

Program Guide



Horseshoe Scout Reservation
Chester County Council, BSA
1286 Ridge Road
Rising Sun, MD 21911

Mission Statement of the Horseshoe Scout Reservation

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

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

The Boy Scout Oath

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

Note from the Program Director

Dear Campers,

Thank you very much for choosing to spend your 2011 summer camp experience with us at Camp Horseshoe. We have a great summer staff that will carry on our strong traditions and deliver an excellent program for your Scouts this summer.

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

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

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

Yours in Scouting,
Craig Cohen
Program Director

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Planning

Planning Advancement

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

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

First year Scouts who are currently working towards their first few ranks are encouraged to take part in the Trailblazers program, emphasizing the skills for Tenderfoot through First Class.

Planning Special Troop Activities

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

Helpful dos and don'ts:

- Do allow Patrols to plan and carry out some of the things they think of and want to do.
- Do allow for and suggest some free time so that a Scout can go and experience interesting areas of camp with a pal or two.
- Do be sure that throughout the week Scouts achieve personal advancement while having fun.
- Do set a tone that lends real class to any troop. Insist on manners, good fellowship, sportsmanship, clean fun and a clean camp.
- Do informally talk to each Patrol every day so that you know what is going on.
- Don't allow Scouts to get too busy to enjoy themselves. Camp should be a challenge, but not a grind.
- Don't emphasize activities that can be better-done back home; take advantage of the unique things that Horseshoe has to offer.

Sunday Check-In

Sunday Arrival

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

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

Scoutmaster Check-In

The Scoutmaster must deliver three copies of the troop roster to Headquarters upon arrival and then proceed to check in with the Business Manager. Troops will be called to the Health Lodge only after the rosters have been received at Headquarters.

Health Check and Swim Test

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

Retreat and Evening Program

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

Dinner immediately follows retreat, and a camp-wide leader's meeting follows dinner. A guided tour is offered for those new to camp following dinner.

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

The Basic Daily Schedule

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

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

Breakfast — 8:00 am

Troop Roll Call — 9:45 am, 12:00 noon, and 10:00 pm

Each troop should conduct some form of roll call or head count at these times. Any unaccountable absences should be reported to Headquarters immediately.

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

This hour is open for the troop or patrol to plan activities.

Daily Health and Safety Inspection

Each day between 9:15 am and 10:00 am, a senior staff member will conduct a health and safety inspection of every site. The Senior Patrol Leader accompanies the inspector on his visit.

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

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

Lunch — 12:30 pm

Siesta — 1:00 pm to 2:00 pm

Each day this hour is set aside for quiet activities in the campsite. All program areas and the Trading Post are closed and the Scouts are expected to be in their sites.

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

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

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

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

Retreat — 5:45 pm

Every evening Scouts and leaders gather on the parade field for our camp-wide retreat ceremony. Everyone must be in full class 'A' uniform.

Dinner — 6:00 pm

Immediately following the retreat ceremony, dinner is held in the Allen Memorial Dining Hall. Class 'A' uniform is required for this meal. Note that those who are not dressed accordingly will not be permitted in the dining hall for the evening meal.

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

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

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

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

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

All Scouts must be in their sites by 10:00 pm (taps) and remain there until 7:30 am (reveille). Exceptions are programs that extend past taps or begin before reveille: polar bear swim, astronomy hikes, etc. If the Troop has planned an activity outside of the site that falls within these hours, the unit leader should inform the Camp Director. Please conduct yourselves in such a manner as to not disturb other Troops during these hours.

Vespers Service

A short vespers gathering is held Wednesday after dinner in the picnic grove. This service is non-sectarian, so everyone is welcomed and encouraged to attend regardless of religious belief. An uplifting message will accompany fun singing and patriotic observances.

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

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

Siesta — 1:00 pm to 2:30 pm

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

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

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

Retreat — 5:45 pm

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

Campfire and Award Ceremony — 8:30 pm

Scouts, leaders, and parents enjoy an impressive Order of the Arrow Pageant followed by an awards ceremony where each Scout and leader is recognized. Scouts and leaders must wear Class 'A' uniform.

Sunday Departure

Chapel and Religious Services

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

Sunday Lunch - 12:00 pm

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

Final Checkout

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

Retreat Ceremony

This daily observance has changed little since the first season over 75 years ago. It presents an opportunity for all of us to reflect on our duty to our country and those who have given so much to win and maintain our freedom. It is also a great time to build troop *esprit de corps*. All Scouts must attend in full uniform. Those not wearing Class 'A' uniform will not be permitted to attend dinner.

Scouts form as a troop, stand retreat, and pass in review. Leaders stand on the review line with the staff. All are encouraged to assume the proper attitude during retreat. Dishonorable conduct may result in losing the Standard Troop Award.

Please note that although based on military retreat ceremonies, the Boy Scouts is not a paramilitary group, and therefore may not adhere to the same standards and traditions as the service when it comes to marching, saluting, and organization. We ask that you respect our unique ceremony, which is a strong part of the camp's 80-year history.

Retreat Trophy

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

Allen Memorial Dining Hall

Meals

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

Outpost Thursday

The dining hall is closed on Thursday and troops will prepare their meals in their site. Troops are expected to provide their own cooking gear, and Scouts should bring their own eating utensils and mess kits. *In the interest of conservation, the Dining Hall will not distribute paper plates or plastic utensils.*

Tuesday Lunch Ticket

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

Trading Post

The Trading Post offers soda, snacks, merit badge materials, craft supplies, souvenirs, and a good selection of Scouting gear. It is open Monday thru Saturday during merit badge times, and for one hour after the Saturday night campfire. The Trading Post will also be open for a short time following Sunday Lunch.

Swimming Classification

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

Non-swimmer (white). No test.

Beginner (red-white). Jump feet-first into water over your head, level off, and swim 25 feet; make a sharp turn and return to the starting point.

Swimmer (red-white-blue). Jump feet-first into water over your head, level off, and swim 75 yards using any strong stroke on your stomach or side; swim 25 yards using a resting backstroke; rest by floating.

Horseshoe Program Area Activities

Aquatics

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

All boating activities and tubing require closed toe shoes.

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

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

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

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

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

Scouts age 14 and over will learn the basics of kayaking on running water. Skills include river reading and whitewater maneuvering. The goal is to make Scouts comfortable on the river in order to prepare them for future whitewater activities. Whitewater merit badge may be earned optionally as part of the program.

Due to safety procedures, staff may narrow the group size based on boating ability and age. Scouts planning to participate should meet directly after breakfast on Monday, on the dining hall porch.

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

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

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

Designated sections of the pool are open for swimming.

Safe Swim Defense and Safety Afloat — 10:00 am to 11:00 am, Monday

Meet at the pool to be certified in Safe Swim Defense and Safety Afloat. Bathing suit not required. Required for troop swims and tubing.

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

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

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

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

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

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

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

This activity is also scheduled through the Program Director on Sunday evening. At your scheduled time, meet at the Quonset Hut wearing swimwear and closed toed shoes that can get wet (mandatory). Two leaders, over 21 and Safety Afloat certified must attend. Scouts must be red-white-blue swimmers. Trips last about one hour, depending on the level of the river.

Mile Swim — 9:00 am, Saturday

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

Campcraft

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

Trail Hikes

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

COPE and Mountain Biking

COPE

There is a fee for the COPE program. Please refer to the fee sheet located in the appendix. COPE is an acronym for Challenging Outdoor Personal Experience that consists of a ropes course of activity and reflection designed to develop skills in leadership, problem solving, communication, trust, decision-making, and teamwork. COPE provides the opportunity for individual and team growth through challenges designed to test skills and character. Highlights of a week at COPE include rappelling from a 35-foot rappelling tower, riding on a 300-foot zip line, and climbing a vertical playground.

COPE meets Monday through Friday 2:00 to 5:00 pm. The minimum age for participation is 14. Scouts completing COPE receive a segment for the Horseshoe patch.

Open Rappelling and Climbing

The tower will be open from 7:00 pm to 8:00 pm daily for scouts of all ages to learn and participate in climbing activities, and for scouts 13 or older to participate in rappelling activities. The tower may be closed for weather or unforeseen circumstances.

Mountain Biking

Fees for mountain biking can be found on the fee sheet in the appendix. Several mountain biking trails have been designed to challenge Scouts and adults physically and mentally while building cross-country biking skills. Adults may ride free-of-charge provided that there is room on the guided ride. A segment for the Horseshoe patch is awarded to those who ride at least 5 times in the morning, 3 or 4 times in the afternoon.

Scouts may bring their own bikes or use bikes provided by camp. All bicycles must be registered and stored at the COPE building on Flagpole Hill when not in use. Due to safety and environmental concerns, Scouts may not ride bicycles unless led by one of our Mountain Biking staff members. All other bike riding is prohibited.

Rides are offered Monday through Friday from 9:00 to 11:00 am, and Monday through Thursday from 7:00 to 8:30 pm.

Adult COPE

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

Eagle Resource Program

Life-to-Eagle Snack — 10:15 – 11:00 pm, Tuesday

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

Field Sports

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

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

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

Inter- Troop Competition

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

Personal Firearms and Archery Tackle

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

Handicraft

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

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

Ton-Ca-Coo Belt Branding

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

Health and Fitness

CPR & First Aid

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

Track Meet

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

Nature

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

Nature Trail

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

Merit Badge Program

The merit badge program is principally directed at those Scouts who have earned First Class rank. Consequently, all instructors at Horseshoe uphold high standards for the completion of merit badge requirements. The Merit Badge Schedule is included in the Forms section. It is strongly encouraged that first year Scouts participate in the Trailblazer program and that older Scouts (ages 14 and up) take advantage of COPE, Mountain Biking, and Kayaking.

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

Prerequisite Requirements

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

Please Note that changes may be made upon the release of the 2011 merit badge requirement book.

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

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

Astronomy: Scouts must participate in one late-night observation Wednesday night. A partial may be

issued due to cloud cover. It is suggested that Scouts bring a small telescope or binoculars. Scouts will participate in a software simulation to fulfill Req. 6.

Backpacking: Complete 8c, 9, 10, and 11 before arriving at camp. These requirements include planning and carrying out various hikes and trips, along with keeping a journal of activities. Scouts must bring their own backpacks. Please come Monday morning at 9 a.m. to arrange to take this badge. Only older Scouts who have completed the prerequisites ahead of time should take this badge.

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

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

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

Canoeing: Scouts must be able to lift a 70 lb. canoe.

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

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

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

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

Communications: Complete requirement numbers 5 and 7 before arriving in camp. These requirements include attending a public meeting and creating a newsletter. Scouts should have a current merit badge pamphlet available for assignments during the week.

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

Electronics: This merit badge requires scouts to build a simple electronic device to fulfill requirement 4. The project involves the use of soldering irons and is strongly suggested that only older scouts schedule this badge. A voucher is required to cover the cost of the electronic project that the scouts will take home. There is a fee for this badge, please refer to the fee sheet in the appendix.

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

Environmental Science: Scouts should be at least First Class. This is a very demanding merit badge. Environmental Science is a two session merit badge. Scouts need to attend a morning and afternoon

session each day. They must attend the 10:00 and 2:00 meeting times, or the 11:00 and 3:00 meeting times. No other time pairings are allowed.

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

Fish and Wildlife Management: Scouts will be required to attend an evening fish dissection in order to examine the stomach contents of three fish species.

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

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

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

Geology: Geology merit badge is offered at 3:00 at the nature lodge.

Hiking: Complete 4, 5, and 6 before arriving at camp. These requirements include planning and carrying out various hikes and trips, along with keeping a journal of activities. Please come Monday morning at 9 a.m. to arrange to take this badge. Only older Scouts who have completed the prerequisites ahead of time should take this badge.

Indian Lore: There is a fee for materials. Please see fee sheet.

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

Lifesaving: Scouts must be First Class rank and be able to complete a 400 yard swim. The Lifesaving merit badge class meets twice a day from 11:00 to 12:00 and 3:00 to 4:00. Scouts must attend both sessions.

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

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

Nature: Complete requirements 4a2 before coming to camp. This requirement involves the construction and observation of a bird feeder, house or bath for a period of one month.

Oceanography: Oceanography meets at the Nature lodge during the 11:00 session.

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

Personal Fitness: **This merit badge cannot be completed while at camp.** Scouts must have a dental exam prior to arriving at camp and must have a note confirming the exam signed by a parent or

guardian. Additionally, requirements 7 and 8, development and completion of a 12 week fitness plan, needs to be carried out after all other previous requirements have been met. All other arrangements will be made with the troop scoutmaster during the week at camp.

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

Reptile and Amphibian Study: Bring a guidebook. Complete requirement 8 before camp. To complete this requirement, scouts need to make long term observations of a reptile or amphibian.

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

Rowing: Rowing merit badge is offered at the boat docks from 10:00 to 12:00. Scouts are required to have swimming merit badge.

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

Soil and Water Conservation: This merit badge is offered at the nature lodge at 3:00.

Space Exploration: Scouts will build model rockets. There is a fee for this badge, please refer to the fee sheet in the appendix.

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

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

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

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

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

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

Trailblazers

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

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

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

Outpost

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

Trailblazer Field Day

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

Troop Guide Training

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

Trailblazers Troop Guide Certification

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

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

Special Interest Program

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

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

The following department areas offer a Special Interest Program:

Aquatics

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

Campcraft

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

Ecology and Conservation

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

Field Sports

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

Handicraft

The Handicraft SIP offers scouts a chance to hone the craftsmanship. Scouts will work on carving, participate in spear fishing, and do some advanced origami. Woodcarving, metalworking, and underwater basketry are also possibilities. To finish out the week the scouts will have the chance to participate in a 2 day Bob Villa Challenge which will encourage competition in a variety of Handicraft Skills.

Health and Fitness

The Health and Fitness SIP focuses on increasing a scout's knowledge of everyday application of personal fitness and advancing their first aid skills. Scouts will participate in a realistic first

aid demonstration, test various aspects of their personal fitness, and refresh their CPR skills. Scouts will also learn anatomy and physiology as they relate to severe injuries and physical fitness.

Shooting Sports

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

Additional Information

Standard Patrol Award

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

Standard Troop Award

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

Clean Camp Award

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

Silver Buckle

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

Camp Horseshoe Emblem

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

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

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

100% Patrol Award

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

Camp wide Game Awards

Throughout the week, there will be many opportunities for camp wide competition. Many of these games are inter-troop or inter-patrol where troops and patrols compete against each other for ribbons and other trophies awarded at Sunday lunch. For patrol competitions, natural patrols should be used whenever

possible. In addition, most games will be designed such that patrols of less than six Scouts will not be able to compete. Please arrange patrols accordingly.

For inter-troop competitions, generally troops smaller than ten Scouts will be encouraged to join with another small troop. The combined troops will share any awards earned.

Awards Using Summer Camp Experience

Several national BSA awards require summer camping experience for completion, using leadership skills and the patrol method that we try to emphasize in all activities at Camp Horseshoe. These include the National Camping Award and the Quality Unit BSA. The requirements for these two awards are available from the Council Service Center.

Appendix: 2011 Camp Forms

□ Merit Badge Schedule	20
□ Fees Sheet.....	21
□ Map of Camp Horseshoe	22



Camp Horseshoe

Merit Badge Program 2011

	10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM
Aquatics	Swimming I †0	Swimming II †0	Swimming III †0		Special Interest Program
		Lifesaving, Sess. 1 ††0		Lifesaving, Sess. 2 ††0	
	Rowing (until noon) †		Canoeing (until 4) †		Open Swim
	Kayaking (until noon, Must be 14; Fri. outpost 9-2) Δ◇				
	BSA Lifeguard (until noon, 7 pm Tue. & Thur.) ††◇				
Nature	Envi. Sci. I, Sess. 1 †0	Envi. Sci. II, Sess. 1 †0	Envi. Sci. I, Sess. 2 †0	Envi. Sci. II, Sess. 2 †0	Special Interest Program
	Space Exploration \$	Astronomy Δ	Weather	Chemistry \$	Forestry MB (make arrangements Monday at 9 a.m.)
	Fish & Wildlife	Electronics †\$	Reptiles ◇	Soil & Water Conservation	
	Bird Study	Oceanography	Nature ◇	Geology	
	Pioneering †		Camping I †Δ◇ 0	Camping II †Δ◇0	Special Interest Program
Campcraft	Orienteering and Geocaching‡		Cooking †	Wilderness Survival Δ	
	Backpacking and Hiking (Δ): Make arrangements Monday at 9 a.m.†◇ 0		Indian Lore \$		
Field Sports	Shotgun †\$		Rifle †\$		Special Interest Program
	Archery, Sess. 1 †	Sports ◇	Archery, Sess. 2 †	Fishing	
Handicraft	Art I	Leatherwork \$	Art II		Special Interest Program
	Basketry I \$	Woodcarving I \$	Basketry II \$	Woodcarving II \$	
	Woodworking, \$		Metalwork \$		
Health & Fitness	First Aid I †◇0	First Aid II †◇0	First Aid III †◇0	First Aid IV †◇0	Special Interest Program
	Emerg. Prep. Sess. 1 Δ◇0	Personal Fitness I ◇0	Emerg. Prep., Sess. 2 Δ◇0	Personal Fitness II ◇0	
		Medicine † (Wks. 1-3 only)			
Eagle R C	Communications †◇0 (@Goodman Pavilion)	Cit in the World †0 β (@ Browning Lodge)	Cit. in the Nation †◇0 β (@Trailblazers)		
Trailblazer	Morning Session (until noon)		Open for Merit Badge	Afternoon Session (until 5 pm)	
COPE		Climbing *†	COPE (until 5 pm) \$		
Mountain Biking	Morning Ride (9:45 - 11) \$				

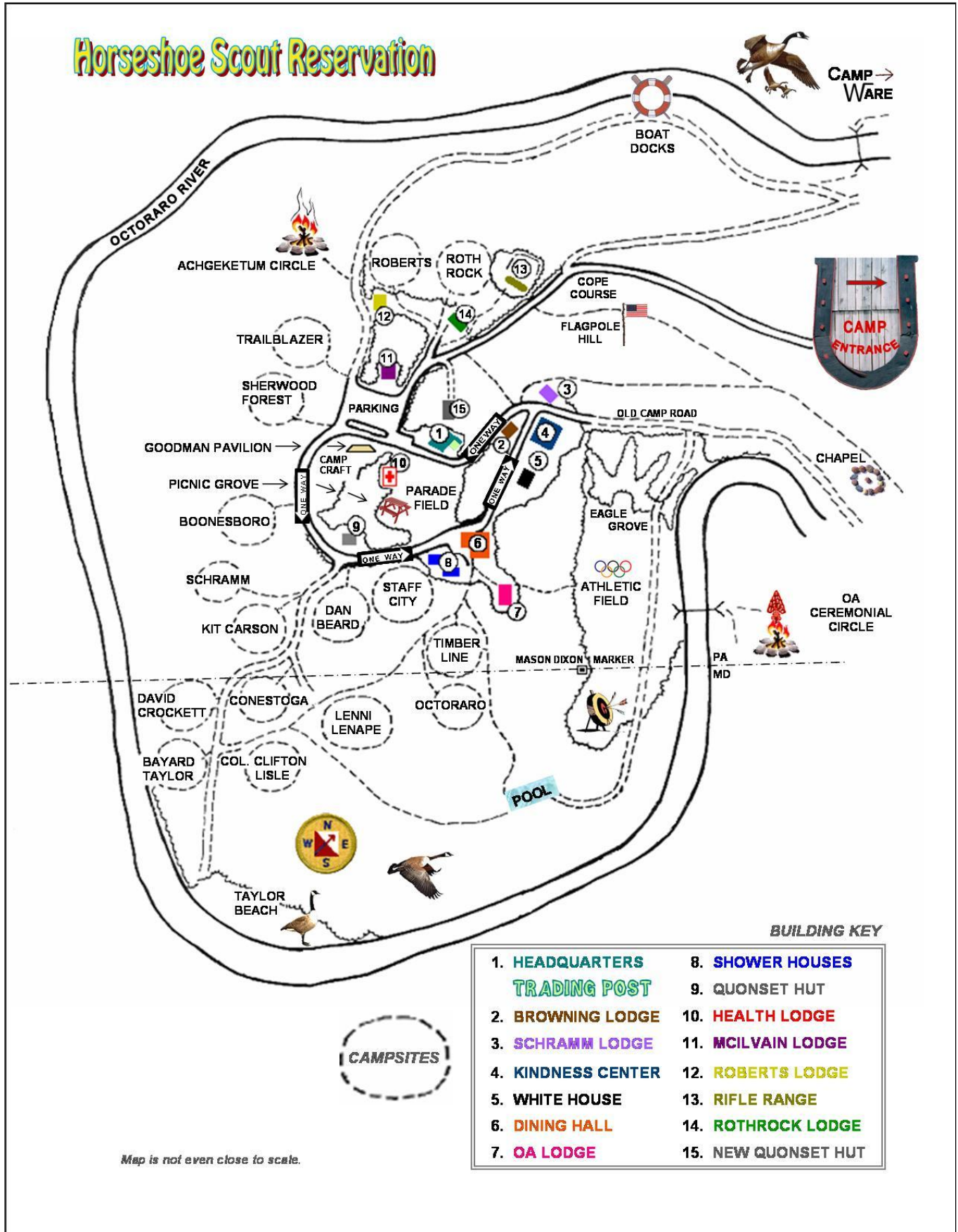
† Requires Swimming Merit Badge ◇ Pre-requisite Requirements (see Leader's Guide) 0 Eagle Required Merit Badge Δ Outpost Required
 ‡ Suggested only for First Class and above \$ Program or material fee extra β Star and above, or have taken government class * 13 Years old or older

Note: must take corresponding session 1 and session 2 ****Reference pages 11-14 of the program guide for any additional pre-requirements/pre-requisites of the above listed merit badges.**

Supplemental Fees

Indian Lore Merit Badge	\$9.00
Woodcarving	\$8.50
Electronics	\$13.50
Chemistry	\$6.00
Basketry Merit Badge	\$14.00
Leatherworking Merit Badge	\$15.50
Metalworking Merit Badge	\$10.50
Space Exploration Merit Badge	\$15.00
Rifle Shooting Merit Badge	\$10.00
Shotgun Shooting Merit Badge	\$25.00
Rifle Shooting (Open Shoot)	50¢ per 5 rounds
Shotgun Shooting (Open Shoot)	70¢ per round
Project C.O.P.E.	\$20.00
Mountain Biking (Camp bike)	\$10.00
Mountain Biking (Personal bike)	\$4.50

Horseshoe Scout Reservation



Map is not even close to scale.

BUILDING KEY

- | | |
|--------------------|---------------------|
| 1. HEADQUARTERS | 8. SHOWER HOUSES |
| TRADING POST | 9. QUONSET HUT |
| 2. BROWNING LODGE | 10. HEALTH LODGE |
| 3. SCHRAMM LODGE | 11. MCILVAIN LODGE |
| 4. KINDNESS CENTER | 12. ROBERTS LODGE |
| 5. WHITE HOUSE | 13. RIFLE RANGE |
| 6. DINING HALL | 14. ROTHROCK LODGE |
| 7. OA LODGE | 15. NEW QUONSET HUT |