

RESICA FALLS SCOUT RESERVATION • CRADLE OF LIBERTY COUNCIL, BSA

# Program Guide

SUMMER 2023



**Important Information Needed to Plan Your Stay in Camp**

*Including Merit Badges, Afternoon Adventures, Themed Activities,  
Schedules, and General Information*



# Welcome

February 2023

Fellow Detectives,

The case is wide open and it is up to you to follow the clues to unlock the Mystery at Resica Falls! This guide will serve as an invaluable resource as you prepare for a successful stay at camp. Scouts, adult leaders, and parents alike will find within these pages key information related to advancement, camp operations, and health & safety, as well as schedules and overall program details.

We are excited your unit has chosen Resica Falls for your summer camp home in 2023. A top-notch staff is being selected and we are working hard to create an amazing summer camp experience for all. Read each page carefully to fully understand what changes are in store for our summer, but a few highlights include:

- An updated check-in experience that includes more flexibility for the many aspects of a busy Sunday in camp, including a buffet dinner.
- The continuation of online merit badge records, medical rechecks at Resica Elementary School, and exciting Twilight Programs like Night Owl Swim.
- Modifications to our Afternoon Adventures program that includes advanced sign-up for high-interest activities and the opportunity for limited afternoon merit badges.
- The return of the Wednesday evening Campers Campfire at the Richards Arena.
- An all-inclusive camper fee with no additional fees needed for merit badges.

Use the entire guide as a reference in planning your stay in camp. Review all of our camp policies and procedures. They are based on the principles of our Scout Oath and Law and are meant to ensure that camp operates safely, effectively, and enjoyably for everyone during their stay at Resica Falls. Whether you are a first-year camper or a seasoned veteran, we are committed to meeting your individual needs and expectations.

Be sure to keep all information in Black Pug – our online registration system – accurate and up to date. If you have any questions concerning your stay at Resica Falls, do not hesitate to contact us via email. You may also contact the Cradle of Liberty Council Camping Office at (610) 688-6900 or [camping@colbsa.org](mailto:camping@colbsa.org). We are here to serve you. Thanks for your timeless dedication to Scouting, and we look forward to seeing you in camp.

Yours in Scouting,

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# Program Guide

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Version 3.1 - 2/14/23



# History of Resica Falls

**S**ituated in the beautiful Pocono Mountains, Resica Falls Scout Reservation is a 4,200-acre Scouting Paradise. Set in an endless track of mountain trails, clear streams, and waterfalls, Resica has an amazing program of activities for Scouts to enjoy during their summer camp experience and beyond. This paradise is home to hundreds of different trees, plants, and animals, and to over 2,000 Scouts and Scouters each summer.

In 1957, the Valley Forge and Philadelphia Councils entered into a joint venture to develop this magnificent piece of land into a camp for Scouts to enjoy for generations to come. Although the Valley Forge Council would become the sole proprietor of the property in 1965, these same two councils would merge in 1996, creating the Cradle of Liberty Council. The Council would later enter into a land trust agreement, preserving the property forever as an undeveloped forest for Scouting use. In 2022, Resica Falls celebrated its 65th anniversary.

The camp capacity for 2023 will be 500 scouts each week in our Dining Hall operation. The Ranjo Clock Tower serves as a central meeting place outside the Dining Hall on the Parade Field. The camp boasts three shower house facilities that can accommodate both male and female campers and leaders. Our pool features a three-story water slide and Lake Roger – a 27-acre lake – is home to a trampoline and other

aquatic park features, in addition to sailing, canoeing, kayaking, fishing, and rowing. Since 2010, we have significantly upgraded the following program areas in camp: Rifle & Shotgun Ranges, Archery Range, Handicraft, STEM Center, Shop, ATV Course, and the COPE & Climbing Course. Since 2014, we have been upgrading our campsites with new tents, platforms, picnic tables, and carport canopies. The Richards Arena, our campfire amphitheater, seats up to 900 people and is state-of-the-art in lights and sound.

Today, Resica Falls remains committed to excellence in the areas of program development, facility improvement, and customer service. This year, we've continued to make improvements in our campsites, and are rehabbing several cabins for both summer and year-round use. Tens of thousands of Scouts have enjoyed an experience among the hidden natural treasures, creating memories that will last a lifetime. Join us and see the adventure that awaits!

# Troop Planning Countdown

**T**he steps below will help guide you through your planning process in preparation for your summer camp experience at Resica Falls this summer. The key to a successful week in camp is planning and preparation. The more you plan and the better you prepare, the more successful the week. Remember the key to planning a successful program is to involve the whole troop and the most important ingredient is fun.

The greatest feature of the Resica Falls program, as we are sure you will discover, is its flexibility. Please remember, you are the reason for us being here and we will strive to make your week at camp a success. Our goal is to maintain the highest standards, address the smallest detail, and go the extra mile. This is what Resica Falls quality and excellence are all about.

Begin the process by reading the entire Program Guide. We realize that the sequence of events below may be different in each Troop.

1. Your reservation has been made through Black Pug and you have a plan for securing the total camp fees from each of the Scouts so that you can pay the balance by May 15th. This includes collecting and paying a total of \$150.00, per Scout by April 1st to unlock Merit Badge & program registration.
2. You need to have a serious discussion with yourself and the other adults in your unit. "What do I want to accomplish as Scoutmaster? How can I ensure a well-organized, balanced program for summer camp...a program that will enrich the life of each Scout and, at the same time, strengthen our patrol and troop organization for year-round operation? What are the goals for my troop?" Meet with your Patrol Leaders Council (PLC) as part of your camp planning process to help them set their goals as well
3. Confirm patrol organization for summer camp. "Natural" patrols, which operate all year, are the most desirable. If this is impossible, create new patrols for the summer camp experience. Organize your patrols well before camp.
4. If you have not already done so, conduct a Camp Parent's Night in your troop to present camp plans and share with Scouts and parents information about our camp, program highlights, adult leadership, physical examination, fee payment, etc. Distribute medical forms. Contact the Council Camping Department for assistance with any issues or check out [www.resicafalls.org](http://www.resicafalls.org)
5. **FIND OUT WHAT THE SCOUTS WANT!** Ask them, don't just guess. Some things they will want to do on their own, other things by patrol and others with the whole troop. Have each patrol meet to list its ideas in each category. Survey the troop for special program requests- i.e. swimming, canoeing, hiking, etc.
6. Review your troop's advancement records to determine each Scout's advancement needs. Give each Scout a copy of the merit badge opportunities. Have them select the merit badges they wish to pursue at camp, then discuss the advanced preparation necessary for each badge. Don't forget about our older Scout programs such as High Five, and ATV, as well. Be sure to have the Scouts prepare for what they plan to do. For example, those participating in the Resica Ranger program should review requirements for Scout through First Class. Remember, be prepared! Remember, Merit Badge & program registration opens on April 1st.
7. Attend our first Resica Falls Leaders Update via Zoom Webinar on Monday, February 27th, 2023. We will be highlighting many changes made to our camp-wide program as well as reviewing general camp procedures and policies Sign up to participate at [www.resicafalls.org/leaders-update](http://www.resicafalls.org/leaders-update)
8. Complete the Pre-Camp survey by Friday, June 2nd. The survey can be found in Black Pug starting April 1st and will be used to provide additional registration details and to make any special requests to the Camp Leadership team about your week in camp."
9. Follow up on the Scouts that have not signed up for camp. Sell them on going because of the program you have planned.



# Troop Planning Countdown (Continued)

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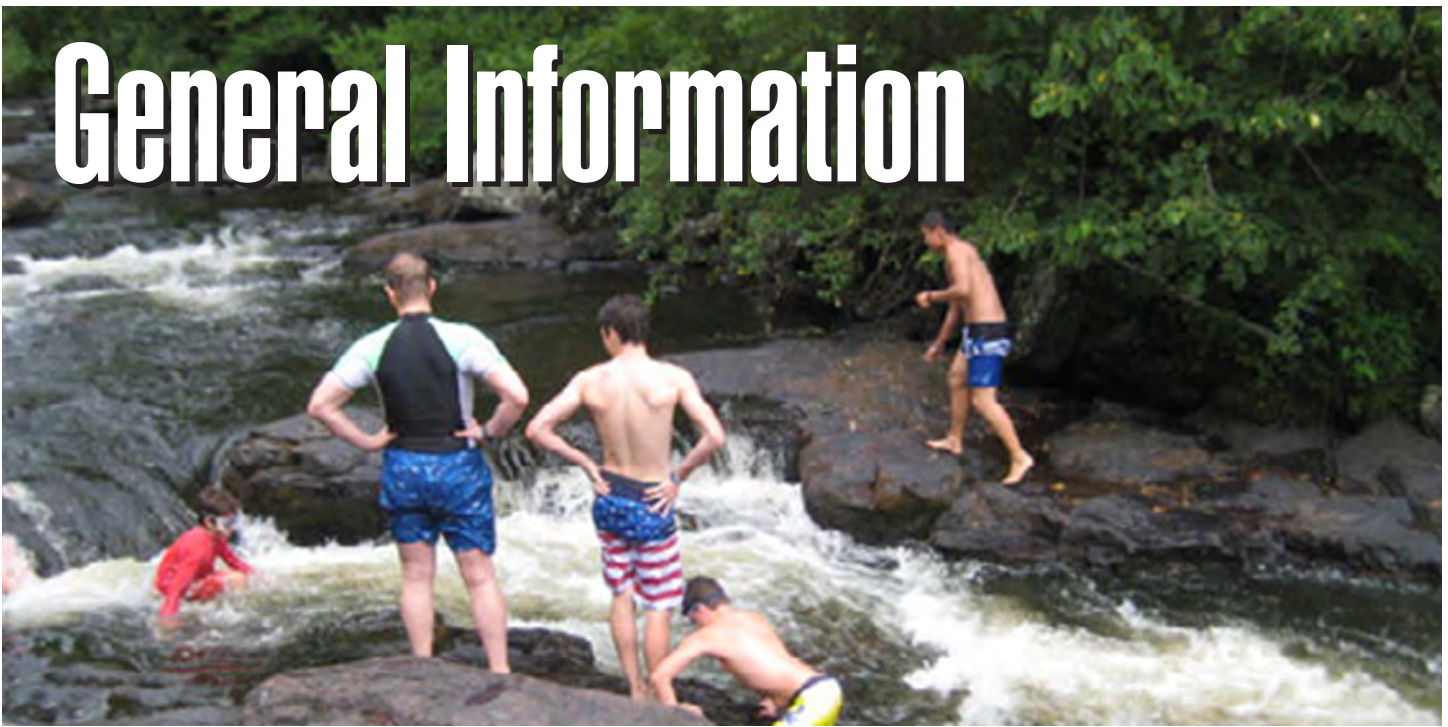
10. Attend our Resica Falls Leader updates with your Senior Patrol Leader on Tuesday, April 19th and Thursday, June 1st for continued updates and information regarding program and check-in. Sign up information for the Zoom webinars will be shared later in the spring.
11. Pay the balance of camp fees owed no later than May 15th.
12. Finalize your troop roster of those attending camp. Obtain home addresses and telephone numbers of all Scouts (including parents' vacation address and phone number) or that of nearest relative, for use in emergencies. Keep all details in Black Pug up to date as this will serve as your unit's roster in camp. Confirm that all Scouts and adults attending camp are registered members of the BSA and that Youth Protection Training is up to date for all adults.
13. Collect and review medical forms for all Scouts and leaders attending camp. Check for completeness of all information, with CURRENT parent's and doctor's signatures and dates. See the Medical Form Instructions on page 13 of this Program Guide for more details.
14. Arrive at the Resica Elementary School on Sunday at your designated time – this time is critical for a smooth and safe check-in experience at camp.
15. When you arrive at camp you will be assigned a program commissioner who is there to help you implement your troop's program.
16. Encourage any Scouts who want to experience the magic Resica Falls has to offer to sign-up for a second week as part of our Resica Troop One provisional program. A discounted rate will be applied for this special program, offered during Weeks 4, 5 & 6 of camp. Find out more at [www.resicafalls.org/troop-one](http://www.resicafalls.org/troop-one)

# Sunday Checklist For Camp Leaders

## CHECK FOR:

- ☐ BSA Annual Health and Medical Record, Parts A, B, & C. Mandatory for each Scout and Leader with Parents' signature and Medical evaluation signed by a certified Healthcare Provider within twelve (12) months preceding the last day of your week at Camp. No one will be classified for swimming until the Medical Re-check is completed. No physical examinations can be done at Camp. This **MUST** be done before arrival in Camp; otherwise, the Scout or Scouter must return home. Only **ONE** copy needs to be brought to camp.
- ☐ Drug Administration Record Forms 2 copies for everyone.
- ☐ Unit Medication Storage Release Record for units wishing to distribute their medications in the site.
- ☐ Make a list of any medications to be turned in to the Camp Health Lodge during medical re-checks for your records. Troop # - Name of Scout - Name of medication - Time(s) to be taken.
- ☐ Have copies of receipts for all prior fees paid.

# General Information



## **RESICA FALLS SCOUT RESERVATION**

Is an official camp of the Cradle of Liberty Council, Boy Scouts of America. It is operated for the benefit of registered Scouts and Scouters in accordance with all standards of Scout Camping. Rules for acceptance and participation in the program are the same for everyone without regard to gender, race, color, creed, or national origin. Every precaution is taken to ensure the safety of all campers, and every effort is made to make their stay productive and pleasant. This camping season marks another year of development in our camp. You will find new programs and facilities and you will see many improvements and refurbishments.

***THE CAMP DIRECTOR MAY, FOR VIOLATION OF CAMP POLICIES, DISMISS INDIVIDUALS FROM CAMP AT ANY TIME.***

**CAMP LEADERSHIP:** It is the policy of the Boy Scouts of America that at least two (2) adult leaders, both of whom must be 21 years of age or older, attend summer camp with your Troop. Ideally, the Scoutmaster is the best choice for camp leader; female units must have at least one female leader. **All adults coming to camp must be registered in Scouting and must have completed Youth Protection Training.**

**UNDERSTANDING:** The Camp Leader is in charge of the Troop at all times, and is responsible for the conduct of their Scouts. Scoutmasters must know of Scouts who need special attention due to physical challenges or personal problems (heart disease, excessive shyness, allergies, etc.).

Scouts are expected to be in their respective campsite no later than 10:00 pm each evening and under the supervision of an adult leader. Scouts may only leave their campsite after 10:00 pm when accompanied by an adult leader. In addition, during camp-wide events, such as meals, campfires and ceremonies, Scouts are expected to be with their troop and under the supervision of an adult troop leader. When Scouts are in the troop campsite, there should always be adult leadership present. At no time should Scouts be in the campsite of another troop without permission/invitation.

**RELEASE OF CAMPERS:** To ensure the safety of all campers, any Scout who leaves camp prior to the normal departure time on Saturday morning with their unit will only be permitted to leave under the auspices of an adult approved by the parents of the Scout as listed on the bottom of Part A of the BSA medical form. This section of the BSA medical form lists all adults authorized by the parents, with whom their child may leave camp, as well as those who their Scout cannot leave

# General Information (Continued)

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with. A Scout Leader should escort the Scout to the Camp Office to sign out and confirm that the person there to pick-up the Scout is listed on the medical form as being authorized by the parents to do so. If the whole unit is leaving before Saturday morning, please make sure to coordinate your early departure with the program commissioner and the camp director.

**LAW OF THE CAMP:** Is the Scout Law. Simple yet all inclusive.

Prohibited items include all forms of alcoholic beverages (including non-alcoholic beer), marijuana, illegal drugs, depressants, stimulants, and sheath knives of any form. Violators, whether Scouts or adult leaders, will be asked to leave camp.

**DAMAGE TO CAMP PROPERTY AND EQUIPMENT:** The Troop is responsible to pay for the cost of repair. Payment is due before you leave camp.

**BICYCLING:** Bicycles are more than welcome at Resica Falls. Helmets must be worn at all times. Bicycles should not be ridden in camp after dark. Be mindful of the speed you are traveling on your bicycle. Any reckless biking may result in prohibition of riding by your Scout for the remainder of the week.

**CAMPERSHIP PROGRAM:** Campership grants are available to Scouts who are in need of financial assistance to attend summer camp. Camperships (scholarship money) are available for all currently registered CRADLE OF LIBERTY Scouts. Campership awards are applied to the \$555 camp fee. The application can be found in the document library at [www.resicafalls.org](http://www.resicafalls.org). The application due date is April 1st.

## **CAMP OFFICE:**

*Hours of Operation*  
*Weekdays – Monday to Friday*  
9:00 AM to 12:30 PM  
1:30 PM to 5:00 PM  
7:15 PM to 9:15 PM

<i>Saturday</i>	<i>Sunday</i>
7:45AM to 10:00 AM	12:35 PM to 5:30 PM

7:15 PM to 9:15 PM

The Camp Office is located in Unami Lodge. The Reservation Director, Program Director, Business Office, Commissioners and Quartermaster are all also located here.

**2024 SUMMER CAMP SIGN-UP:** Reservations will be accepted for the 2024 summer camping season. A \$300 non-refundable deposit and a Declaration of Intent are required at the time of your reservation.

**CAMP PICTURES:** Troop photos will be taken with a digital camera and the file will be provided to the unit. Unit photos will be taken by our photographer by appointment.

**CELL PHONE CHARGING STATION:** Three cell phone charging stations will be available this year. One will be located on the porch of Unami Lodge, the second will be located on the porch of the STEM Center and the third will be on the porch of the Dining Hall. Keys will be available in the Camp Office. A \$5 security deposit will be required for each locker key, and will be refunded upon return of the key to the Camp Office. The individual is responsible for providing their own charger and cable.

## **DINING HALL:**

### *Meal Times*

Breakfast Blue 7:30-8:00 am  
Lunch Blue 12:45-1:15 pm  
Dinner Blue 5:30-6:10 pm

Breakfast Gray 8:10-8:40 am  
Lunch Gray 1:30-2:00 pm  
Dinner Gray 6:30-7:10 pm

## **DINING HALL PROCEDURES OVERVIEW:**

The Dining Hall is located in the center of camp near the parade grounds. Meal times are as listed above. Meal times will be assigned during your first step in the Check-in process.

**WAITERS:** Troops will need to provide one waiter for each table assigned to the troop for all meals. Waiters must report to the dining hall to begin



# General Information (Continued)

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set-up for the meal 10 minutes prior to the scheduled time. Waiters will remain in the dining hall after the meal for clean-up. Each waiter will be dismissed after clean up by the Dining Hall Manager.

## **WAITER REPORT TIMES:**

	Blue	Gray
Breakfast	7:20 am	8:00 am
Dinner	5:20 pm	6:20 pm

**MEAL TIME PROGRAM:** Many important program aspects are included during each meal. Program announcements, songs, and cheers are lead by the camp staff at mealtime. It is extremely important for leaders sitting at each table to quiet the Scouts when these messages are being delivered.

**FOOD REQUISITIONS:** Food to be cooked outside the Dining Hall for campsite meals or while on outpost **MUST** be ordered at least 24 hours in advance of the time you need them. Orders may be placed by filling out a Food Requisition Form and submitting it to the Dining Hall. Questions regarding this process may be directed to the Camp Office or your Program Commissioner. Any requisitions requiring payment will be added to your troop account and will need to be settled before your departure from camp.

**DIETARY RESTRICTIONS:** Please notify our head chef regarding any special dietary needs at least one week before your arrival to camp. This includes any food allergies. Individuals requesting special diets will be locked into that special menu for their entire stay in camp. An online form is located at: [www.resicafalls.org/food-and-nutrition](http://www.resicafalls.org/food-and-nutrition).

**FEE PAYMENTS:** The Camp Office will receipt all monies for camp fees, Order of the Arrow, and guest meals.

**FIREWOOD:** Due to the threat of invasive species and insects, units are prohibited from bringing their own firewood to camp. There is adequate downed wood on the reservation to provide for campfires. A 1/4 cord of split wood is also available for purchase for \$45.

**FIREWORKS:** They are prohibited in camp.

**FLAG CEREMONIES:** Reverence for the country and respect for the flag is emphasized at Resica Falls. Troops should be encouraged to attend Flag Raising at 8:05am, following Breakfast Gray. A formal Retreat Ceremony (colors) is held at 6:15pm each day for all troops. Troops are encouraged to provide color guards.

**HAZING AND INITIATIONS:** Hazing and initiations violate Youth Protection Policies and do not belong in a Scout Camp. Scout leaders will see to it that all new campers are properly oriented and assisted in getting the most out of their camping experience. Corporal punishment of any kind is prohibited at Resica Falls.

## **HEALTH LODGE**

### ***Hours of Operation:***

Emergencies: 24 Hour

Medications: 8:45am and 7:15pm

Located in Bear Lodge across from the pool.

Please report all injuries and health problems. We are required to record all injuries that occur on camp property, **NO MATTER HOW SMALL**. If the Health Officer is not in the Health Lodge, their location and phone number will be posted. Any individual exhibiting symptoms of COVID-19 should be brought to the Health Lodge for evaluation and/or quarantining immediately.

**ICE:** Ice is available for purchase at the Camp Office. Ice is only available in the Dining Hall for Troops participating in the patrol cooking option.

**LATRINES:** Latrines must be cleaned daily by the unit. Cleaning instructions will be posted and provided in your Welcome Packet.

**LIQUID FUEL:** Liquid fuel lanterns and stoves are permitted only under trained adult supervision. Fuel must be stored in a secure area on the campsite. We recommend battery lanterns. Propane lanterns and stoves may be used when underwriter approved cylinders are used. Caution: If refillable containers are used, they should be tested regularly. Units are responsible that empty containers are disposed of properly with your unit's trash.



# General Information (Continued)

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**LITTER:** Please do not litter and do your good turn by helping pick up litter should you see any. Let's all work together to keep Resica Falls clean. Be sure to join us in our recycling effort.

**LOST AND FOUND:** Articles found should be deposited at the Camp Office. Likewise, articles lost may be inquired about at the same place. Unclaimed articles will be disposed of at the end of the week. ***We do not accept any responsibility for valuables lost or stolen.***

**MAIL:** Our camp has daily mail service. Mail goes out approximately 11:00 AM and will be available for pick up at the camp office after 3:00 PM. Mail should be addressed to campers and leaders in camp as follows:

Scout's Name / Troop #  
Campsite Name  
Resica Falls Scout Reservation  
1200 Resica Falls Rd  
East Stroudsburg, PA 18302

**Please Note:** Packages shipped after Tuesday may not arrive before unit departure on Saturday

**MAINTENANCE:** Tents, cots, tent platforms, and other such equipment are expensive to replace. Care for them as you would your own property. Small rips in cots and tents should be reported immediately. When camp property is damaged, a charge will be made to cover the necessary repairs or replacement. In wet weather, guy lines on all tents should be loosened, because rope and canvas shrink when wet. If rain is of long duration, continual loosening is essential. Tent flaps should be rolled inward each day, if weather permits. This allows visible control of the site, as well as airing out the tents.

**OUT OF CAMP TRIPS:** If a Scout or Leader is leaving camp, they must stop by the Camp Office and sign out in the Camp Register. A Scout who leaves camp prior to the normal departure time on Saturday will only be permitted to leave under the auspices of an adult proved by the parents of the Scout in writing. If a group of Scouts and Leaders are leaving camp for an off-camp trip, the unit must file a Trip Plan. Upon return, individuals

should sign in at the Camp Office.

**PERSONAL EQUIPMENT:** Your Scouts should have a list of all materials and equipment they bring to camp and have them check off items as they prepare to leave camp for home. Mark items with name and Troop number. Parents will be happy when their Scouts return home with all their original equipment. Make sure that your Scouts do not bring along too much money or valuable items, and that all money be locked up for safe keeping. ***We do not accept any responsibility for valuables lost or stolen. Do not bring any valuables to the pool.***

**PETS:** Sorry, Pennsylvania will not permit pets in camp by campers or leaders.

**QUARTERMASTER:** The Camp Quartermaster is located at Unami Lodge. Items necessary to clean your campsite latrine and do camp improvement projects are available at the Quartermaster. The Unit is responsible for the return of all items checked out in clean, working order. All items check out are to be returned before departing on Saturday morning. If a member of the Quartermaster staff isn't present, a member of the Office Staff will be happy to assist you.

## ***Hours of Operation:***

- Sunday: 7:15 PM - 7:45 PM
- Monday - Friday Mornings 8:45 - 9:15 AM
- Monday - Friday Evenings 7:15 - 7:45 PM
- Saturday: 7:45 AM - 10:00 AM

**RECYCLING:** Each campsite has a recycling container to collect aluminum and plastic recyclables. We ask all Troops to empty these into the recycling dumpster behind the Dining Hall. Thanks for helping us recycle!

**REFUND POLICY:** Review our refund policies for qualifying circumstances on our '2023 Summer Camp Refund Request Form,' found on [www.resicafalls.org/important-documents](http://www.resicafalls.org/important-documents).

**RELIGIOUS SERVICES:** Daily Inspirational Reflections will be held in camp at the Clock Tower. An All-Faith Scout Vespers will be held on Wednesday evening. We will have a Jewish

# General Information (Continued)

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Service on Friday evening open to all campers. Feel free to invite the Pastor, Priest, Rabbi, or Chaplain of your institution to visit camp. We are happy to support services of any faith, as requested.

**RIFLES AND ARCHERY EQUIPMENT:** Please note the following policy statement: Our camp provides all firearms and archery equipment. Individuals may NOT bring rifles, shotguns, or archery equipment into camp. NO ammunition of any kind may be brought into camp.

**SHOWERS:** Showers for all campers and leaders (both male and female) are located in the shower houses at the Pool and at the STEM Center.

**SHUTTLE SERVICE:** We recommend walking whenever possible. Resica Falls offers van transportation to Lake Roger for morning merit badges and afternoon boating. Shuttle times are posted on the door of the Camp Office.

**SMOKING:** Leaders who smoke are reminded that **SMOKING IS NOT PERMITTED IN BUILDINGS OR TENTS**. Additionally, please refrain from smoking in the Program Areas. Smoking is only permitted in designated smoking areas. All cigarettes and tobacco must be disposed of properly. We ask that smoking not be done in front of Scouts. The same policy applies to electronic cigarettes, smokeless tobacco, and any form of vaping as well.

**TEXTING SERVICE:** We offer a text message alert system where the camp administration will issue emergency alerts, weather warnings or program updates. There is no additional charge for this service, but regular texting rates do apply. Information to sign up for this service will be provided at Sunday Check-in.

**TELEPHONE/CELLPHONE:** For emergency calls, a camp leader should report to the camp office. Incoming calls for Scouts and Leaders should be for emergencies only. Messages will be put in your unit mailbox. Urgent messages will be delivered to the site. Any Scout needing to make a call should have one of their camp leaders with them.

Resica Falls assumes no responsibility for the loss, damage or misuse of cell phones including overuse, exceeding plan limits or use by unauthorized persons. No cell phones should be taken into the showerhouses under any circumstances.

**TRADING POST:** Located across from Unami Lodge, the Camp Trading Post offers all your summer camp needs. The Camp Trading Post is stocked with program supplies, camp souvenirs, commonly forgotten necessities, postage stamps, and snack food items. Cash, Check, VISA, MasterCard, Discover and American Express are accepted. Hours of Operation are posted. In addition, be sure to check out our online trading post at [www.resicafalls.org/tradingpost](http://www.resicafalls.org/tradingpost)

**TRASH:** All trash generated in the troop site must be disposed of by your Troop. The Troop should send two Scouts with your trash to the dumpster. The dumpsters are located behind the Dining Hall.

**UNIFORM:** The full Scout uniform, correctly worn, is proper at any time, but essentially required for the evening meal, retreat, campfires, and some other evening activities. Scout shorts and t-shirts are recommended for daytime wear. Some Scouts may not have a uniform, through no fault of their own, and we must note that a uniform is not a prerequisite for attendance at camp. Shoes or some type of adequate foot gear must be worn at all times as a matter of safety, especially to prevent puncture wounds which could prohibit swimming. Water shoes (foot gear which can get wet to prevent injury while in the lake or creek) will be needed for a variety of camp activities. Old sneakers are acceptable water shoes. Certain programs may require long sleeve shirts and long pants.

**UNIT SITE CAPACITY:** Each campsite has a definite size regarding camper capacity. This is done to accommodate small and large units alike. Site assignments will be at the discretion of the Camp Director.

**VEHICLES:** No vehicles are allowed in the campsites.



# General Information (Continued)

Arrangements must be made in advance with the Camp Director for any physical limitations. Each unit will receive 1 parking spot at the top of the hill near the Trading Post. Vehicles must be detached from any unit trailers and moved to their designated parking area. All other vehicles should be parked in the Fisherman's Parking Lot.

**VISITORS:** All visitors must sign in at the camp office immediately upon arrival. Visiting Scouters desiring meals at the Camp Dining Hall can be accommodated if the camp is notified 24 hours in advance. **The Camp Director retains the right to prohibit visitors in camp.** All visitors must sign out at the camp office when leaving.

The camp will not conduct an organized camp visitors night. Your troop is welcome to organize an evening in camp where you can invite parents and guests.

The cost for guest meals is \$15.00 per meal.



## SUPPORT BRENNER LODGE!

*Help honor Chris Brenner's legacy as Camp Director at Resica Falls as we transform Trooper Lodge into a premiere year-round rentable cabin and the new Civics Center for summer camp.  
Find out more and donate today at [resicafalls.org/brennerlodge](https://resicafalls.org/brennerlodge)*



# Your First Day At Resica Falls

**RESICA ELEMENTARY SCHOOL:** You are required to meet at the Resica Elementary School as the first step of your Check-in process. Many key aspects of Check-in will be taking place at the school. You should arrive at your assigned check-in time, and if possible, together as a unit. Please remain in your vehicles until instructed otherwise. Your Camp Leader will meet with members of the Camp Leadership Team; have all necessary paperwork ready, including your unit roster, medical forms, and specialty program permissions slips (Cowboy Action and ATV). The address of Resica Elementary School is 1 Gravel Ridge Road, East Stroudsburg, PA 18302.

**MEDICAL RE-CHECK:** These will also take place at the Resica Elementary School. All Scouts and Scouters remaining in camp will receive a Medical Re-Check where your medical forms will be reviewed. A lock box for in-site medication storage will be given to the camp leader at this time; medications to be stored in the Health Lodge will be collected back in camp. Once medical re-checks are complete, your unit will return to your vehicles and wait for instructions to proceed to camp.

**UNLOADING POINT:** Upon leaving Resica Elementary School, you will travel to camp and be greeted by your Camp Staff Guide at the unloading point outside Unami Lodge (Camp Office). Your unit's gear will be unloaded from vehicles to be transported to your campsite. Parent drivers are encouraged to remain in their vehicles during the unloading process. All vehicles once unloaded should be moved to the appropriate parking lots, and those not staying overnight in camp should head home.

**CAMPSITE INVENTORY:** Your Camp Staff Guide and one Adult Leader will, upon arriving at the Campsite, take note of the condition of all Camp equipment. Please indicate any damage of this equipment at that time, since any damage found during checkout on Saturday will be charged to the Unit. If any additional tents, cots, etc. are needed, your guide will make note of this on the inspection form, and the quartermaster will be informed.

## YOUR FIRST DAY SCHEDULE:

### TIME

12:30 – 3:45pm	Troop Arrival at assigned times Medical Re-Checks Unloading & Site Inspection
1:30 - 6:45pm	Dining Hall Orientation Aquatics Orientation Swim Tests Camp Tour Arrival Dinner (Available starting at 5pm)
7:15pm	Campwide Retreat Ceremonies
7:30pm	Camp Leaders' Meeting at Campcraft Amphitheater
8:45pm	Opening Campfire at the Richards Arena
10:00pm	Taps

Following the unloading of your troop gear and the competition of the campsite inventory, your unit should participate in the following Check-In activities with the assistance of your Camp Staff Guide, in the order that works best for you:

**DINING HALL ORIENTATION:** Receive an orientation of our Dining Hall operation from our Dining Hall staff and have the opportunity to speak with our Head Chef regarding any food allergy concerns.

**AQUATICS ORIENTATION:** Learn from our Aquatics staff about the daily activities of the Pool & Lake, information regarding the Showerhouses, and details surrounding Aquatics-based trips.

**SWIM TEST:** Take the BSA Swimmer Test to determine the swimming classification of each person in your unit. We recommend that units conduct their own swim test prior to the start of camp. Forms are available in the document library at [www.resicafalls.org](http://www.resicafalls.org). Once completed, scan and email the form to [swimtest@resicafalls.org](mailto:swimtest@resicafalls.org).

**CAMP TOUR:** If this is your first time at camp, or its been a while since you've been back, ask your Camp Staff Guide for a tour of camp. (If time permits)

**ARRIVAL MEAL:** Served from 5:00pm to 7:00pm, this flexible dining period allows your unit to eat when you are ready. The meal will be served cafeteria style and serves as a part of a more casual welcome to camp.



# Health & Safety

It is the policy of the Boy Scouts of America as stated in the “Guide to Safe Scouting,” the National Camp Accreditation Program/National Camp Standards, and other official publications of the BSA that these guidelines apply to all camp activities. In addition, council, local, and state standards also apply. Resica Falls is fully committed to ensuring the safety of all its campers, leaders, staff, and guests. As such, policies may change following the publication of this guide.

Everyone in camp has a responsibility to protect the health and safety of everyone else. One uninformed or careless person can, in a moment, destroy the health and safety of the entire camp!

**BUDDY SYSTEM:** The buddy system should be followed for ALL activities. The Scouts BSA program integrity requires single gender units and single gender buddy pairs.

**HEALTH AND MEDICAL RECORDS:** All Scouts and Leaders must bring to Camp a complete BSA Annual Health and Medical Record, and must be re-checked by the Camp Health Officer. Only use of the current edition of the official BSA Annual Health and Medical Record will be accepted; this assists the Camp Health Officer in obtaining vital information, should someone require medical assistance. An AHMR is valid through the end of the 12th month from the date it was administered by your medical provider. For example, a physical administered March 3, 2022, would be valid until March 31, 2023.

**HEALTH SURVEILLANCE:** The unit leader must monitor the health of each Scout while at camp. Please do not let a small problem get out of hand due to lack of attention. Be on the lookout for skin irritations, ivy poison, ticks, dehydration, etc. at all times. Be alert that some Scouts change their toilet habits at camp. We must watch for changes in a Scout’s physical appearance and activity level. Should any Scout or leader exhibit symptoms of COVID-19 at any time during your stay, they should report to the Health Lodge immediately for quarantining. **IT IS THE RESPONSIBILITY OF THE UNIT LEADER AND THE SCOUT TO REPORT ANY INJURIES, ACCIDENTS, OR ILLNESS TO THE HEALTH LODGE!**

**MEDICAL SERVICE:** The Camp Health Lodge is prepared to handle camp illness and accidents. Emergencies will be handled at all hours, day or night, at the Camp Health Lodge. Should hospitalization be necessary, we have arrangements with local ambulance services and local hospitals. Any camper who leaves camp for medical reasons **MUST FIRST CHECK OUT AT THE CAMP OFFICE.**

## **INSURANCE:**

Most council carry insurance that provides coverage for their members while participating in Scouting programs. Accident & Sickness Insurance Plans provides medical payments subject to the plan details and limits of the coverage.

This plan is an excess insurance plan meaning that it will pay all the eligible expenses incurred from a covered accident or sickness not paid by any other collectible insurance or pre-paid health plan in-force for you or a dependent child(ren). If no other collectible insurance or pre-paid health plans are in effect at the time of the loss, this plan will pay all eligible covered expenses up to the plan limits. There is no deductible under this plan.

**MEDICATIONS:** Medications can be administered in one of two ways at Resica Falls. It is the unit’s decision how they want medication to be stored and distributed.

- 1) Medication for your entire unit will be stored in a secure, camp-provided lock box in your own campsite. Units participating in this option must complete a Medication Storage Release Form.
- 2) Medication will be stored in the camp Health Lodge. An adult leader from your unit **MUST** accompany any Scout coming to the Camp Health Lodge for medications.

All medications should be in original containers, placed in a zipper plastic bag, and labeled with the camper’s name and unit. Any medications requiring refrigeration will be stored in the Health Lodge, and will be administered there. We encourage units to distribute all medications in their site.

# Medical Form Instructions

The following forms must be turned in for each Scout and leader upon arrival. A copy of your unit roster will remain with these forms and be returned to you before departure on Saturday. All forms are available for download from the Important Documents page of [www.resicafalls.org](http://www.resicafalls.org)

## 1. Annual Health and Medical Record (BSA Form 680-001)

**(Every person needs this form)**

- This form is required for everyone and all three parts (A, B, & C) must be completed.
- Part A must have signatures within twelve (12) months preceding the last day of your week at Camp.
- Part C - An AHMR is valid through the end of the 12th month from the date it was administered by your medical provider. For example, a physical administered March 3, 2022, would be valid until March 31, 2023.

### *Please Note:*

- No one is allowed to remain at Camp without a current Annual Health and Medical Record Form.
- No physicals are done at Camp.
- No swim tests will be given without a current medical form and a re-check by Camp personnel.
- Only **ONE** copy for each person is required.
- Photocopies, not originals, are recommended.
- To speed check-in — Put in alphabetical order by last name, and staple multi-page forms together.

## 2. Drug Administration Record Form (COL Form - Version 4/16)

One copy of this form will remain with each person's AHMR at the Health Lodge, and one copy will remain with each participant's medications, whether they are stored in the campsite with the unit or in the Health Lodge.

## 3. Unit Medication Storage Release Form (COL Form - Version 5/13)

- This form is to be completed by only those units who will be storing and administering their unit's medication in their own campsites. Units that will be storing all medication at the camp Health Lodge don't need to complete this form.
- The Camp Health Officer will collect this form when they provide your unit with their medication storage container at check-in





# Camp Emergency Procedures

**ACCIDENTS AND INJURY:** All injuries should be reported to the Camp Health Lodge. It is always a good idea to have any injury, no matter how small, checked out by the Camp Health Officer. Should hospitalization be necessary, we have agreements with local ambulance services and local hospitals. Any camper who leaves camp for medical reasons **MUST FIRST CHECK OUT AT THE CAMP OFFICE**

## **MAJOR ACCIDENTS AND EMERGENCIES:**

The Camp Director is to be notified immediately, or in his absence, the Assistant Camp Director or Program Director. Present all facts known. Do not make statements to any outside groups, and refer inquiries from the press to the Camp Director and/or the Scout Executive.

**SEVERE STORMS:** In the event of a severe storm, everyone will be notified and further instructions will be provided.

## **ACTIVITIES DURING HIGH TEMPERATURES:**

1. Adult Leaders should keep a close watch on Scouts for signs of heat exhaustion.
2. Instruct Scouts to limit or modify physical activity. Strenuous activities should not be permitted.
3. Encourage Scouts to stay in well ventilated and shady areas.
4. Encourage Scouts to drink large quantities of water.
5. Be alert for other instructions from the Camp Director.

## **LIGHTNING AND HIGH WATER:**

1. All aquatic, shooting sports and climbing activities will be suspended during a lightning or thunderstorm. If you are on a river trip or at the lake, return to shore and comply with the following:
  - a) Secure canoes, boats, or other aquatic crafts.
  - b) Seek shelter indoors or in a low area away from solitary trees, rock formations, high ridges, wire fences, telephone or electric lines or open fields.
  - c) Complete a headcount if traveling as a group.
  - d) Stay in place until lightning or thunder has

completely passed.

2. During high water periods, the Camp Director, Program Director or Ranger will notify units and suspend water activities. If your unit is on a river trip and conditions change to very fast or high water, return to shore and comply with the following:
  - a) Secure all canoes, boats, or other aquatic crafts.
  - b) Seek ground safely away from the waters' edge and high enough from any rising waters.
  - c) Complete an accurate headcount.
  - d) Notify camp of your location and stay put until picked up.

**Lightning Safety:** As written in the "Guide to Safe Scouting."

- In a thunderstorm, there is no risk-free location outside. The National Weather Service recommends that when the "Thunder Roars, Go Indoors! The only completely safe action is to get inside a safe building or vehicle." When no safe building or vehicle is nearby, use the following to reduce risk. Avoid open fields, the top of a hill, or a ridge top. Spread your group out 100 feet from each other if possible. Stay away from tall, isolated trees, flag poles, totem poles, or other tall objects. If you are in a forest, stay near a lower stand of trees. Stay away from water, wet items (such as ropes), and metal objects (such as fences and poles). Water and metal are excellent conductors of electricity.

## **Lightning Safety Rules**

- Under the Program Director's discretion the Pool, Lake, Rifle Range, Archery Range, ATV Course & COPE will close at the first sound of thunder or sight of lightning. They will resume 30 minutes after the last instance of thunder or lightning.
- Stay away from open doors and windows, fireplaces, radiators, stoves, metal pipes, sinks, and plug-in electrical appliances.
- Don't use hair dryers, electric toothbrushes, or electric razors.
- Don't take laundry off the clothesline.
- Don't work on fences, telephone lines, power lines, pipelines, or structural steel fabrications.
- Don't handle flammable materials in open containers.

# Camp Emergency Procedures (Continued)

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- Don't use metal objects, such as fishing rods and golf clubs. Golfers wearing cleated shoes are particularly good lightning rods.
- Stop tractor work, especially when the tractor is pulling metal equipment, and dismount. Tractors and other implements in metallic contact with the ground are often struck by lightning.
- Get out of the water and off small boats.
- Stay in the car if you are traveling. Automobiles offer excellent lightning protection.
- When no shelter is available, avoid the highest object in the area. If only isolated trees are nearby, the best protection is to crouch in the open, keeping twice as far away from isolated trees as the trees are high.
- Avoid hilltops, open spaces, wire fences, metal clothesline, exposed sheds, and electrically conducted elevated objects.
- Approved lightning structures are marked around camp. They include the Shop, the Dining Hall, Bear Lodge, the Pool Showerhouses, the STEM Center, and Unami Lodge. These may be used at the discretion of the unit leaders.

**FLOODING:** Seek high ground and shelter, if possible, immediately. In case of a flood warning, we will keep you posted so that evacuation can take place if necessary.

**LOST CAMPER:** Troop leaders should be aware of approximate locations of all Scouts at all times. Periodic head counts are advised. If a Scout is found missing following a search of the campsite, inform the Camp Office. If necessary, the entire camp will assemble to begin a systematic search.

**LOST SWIMMER:** A Buddy Check will be called. Each swimmer will sit on the edge of the pool, holding his/her buddy's hand raised up. A visual check of the bottom will be made. A count will be taken to see that the buddy tags on the buddy board agree with the actual number of swimmers in their respective swimming areas. If a tag is on the board, and the swimmer is not at the pool, a runner will be sent to his Campsite. If not found, the Lost Camper Procedure will begin.

A) Capsized Boat: If a boat is capsized and no Scouts are in sight, the Lake Director will notify the Aquatics Director and Camp Director. The Director will begin Lost Camper Procedures as all other program areas are closed and the staff

reports to waterfront for Lost Bather Search.

B) Missing Boat: If a boat has not been checked in and the buddy tags are still on the board, the Aquatics Director and Camp Director will be notified immediately. The camp will begin Lost Camper Procedures.

**FIRE:** Follow "What To Do In Case Of Emergency" procedures. If you see a fire, report it to the Camp Office or notify a staff member. Keep campers away from the fire area.

**CHILD ABUSE:** Scout leaders should keep a close watch on Scouts for signs of abuse. In the state of Pennsylvania, any youth-serving adult is considered to be a mandated reporter. If any form of child abuse is suspected, it must be reported to the state of Pennsylvania via Childline. In addition, it must be reported to the Boy Scouts of America via the Scout First Helpline (page 24). Notify the Camp Director and additional instructions will be given.

**EMERGENCY TELEPHONE NUMBERS:** Every telephone that is capable of dialing out of Camp will have posted a printed list of local police and fire departments, hospitals, State Police, Council Physician, Council Executive Personnel, and the National BSA Headquarters.

**HAZARDOUS CHEMICAL SPILLS:** In the event of a chemical spill, contact the Camp Director IMMEDIATELY. Close off the area around the spill. Do not attempt to clean up the spill. Wait for the Directions of the Camp Director.

**OTHER:** Treat any other emergency not covered with common sense, taking appropriate action, using guidelines listed above. For any contingency not covered and in question, contact the Camp Director only.

# What To Do In Case Of Emergency

## **DURING THE HOURS BETWEEN REVEILLE(7:00 AM) AND TAPS(10:00 PM):**

1. SIGNAL: Continuous sounding of the siren.
2. UPON HEARING THE ALARM, ALL SCOUTS AND LEADERS ARE TO REPORT TO THEIR DESIGNATED EMERGENCY ASSEMBLY LOCATION. THE CAMP DIRECTOR OR PROGRAM DIRECTOR WILL TAKE A HEAD COUNT. ALL CAMPERs AND LEADERS MUST BE PRESENT OR THEIR WHEREABOUTS ACCOUNTED FOR. The Lake will call in their accounting.
3. If you are aware of an emergency, report it to the Camp Office immediately. If no one is at the Camp Office then report to the dining hall at mealtime or the staff area at night. State the exact location and nature of the emergency.

## **IF THE SIREN SOUNDS AT NIGHT AFTER TAPS:**

1. The Scoutmaster should count his or her Troop and send the Senior Patrol Leader and a buddy to the Camp Office to report their count. Further information will be given at that time. Staff will report to the Camp Office.

**NOTE:** Text message alerts will accompany any sounding of the emergency siren, and may serve as a substitute for such sounding if deemed appropriate by the Camp Director. During severe weather emergencies, if a reporting/response is requested, a text message response may prove to be sufficient.

## **DESIGNATED ASSEMBLY LOCATIONS:**

### **The Shop**

ATV  
Shop  
OA Grounds

### **STEM Center**

Bear Paw Campsite  
Deer Run Campsite  
North Wind Campsite  
Running Fox Campsite  
Twin Hill Campsite  
Two Feathers Campsite

Archery  
Civics  
COPE  
Shooting Sports  
STEM

### **Parade Field/Dining Hall**

Cayuga Campsite  
Cherokee Campsite  
Cheyenne Campsite  
Chinook Campsite  
Chippewa Campsite  
Comanche Campsite  
Little Mohawk Campsite  
Mohawk Campsite  
Navajo Campsite  
Pueblo Campsite  
Seneca Campsite  
Shawnee Campsite  
Shenandoah Campsite  
Shoshone Campsite  
Ecology  
Handicraft  
Health Lodge  
Pool  
Resica Rangers  
Scoutcraft  
Sports

# Emergency Phone List

## **RESICA FALLS SCOUT RESERVATION**

1200 Resica Falls Road, East Stroudsburg, PA 18302  
Camp Office ..... 570-223-8312  
All emergencies..... 911

## **CRADLE OF LIBERTY COUNCIL OFFICE – BSA**

Roger S. Firestone Scouting Resource Center  
1485 Valley Forge Road, Wayne, PA 19087  
..... 610-688-6900

## **NATIONAL OFFICE – BSA**

1325 Walnut Hill Lane  
P.O. Box 152079, Irving, TX 75015-2079  
..... 972-580-2000

## **YPT Issues (Scout First Helpline)**

..... 1-844-SCOUTS1 (1-844-726-8871)



# What To Bring To Camp

What you bring to camp is what will keep you comfortable. You need enough changes of clothing to keep you clean. We'll have changes in weather; hot, cold, rainy! Be prepared! Here is a list of personal equipment you should bring. Check it carefully; change it if you see fit.

- ☐ Sleeping Bag or 3 Blankets
- ☐ Poncho or Raincoat
- ☐ Sneakers
- ☐ Comfortable Hiking Boots
- ☐ Complete Summer Uniforms (2)
- ☐ Warm Jacket or Sweater
- ☐ Socks
- ☐ T-Shirts
- ☐ Underwear
- ☐ Handkerchiefs
- ☐ Swim Suits
- ☐ Extra Shirts
- ☐ Tough Long Pants (for ATV, Climbing & Shop)
- ☐ Pajamas
- ☐ Laundry Bag
- ☐ Backpack
- ☐ Water Bottle
- ☐ Pen, Pencil, Notebook
- ☐ Ground Cloth
- ☐ Toilet Kit Containing: Soap, Deodorant, & Shampoo, Toothbrush & Paste, Comb & Brush, Towels, Washcloth, Mirror, and any other personal hygiene products needed.
- ☐ Flashlight
- ☐ Scout Knife (NO SHEATH KNIVES)
- ☐ Pillow or Air Pillow
- ☐ Insect Repellent
- ☐ Sunscreen
- ☐ Personal First Aid Kit
- ☐ Medical Form signed and dated by DOCTOR AND PARENT
- ☐ Money for Trading Post
- ☐ Cook kit with: plate/cup/bowl/knife/fork/spoon
- ☐ Materials, costumes, accessories for the theme
- ☐ Water Shoes (Old Sneakers)
- ☐ Scouts BSA Handbook

## PLEASE LEAVE AT HOME

Any valuable devices or items that would be at risk of being lost or damaged. Resica Falls is not responsible for any damaged, lost, or stolen personal equipment. Any other items that could detract from the Scouting atmosphere of camp should be left at home.



# Camp Commissioners

This camping season at Resica Falls is going to be a busy time for you and your Troop. With that in mind, the Camp Commissioner staff is in place to help you keep things running smoothly and trouble-free. Each Troop will be assigned a Commissioner who will visit your site regularly. Take the time to get to know us. We will be your most reliable link to the rest of the staff. Don't hesitate to bring up any problems or questions you have. We're here to help!

The Commissioner staff is also busy helping you outside of the campsite too! We will, as in seasons past, be offering some Adult Leader Training Sessions to keep you and your other adult leaders well trained in all aspects of camping.

A big hit in past seasons has been our homesickness training, aptly named Home Away From Home. In this presentation, you will learn how to recognize a homesick camper, as well as, the many different ways of dealing with a homesick Scout while at camp.

Senior Patrol Leaders should plan on attending the daily Camper Council Meeting. This is the absolute best way to get information to your Troop on camp themes, games, and activities. Every Troop is recommended to send a representative to this meeting.

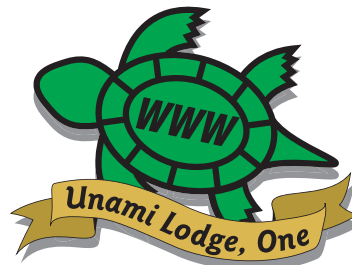
## **CAMPSITE INSPECTIONS:** Your Program

Commissioner will perform a daily campsite inspection. Inspections will be primarily aimed at checking the following:

1. Cleanliness of latrines and washstands.
2. Conditions of tents.
3. Cleanliness of grounds and trails.
4. Safety Hazards and what is being done to correct them.
5. No cars in campsite.

The camp leader is responsible for the health, safety, and cleanliness of their Scouts and the campsite. Latrine charts are required for 'passing.' Those units that 'pass' the inspection will receive special daily recognition.

# The Order of the Arrow



We urge all units to get involved in the Order of the Arrow program here at Resica Falls. A new Call-out ceremony will take place on Wednesday evening at the Richards Arena following the Campers Campfire. Here we will recognize all those who were elected by their units to be inducted into the Order.

## **Important OA Information:**

1. If your unit is not from Cradle of Liberty Council, we cannot call out your candidates' without proper written authorization from your council's lodge. This letter must include the candidates' names and MUST be signed by the lodge adviser, lodge staff adviser, or the council Scout Executive.
2. Elections for Unami Lodge, One can be conducted in camp; however, we encourage you to complete

- your unit's election prior to arrival at camp.
3. Order of the Arrow properties are sold at the trading post. These items include the latest lodge flaps, as well as lodge fleeces, shirts, and hats.
4. Any member who has not paid their lodge dues for the current year can do so in the camp office.
5. An Ice Cream Social will be held for all Called Out Candidates and members of the Order of the Arrow in the Dining Hall.
6. For Cradle of Liberty Council Troops - We will not be conducting Ordeal or Brotherhood inductions as part of the Summer Camp program this summer. Opportunities for completing your Ordeal or sealing the bonds of Brotherhood can be found at [unamilodge.org](http://unamilodge.org).

# Program Overview



**S**ummer Camp is an epic adventure, full of scouting skills and incredible fun, and we are excited you'll be joining the action at Big Springs Camp. Resica Falls has been in operation since 1957, continuing to offer a highly qualified program in a fun atmosphere for all of its participants. We plan on continuing this tradition while instilling Scouting's values in our youth campers.

Whether your Scouts are first year campers participating in our Resica Rangers program, or are experienced Scouts participating in High 5 Adventure Club, we are here to assist your Troop in offering a quality experience to complement your year-round program. We offer many activities to keep your Scouts busy during their stay at camp. They may choose to work on Merit Badges taught by our trained staff in one of our many program areas, or they may want to participate in a patrol activity such as riding mountain bikes on our backwoods paths, or just hike on the trails of our 4000+ acre property. They may want to take a cool dip in any one of our vast array of swimming holes on the Bushkill Creek. Whatever you choose - Enjoy!

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

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

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

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

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



# Program Overview (Continued)

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## HERE ARE SOME DO'S AND DON'TS ON UNIT PROGRAMMING

### **DO:**

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

### **DON'T:**

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



# Advancement at Camp

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

## KEEPING TRACK OF SCOUT ADVANCEMENT

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

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

## PROGRAM PROGRESSION

### FIRST YEAR CAMPERS

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

### SECOND YEAR CAMPERS

- Full Merit Badge Program
- Unit Trips
- Campwide Games
- Mile Swim

### THIRD YEAR CAMPERS

- Full Merit Badge Program
- High 5 Adventure Club
- Unit Trips
- Campwide Games

### FOURTH YEAR CAMPERS

- Full Merit Badge Program
- High 5 Adventure Club
- Campwide Games
- Unit Trips
- ATV Program

## MERIT BADGE DETAILS

**Requirements-** Merit Badge requirements are as stated in the current edition of the Scouts BSA Requirements Book. It is important that the troop set out an individual plan for each Scout well before camp

**Advanced Preparation-** The staff at Resica Falls takes great pride in the skill instruction at camp. Therefore we feel that there is no reason any requirement can be waived simply because it can not be completed at camp. Under these conditions, some badges will require work to be completed prior to your week at camp.

**Sign ups-** Merit Badge sign ups will be required this year through Black Pug and will begin on April 1st. A unit leader should log each Scout's merit badge choices into our online system or individual scouts and their parents have the opportunity to register for merit badges as well. The earlier you are the better, all badges have a maximum capacity. The parent portal must be enabled by a unit leader in order for parents of Scouts to register them for merit badges.

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

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

**Records-** All Merit Badge records will be recorded electronically in Black Pug. This can be accessed through your camp registration and easily transferred into Scoutbook.





Listed in alphabetical order below are the merit badges that will be offered at camp. Next to each badge are the requirements that must be completed or started **BEFORE** the Scout arrives in camp. If they are completed to the satisfaction of the counselor, the badge may be earned at camp, otherwise the Scout may receive a partial. With all merit badges, Scouts should become familiar with the requirements before coming to camp. Some merit badge requirements require “advanced preparation” by the scouts. The specifics of this depend on the requirement, but generally Scouts should be familiar with the information that the requirement covers.



**Graphic Arts and Woodwork Merit Badges have been added for the 2023 Camping Season (See Details Below)**

Merit Badge	Prerequisites	Level (year)	Max. Class Capacity	Location
American Heritage	3C and 4 must be completed before camp	2	15	Civics
Animal Science	6 must be completed before camp	2	15	Ecology
Archery	Advanced preparation for 1C is necessary	3	16	Archery
Art	6 must be completed before camp	1	15	Handicraft
Astronomy	5B must be completed before camp. Weather might affect completion of this badge. Night meetings required.	2	15	Ecology
Athletics	3A, 3B and 5 must be completed before camp	2	15	Sports
Basketry	No advanced preparation is necessary	1	15	Handicraft
Bird Study	8 must be completed before camp. advanced preparation for 5 is necessary. Early morning meetings are required	2	15	Ecology
Camping	3, 4B, 5E, 7B, 8D and 9 must be completed before camp.	2	20	Scoutcraft
Canoeing	Must pass swim test. Experience with canoe is necessary	2	15	Lake
Chemistry	7 must be completed before camp. Advanced preparation for 3 is necessary.	2	20	STEM
Chess	No advanced preparation is necessary	1	20	Sports
Citizenship in the Nation	5, 7 and 8 must be completed before camp. Advanced preparation for 6 is necessary	3	25	Civics



# Merit Badge Opportunities (Continued)

Merit Badge	Prerequisites	Level (year)	Max. Class Capacity	Location
Citizenship in the World	7 must be completed before camp. Advanced preparation for 3 is necessary	3	25	Civics
Climbing	Advanced preparation for 1 and 7 is necessary	4	12	COPE
Cooking	Only some parts of 5 and 6 will be completed at camp. Additional requirements (4,5 and 6) must be completed after camp	3	15	Scoutcraft
Electricity	2, 8 and 9 must be completed before camp	3	15	STEM
Electronics	No advanced preparation is necessary	3	20	STEM
Emergency Preparedness	Must have First Aid Merit Badge. 7 must be completed before camp. Advanced preparation for 6, 8 and 9 is necessary	3	15	Health Lodge
Engineering	4 must be completed before camp. Advanced preparation for 1 and 6 is necessary	4	15	STEM
Environmental Science	3E and 4 must be completed before camp. Advanced preparation for 6 is necessary	3	20	Ecology
Exploration	5 must be completed before camp.	3	15	Scoutcraft
Fingerprinting	No advanced preparation is necessary	1	15	Civics
Fire Safety	6A, 11 and 12 must be completed before camp	1	15	Scoutcraft
First Aid	5A must be completed before camp	1	20	Health Lodge
Fish and Wildlife Management	Advanced preparation for 7 is necessary	2	15	Ecology
Fishing	Advanced preparation for 7 is necessary. 9 may not necessarily be completed at camp. 10 must be completed before camp.	3	15	Lake
Fly Fishing	Advanced preparation for 8 is necessary. 10 may not necessarily be completed at camp. 11 must be completed before camp.	3	15	Sports
Forestry	5 and 8 must be completed before camp	1	15	Ecology
Game Design	No advanced preparation is necessary	2	15	Sports
Geocaching	7 must be completed before camp	2	15	Scoutcraft
Geology	Advanced preparation for 4B is necessary	1	15	Ecology
Graphic Arts	6 must be completed before camp	2	15	Handicraft
Indian Lore	No advanced preparation is necessary	1	15	Handicraft
Insect Study	9, 10 must be completed before camp. Advanced preparation for 13 is necessary	2	15	Ecology
Kayaking	Must pass swim test. Experience with kayaks is necessary	2	15	Lake
Law	4 and 7 must be completed before camp	1	15	Civics
Leatherwork	No advanced preparation is necessary	1	15	Handicraft
Lifesaving	Must pass swim test. 2A must be completed before camp. Bring long pants and a long sleeved button down shirt for requirement 9	3	15	Pool
Mammal Study	No advanced preparation is necessary	1	20	Ecology
Metalwork	No advanced preparation is necessary	3	10	Shop

# Merit Badge Opportunities (Continued)

Merit Badge	Prerequisites	Level (year)	Max. Class Capacity	Location
Moviemaking	No advanced preparation is necessary	3	15	STEM
Music	3C must be completed before camp	2	15	STEM
Nature	No advanced preparation is necessary	1	15	Ecology
Oceanography	Advanced preparation for 7 is necessary. 8 must be completed before camp	2	15	Ecology
Orienteering	Requirement 8 is a major undertaking and scouts should be prepared to devote significant time to complete the requirement	2	15	Scoutcraft
Personal Fitness	1B must be completed before camp. Advanced preparation for 7 and 8 is necessary. Bring Physical and Dental examination forms.	3	20	Sports
Photography	1A must be completed before camp. Scouts must bring digital camera	2	15	STEM
Pioneering	Recommended that scouts taking the badge are at least First Class rank. Experience with basic knots, lashings and splicing is necessary	3	10	Scoutcraft
Pottery	No advanced preparation is necessary	3	15	Handicraft
Public Speaking	No advanced preparation is necessary	2	15	Civics
Pulp and Paper	No advanced preparation is necessary	1	15	Handicraft
Radio	No advanced preparation is necessary	3	15	STEM
Reptile and Amphibian Study	8 must be completed before camp. General knowledge of reptiles and amphibians is necessary	2	15	Ecology
Rifle Shooting	1F needs to be completed before camp. Only option A is available at camp.	3	12	Shooting Sports
Robotics	Advanced preparation for 7 is necessary	4	15	STEM
Rowing	Must pass swim test. Certain alternatives in requirement 4 must be completed before camp. Experience with rowboats is necessary	3	12	Lake
Sculpture	2C must be completed before camp	2	15	Handicraft
Search and Rescue	Advanced preparation for 4 is necessary	2	15	Health Lodge
Shotgun Shooting	1F must be completed before camp. Only Option A is available at camp	3	10	Shooting Sports
Small-Boat Sailing	Must pass swim test. Experience with sailboats and sailing is necessary. Weather conditions can affect the completion of badge.	3	12	Lake
Soil and Water Conservation	No advanced preparation is necessary	2	15	Ecology
Space Exploration	No advanced preparation is necessary	2	15	STEM
Sports	4 and 5A must be completed before camp. Chart for 5C must be presented to councilor	2	15	Sports
Swimming	Must pass swim test	1	40	Pool
Weather	9 Must be completed before camp	2	15	Ecology
Welding	Scouts must wear jeans for all class sessions	4	10	Shop
Wilderness Survival	Advanced preparation for 2 and 5 is necessary. General knowledge of edible plants is necessary.	2	15	Scoutcraft
Wood Carving	Scouts must have Totin' Chip. Experience in carving is necessary.	1	15	Handicraft
Woodwork	Scouts must have Totin' Chip. General knowledge of hand tools is recommended	2	15	Shop

**For the Summer of 2023 we will be using the most up to date requirements for each Merit Badge**



# 2023 Resica Falls Merit Badge Schedule

SINGLE SESSION MERIT BADGE CLASSES				
9:00 – 9:45	9:55- 10:40	10:50-11:35	11:45-12:30	2:00-3:00
American Heritage (CIV)	Athletics (S)	Animal Science (ECO)	Basketry (H)	Art (H)
Astronomy (ECO)	Bird Study (ECO)	Athletics (S)	Camping (SC)	Camping (SC)
Basketry (H)	Camping (SC)	Chemistry (STEM)	Citizenship in the Nation (CIV)	Chess (S) *
Camping (SC)	Citizenship in the Nation (CIV)	Citizenship in the World (CIV)	Citizenship in the World (CIV)	Citizenship in the Nation (CIV)
Chemistry (STEM)	Electronics (STEM)	Electricity (STEM)	Electricity (STEM)	Electronics (STEM)
Citizenship in the World (CIV)	Emergency Prep. (HL)	Environmental Science (ECO)	Emergency Prep (HL)	Environmental Science (ECO)
Emergency Prep. (HL)	Environmental Science (E)	First Aid (HL)	Engineering (STEM)	Exploration (SC)
Engineering (STEM)	First Aid (HL)	Fish & Wildlife Mgt. (ECO)	First Aid (HL)	Fingerprinting (CIV) *
Environmental Science (ECO)	Fly Fishing (S)	Leatherwork (H)	Game Design (S)	Fire Safety (SC)
Fly Fishing (S)	Game Design (S)	Mammal Study (ECO)	Geocaching (SC)	Leatherwork (H)
Forestry (ECO)	Geocaching (SC)	Orienteering (SC)	Geology (ECO)	Misc (STEM) *
Leatherwork (H)	Graphic Arts (H)	Personal Fitness (S)	Insect Study (ECO)	Oceanography (ECO)
Metalwork (SHOP)	Indian Lore (H)	Public Speaking (CIV)	Mammal Study (ECO)	Personal Fitness (S)
Nature (ECO)	Law (CIV)	Radio (STEM)	Personal Fitness (S)	
Personal Fitness (S)	Metalwork (SHOP)	Sculpture (H)	Photography (STEM)	
Photography (STEM)	Movie-making (STEM)	Search & Rescue (HL)	Pioneering (SC)	
Pioneering (SC)	Pulp & Paper (H)	Sports (S)	Radio (STEM)	
Sculpture (H)	Rep. & Amph. Study (ECO)	Swimming (POOL)	Sports (S)	
Search & Rescue (HL)	Soil & Water Conservation (ECO)	Wilderness Survival (SC)	Weather (ECO)	
Space Exploration (STEM)	Space Exploration (STEM)	Wood Carving (H)	Wood Carving (H)	
Sports (S)	Swimming (POOL)	Woodworking (SHOP)		
Swimming (POOL)				
Wilderness Survival (SC)				
DOUBLE SESSION MERIT BADGE CLASSES				
9:00 – 10:40	10:50 – 12:30			
Archery (A)	Archery (A)			(A) Archery Range
Canoeing (LAKE)	Canoeing (LAKE)			(CIV) Civics
Climbing (COPE)	Climbing (COPE)			(E) Ecology
Cooking (SC)	Cooking (SC)			(H) Handicraft
Fishing (LAKE)	Kayaking (LAKE)			(HL) Health Lodge
Kayaking (LAKE)	Lifesaving (POOL)			(LAKE) Lake
Lifesaving (POOL)	Pottery (H)			(POOL) Pool
Pottery (H)	Rifle (SS)			(SC) Scoutcraft
Rifle (SS)	Robotics (STEM)			(SS) Shooting Sports
Robotics (STEM)	Shotgun Shooting (SS)			(SHOP) Shop
Rowing (LAKE)	Small Boat Sailing (LAKE)			(S) Sports
Shotgun Shooting (SS)	Welding (SHOP)			(STEM) STEM Center
Welding (SHOP)				

\* These badges will be offered during all Afternoon Adventure periods

**Location Key:**

- (A) Archery Range
- (CIV) Civics
- (E) Ecology
- (H) Handicraft
- (HL) Health Lodge
- (LAKE) Lake
- (POOL) Pool
- (SC) Scoutcraft
- (SS) Shooting Sports
- (SHOP) Shop
- (S) Sports
- (STEM) STEM Center





# Program Highlights

## Daily Instruction

(Monday - Friday 9:00 am to 12:30 pm & 2:00 pm to 3:00 pm)

See merit badge schedule on page 26 for specific times that merit badges are offered. Please note that some merit badges require 100 minute periods. Each afternoon will play host to various Afternoon Adventures designed for the scout and their buddy, The patrol, or the entire unit.

## ATV Program

Are you a Scout looking to kick it up a notch this summer? Our ATV program is offered to Scouts 14 years of age and older and offers an experience to learn about ATV's, safety and have the opportunity to take guided rides around camp. More information is available on page 35 of this guide.

## Lunch and Clubs

Every day we will offer a different lunch club. During your club period, Scouts can choose different sporting or gaming activities to challenge each other or the staff to a friendly game.

Lunch Blue 12:45- 1:15  
Lunch Club Blue 1:30 - 2:00

Lunch Club Gray 12:45-1:15  
Lunch Gray 1:30-2:00

## Campers Council

(Monday-Friday 7:15 PM at the Clock Tower)  
This forum of the camp's principal youth leaders, the senior patrol leaders, will gather each day to review the program and discuss concerns of the camp. Therefore, it is extremely important that your senior patrol leader, or designated representative, be present at each meeting to ensure your unit's representation. This group will plan the Campers Campfire on Wednesday.

## OA Call-Out

(Wednesday - 9:00 pm)

We urge all Units to get involved in the Order of the Arrow program here at Resica Falls. The OA Call-out will recognize those who have been elected to Scouting's National Honor Society.

## Campwide Clue-Nundrum

(Wednesday - 1:30 pm)

Join the Resica Falls Camp Staff and your fellow Scouts in a fun and exciting afternoon to prove yourselves as true private eyes. Explore the clues and compete in various competitions to discover more clues.

## Big Springs Sports Tournament

(Monday - 7:30pm)

The ultimate night of inter-troop and patrol competition! Sign-up to participate in our bracket sports tournament in a variety of events, including volleyball, soccer, and human foosball. Perhaps you'll go undercover and play a game of oversized billiards in the secret crime world. The winning patrol of each competition will be crowned at the Closing Awards Ceremony on Friday night.

## Detective's Dash

(Tuesday- 7:30 pm)

Sleuths (14 years of age or older) seeking to prove their strength, stamina, and skill will be put to the test through many trials around the reservation. Detective's Dash consists of delivering from the precinct a message while running, boating and Archery shooting. Join us to test your endurance and skill.

## Who Done-it Night Hike

(Tuesday following Twilight Boating)

The criminal always returns to the scene of the crime. Join us on a special night hike to discover clues which can only be found at night. Bring a flashlight, your private eyes and a sense of adventure!!

# Program Highlights (Continued)

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## Dutch Oven Dessert Challenge & Leaders' Swim and Barbecue

(Monday - 9:00 pm)

Adult leaders are invited to the pool for some fun! Additionally, you are invited to cook up your special dessert recipe in a Dutch Oven. Your dessert should include the mystery ingredient and will be judged by a select panel of judges. Camp can provide a Dutch Oven and some basic ingredients such as flour, sugar, etc. Any exotic ingredients should be brought to camp. Make arrangements with your commissioner for any needs you require from the camp.

## Afternoon Adventures

(Monday, Tuesday, Thursday & Friday)

Introduced in 2022, this expansive afternoon program schedule is designed to meet the needs of all units, patrols and Scouts. Over 50 activities are available for you to participate in during three, hour-long periods each day. These include canoe trips on the Delaware River, patrol flag making at Handicraft, cooking demos at Scoutcraft, limited merit badge opportunities, and even an Escape Room. Some activities will be available for advanced sign-up; most others will be signed up for Sunday evening in camp. Find out more details when our Afternoon Adventures Guide is published later this spring!

## The Great Resica Caper: (Weeklong)

The cryptic villain, Mr. E, has managed to steal countless relics important to the history of Resica Falls. A master thief, they have left barely any clues. We need the help of expert detectives to uncover clues, discover evidence, and piece the puzzle together before they are able to escape at the end of the week. Use your scouting knowledge to uncover who amongst the Resica Staff is Mr. E.

## Detective Dispatch Board (Weeklong)

Detectives are dispatched on cases which are posted on the wall of the Precinct Headquarters (Unami Lodge). Scouts, Patrols, and Units can find a quest they wish to attempt and should they complete it, reap the rewards promised.

## Campers Campfire

(Wednesday - 8:15PM)

Wednesday nights we encourage troops to plan their own campfires of skits, goofs, revelry, and fun times to perform for other Units and the staff on stage at Richards Arena. The campfire circle is the heart of

the camp and can provide an opportunity for lifelong memories among your Unit.

## Twilight Programs

(Tuesday & Thursday at 7:30 pm)

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

## Friday Evening Closing Ceremony

(Friday - 8:45 pm)

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

## Religious Services

All Faith Service-Wednesday-7:30 - 8:00 pm

A Scout is Reverent. Join us for our staff-led religious services – uniforms are appropriate. If your Unit would like to coordinate a service of a particular faith, we would be happy to help you plan and run it.

Jewish Service - Friday-7:30 - 8:00PM

At Ecology on Friday evenings, join us for a Jewish Service that highlights many Jewish traditions and is open to all campers.

## Gateway Competition

(Judged Friday by 12:00 pm)

Units are encouraged to design and build a creative gateway to their campsite using the theme, Mystery at Resica Falls. The Unit with the most creative gateway will be recognized in the Closing Ceremony.

## Leaders Program

(See Schedule on Pg. 34)

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

# Resica Falls

## 2023 Master Schedule

Time	Monday	Tuesday	Wednesday	Thursday	Friday
7:00	Polar Bear Swim / Reveille	Polar Bear Swim / Reveille	Polar Bear Swim / Reveille	Polar Bear Swim / Reveille	Polar Bear Swim / Reveille
7:30	Breakfast Blue	Breakfast Blue	Breakfast Blue	Breakfast Blue	Breakfast Blue
8:05	Morning Colors	Morning Colors	Morning Colors	Morning Colors	Morning Colors
8:10	Breakfast Gray	Breakfast Gray	Breakfast Gray	Breakfast Gray	Breakfast Gray
9:00	High Five Merit Badges Resica Rangers IOLS Training (10:00 AM)	High Five Merit Badges Resica Rangers Leader Specific Training	High Five Merit Badges Resica Rangers Coffee Drinking MB CPR Training (10:00 AM)	High Five Merit Badges Resica Rangers	High Five Merit Badges Resica Rangers
12:45	Lunch Blue & Lunch Club Gray	Lunch Blue & Lunch Club Gray Leaders Appreciation Lunch	Campwide Picnic Lunch (12:30PM)	Lunch Blue & Lunch Club Gray	Lunch Blue & Lunch Club Gray
1:00		Climb on Safely	Leave No Trace	Trek on Safety	
1:30	Lunch Gray & Lunch Club Blue	Lunch Gray & Lunch Club Blue	Campwide Glue-Nundrum	Lunch Gray & Lunch Club Blue	Lunch Gray & Lunch Club Blue
2:00	Afternoon Adventures High Five Home Away From Home Swim & Water Rescue	Afternoon Adventures High Five Working with Scouts with Special Needs		Afternoon Adventures High Five Napping Merit Badge	Afternoon Adventures High Five Mile Swim Test
3:30	Free Swim	Free Swim		Free Swim	Free Swim
5:30	Dinner Blue	Dinner Blue	Dinner Blue	Dinner Blue	Dinner Blue
6:15	Evening Colors	Evening Colors	Evening Colors	Evening Colors	Evening Colors
6:30	Dinner Gray	Dinner Gray	Dinner Gray	Dinner Gray	Dinner Gray
7:15	Camper's Council Meeting	Camper's Council Meeting	Camper's Council Meeting	Camper's Council Meeting	Camper's Council Meeting
7:30	Big Springs Sports Tournament	Detectives Dash (7:30PM) Twilight Programs Night Owl Swim (8:30PM)	All Faith Service (7:30PM) Camper's Campfire (8:15PM)	Twilight Program Resica Ranger Overnighter Wilderness Survival Overnighter Night Owl Swim (8:30PM)	Merit Badge Reconciliation (7:30PM) Jewish Service (7:30PM) Closing Ceremony (8:45PM)
9:00	Star Talk Leaders' Swim and BBQ Leaders' Dutch Oven Dessert Challenge	Star Talk (Backup) Who Done-it Night Hike (9:30PM)	OA Callout (9:15PM) Star Talk (Backup) OA Ice Cream Social (9:30PM)		Scoutmaster Appreciation (9:30PM)
10:00	Taps	Taps	Taps	Taps	Taps



# Resica Falls

## 2023 Pool Schedule

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7:00-7:30	Polar Bear	Polar Bear	Polar Bear	Polar Bear	Polar Bear
9:00-9:45	Swimming MB	Swimming MB	Swimming MB	Swimming MB	Swimming MB
9:00-10:40	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB
9:15-12:30	Swimming & Water Rescue				
9:55-10:40	Swimming MB	Swimming MB	Swimming MB	Swimming MB	Swimming MB
10:50-12:30	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB
10:50-11:35	Swimming MB	Swimming MB	Swimming MB	Swimming MB	Swimming MB
11:45-12:30	Resica Rangers	Resica Rangers	Resica Rangers	Resica Rangers	Resica Rangers
2:00-2:50	Instructional Swim	Instructional Swim	Closed	Instructional Swim	Mile Swim
2:15-5:00	Mile Swim Build Up	Mile Swim Build Up	Closed	Mile Swim Build Up	Mile Swim
3:30-4:30	Free Swim	Free Swim	Mile Swim Build Up	Free Swim	Free Swim
EVENING	Leader's Swim & BBQ (9:00-10:00 pm)	Night Owl Swim (8:30-9:30 pm)	POOL CLOSED	Night Owl Swim (8:30-9:30)	POOL CLOSED

# Resica Falls

## 2023 Lake Schedule

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
9:00-10:40	Canoeing, Fishing Kayaking, Rowing	Canoeing, Fishing Kayaking, Rowing	Canoeing, Fishing Kayaking, Rowing	Canoeing, Fishing Kayaking, Rowing	Canoeing, Fishing Kayaking, Rowing
10:50-12:30	Canoeing, Kayaking, Small Boat Sailing	Canoeing, Kayaking, Small Boat Sailing	Canoeing, Kayaking, Small Boat Sailing	Canoeing, Kayaking, Small Boat Sailing	Canoeing, Kayaking, Small Boat Sailing
2:00-3:45	Paddlecraft Safety Training (2:15-4:30) Open Boating	Paddlecraft Safety Training (2:15-4:30) Open Boating	LAKE CLOSED	Open Boating	Open Boating
3:50-4:50	Open Boating	Open Boating	LAKE CLOSED	Open Boating BSA Stand-Up Paddleboarding	Open Boating
EVENING	LAKE CLOSED	Twilight Boating (7:30 pm)	LAKE CLOSED	LAKE CLOSED	LAKE CLOSED

**NOTE: Because of the distance to the lake, Scouts should plan to spend the entire morning at the lake so it does not interfere with the timing of other merit badges. There are no longer any afternoon merit badges at the lake. Scouts WILL NOT HAVE TIME to take a badge at the lake and schedule a session immediately following in the main camp. All boats should be to shore by 4:45 pm.**

# Resica Rangers— First Year Camper Program



The Resica Rangers program is based on the new requirements and will cover many of the skills necessary for Scout through First Class. The Resica Rangers program will be held every day during the mornings for skill instruction, camp exploration, and engaging patrol activities.

## About The Program!

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

## What's New?

- An improved First Year Camper area with individual and specialized instruction areas for different skills and patrols, as well as a central meeting area.
- The Resica Rangers program will consist of a week of morning program with Scouts placed in patrols to reinforce the Patrol Method.
- Skill instruction will take place between 9:00 am to 12:30 pm each day. On Thursday afternoon and evening, Rangers will also participate in a five-mile hike and overnigher.
- In addition to Scout skills and rank advancement requirements, Rangers will have the opportunity to earn Exploration and Nature merit badges.

- Afternoons (other than Thursday) can be spent with the Troop on adventures around camp to solidify what has been learned in Rangers.

The Resica Rangers program is not meant to replace any skill instruction or Troop activity, but we hope to work with the Troops to ensure that each Scout that goes through our program learns more about Scouting and the outdoors. Units with Scouts participating in the Resica Rangers program are encouraged to provide a leader or two throughout the week to aid with instruction. There are a few things we would like each Scout to bring to camp to ensure Resica Rangers runs smoothly. The list includes:

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



# Advancement Skills Covered by Resica Rangers

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## Scout

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

## Tenderfoot

- (1abc) Overnight Camping and Outdoor Code in Practice.
- (2abc) Basic Cooking
- (3a-d) Practical uses of knots & wood tools – uses, care and sharpening
- (4) – basic first aid, poisonous plants
- (5) buddy system and safe hiking
- (7a) demonstrate how to display, raise, lower, and fold the US flag

## Second Class

- (1b) Leave No Trace
- (2a-d) fire/stove, tinder/kindling/fuel, firebuilding
- (3a-d) map & compass, 5-mile hike, hazards & injuries, finding directions
- (4) 10 animal identifications
- (5) BSA beginner test, safe swim defense, water rescues
- (6) first aid, hurry cases, prevention, emergency response, vehicular accident.

## First Class

- (1b) Tread Lightly principles
- (3) lashings; timber hitch/clove hitch
- (5a) 10 plant identifications
- (6) BSA swimmer test, safety afloat, boating, line rescues
- (7) carries, heart attack/CPR, emergency plan home/meeting location.

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## Resica Rangers Notes:

1. Rangers should be registered in Black Pug for Resica Rangers Program. Webelos crossovers **will not** automatically be registered in the Resica Rangers program. They do not need to register separately for Exploration and Nature Merit Badges.
2. Rangers should arrive to program on Thursday afternoon ready to go on the 5-mile hike and overnighter with all necessary gear. Gear will be transported to the lake as needed – please make sure the Scout's name & Troop number are on it.
3. The Resica Rangers staff at Resica Falls serve as skill instructors. It is the job of the leaders of the troop to ensure that the retention and comprehension of the skills taught is obtained.
4. A syllabus of requirements that have been gone over will be available to leaders during the first day of instruction, as well as a list of skills each Scout has learned in Black Pug on Friday.



# Adult Leader Activity/ Training Schedule

## **Introduction to Outdoor Leader Skills**

Monday & Friday, 10:00AM  
Location: Dining Hall  
Trainer: Chris Brenner

## **Home Away From Home**

Monday, 2:15PM  
Location: White House Conference Room  
Trainer: Program Staff

## **Paddlecraft Safety**

Monday & Tuesday, 2:30-4:30PM  
Location: Lake  
Trainer: Lake Director

## **Swimming & Water Rescue**

Monday, 9:15 - 12:30PM  
Location: Pool  
Trainer: Aquatics Director

## **SM/ASM Leader Specific Training**

Tuesday, 9:00AM  
Location: White House Conference Room  
Trainer: Council Training Committee

## **Climb on Safely**

Tuesday, 1:00PM  
Location: White Dining Flies behind Dining Hall  
Trainer: Climbing Staff

## **Working with Scouts with Special Needs**

Tuesday, 2:15PM  
Location: White House Conference Room  
Trainer: Program Staff

## **Coffee Drinking Merit Badge**

Wednesday, 9:00AM  
Location: Dining Hall

## **CPR Certification**

Wednesday, 10:00AM  
Location: Pool  
Trainer: Aquatics Director

## **Leave No Trace Training**

Wednesday, 1:00PM  
Location: Ecology  
Trainer: Ecology Staff

## **Trek Safely**

Thursday, 1:00PM  
Location: Scoutcraft  
Trainer: Scoutcraft Staff

## **Napping Merit Badge**

Thursday, 2:15PM  
Location: Dining Hall

## **2023 Leaders Challenge**

**Recognition:** Come to the office and grab a score sheet. Spend the week participating in activities to fill up your sheet. Once you have achieved your score for the week, drop the sheet off in the office and receive your award at the campfire on Friday night!

# High Adventure

**ATV Program:** Classes will be offered at 9:00AM - 9:45AM, 9:55AM - 10:40AM, 10:50AM - 11:30AM and will be for Scouts 14 years of age or older. There are three week-long sessions offered and each session has a limited number of participants. Before arriving to camp participants must complete the online blended learning training found at [atvsafety.org/atv-ecourse](https://atvsafety.org/atv-ecourse) (2 hrs. to complete). Completion certificates must be presented to the instructor along with your ATV Participation and Hold-Harmless Agreement that must be completed and signed by a parent before the Scouts arrive in camp. Participants are required to wear long pants, long sleeved shirts, and sturdy boots that cover the ankle while on the course. Per manufacturers standards, participants may not weigh more than 215lbs. There is a \$40.00 fee per Scout for participating in the program.

From 3:15 PM - 4:00 PM on Monday and Tuesday or Thursday and Friday, those Scouts who have already completed the ATV safety course will have the opportunity to participate in trail rides around camp. Proof of certification must be shown to participate in these rides.

**High Five Adventure Club:** Are your Scouts looking to do a few merit badges at camp, but they also want some ADVENTURE?!! Each day, Scouts aged 14 and up will be given the opportunity to go on a different adventure around Resica Falls and the Pocono Mountains. On Monday the Scouts will have an opportunity to pick their excursions for the week, so the activities will change each week depending on what that week of Scouts want to do. The excursion will meet every day at the Clock Tower at 9:00AM and 2:15PM (unless decided otherwise). Here is a list of possible excursions for the Scouts to pick from:

- A hike to Look Out Point, one of the many scenic vistas in camp, followed by a swim in the Bushkill Creek
- A shotgun shooting competition that will feature challenging shooting angles
- A canoe trip on the Delaware River
- A COPE/Climbing day
- Action Archery/Atlatl/Sporting Arrows/Tomahawk Throwing/Knife Throwing
- Fly Fishing
- The World Famous Three Falls Hike

**Fawn Run:** Resica Falls is home to 4,200 acres of Pocono Mountain wilderness. Fawn Run is your unit's opportunity to explore all the corners of the reservation through this week-long backpacking adventure. Put the basic principles of primitive camping into practice while enjoying scenic vistas and participating in such trail camp programs as lumberjacking, fly fishing, and black powder shooting.

***Scouts & Leaders in Troops, Ships, or Crews must be at least 13 years old to participate. This should not be their first backpacking experience.***

**Paddlerama:** Spend an exciting week on the picturesque Delaware River, paddling over 80 miles and riding rapids! Begin your week at Resica Falls Scout Reservation where you will meet your guide for your excursion, review any safety precautions, and get any skill refresher you may need. Camp each night along the river, practicing your primitive camping skills after a day of taking in the gorgeous sites of the river.

Scouts & Leaders in Troops, Ships, or Crews must be at least 13 years old to participate, and have passed the BSA Swimmer Test.

**Pioneering Camp:** A unique experience during Week 2 that allows Scouts to live the life of the old frontier by putting their pioneering skills to the test. Scouts will create their own shelter and other spectacular structures. Scouts in Troops, Ships, or Crews must be at least 13 years old to participate. Experience with pioneering is required.

**Please Note: You MUST register for the ATV & High Five Programs before you arrive in camp!!**

**Registration for the Fawn Run, Paddlerama and Pioneering Camp programs are separate from registration for our traditional summer camp and should be coordinated through the council camping office. Individuals can contact the council office at: [camping@colbsa.org](mailto:camping@colbsa.org)**





# Aquatics Program

## **SWIMMING AND WATER RESCUE TRAINING AND PADDLECRAFT SAFETY TRAINING:**

Each leader will have the opportunity to receive training in the Paddlecraft Safety and Swim and Water Rescue Plans. This will qualify the unit leader to hold boating and troop swims anytime and anyplace during the year. An adult with these trainings will be required to participate in any aquatics-related troop trips while in camp. A two year certification will be presented to the leaders who take this opportunity. After completing Paddlecraft Safety and Swim and Water Rescue, a leader may take the troop to the Bushkill Creek, set up and run a safe swim area, or take their unit on a canoe trip on the Delaware River. Scouts are not permitted to swim in the Bushkill without Adult supervision.

**SMALL BOAT SAILING:** Sailboats may be taken out for general use during any of the open boating periods. Only swimmers can take out sailboats but not until they go through a sailing check-out orientation. Personal flotation devices (PFD's) must be worn at all times.

**ROW BOATING:** Rowboats may be taken out for general use during any of the open boating periods. No more than three people can be in a boat. A non-swimmer must be accompanied by a certified lifeguard in order to take out a rowboat. A beginner may take out a rowboat provided they are accompanied by an adult swimmer. All boaters must wear PFD's at all times.

**CANOEING:** Canoes may be taken out for general use during any of the open boating periods. No more than two people can be in a canoe. Only swimmers can take out a canoe. PFD's must be worn at all times.

**POLAR BEAR:** The polar bear program is a program for everyone in camp. Show up at least three days for an early morning swim and earn the honor of being in the polar bear club. Members of the club are eligible to purchase a special patch at the trading post. Unit leaders should keep track of attendance.

**MILE SWIM:** This program is offered to help improve awareness of being physically fit. It is a four day program which includes discussion, and three days of swim work-outs culminating in a complete nonstop Mile Swim on the fourth day. Upon completion, Scouts are awarded the certification card and the right to wear the mile swim patch.

**KAYAKING:** Kayaks can be used during any of the open boating periods. Only one person may be in a kayak at a time. Only swimmers can take out a kayak. PFDs must be worn at all times.

# Aquatics Program (Continued)

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**FISHING:** Lake Roger and Lake Ann offer great fishing and are loaded with blue gills. *A PA Fishing license IS needed for fishing at these lakes for everyone 16 and over.* Rowboats may be used by Scouts and leaders qualified as swimmers. The boats may be reserved with the lake director in advance. PFD's are required by all boaters. There will be no fishing permitted from any boat docks, or within 100 feet of the docks along the shore. A buddy must accompany Scouts to the lake. A note by the Scoutmaster attesting that the Scout has caught, identified and released the fish unharmed is sufficient for merit badge purposes. Scouts may keep one fish according to all state laws if they wish to cook and clean it at their campsite though at least one of the two fish must be released unharmed. Bring your own rod and reels to camp. Fishing Merit Badge is taught at Lake Roger.

**FLY-FISHING:** The Bushkill Creek offers some of the best fly-fishing around as it is fully stocked with trout. *Anyone 16 years & up must have a PA Fishing license in order to flyfish at Resica Falls.* An application for a license can be found on the PA Fish and Boat Commission website at [www.fishandboat.com](http://www.fishandboat.com). The Bushkill Creek at Resica Falls is fly-fishing only and with all fish being catch and release. A buddy must accompany Scouts while fly-fishing. Fly-fishing is available on the Bushkill from well above and well below the falls. There is no wading by Scouts into the Bushkill. A note by the Scoutmaster attesting that the Scout has caught, identified and released the fish unharmed is sufficient for merit badge purposes. Bring your own rod and reels to camp. Fly-fishing Merit Badge is taught at the Native American Village.

**PADDLEBOARDS:** Paddleboards can be used during any of the open boating periods. Only one person may be on a paddleboard at a time. Only swimmers can take out a paddleboard. PFDs must be worn at all times. BSA Stand-Up Paddleboarding - required to attend both sessions.

**BOATING ON LAKE ROGER:** Big Springs offers boating on Lake Roger. Scouts and Leaders can sail, row, canoe, or even Dragon Boat. You can also fish from the shore or boats on our beautiful lake.

The trail to Lake Roger leaves the main part of camp

from behind the trading post. It is about a 20 minute, scenic trail up to the lake. Leaders may also drive Scouts to the lake on the access road, located about one-half mile up Route 402 from the main entrance of camp.

Rowing, Canoeing, Kayaking, and Small-Boat Sailing merit badges are offered at the lake. The lake is open during regular program times. Scouts can come up anytime before closing time to work on badges.

According to the regulations of Scouts BSA, each Scout and adult who wishes to use the boats at the lake must be accompanied by a buddy and have a buddy tag. A person who has been classified as a non-Swimmer must be accompanied by a lifeguard while boating on the lake. They can be passengers in tandem kayaks, canoes, and rowboats. A beginner must be accompanied by an adult Swimmer, and may use canoes, tandem kayaks, and rowboats. Only Swimmers are permitted to use kayaks during open boating. Sail boats are not available for open boating. Everyone wears a PFD at all times while in the boating area. Please consult the Lake Director for rules regarding use if the Wibit Aquapark attractions.

There are also opportunities for troop boating in the afternoons. Units need to supply their own leadership and lookouts. A staff member will also be present to help our Units.

# Unique Opportunities at Resica Falls

## Hike to one of our Beautiful Vistas

Here at Resica Falls we have many beautiful destinations around camp that your group can hike to and take in the scenery. Your commissioner can help you plan a hike to any of these locations in camp.

- The Resica Falls
- Little Falls\*
- Lookout Point
- Signal Mountain
- Lake Roger
- Lake Anne
- Beaver Lake
- Indian Flats
- Bushkill Bluff
- Piano Pool\*
- Chapel Pool\*
- Cool Dip\*
- Fossil Rock\*

\*Denotes swimming hole

Be sure to file a Trip Plan with the Camp Office for all trips. You can also request to take a bag lunch with you on your trip. Locations marked with an asterisk above are great swimming holes. If you would like to go swimming while on the hike you will need to have the Aquatics Director sign off on your Trip Plan.

## Canoe Trips

While your Unit is at Resica Falls, consider taking an afternoon out of camp to canoe the Delaware River. We can arrange a more relaxing trip for units with less experienced Scouts, or a more strenuous trip for those that are experienced canoers! These trips can be arranged through your commissioner.

## Learn About Raising Fish

Having a World-Class Fly Fishing stream running through our camp not only allows us to teach Fly Fishing Merit Badge in the perfect setting, but it also allows us to be able to teach more about raising fish. We have our very own fish hatchery on the property and would love to let your Scouts feed the fish while they learn about how they are raised and how we get them acclimated to the new waters once we release them.

## SEEK

Introduced in 2021, SEEK replaces our traditional CIT program with a three week program designed around targeted skill development and personal growth. Scouts ages 14 and 15 will work with our dedicated staff to hone the skills needed to be a great leader, both in camp and in their units. The SEEK program has its own staff, lives in it's own campsite, and has its own program specific uniforms, trips, and activities.

Care has been taken to provide a balance of both work and play. One day SEEK participants might be shadowing an area director and the next day camping out at Lake Roger! [resicafalls.org/seek](https://resicafalls.org/seek)

## Troop 1

Scouts, both male and female, have the chance to experience the adventures of Resica Falls as part of our Resica Troop One program. Whether your unit is going somewhere else for summer camp or you want to come back for a second week of fun, our provisional unit is the place for you. Any Scout who spends a second week of camp at Resica Falls is eligible for a special discounted rate of \$425! The Scouts first week of camp must also have been at Resica Falls to receive the discount.

[resicafalls.org/troop1](https://resicafalls.org/troop1)

