR COOPERATION IS REQUESTED

WATER CONSERVATION

While our water supply is adequate, it is not unlimited. While in camp, we ask that a common sense attitude toward water conservation be observed. Please see that showers, fountains and water outlets are turned off when not in use. Leaders and staff showers will be available 24 hours a day but Scout showers will be closed 30 minutes after taps until 6:30 a.m.

VEHICLES IN CAMP

All program and administration sites are within convenient walking distance of each troop site. Ample parking area is provided in the central camp area and all vehicles must be parked in the main parking lot. Bicycles, skate boards, minibikes and motorcycles are not allowed at camp.

LEAVING CAMP

NO SCOUT OR LEADER IS PERMITTED TO LEAVE CAMP WITHOUT CHECKING OUT WITH THE CAMP OFFICE!

ALCOHOLIC BEVERAGES AND DRUGS

Alcoholic beverages are not allowed on council properties. Violators will be asked to leave. Illegal drugs are also not permitted and this rule is strictly enforced. If deemed necessary proper authorities will be notified.

SMOKING

Scouts are not allowed to smoke at camp. Adults are asked to exercise discretion among Scouts and use caution when in wooded areas. Smoking is not permitted in buildings, porches, or in tents.

FIREWORKS

Fireworks or any type of explosives are prohibited in camp for obvious safety reasons.

STONE THROWING

It's a temptation for Scouts to throw rocks down steep inclines or at the water but this can cause personal injury to other Scouts or damage to camp facilities.

PETS

Pets are not allowed in camp. This includes Saturday afternoon visitors.

PROPANE AND GAS STOVES AND LANTERNS

Adults ONLY may use propane stoves or lanterns. They must be used outside of tents and buildings and fuel must be stored in a locked container. No liquid gasoline stoves or lanterns are permitted.

SHOES

Campers and leaders must wear shoes when traveling around camp, particularly to the waterfront, to avoid possible foot injuries. Scouts participating in creek tubing or other creek activities must wear old shoes while so doing.

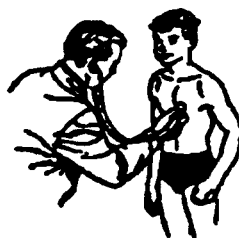
BOWS AND ARROWS

All bows and arrows must be checked in at the camp office upon arrival. Bows must be under 35 lbs. pull and arrows must have target points only.

HEALTH AND SAFETY IN CAMP

HEALTH SERVICES

Health lodge services are provided for the care and health of campers, leaders, staff and visitors. Any Scout having an accident or suspected illness must be taken to the health lodge by an adult leader immediately. All injuries must be cared for at the health lodge and not at the campsite. It is important that all accidents, illnesses, etc. be reported immediately to the health officer and an accident report filled out if insurance is to be valid.



MEDICAL SCREENING

The screening of each camper (Scout and adult) by the camp health officer upon arrival in camp is done at the health lodge. This does not take the place of the medical examination required before arrival in camp. Admittance to camp and participation in camp activities is dependent upon a completed health form, medical screening and the camp health officer's approval.

DAILY HEALTH INSPECTION

Daily health inspection of each camper and his personal quarters is a must. This is the responsibility of each unit leader. Early detection of potential health related problems ensures prompt treatment.

DAILY BATHING

Personal cleanliness is the number one item in the prevention of illness. There is no substitute for soap and water. Infections and troublesome skin eruptions such as poison ivy can be minimized with the use of naphtha soap.

CAMPSITE INSPECTION

Inspections are conducted daily by the camp staff. A clean camp is a most important factor in establishing and maintaining high morale in your unit while in camp. A SCOUT IS CLEAN. The troop Health and Safety Inspection Report form, found in the back of this book, itemizes conditions checked during the daily inspection. Units meeting standards throughout the week will be awarded the Clean Camp Flag for their efforts.

FIRES AND FIRE FIGHTING

The danger of fire exists everywhere in camp. The camp staff is prepared to handle fire fighting in camp, but you should be prepared to stop or slow the fire until help arrives. Fire Guard charts are furnished for posting in camp and should be inspected daily by 9:00 a.m. by the unit leader to see that responsibilities are assigned and carried out.

Water cans are furnished for each tent or lodge site. **Keep them filled at all times.** Add water each day to run them over, as it will help prevent mosquito breeding. Fire buckets and Indian pumps are for **fire fighting only.** They are not for water battles. If they have to be used, refill them promptly.

The Fire Guard Chart is to be posted, followed and **SIGNED** by 9:00 a.m. every morning to verify to camp health and safety inspectors that the inspection of fire guard equipment has been conducted. Failure to sign the Fire Guard Chart will result in an unsatisfactory mark for that day's campsite inspection. **No fires shall be left unattended at anytime, anywhere in camp.** A red fire water drum is in each site. It must be kept full of water and ready for fire fighting at all times.

CAMP-WIDE EMERGENCIES

In the event of a camp emergency, Scouts will hear continuous ringing of the bell, continuous sounding of the siren, and announcements over the public address system. Upon hearing this, all Scouts should report to their campsites, the Scoutmaster should take roll, and the SPL and one other Scout should be sent to Headquarters to notify camp officials that all are present. They will receive any additional instructions at Headquarters. Scouts should remain in their sites until the emergency is over (until the bell stops ringing).

HARD COVER ALERT: In the event of severe weather, a hard cover alert may be sounded. This is indicated by **FIVE RINGS** of the **BELL** followed by **FIVE BLASTS** of the **SIREN**, followed by a pause and then repeated. Upon hearing the hard cover alert, Scouts should report to the nearest, most secure roofed structure, and should remain there until the threat of a storm is over.

LIQUID FUELS

Stoves and lanterns requiring use of gasoline or kerosene may not be used in camp. LP gas lanterns and stoves may be used by adult leaders but not near tents.



CAMP FACILITIES AND CUSTOMS

CAMP HEADQUARTERS

The camp office and headquarters is the business center of the camp. Management and business details are handled there. It is open 9:00 a.m. - 10:00 p.m. daily. A pay phone is available for Scoutmaster use. Emergency calls can be taken at **717-548-2525** at Horseshoe.

MAIL SERVICE

Incoming Mail:

Each may unit pick up at Headquarters at Horseshoe after 2:00 p.m.

Outgoing Mail:

Leaves Headquarters daily around 10:00 a.m. Stamps, paper, envelopes and post cards are on sale at the trading post.

TRADING POST

The trading post is located in the Headquarters building. Scout supplies such as handicraft kits, Scout publications, notions, patches, stamps, miscellaneous Scout equipment and snacks are all available. The trading post will conduct business at the following hours:

9:00 to 12:00 - Scoutcraft supplies only

2:00 to 5:00 - Scoutcraft supplies/juice/health snacks

7:00 to 8:30 - Full service

Open for 1 hour after Saturday night campfire

Closed Sunday evening.

QUARTERMASTER SUPPLIES

The Quartermaster at Horseshoe located at the old quanset hut is open 9:00 a.m. to 12 noon and 2:00 p.m. to 5:00 p.m. for the issuing of tools and equipment. Some of the items available are liquid disinfectant, toilet paper, project tools, binder twine, overnight camping equipment, etc.

POSTCARDS OR LETTERS SENT HOME

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

DINING HALL

Satisfying hungry Scouts and leaders is the most important part of the dining hall operation. No Scout should leave the dining hall hungry, but it requires your cooperation. If your tables are given an insufficient quantity of food, please inform the dining hall steward. Seconds on many items are normally available. Meals in the dining hall are served at the following times:

Breakfast -	8:00 a.m.
Lunch -	12:30 p.m. (Sunday lunch is at 11:45 a.m.)
Supper -	6:00 p.m.

Dining hall conduct should reflect the habit of courtesy which is the mark of a Scout. The guidance of the troop leader will do much to make mealtime an enjoyable occasion. Scouts will be seated in the dining hall by patrols, with a troop leader or staff member, who will aid in establishing good table decorum. The serving method used at Horseshoe Scout Reservation is known as the host system. Each Scout has the opportunity to serve as a waiter. The waiter reports to the dining hall fifteen minutes before each meal (one half hour for supper), and is responsible for setting the table. He secures additional food, as may be needed, during the meal. He remains after dismissal to clear and clean the table, benches and floor. His table must be inspected and approved before he is dismissed. Troops and patrols are encouraged to lead a cheer in the dining hall.

GRACE AT MEALS:

Morning Grace - *"Gracious Giver of all good, Thee we thank for rest and food. Grant that all we do or say, in Thy service be this day."*

Noon Grace - *"Father, for this noonday meal, we would speak the praise we feel. Health and strength we have from Thee; help us Lord to faithful be."*

Evening Grace - *"Tireless Guardian on our way, Thou has kept us well this day. While we thank Thee, we request, care continued, pardon, rest."*

Meals are made available to visiting Scouters provided the camp is given four hours notice. Sorry, we can not provide meals for parents, spouses, and other visitors. Health regulations require that anyone entering the dining hall must have shoes and a sleeved shirt.

CAMP COMMISSARY

The Camp Commissary, at the back of the kitchen, is set up to provide food for demonstrations, troop and patrol cookouts, patrols cooking their meals outdoors and evening snacks. Many troops have made it traditional to have a late evening snack sometime during their stay in camp, serving hot dogs, watermelons, marshmallows, etc. Let us know your needs and we will do the buying for you, giving your troop the advantage of quantity buying power. **Menus for cookout meals must be turned in by 5:00 p.m. on Monday!** Pizzas will be available after 8 p.m., with 24 hour notice from the Horseshoe kitchen. First come, first served. A nominal fee will be charged.

PROGRAM AREAS

RIFLE AND SHOTGUN RANGE

- ⇒ Safety is stressed at all times on the range. Training and firing will be under the supervision of a qualified adult range officer.
- ⇒ No personal rifles or shotguns are allowed in camp.
- ⇒ Troop shoots are offered Monday through Friday from 9:00 a.m. to 10:00 a.m. Troop sign-ups will be accepted at the Tuesday evening Scoutmasters program planning conference and Monday morning with the shooting sports director.
- ⇒ 7:00 to 8:30 p.m. Monday, Tuesday, Wednesday and Friday, the range will be open for use. Campers shoot at a cost of 50¢ for 5 shots on rifle and 25¢ per shot at the shotgun range.

KINDNESS CENTER - HANDICRAFT

Kindness Center houses the Handicraft Department, offering all kinds of craft opportunities, in the lower part of the lodge. The upper level is used for rainy day activities; indoor campfires, games and stage shows. Art, Basketry, Indian Lore, Woodworking, Leatherwork, and Woodcarving Merit Badges are offered here.

ROBERTS LODGE - NATURE LODGE

Each summer, the Roberts Lodge is transformed into a complete Ecology/Conservation Center. Your Scouts will find an array of animals, reptiles, nature displays, reference materials and equipment for nature study. The Nature Lodge is open for parent visitation on Saturday evenings and Sunday afternoons.

ARCHERY RANGE

The archery range offers: Field Round, Scout Field Round, Junior American Round, Modified Chicago Round. The range is open daily for troop shoots, merit badge work and free shooting each evening. Scouts have the opportunity to earn recognitions from the National Archery Association.

Troop shoots are offered Monday through Friday. Troop sign-ups will be accepted at the Tuesday evening Scoutmasters program planning conference and Monday morning with the shooting sports director.

AQUATICS

All Scouts and leaders will be classified according to swimming ability at the pool during the Sunday check-in.

SWIMMING CLASSIFICATION TESTS:

Non-Swimmer -	(White)	Evaluation of swimming skills
Beginners -	(Red-White)	The Scout or leader enters the water by jumping in, feet first. He then swims 25 yards in one direction, stops, turns and swims 25 yards back to the starting point. This is a total of 50 yards in water over the swimmer's head.
Swimmer -	(Red-White-Blue)	100 yards as follows: swim 75 yards in strong manner using one or more of the following strokes: side, breast, trudgen or crawl; swim 25 yards on back with a restful stroke; rest by floating or if not buoyant, with just enough motion to stay afloat.

The Buddy System is used at all times and there are no exceptions to this rule. Leaders are asked to be sure each Scout understands the operation of the Buddy System at the pool and boat docks.

No Scout or leader will be allowed the use of the waterfront without a physical examination (pre-camp), clearance by the health staff for aquatics activities and a swimming test.

SWIMMING INSTRUCTION is offered during the instructional swim period, 11:00 a.m. each day.

Non-swimmer instruction is for Scouts who cannot swim, or who can swim a short distance, but not over 50 yards. The object of the instruction is to teach Scouts swimming fundamentals.

Beginner instruction is for Scouts who can swim 50 yards, but not 100 yards or those who failed the swimmer test because of lack of proper form or ability to do one of the required strokes.

Mile Swim offered at the pool on Thursday and Friday at 9:00 a.m.



BSA Lifeguard is for Scouts who have already passed the Merit Badges in Swimming, Lifesaving, Canoeing, Rowing and First Aid. Leaders must be able to pass similar skill tests prior to qualifying. This qualification is given on request. Please check with the Aquatics Director for more information.



Swimming Merit Badge is offered at the pool at 10:00 a.m. and 2:00 p.m. Attendance at both times is required. Scout must have some swimming ability before taking swimming merit badge. Red, white and blue is mandatory prior to taking this merit badge.

Lifesaving Merit Badge is offered at Horseshoe at 10:00 a.m. and 2:00 p.m. A Scout must have swimming merit badge before he may take lifesaving merit badge.

Free Swims - Troops may select either the 3:00 p.m. to 4:00 p.m. and/or 4:00 p.m. to 5:00 p.m. free swim time. No prior arrangements are necessary. The pool is open daily at these times for free swims with a break in between to change lifeguards.

Polar Bear Swim is a quick dip in the pool at 7:00 a.m. each morning. An award is given for Scouts or leaders who attend five days out of six.

Canoeing Merit Badge is limited to Scouts who are classed Swimmer. This badge should be taken by older Scouts who are able to lift a canoe over their head.

Rowing Merit Badge - Scouts with beginner swimming ability may start this merit badge but must be swimmer qualified by week end.

General Boating - The boat docks are open each evening for open boating from 7:00 p.m. to 8:30 p.m.

Tubing - Inner-tubing is offered Monday through Friday at Horseshoe from 7:00 p.m. to 8:30 p.m. on a troop sign-up basis. Sign-up can be done at the Tuesday program planning conference or Monday morning with the Aquatics Director. All Scouts and leaders must be red, white and blue to participate. Meet at the old quonset hut promptly at 7:00 p.m. Push off point will be at the underwater bridge and the pull out point will be at Taylor Beach.



HOW TO PLAN YOUR CAMP PROGRAM

CAMP HORSESHOE BASIC DAILY SCHEDULE

7:25 a.m.	First Call
7:30	Reveille - Everyone Up
7:45	Morning Color Ceremony at Campsite—Waiters to dining hall - ROLL CALL
8:00	BREAKFAST
8:45	Troop assembly at campsites-clean up site, air bedding, prepare for inspection.
9:00	Patrol Activity Period *
10:00	First Morning Instruction Period
11:00	Second Morning Instruction Period
12:00 p.m.	Troops assemble at campsites - ROLL CALL
12:15	Waiters to Dining Hall
12:30	LUNCH
1:00	Rest Period - Patrol Leaders Council
2:00	First Afternoon Activity Period
3:00	Second Afternoon Activity Period
4:00	Third Afternoon Activity Period
5:00	Troops assemble at campsites for evening colors - ROLL CALL
5:30	Waiters to dining hall.
5:45	Retreat Ceremony - FULL UNIFORM
6:00	SUPPER
7:00	First Evening Activity period
8:30	Second Evening Activity Period
9:45	Call To Quarters ++ ROLL CALL ++ Devotions
10:00	TAPS; Lights out; All Quiet!

* Activity Periods are opportunities for troop and patrol planned activities.

BASIC SUNDAY SCHEDULE All Scouts/Scouters to be in full uniform until departure on Sunday.

7:25 a.m.	First Call
7:30	Reveille
7:45	Waiters to dining hall
8:00	Breakfast at dining hall
8:45	Church call- assembly by troops.
9:00	Church service
9:30 - 11:30	Campsite clean-up and policing of camp
11:45	LUNCH & AWARDS
12:30 - 1:15 p.m.	Check out and depart from camp
2:00 - 5:00 p.m.	Check-In (medical re-check and swim test) (No units are to arrive at camp before 2 p.m.)
5:45	Retreat ceremony (all Scouts and leaders in uniform)
6:00	SUPPER
6:45	Camp leaders meeting - camp tours
7:00	Complete campsite set-up
8:30	Campfire
9:45	Call to Quarters
10:00	Taps - Lights Out, All quiet

THE CAMP PROGRAM ON SATURDAY

2:30 - 5:00 p.m.	Camp Wide Game: Paul Bunyan Field Day (Camp Craft) or Water Carnival (Pool) Depending on the week.
5:45	Retreat with OA Call-Out Ceremony
6:00 - 7:00	DINNER. Parents are invited to bring a picnic dinner to eat in the Picnic Grove. Unfortunately, there is not enough space in the camp dining hall to seat guests. (Drinks and snacks are available at the Camp Trading Post).
7:00	Turtle Derby (Parade Field or Nature Lodge if raining)
	Catholic Mass (Outdoor Chapel)
8:30	Ceremonial Campfire with Indian Pageant & Awards Ceremony (Campfire Circle)
10:00	Trading Post Open (Immediately Following Campfire)
	Taps

C.O.P.E.

C.O.P.E. is an acronym for Challenging Outdoor Physical Encounter. C.O.P.E. is a ropes course designed to develop skills in:

- | | |
|--------------------|--------------------|
| 1. Leadership | 5. Trust |
| 2. Program Solving | 6. Decision-making |
| 3. Communications | 7. Teamwork |
| 4. Self-esteem | |

The course will provide the opportunity for every participant to achieve success as an individual and as a member of a team. The course is not a timed type obstacle course instead it is a confidence course. Each participant decides how much or how far he can go. The emphasis is for the entire team to meet the objective.

The tentative course times will be Monday through Friday from 10:00 a.m. to noon. Depending on the participation the time may be expanded or two sessions offered. This occurs during normal merit badge time and thus it does not interfere with any troop activities. This will leave your older boys available for their roles in the troop.

The minimum age for participation is 14. This is a BSA requirement. The cost for participation has yet to be decided, the cost will be minimal (probably under \$15) and will include a T-shirt and certificate at the completion of the course.

C.O.P.E. is not a merit badge instead it is an opportunity for older scouts and scoutmasters to develop the seven qualities listed above. Since the sessions will only occupy two merit badge times, the participating scouts will still be able to earn badges offered at other times.

HELPS IN PLANNING YOUR PROGRAM

PATROL ACTIVITY PERIOD

The period from 9:00 a.m. to 10:00 a.m. each morning has been cleared of all camp-scheduled activities. No merit badge instruction, no training, etc. **JUST PATROL ACTIVITIES!** This will enable you to keep your troop leaders around the campsite long enough to work with patrol members on requirements for the Standard Patrol Award, without interfering with merit badge work.

All program departments will be open for patrols on a sign-up basis (to prevent overcrowding) to offer the following: materials and equipment for use in the program area or at the troop site, expert coaching for patrol leaders weak in certain areas or who just want new instructing techniques.

SOME OPPORTUNITIES:

Campcraft: hike precautions and preparations, mapping, follow map and compass, tracking, knife and axe, cooking, backpacking, knots and lashing, signaling.

Ecology/Conservation: wildlife, fishing skills, trees and shrubs, nature trail, conservation.

Handicraft: patrol plaques, patrol belt branding.

Quonset Hut: tools and supplies for Standard Patrol project work.

Aquatics: pool only available for troop *Safe Swim Defense* practice on a sign-up basis, boat dock open for boating and canoeing.

Patrols sign up for the patrol activity through their SPL, on Sunday night after dinner at the camp leader's council meeting. The SPL should talk to the department head concerning specific skill instruction needed or desired.



MORNING INSTRUCTIONAL PERIODS

Unit leaders should keep in mind that about two hours of activity must be planned for each morning between 10:00 a.m. and 12:00 noon. This is an excellent period for instruction and participation in the skill instruction program for younger Scouts. Older Scouts will want to select merit badge work. (See the merit badge schedule and skill instruction program.) Leaders need to plan and manage skill work for younger Scouts or schedule skill instructions with the campcraft or other departments. Check-off sheets with instructions are available for skill instruction at camp.

SIESTA

Siesta follows lunch and continues until 2:00 p.m. This is an excellent time for patrol leader's council meetings. All Scouts are to remain in their sites until 2:00. No program areas are open during the rest period. Only restful activities, please!

AFTERNOON INSTRUCTIONAL PERIODS

The afternoon activity periods cover three hours and includes time for a recreational swim, either 3:00 p.m. to 4:00 p.m. or 4:00 p.m. to 5:00 p.m. at Horseshoe. Built into this period is a wide variety of good Scouting. Schedule the facilities of the waterfront, nature area, hikes, or any other Scouting activity.

EVENING ACTIVITY PERIODS (FIRST)

The evening activity period is from 7:00 p.m. to 8:30 p.m. and is a good time for informal troop activities and sports programs. You may wish to challenge another troop to a ball game. The trading post is open for snacks. Three areas of camp are open for individual participation: boating, archery, and riflery.

SPECIAL EVENING EVENTS

- ⇒ Tuesday: 7:00 Inter-troop archery shoot (one Scout for field and one for action).
- ⇒ Wednesday: Immediately after dinner: Vespers (a non-denominational mid-week inspirational meeting with songs and stories.)
- ⇒ Thursday: 7:00 Inter-troop rifle shoot (one Scout for rifle and one for shotgun).
- ⇒ Friday: 7:00 An extra period for belt branding (Horseshoe Belts).
- ⇒ Saturday: 7:00 Turtle Derby (Scouts find a turtle).
- ⇒ Mon.-Fri.: 7:00 p.m. Troops may sign up for tubing and troop swims with the Aquatics Director.

EVENING ACTIVITY PERIOD (SECOND)

This activity period is from 8:30 p.m. to Call to Quarters (9:45 p.m.). It is the time for campfires, night games, mystery hikes, and special camp-wide activities. The camp staff provides a program on the following evenings:

- ⇒ Sunday: Opening campfire with songs, stories, staff skits.
- ⇒ Monday: Camp-wide activity/game.
- ⇒ Tuesday: Troop night - each troop plans its own.
- ⇒ Wednesday: Camp-wide activity/game.
- ⇒ Thursday: Troop night - plan your own.
- ⇒ Friday: Camp-wide activity/game.
- ⇒ Saturday: Ceremonial campfire/Indian pageant

CALL TO QUARTERS

Roll calls must be taken prior to each meal and at "Call to Quarters". This is a safety measure and should be done carefully, four times each day.

TENTATIVE SCHEDULE

It is not practical to complete in advance, a full program for the troop's week in camp. Start your program planning by making a list of all the things your troop would like to do in camp. Use the advancement objective sheet, things to do list and advancement requirements as working guides and include other fun types of activities. Most "finalizing" can be accomplished at the Tuesday evening leaders planning meeting during the week prior to arrival in camp (or on another night during that week if unable to make the Tuesday meeting). The camp staff will be available at all times to assist you and your troop in planning a full program.

HORSESHOE SPECIAL INTEREST PROGRAM



A MINIATURE TRAINING COURSE



From 4:15 p.m. to 5:00 p.m., Monday through Friday, there will be training sessions in seven activity areas. Your troop should send interested Scouts to take activities of their choice. Each afternoon, the same Scout will report to the same activity session to receive different phases of training in that activity. The purpose of the **SPECIAL INTEREST PROGRAM** is to develop a Scout's interest in a particular area of Scouting. Those who are selected should be chosen on the basis of interest only. (One exception: Aquatics). Each Scout who qualifies in his course, and whose performance is satisfactory to his instructor, will be awarded the badge of his training area. (Write in names of Scouts who will attend). Must attend 4 out of 5 days.

CRAFTS: The handicrafter should be a Scout who is handy with tools. He should be interested in helping other Scouts learn the many crafts available at camp. This program will include both the use of prepared kits and scrap-craft. (Fee is charged for this program, based on materials used).

AQUATICS: Participants must be at least classed "Swimmer" (red, white & blue). Will receive instruction on how to teach Scouts to swim, will assist the waterfront staff in troop swim periods and unit boating and canoeing. Learns the 8-point defense plan and how to conduct safe swims while on troop camping trips.

MARKSMANSHIP: Scouts will learn proper use and care of rifles. Range safety will be stressed. Instruction on how to teach other Scouts riflery. They will also learn about archery and archery equipment. (A fee is charged for supplies).

ECOLOGY/CONSERVATION: Special training in the development of unit nature projects. Scouts will assist in the care of the camp nature lodge. Training in all areas of nature and ecology will be covered.

FIRST AID: Scouts will receive special instruction in first aid skills, new methods of treatment, and care of first aid equipment will be stressed.

CAMPCRAFT: Instruction in specialized skills related to wilderness survival, repelling, backpacking, specialty cooking.

ADVANCEMENT IN CAMP

PRELIMINARY PLANNING

Preliminary planning of each Scout's camp advancement objective is necessary if he is to make the most of his camp experience. Special emphasis should be given to the rank advancement of Tenderfoot, Second Class, and First Class Scouts. The troop leaders should plan to give personal attention to those Scouts because of their advancement in camp as a troop responsibility. **ADVANCEMENT SHOULD BE THE NATURAL RESULT OF PARTICIPATION IN ACTIVITIES BASED ON SCOUTING SKILLS.**

SKILL INSTRUCTION

The camp has developed a skill instruction program for Scouts working on their Tenderfoot, Second Class and First Class ranks. A schedule of instructional periods for basic skills will be distributed to unit leaders at the Tuesday evening program planning conference. Troops may also wish to schedule skill instruction in their troop site with or without camp staff support. In addition, the Scout may go to some of the program areas for special skill demonstrations.

Advancement objective forms are provided in the back of this guide for the basic skills required for Tenderfoot through First Class. Some of the requirements must be started before coming to camp.

ADVANCEMENT OBJECTIVE FORMS

The advancement forms provided should be used as follows:

1. List names of Scouts in left-hand column.
2. Using your advancement record book, or the Scout's Record Book, draw a "/" mark in squares indicating requirements the Scout has not completed.
3. Discuss the "/"'s with each Scout. Show him why he needs to complete certain requirements to attain the next rank. Erase any "/" marks that the two of you feel cannot be passed.
4. After this is done with all Scouts attending camp, the total remaining "/" marks constitute the requirements which are your advancement objectives.

NOTE: Count the number of marks under each requirement. A sizeable number will indicate a subject which should be included in your program.

HORSESHOE SCOUT RESERVATION MERIT BADGE PROGRAM

- ⇒ Unit leaders can be most helpful by encouraging Scouts to complete certain requirements before coming to camp. They must bring materials like scrapbooks, collections, etc. required, with them to complete the badge with a camp counselor. With some advanced planning, certain badges can be earned in considerably less time in camp, thus giving the Scouts more free time.
- ⇒ If a Scout has not completed all the merit badge requirements by the end of the week, he will be given a certificate showing what he has accomplished, which he can use with his counselor back home.
- ⇒ Many Scouts will attempt to qualify for more merit badges than they have sufficient time to work on. This results in cancelled appointments and disappointments. Unit leaders may be helpful in counseling Scouts prior to arrival in camp to determine the number of merit badges each Scout should work on.
- ⇒ Scouts should be encouraged to bring merit badge pamphlets to camp for the badges they plan to take. **A supply of most pamphlets will be available for sale at the trading post.** Leaders may wish to counsel Scouts on which badges require possession of the actual merit badge pamphlet.
- ⇒ Scouts who are not First Class should concentrate on rank advancement while in camp and consider taking one merit badge at most.
- ⇒ Some special merit badges will be offered during the summer. Announcements relative to these badges will be made during the camp leaders planning meetings.

HORSESHOE MERIT BADGE TIME SCHEDULE

Archery	10:00 or 11:00 & 1 hour between 2:00 and 4:00 [Bow skill required & \$2.50 fee for materials]	Archery Range
Art	11:00	Handicraft Area
Astronomy	2:00 and 10:00 p.m. field observations (weather permitting)	
Basketry	10:00 [\$10.00 fee for materials]	Handicraft Area
Camping	11:00 and 3:00 {Req. 8A,C} 1 night outpost camp	Campcraft Area
Canoeing	10:00 to 12:00 {Red/White/Blue swimmer}	Boat Docks
Cooking	11:00 {Req. First Class}	Campcraft Area
Emergency Preparedness	11:00 & 3:00 {Req. 1 }	Picnic Grove
Environmental Science	10:00 or 3:00 and 2 hours/day in the study area.	Nature Lodge
First Aid	10:00 or 2:00 {Req. 1 & 2B}	Health Lodge
Forestry	11:00 {Req. 5A,B & 7B,C}	Nature Lodge
Geology	3:00	Nature Lodge
Indian Lore	3:00 {Req. 2 - recommended}	Handicraft Area
Insect Study	2:30 to 4:00	Nature Lodge
Leatherwork	2:00 {Req. 1 & 4B,D if selected} [\$6.00 fee]	Handicraft Area
Lifesaving	10:00 & 2:00 {Swimming Merit Badge}	Pool
Mammals	10:00 {Req. 4A,B,E if chosen}	Nature Lodge
Nature	11:00 {Req. 4-Birds B and Insects B}	Nature Lodge
Orienteering	2:00 + Some event time!	Campcraft Area
Personal Fitness	3:00 {Req. 8 & 9 must be done at home!}	Headquarters
Pioneering	10:00 and 2:00	Campcraft Area
Reptile & Amphibian Study	2:00 {Req. 8}	Nature Lodge
*Rifle Shooting	10:00 and 2:00 [\$5.00 charge for material]	Rifle Range
Rowing	2:00 to 4:00 {Red/White/Blue swimmer}	Boat Docks
*Shotgun Shooting	11:00 and 3:00 [\$15.00 charge for materials]	Rifle Range
Soil & Water Conservation	10:00 & 2:00 {Req. 7A,B,C}	Nature Lodge
Swimming	10:00 & 2:00 {Red/White/Blue swimmer}	Pool
Wilderness Survival	2:00 {First Class} 1 night outpost camp	Campcraft Area
Woodcarving	3:00 [\$6.00 fee for materials]	Handicraft Area
Woodworking	11:00 & 2:00 {Req. 1B, 5B if selected, & 6} [\$6.00 fee for materials]	Handicraft Area
Weather	3:00	Nature Lodge
Minimum age 12		

{ } brackets indicate requirements which MUST be completed prior to camp or are a prerequisite. PLEASE NOTE that in some cases a requirement is specified which is an optional one. This is an indication that the particular requirement CAN NOT be completed while in camp. If there is ANY NOTATION IN BRACKETS, it is highly recommended that the requirements be reviewed with the boy prior to arrival in camp.

[] brackets list any fees or other special notes. Other special badges may be offered. **ALL TIMES SUBJECT TO CHANGE.**

Rifle and Shotgun badges require considerable shooting. Scouts must purchase supplies at camp at a nominal charge.

THINGS TO DO

AQUATICS

Swimming/ Boating/ Canoeing/Lifeguard, B.S.A./Mile Swim/ Tube Trips/ Polar Bear/

NATURE

Fishing/ Star Gazing/ Wildlife/ Trees & Shrubs/ Edible Plants/ Field Trips/ Nature Trail/ Camp Explorations/ Demonstrations/ Rock Hike/ Turtle Derby

WOODCRAFT

Neckerchief Slides/ Shoe Racks/ Clothes Hangers/ Pot Hooks/ Broilers/ Plate Racks/ Book Ends/ Door Stops/ Paper Weights/ Rustic Furniture

EVENING EVENTS

Campfires/ Tall Stories/ Music Games/ Star Hikes/ Night Hikes/ Song Fests

HANDICRAFT

Leather/ Wood/ Basketry/ Gimp/ Painting

SCOUTCRAFT

Cooking/ Signaling/ Knife & Axe/ Compass/ Mapping/ Tracking/ Fire Building/ Merit Badges/ First Aid/ Pack Making/ Rappelling

SPECIAL EVENTS

Treasure Hunts/ Archery/ Fun Field Day/ Olympic Events/ Axe-yard/ Knot-yard/ Rifle Range/ Patrol Contests

HIKES

Bee Line/ Tracking/ Survival/ Signaling/ Mason-Dixon Line/ Photography

For Games - refer to the indexes of any of the following publications: *Scout Game Book*, *Boy Scout Handbook*, *Scoutmaster's Handbook*, *Fieldbook*, *Boy's Life* and *Scouting* magazines.

For the rainy day: woodcarving, soap carving, "bone-up" on advancement, games with paper and pencil, wet weather fire building, etc.

RAIN PLANS

As long as your Scouts have a dry change of clothing, your activities need not be confined indoors in bad weather. Some program areas (archery and rappelling) are closed for safety reasons. Check with the appropriate department to be sure.

THE CAMP PROGRAM GOES ON RAIN OR SHINE!

Trail Blazer

BASIC SKILLS INSTRUCTION PROGRAM



The Basic Skills Instruction Program is designed for first year Scouts and newly inducted Webelos Scouts.

It is designed to emphasize basic Scouting skills instead of merit badge advancement. Scouts using this program will concentrate on the basic skills necessary for advancement to Second and First Class. Scouts will receive a form indicating skill work they have completed.

The Scouts participate in the program in much the same manner as the merit badge program. They will remain in your troop for meals, rest period, evening activities, and recreational activities. The basic skills instruction is conducted in the Scoutcraft area.

This program is available starting Monday morning at 10:00 a.m.. It is designed to get new Scouts started on the right foot at camp. This basic skills program may be used by all who feel that it would strengthen their unit's program.

To participate in this program, your Scouts need only bring their official *Boy Scout Handbook* and basic Scout equipment (hiking shoes, sleeping bag, etc.) to camp. An instruction schedule will be distributed to unit leaders at the Tuesday evening program planning conference. **To prepare for this session**, it is highly recommended that troops complete a list of the number of boys needing instruction in each of the basic skills listed in the program (Use Basic Skills Program Work sheet in the back of this guide). Troops with five or more boys requiring the same skill should consider scheduling a special instruction session with the Scoutcraft Department.

This program is not intended to be an all or nothing program, but rather, each Scout can participate in those activities that will best meet his own personal and advancement needs. The basic hours of operation are Monday through Friday: 10:00 a.m. - 12:00 noon and 2:00 p.m. - 5:00 p.m. and 7:00 p.m. to 8:30 p.m. Some of the more popular instruction sessions will be scheduled more than once for your convenience.

AWARDS AND RECOGNITION AT CAMP

Participation in the summer camp program provides the opportunity to reward both individuals and units for jobs well done. Some awards are directly earned and awarded while at camp, while others include summer camp attendance as part of the qualifications.

RANK ADVANCEMENTS

Scouts who complete all of the requirements for a rank advancement should be acknowledged while in camp. The actual award may be presented at a troop Court of Honor later in the year or at a special one held in camp.

CAMP AWARDS

STANDARD PATROL AWARD

Awarded to natural patrols of at least four Scouts who satisfactorily complete the requirements listed on the application form in the back of this book. (The award is a shield plaque.)

STANDARD TROOP AWARD

Awarded to troops with at least two natural patrols OR 50% of their natural patrols in camp, all of which must qualify for Standard Patrol Awards and other requirements as shown on the application in the back of this book. (The award is a large shield plaque.)

CLEAN CAMP AWARD

Awarded to units meeting clean camp standards throughout the week. Units must pass inspection 5 of the 6 days to receive the award. (The award is a Clean Camp pennant.)

SILVER BUCKLE AWARD

Awarded to **ONE** Scout in each unit who is elected by his fellow Scouts as the outstanding camper displaying Scout Spirit and a good example of the Scout Oath and Law in action. The Scout must have been in camp for the week and the unit must have eight or more Scouts in camp. There is a nominal charge to cover the cost of the buckle. (The award is a silver plated Horseshoe buckle.) The Scout receiving the award must be under the age of 18. This award can be received only once.

CAMP HORSESHOE EMBLEM

Awarded to first year Scouts who met a high standard of performance during their week long stay at Camp. The troop leader is the sole judge as to the Scout's qualification. The following standards are suggested:

- ⇒ Conducted himself during the whole camping experience in accordance with the principles of Scouting as given in the Oath and Law.
- ⇒ Participated fully and wholeheartedly in the entire program of his patrol and troop.
- ⇒ Demonstrated good personal health habits and cared for his and the unit's equipment.
- ⇒ Helped to protect the property and wildlife of the camp.
- ⇒ Made an earnest and sincere effort to advance himself in the ranks of Scouting.
- ⇒ Accomplished such objectives the troop leader may have required.

Each first year camper is presented an emblem at no charge. Campers with more than one year are given a small totem indicating the year they camp. This is sewn around the circumference of the camp emblem. Unit leaders may purchase additional camp insignia and segments at the trading post.

TON-CA-COO BELT BRANDING

Evidence of little deeds is the system of belt brands used at camp. A Scout may purchase a leather belt at the trading post and begin to earn brands throughout the week. **Branding is done at the Camp Horseshoe Handicraft Area located in the Kindness Center. (SEE "TON-CA-COO" FORM FOR ALL THE INFORMATION)

RETREAT CEREMONY TROPHY

Awarded to the winning troop each evening. Troops are judged each night on their marching and uniform appearance. Marching will be judged on the following: in line, in step, full stride, arms free and swinging, proper uniforms, turns and overall smartness.

MILE SWIM

Opportunities to achieve this award are given to all red/white/blue swimmers on Thursday and Friday from 9:00 to 10:00 a.m.

POLAR BEAR SWIM

Awarded to Scouts who participate in the Polar Bear Swim five out of six mornings of the week at the pool at 7:00 a.m. A small segment is awarded to each Scout and leader who qualifies. Each troop leader is responsible for taking attendance of their own Scouts at Polar Bear.

100% PATROL AWARD

Awarded to each member of a natural patrol who has 100% of it's members in camp for the week. This award is made by Octoraro Lodge 22 Order of the Arrow. The patrol must be the natural patrol not a patrol formed for camp. (The award is a segment which may be sewn around the circumference of the camp emblem.)

AWARDS USING SUMMER CAMP EXPERIENCE

NATIONAL CAMPING AWARD

Basic requirements for the National award include:

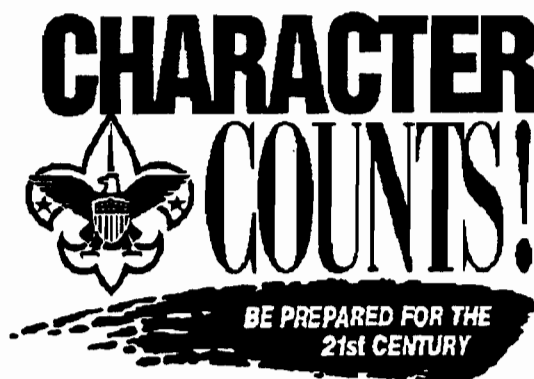
PATROL ACTIVITIES: Each patrol or troop participated in at least three of the following activities in the last 12 months: attend camporee, did a conservation project, held a day hike, attended a Scout retreat, conducted a project during anniversary week, conducted a parent/Scout campout, attended a Klondike Derby.

SHORT-TERM CAMP: All patrols in the troop were represented in four or more short-term camp outs during the past 12 months.

LONG-TERM CAMP: All patrols in the troop were represented in a long-term (6 or more consecutive days and nights) camp and at least 50 percent of the total boy membership of the troop attended.

QUALITY UNIT B.S.A.

The application for this award is submitted at the time of rechartering. One of the 8 test items include camping records for the previous year. At least 50% of your Scouts have 10 days and nights of camping during the year.



ORDER OF THE ARROW

The Order of the Arrow is composed of selected Scouts and Scouters chosen on the basis of the following statement of purpose:

PURPOSE OF THE ORDER OF THE ARROW

- ➔ To recognize those campers (Scouts and Scouters) who best exemplify the Scout Oath and Law in their daily lives, and, by such recognition, cause other campers to conduct themselves in such a manner as to warrant recognition.
- ➔ To develop and maintain camp tradition and spirit.
- ➔ To promote Scout camping. (It reaches its highest effectiveness when it functions as a part of the unit's camping program.)
- ➔ To crystalize the Scout habit of helpfulness into a life purpose of leadership in unselfish service to others.



The Order of the Arrow, W.W.W., serves not only to recognize and promote excellence in camping but also to perform worthwhile projects of camp improvement.

SCOUTER ELIGIBILITY

Once each year, troop committees have the opportunity to nominate one of their adult members to membership. Participation in the Ordeal Ceremony is expected.

SCOUT ELIGIBILITY

UNIT LEADER APPROVAL - To become eligible for election, a Scout must have the approval of his leader prior to the election.

CAMPING REQUIREMENTS - A Scout must have 15 days and nights of camping under the auspices and standards of the Boy Scouts of America. The 15 days and nights must include one long-term camp (6 consecutive days) within the two years prior to election.

FIRST CLASS REQUIREMENT - A Scout must be First Class to be eligible for election.

ELECTION PROCEDURES

To become a member of the Order of the Arrow, a Scout is chosen by vote of the young men in his unit. This is a unique feature of the Order since the majority of those who select their candidates for this honor are not members of the lodge. However, lodge members in the unit have a vote as well as nonmembers. Before the election, the OA team must secure from the unit leader, verification that at least 50% of the registered active unit membership is present. All eligible Scouts who receive votes from at least 50% of those who turn in ballots are elected. In the event that no one is elected, a second vote may be held immediately, and the result of this vote will be final. The election team members determine the maximum number of names a voter may list on his ballot by reading the following:

ELECTION CHART

Number of Scouts Eligible	Maximum Names on Ballot
1 or 2	1
3 or 4	2
5 or 6	3
7 or 8	4
9 or 10	5
11 or 12	6
13 or 14	7
15 or 16	8
17 or 18	9
19 or 20	10

21 or more Ratio of 1 to 2 (Rounded up)

The election team counts the ballots and enters the information on the Election Report.

CALL-OUT CEREMONY AT CAMP HORSESHOE

The Call-Out Ceremony at Horseshoe is held at retreat each Saturday night. All Order of the Arrow members in camp are encouraged to wear their OA sashes to the retreat that night. Candidates who have not been called-out will receive this recognition and a formal invitation to the next Ordeal. Please make arrangements for elections and call-outs through the camp chief.

CALL-OUT CEREMONY AT CAMP WARE

The Call-Out Ceremony at Ware is held at the Friday night campfire. All Order of the Arrow members in camp are encouraged to wear their OA sashes to the campfire that night. Candidates who have not been called-out will receive this recognition and a formal invitation to the next Ordeal. Please make arrangements for elections and call-outs through the camp chief.

OUT-OF-COUNCIL UNITS

Troops from councils others than the Chester County Council may take part in the call-out ceremony at camp, but must hold their election at home. **The election results must be accompanied by a letter from the home lodge, granting permission to hold the call-out at camp.**

EQUIPMENT CHECKLIST

TROOP EQUIPMENT TO BRING TO CAMP

- () Your troop Flag
- () Merit badge pamphlets (see Advancement In Camp)
- () *Troop Record Book* (for advancement and Scouts' records)
- () Troop tents for any gear storage or for out-post
- () Clothes-marking pen
- () Props for favorite stunts and skits
- () Troop library books: *Scout Song Book*, *Scout Handbooks*, etc.
- () Assorted hand tools for camp projects
- () Night lighting for latrines
- () Your best troop spirit and enthusiasm
- () Matches (No longer available through Commissary)

PATROL EQUIPMENT TO BRING TO CAMP

- () Patrol flags
- () Progress records for each Scout
- () Patrol and troop leadership handbook
- () Patrol Log Book (keep the Log going each year)
- () Overnight hike equipment (individual mess gear, canteen, etc)
- () Props for stunts and skits
- () Your best patrol spirit and enthusiasm
- () Patrol cooking equipment

SUGGESTED ITEMS FOR UNIT LEADER TO BRING TO CAMP

- () Electric or propane lantern (NO GASOLINE or KEROSENE)
 - () Stapler and extra thumbtacks for bulletin board
 - () Magic markers (red, blue, black, green)
 - () Alarm clock - spring wound
 - () Polyethylene sheets (for numerous uses)
 - () Cash box
 - () Folding chair and table
 - () *The Scoutmaster Handbook*
 - () **ADDRESSES AND PHONE NUMBERS OF PARENTS ON VACATION!**
 - () Your advancement objectives
 - () Your troop program ideas
 - () Skill training equipment
 - () **COPIES OF MEDICAL RECORD AND EVALUATION FORMS FOR EACH SCOUT AND LEADER.** (The forms must be completed and signed by a physician and the medical record side must be completed and signed by parent or guardian.) **We suggest all equipment be well packed and clearly marked with the owner's name and troop number.**
- The trails to campsites will not be open to cars.**

1995 FORMS

1995 CAMP HORSESHOE FEE PAYMENT TRANSMITTAL

To make proper arrangements for your experience at camp, we must have a camper count at least two weeks prior to your arrival in camp. **THIS TRANSMITTAL IS DUE JUNE 1** (for June and July troops) **OR JULY 1** (for August troops). All troops paying their fees **AT CAMP** will be charged the full fee of \$175.

TROOP _____ CAMPSITE _____ AT CAMP HORSESHOE

ARRIVAL DATE _____. WE WILL HAVE _____ SCOUTS AND
_____ LEADERS.

FEES:

- | | | |
|----------|--|---------|
| 1. _____ | Scouts x discounted camp fee (Paid by Due Date):
\$165 - Camp Horseshoe | = _____ |
| 2. _____ | Scouts x camp fee (Paid after Due Date):
\$175 - Camp Horseshoe | = _____ |
| 3. _____ | Leader insurance @ \$1.00 per Out-of-Council
Leader | = _____ |
| 4. _____ | Full time leader fees @ \$50.00 | = _____ |
| 5. _____ | TOTAL CAMP FEES (1+2+3+4) | = _____ |

CREDITS:

- | | | |
|----------|--|---------|
| 6. _____ | Reservation Fees Paid
\$50.00 Stake-a-Claim | = _____ |
| 7. _____ | Scouts x \$10.00 per Scout Fee | = _____ |
| 8. _____ | Other credits (Specify)
_____ | = _____ |
| 9. _____ | TOTAL CREDITS (6+7+8) | = _____ |

BALANCE DUE OR OVER PAYMENT

(Subtract Line 9 from Line 5)

= _____

INFORMATION:

- All full time leaders pay \$50/week
- Part time leaders pay daily meal fee
- Use separate transmittal for each week.
- Discounted fees apply only if paid in full by the DEADLINE DATE (June 1 for June/July troops or July 1 for August troops).

SUBMITTED BY: _____ POSITION: _____

HOME PHONE: _____ BUSINESS PHONE: _____

1995**\$10 Camper Commitment Fee Transmittal Due by March 31**

TO: Council Service Center

FROM: Troop _____ District _____ Council _____

Name _____ Position _____

Phone _____

This is to confirm our Troop's summer camp reservation at **CAMP HORSESHOE** for the

WEEK OF _____ IN CAMPSITE _____

We plan to have _____ SCOUTS and _____ LEADERS attend camp this

summer. Our check for \$ _____ is enclosed for \$10 per Scout Camper registration

fees. Make checks payable to **CHESTER COUNTY COUNCIL**.

CAMP HORSESHOE SITES	MIN.	MAX.
Boonesboro	26	32
Carson	26	32
Crockett	26	32
Sherwood	26	32
Taylor	26	32
Roberts	24	40
Rothrock	20	24
Dan Beard	36	40
Conestoga	16	24
Lenni Lenape	16	24
Clifton Lisle	16	24
Octoraro	16	24
Schramm	8	16
Timberline	16	24

REMINDER: To have exclusive use of a Troop site, a \$10.00 commitment fee per camper should be received by March 31. If the number confirmed is not greater than the stated minimum for the site, units may be asked to share the site or **SHARE A DIFFERENT SITE**.

Please send one copy of transmittal to:

Chester County Council, BSA

504 South Concord Road

West Chester, PA 19382

RETAIN ONE COPY FOR UNIT FILES

CAMP HORSESHOE

504 South Concord Road, West Chester, PA 19382
Telephone: (610)696-2900-Off Season (717)548-2525-Summer

STAKE-A-CLAIM - 1996

TROOP _____ of the _____ District, hereby Stake-a-claim for Summer
CAMP 1996 at _____ Campsite, Period # _____ Date _____
to _____ 1996!

- ☐ We agree to fill or be responsible for the minimum capacity of the above campsite which is _____ boy campers.
- ☐ We cannot fill the minimum capacity for the above campsite. We would have approximately _____ boy campers and would share the site with another troop.
- ☐ Attached is our \$50.00 reservation fee
- | | |
|-----------------|-------------|
| Receipt # _____ | Dated _____ |
|-----------------|-------------|
- ☐ Please apply our Camp fee overpayment toward the \$50.00 reservation fee.
- ☐ We will have our \$50.00 reservation fee in the Council Office by August 31, 1995 or this Stake-A-Claim application is automatically void.

Adult's Name: _____
(Print) (Signature)

Position: _____

Address: _____

Date: _____

Home Phone: _____ Business Phone: _____

STAKE-A-CLAIM is limited to the same site, same period, and can only be made during the week your Troop is in Camp in 1995.

Out-of-Council Troops may apply \$50.00 to hold the site they are now in for next season but if a Chester County Council Troop requests the site prior to the 1st Monday in September, the Out-of-Council Troop will have the site confirmed. (At that time, the \$50.00 fee could be applied to another open site).

This Stake-A-Claim is subject to review by the Council Program Assistant and/or the Reservation Manager.

**PLEASE COMPLETE TWO COPIES ... ORIGINAL FOR CAMP OFFICE &
COPY FOR YOUR TROOP FILE**

CAMP HORSESHOE

504 South Concord Road, West Chester, PA 19382
Telephone: (610)696-2900-Off Season (717)548-2525-Summer

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TROOP _____ of the _____ District, hereby Stake-a-claim for Summer

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- ☐ Attached is our \$50.00 reservation fee
- ☐ Please apply our Camp fee overpayment toward the \$50.00 reservation fee.
- ☐ We will have our \$50.00 reservation fee in the Council Office by August 31, 1995 or this Stake-A-Claim application is automatically void.

Receipt #

Dated

Adult's Name: _____

(Print)

(Signature)

Position: _____

Address: _____

Date: _____

Home Phone: _____ Business Phone: _____

STAKE-A-CLAIM is limited to the same site, same period, and can only be made during the week your Troop is in Camp in 1995.

Out-of-Council Troops may apply \$50.00 to hold the site they are now in for next season but if a Chester County Council Troop requests the site prior to the 1st Monday in September, the Out-of-Council Troop will have the site confirmed. (At that time, the \$50.00 fee could be applied to another open site).

This Stake-A-Claim is subject to review by the Council Program Assistant and/or the Reservation Manager.

**PLEASE COMPLETE TWO COPIES ... ORIGINAL FOR CAMP OFFICE &
COPY FOR YOUR TROOP FILE**

APPLICATION FOR THE HORSESHOE SCOUT RESERVATION STANDARD TROOP AWARD

Troop # _____ Council _____

of Patrols in Camp _____ Camp Week _____ Scoutmaster _____

Camp Standard Troop is a high honor based on assessment of three areas:

- ☐ **Patrols**
All Patrols must have earned the Standard Patrol Award.
- ☐ **Advancement**
The Troop must meet it's advancement objectives to the satisfaction of the Program Director.
- ☐ **Activities**
The Troop must:
 - Participate in all campwide activities (games, vespers, campfires, religious observance).
 - Conduct at least one Troop campfire program during the week (The program should exhibit scout spirit and live up to the high ideals of the Scout Oath, Law, Motto and Slogan.
 - Health. The Clean Camp Flag must be earned 5 of 6 days. All cases of illness must be reported to the Health Lodge immediately. On hikes or trips, trail first aid must always be followed by a check-up upon returning to camp.

NOTE: This application is due, in addition to the Standard Patrol Applications, Saturday before noon.

Adult Leaders:

Troop Leaders (Scouts):

Scoutmaster:

SPL: _____

Approved by:

Program Director

Date

APPLICATION FOR THE HORSESHOE SCOUT RESERVATION STANDARD PATROL AWARD

The _____ Patrol of Troop # _____ Camp week of _____

Patrol Leader _____ Troop Leader _____

The Standard Patrol Award will be made to a natural patrol, having in camp four or more regular members. The camp will present the award to each patrol that meets the following requirements:

- ☐ The patrol leader must register his patrol at the camp office, Monday morning from 9 to noon and re-submit.
- ☐ The patrol must keep a log of patrol activities during the entire week; it should be on 8-1/2 x 11 sheets of paper in diary form and not just a timetable. The log must be checked by the senior patrol leader and the Scoutmaster on Wednesday during rest period for a preliminary review, and at rest period on Friday for the final check.
- ☐ As a patrol, do a distinctive service for Camp Horseshoe as approved by the Program Director. A preliminary check will be made Wednesday. The project must be completed by Friday, 4:00 P.M. for final approval. Project: _____
- ☐ As a patrol, prepare and serve on or off your troop site, the following meals:
Breakfast (_____) Lunch (_____) Dinner (_____)

Date Date Date
- ☐ Cooperate with other patrols of the Troop in planning and conducting at least one troop campfire program. In the log, details must be included of the part the patrol was responsible for and successfully completed.
- ☐ The patrol must plan and carry out an effective patrol schedule utilizing the opportunities of the troop scheduled activity and Scoutcraft areas to the patrol's best advantage. The schedule must be posted in the patrol area by 10:00 A.M. Monday.
- ☐ The troop leader must approve and sign this form, as evidence that the patrol has participated in the whole troop program to his satisfaction and that the objectives have been met.

This patrol has qualified for the Standard Patrol Award in all requirements listed above, and as evidenced by our signatures.

SUBMITTED BY:

Patrol Leader

RECOMMENDED BY:

Troop Leader

APPROVED BY:

Program Director

Troop _____

District _____

Camp Dates _____ to _____ Council _____

Print Full Name (Last name first, alphabetically)	Address-Street, City, State, Zip	Phone	Rank	Age
SM				
ASM				
ASM				
ASM				
SPL				
2				
3				
4				
5				
6				
7				
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21				

PREPARE IN TRIPLICATE AND TURN IN TWO COPIES ON ARRIVAL IN CAMP

TROOP ROSTER - PAGE 2

Print Full Name (Last name first, alphabetically)	Address-Street, City, State, Zip	Phone	Rank	Age
22				
23				
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PREPARE IN TRIPPLICATE AND TURN IN TWO COPIES ON ARRIVAL IN CAMP

TROOP ROSTER

Troop _____

District _____

Camp Dates _____ to _____

Council _____

Print Full Name (Last name first, alphabetically)	Address-Street, City, State, Zip	Phone	Rank	Age
SM				
ASM				
ASM				
ASM				
SPL				
2				
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PREPARE IN TRIPLICATE AND TURN IN TWO COPIES ON ARRIVAL IN CAMP

Print Full Name (Last name first, alphabetically)	Address-Street, City, State, Zip	Phone	Rank	Age
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PREPARE IN TRIPLICATE AND TURN IN TWO COPIES ON ARRIVAL IN CAMP

CHESTER COUNTY COUNCIL

HORSESHOE SCOUT RESERVATION
TROOP ROSTER

Troop _____

District _____

Camp Dates _____ to _____

Council _____

Print Full Name (Last name first, alphabetically)	Address-Street, City, State, Zip	Phone	Rank	Age
SM				
ASM				
ASM				
ASM				
SPL				
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21				

PREPARE IN TRIPLICATE AND TURN IN TWO COPIES ON ARRIVAL IN CAMP

TROOP ROSTER - PAGE 2

Print Full Name (Last name first, alphabetically)	Address-Street, City, State, Zip	Phone	Rank	Age
22				
23				
24				
25				
26				
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PREPARE IN TRIPLICATE AND TURN IN TWO COPIES ON ARRIVAL IN CAMP

WAITER SCHEDULE**DINNER**

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Table 1							
Table 2							
Table 3							
Table 4							
Table 5							
Table 6							

BREAKFAST

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Table 1							
Table 2							
Table 3							
Table 4							
Table 5							
Table 6							

LUNCH

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Table 1							
Table 2							
Table 3							
Table 4							
Table 5							
Table 6							

NOTE: The first meal a Scout has Waiter duties is Dinner. The next day he will also waiter breakfast & lunch.

PROGRAM PLANNING CHART

TROOP

PATROL

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
7:30 a.m.	Reveille & Colors	Reveille & Colors	Reveille & Colors	Reveille & Colors	Reveille & Colors	Reveille & Colors
8:00	Breakfast	Breakfast	Breakfast	*Breakfast	Breakfast	Breakfast
9:00 to 10:00						
10:00 to 11:00						
11:00 to 12:00						
12:30	Lunch & Siesta	Lunch & Siesta	Lunch & Siesta	*Lunch & Siesta	Lunch & Siesta	Lunch & Siesta
2:00 to 3:00						
3:00 to 4:00						
4:00 to 5:00						
5:45	Retreat	Retreat	Retreat	Retreat	Retreat	Retreat & Tapout
6:00	Dinner	Dinner	Dinner	*Dinner	Dinner	Dinner
7:00 to 8:30			Vespers			
8:30 to 10:00	Campwide Activity	Troop Night	Campwide Activity	Troop Night	Campwide Activity	Ceremonial Campfire
10:00	Taps	Taps	Taps	Taps	Taps	Taps
10:00				*Cookout		

HEALTH AND SAFETY INSPECTION REPORT

TROOP# _____ LEADER _____

Each day the Health Services Director will visit the unit to check on general conditions, organization and cleanliness of the camp. He will use this form as a report of the visit.

A clean camp is required. Clean camp rating will be awarded to qualified units during the inspector's visitation.

If a clean camp rating is not awarded, then the Troop must correct the deficiencies before inspection the next day. The troop must earn the clean camp rating a minimum of 5 of the six inspection days.

Units meeting these standards will receive a clean camp flag to take home as a permanent award. Post this Health and Safety Inspection Report on the unit bulletin board. The Fireguard Chart MUST BE SIGNED FOR THAT DAY by inspection time. The following items will be checked daily.

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1. Shelters open & clean						
2. Bunks- made or bedding airing						
3. Personal Equipment neat & orderly						
4. Trails & Grounds clean (not raked)						
5. Latrine- clean & swept						
6. Wash Stand clean & swept						
7. Troop Equipment in good repair & place						
8. No damages to trees, equipment, or shelters						
9. Troop Fireguard Chart posted, signed and followed						

E = Excellent

G = Good

F = Fair

P = Poor

U = Unacceptable

ELIGIBLE FOR CLEAN CAMP FLAG

YES () NO ()

DATE _____

Camp Health Officer

BOY SCOUTS OF AMERICA

[illegible]

ADVANCEMENT OBJECTIVES FOR TROOP _____

FOR PERIOD _____ **TO** _____

Use this form to record your Troop's Advancement objectives for the week. Record the total number of skills and/or merit badges each Scout will be attempting to complete while at camp. Use the "done" column to record the actual number completed.

[illegible]

BASIC SKILLS PROGRAM WORKSHEET

Tenderfoot

Use the *Advancement Objectives Form* to determine the individual needs of boys in Troop. Transfer the number of boys who require instruction in each skill to the spaces below. This will give you an idea of which skill instruction sessions you will need to schedule first. The notation in [] is the designation for the Skills session- an S indicates it is a Second Class requirement, an F is First Class and a T is Tenderfoot. Note also that if "Troop" appears it means the Troop should handle this requirement. The Skills Instruction Schedule which is distributed during the Tuesday Evening Scoutmasters Program Planning Conference will list a number of 'pre-planned' instruction sessions. Use this schedule to put together your own Troop's schedule of basic instruction. **Example-** you have 6 boys needing Tenderfoot First Aid instruction. From the list below you note that it is a 'T11'. Simply locate an T11 session on the instruction schedule and mark it on your Troop's schedule. Special sessions may be scheduled with the appropriate department.

- ___ 1. Present yourself dressed for an overnight. Show how to pack gear [T1]
- ___ 2. Pitch a tent and sleep in it. [T2]
- ___ 3. Whip and fuse the ends of rope. [T3]
- ___ 4. Tie two half hitches and tautline hitch. [T4]
- ___ 5. Explain safe hiking rules. [T5]
- ___ 6. Raise lower and fold flag. [Troop]
- ___ 7. Explain buddy system. [Troop]
- ___ 8. Record fitness times. [Troop]
- ___ 9. Demonstrate Heimlich maneuver. [T9]
- ___ 10. Identify poisonous plants. [T10]
- ___ 11. Show first aid for: blisters and scratches, minor burns, bites or stings of insects, poisonous snakebite, and nosebleed. [T11]

BASIC SKILLS PROGRAM WORKSHEET

Second Class

Use the *Advancement Objectives Form* to determine the individual needs of boys in Troop. Transfer the number of boys who require instruction in each skill to the spaces below. This will give you an idea of which skill instruction sessions you will need to schedule first. The notation in [] is the designation for the Skills session- an S indicates it is a Second Class requirement, an F is First Class and a T is Tenderfoot. Note also that if "Troop" appears it means the Troop should handle this requirement. The Skills Instruction Schedule which is distributed during the Tuesday Evening Scoutmasters Program Planning Conference will list a number of 'pre-planned' instruction sessions. Use this schedule to put together your own Troop's schedule of basic instruction. **Example-** you have 6 boys needing Second class Compass instruction. From the list below you note that it is an 'S1'. Simply locate an S1 session on the instruction schedule and mark it on your Troop's schedule. Special sessions may be scheduled with the appropriate department.

- ___ 1. Demonstrate how a compass works. [S1]
- ___ 2. Demonstrate how to orient a map &
Explain what map symbols mean. [S2]
- ___ 3. Demonstrate care, sharpening and use of knife, saw and ax. [S3]
- ___ 4. Use tools to prepare tinder and fuel. [S4]
- ___ 5. Light the fire and assist with meal prep and cleanup. [S5]
- ___ 6. Select site and sleep in pitched tent. [S6]
- ___ 7. Participate in a flag ceremony [Troop]
- ___ 8. Participate in a one hour service project. [Troop]
- ___ 9. Identify 10 kinds of wild animals, birds, fish, reptiles. [S9]
- ___ 10. Show first aid for "hurry cases". [S10]
- ___ 11. Show first aid for the following: Object in eye, rabid animal bite,
serious burns, heat exhaustion, and shock. [S11]
- ___ 12. Explain safe swim defense and swim 50 yards using two strokes. [S12]

BASIC SKILLS PROGRAM WORKSHEET

First Class

Use the *Advancement Objectives Form* to determine the individual needs of boys in Troop. Transfer the number of boys who require instruction in each skill to the spaces below. This will give you an idea of which skill instruction sessions you will need to schedule first. The notation in [] is the designation for the Skills session- an S indicates it is a Second Class requirement, an F is First Class and a T is Tenderfoot. Note also that if "Troop" appears it means the Troop should handle this requirement. The Skills Instruction Schedule which is distributed during the Tuesday Evening Scoutmasters Program Planning Conference will list a number of 'pre-planned' instruction sessions. Use this schedule to put together your own Troop's schedule of basic instruction. **Example-** you have 6 boys needing First class Compass instruction. From the list below you note that it is an 'F2'. Simply locate an F2 session on the instruction schedule and mark it on your Troop's schedule. Special sessions may be scheduled with the appropriate department.

- ☐ 1. Find directions day or night without a compass. [F1]
- ☐ 2. Using compass, complete 1 mile orienteering course
which requires measuring height and/or width of items. [F2]
- ☐ 3. Cook breakfast, lunch and dinner. [F3]
- ☐ 4. Identify 10 kinds of native plants. [F4]
- ☐ 5. Tie timber hitch, clove hitch and square, shear
and diagonal lashings. [F5]
- ☐ 6. Use lashing to make a useful camp gadget. [F6]
- ☐ 7. Demonstrate tying a bowline and how it is used. [F7]
- ☐ 8. Show bandages for injuries of head, upper arm, collarbone, and
sprained ankle. [F8]
- ☐ 9. Show how to transport (alone and with one another)- a person
from a smoke-filled room and
a person with a broken leg for 25 yards. [F9]
- ☐ 10. Swim 100 yards using one resting stroke and two other strokes,
float for one minute. [F10]

ADVANCEMENT OBJECTIVES OF TROOP
FOR PERIOD_____ TO _____

Tenderfoot Requirements

Names of Scouts

1. Present yourself dressed for an overnight. [T1]
2. Show how to pack gear [T1]
3. Pitch a tent and sleep in it. [T2]
4. Whip and fuse the ends of rope. [T3]
5. Tie two half hitches and tautline hitch. [T4]
6. Explain safe hiking rules. [T5]
7. Raise lower and fold flag. [Troop]
8. Explain buddy system. [Troop]
9. Record fitness times. [Troop]
10. Demonstrate Heimlich maneuver. [T9]
11. Identify poisonous plants. [T10]
12. Show first aid for: blisters and scratches, minor burns, bites or stings of insects, poisonous snakebite, and nosebleed. [T11]

[illegible]

ADVANCEMENT OBJECTIVES OF TROOP
FOR PERIOD_____ TO _____

Second Class Requirements

Names of Scouts

1. Demonstrate how a compass works. [S1]
2. Demonstrate how to orient a map &
Explain what map symbols mean. [S2]
3. Demonstrate care, sharpening and use of tools (S3)
4. Use tools to prepare tinder and fuel. [S4]
5. Light fire/assist with meal prep/cleanup. [S5]
6. Select site and sleep in pitched tent. [S6]
7. Participate in a flag ceremony [Troop]
8. Participate in a one hour service project. [Troop]
9. Identify 10 wild animals, birds, fish, reptiles. [S9]
10. Show first aid for "hurry cases". [S10]
11. Show first aid for: Object in eye, rabid animal bite, serious burns, heat exhaustion, and shock. [S11]
12. Explain safe swim defense and swim 50 yards using two strokes. [S12]

[illegible]

ADVANCEMENT OBJECTIVES OF TROOP
FOR PERIOD _____ TO _____

First Class Requirements

1. Find directions day or night without a compass.
2. Using compass, complete 1 mile orienteering course which requires measuring height and/or width of items.
3. Cook breakfast, lunch and dinner.
4. Identify 10 kinds of native plants..
5. Tie timber hitch, clove hitch and square, shear and diagonal lashings.
6. Use lashing to make a useful camp gadget.
7. Demonstrate tying a bowline and how it is used.
8. Show handages for injuries of head, upper arm, collarbone, and sprained ankle.
9. Show how to transport (alone and with one another)- a person from a smoke-filled room and a person with a broken leg for 25 yards..
10. Swim 100 yards using one resting stroke and two other strokes, float for one minute.

Names of Scouts

[illegible]