

Troop 541 Summer Camp Guide

2024

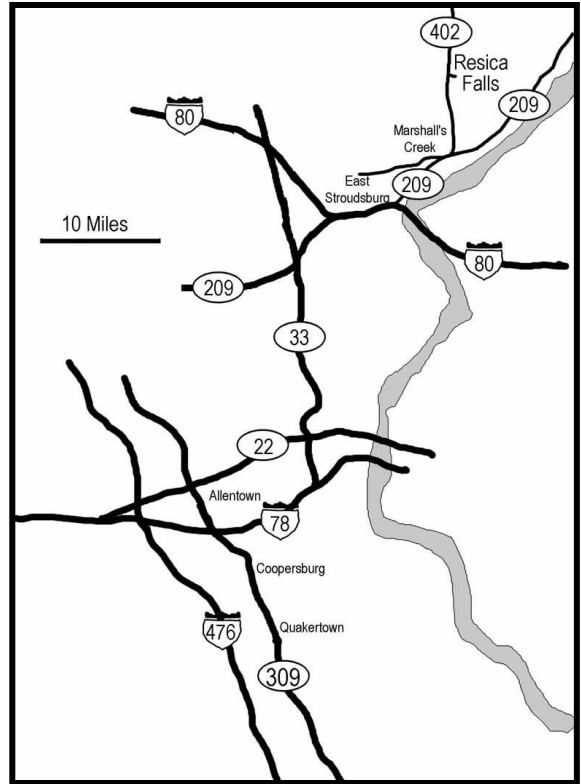
IMPORTANT HIGHLIGHTS:

1. Read through this guide ahead of time.
2. Register for the awards you plan to earn by April 1
 - ☐ Download and read the Scheduling packet from our web site:
<https://troop541.com/summercamp/2024campmb.pdf>
 - ☐ Fill out the online request form:
<https://forms.gle/xZr7Uz2VTMRdG6W78>
3. Turn in **HARD COPIES** of medical paperwork by July 8 (see page 1):
 - ☐ Annual Health and Medical Record signed and dated by both physician and parent no earlier than 8/3/23 (no more than a year old while we're in camp)
 - ☐ Drug Administration Record signed by parent
4. Be at the church at 8:30 AM Sunday, July 28
 - ☐ Wear your complete Class A uniform including neckerchief
 - ☐ Bring a brown bag lunch for Sunday
 - ☐ Have an extra key or a copy of the combination to your lock.

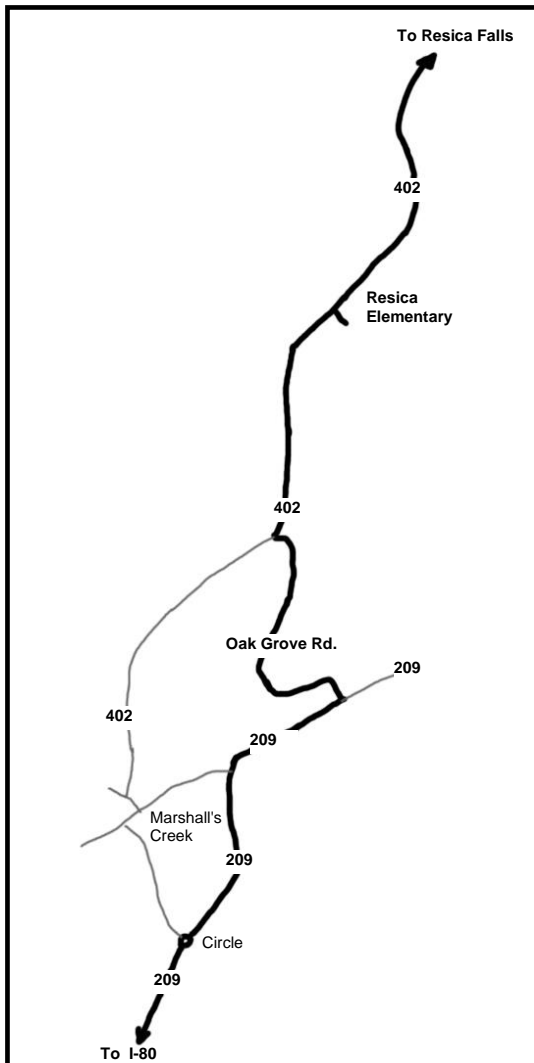
DIRECTIONS TO RESICA FALLS:

See Map on Right

1. North on 309 approximately 25 miles through Quakertown and Coopersburg to I-78 East.
2. East on I-78 for 11 miles to PA Route 33 N.
3. Continue on 33 north for about 23 miles. This will take you through Wind Gap. Route 209 joins with 33 for the last part of this section. Watch for 209 and 33 to split and follow 209 toward Stroudsburg.
7. After splitting from 33, 209 continues for about 6 miles and merges into I-80.
8. Join I-80 and follow I-80/US 209 east toward the Delaware Water Gap.
9. Exit with US 209 at exit #309 for Marshall's Creek and follow 209 for 3.5 miles to a circle (see map below).

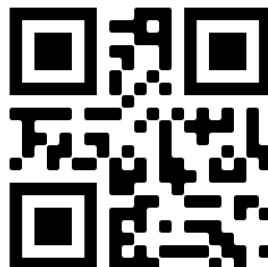


See Map on Left



10. After entering the circle take the first right to stay on the US 209 Marshalls Creek bypass
11. Follow US 209 1.5 miles to the second light which is Oak Grove Road and turn left
12. Follow Oak Grove Road for 1.2 miles to PA 402 and turn right
13. In about 1.1 miles, you'll come to Resica Elementary on the right at the intersection of Gravel Ridge road. **Stop and regroup to eat lunch in the picnic area behind the school.**

GPS 41.076978, -75.108040



14. The camp is about 1 mile past the school on 402.

GPS 41.11097 -75.09444

At the entrance, ask for directions to 541's site.

**Mr. Eibner's Cell Phone
215-990-6651**

BEFORE WE LEAVE

MEDICAL FORMS: State law and BSA regulations require campers to provide medical forms at overnight camps. Scouts will not be admitted to camp at Resica Falls without them. Attach the two forms listed below together with a paper clip and turn in **HARD COPIES** of them no later than July 10. Do not attach any additional health information. Anything important must be recorded on the forms.

Annual Health and Medical Record:

Everyone staying overnight in camp must have one with parts A, B, and C completed. Part C must be signed by a certified Healthcare Provider within twelve (12) months preceding the first day of the month we're at Camp. Scouts must also have a parent's signature on parts A and B of the form. Please staple all the pages together before turning them in.

- Note that part B requires you to attach copies of both sides of your insurance card
- Please make sure that all signature blocks have been signed and dated

Drug Administration Record:

All participants must provide a completed and signed Drug Administration Form. This form authorizes the camp to administer OTC medications, as well as prescription medications the camper brings with her.

PLAN YOUR ADVANCEMENT: - Download and read the Scheduling packet from our website right away:

<https://troop541.com/summercamp/2024campmb.pdf>

Then figure out what merit badges you will be taking, and fill out the online request form:

<https://forms.gle/xZr7Uz2VTMRdG6W78>

TWO SCOUTS PER TENT: - Tents at Resica house two people, but Scouts may not tent with anyone more than two years different in age from them. Patrols will work out tenting arrangements in advance.

MEDICATIONS: - Prescription medications for youth are managed by the health lodge while we are at camp. Medications must be in their original container labeled with the camper's name. Pack medication in a zip lock bag with Scout's name and Troop 541. Instructions must be indicated on the drug administration record form (see above). Give the medications to us with the medical forms. Exceptions are insulin, asthma inhalers and Epi Pens which Scouts may maintain in their own possession.

KNOW WHERE YOUR PARENTS ARE: - Sometimes parents seize this opportunity to get away themselves. The hospital in the Poconos insists on speaking to parents before they will treat a Scout. Your parent's signature on the medical form will not satisfy this requirement. Make sure you and the Scoutmaster know how your parents can be reached if they plan to be away from home.

JUNIOR LEADER RESPONSIBILITIES: - Junior leaders are a vital ingredient to our success in camp, and leadership skills are one of the important things Scouts learn. A junior leader's meeting will be held in July. Each junior leader will have work to do to get ready for camp. This will be discussed in more detail at our planning meeting. Plan to devote some time to this.

PATROL EQUIPMENT: - Each patrol needs to bring enough of the following equipment for its members to go on our outpost hike. Patrol leaders are expected to organize this by working with the quartermasters ahead of time. New Scouts should not be expected to buy any of these items at this time.

Canteens Mess Kits Vittles Kits Backpacks Bungee Cords

GENERAL INFORMATION



DATES AND TIMES: Leave the Church at 8:30 AM on 7/28/23, Leave Resica 9:30 AM on 8/3/23.

MAILING ADDRESS: Scout's Name/ Troop 541
Shenandoah Campsite
Resica Falls Scout Reservation
1200 Resica Falls Rd.
East Stroudsburg, Pa. 18302

EMERGENCY PHONE NUMBER

(570) 223-8312 or

Mr. Eibner's Mobile 215-990-6651

COST: \$605 (\$575 with early bird discount)

TRANSPORTATION:

Arranged by troop car pool

PHONE CALLS TO HOME - Scouts are discouraged from calling home during the week. Hearing mom's voice on the phone does not make a Scout feel better about being 100 miles away. We discourage sending a cell phone with Scouts or encouraging or expecting a call. Neither the Troop nor the camp will be responsible for lost or damaged cell phones or tablets. We'll post pictures on our web site every day so you can see how we're doing. If you don't hear from us everything is fine.

VISITORS – The camp does not have an organized visitor's night, and while visiting the camp is possible it is not encouraged unless you're helping with transportation. If you do decide to visit, please coordinate your visit in advance through the Scoutmaster. All visitors must sign in at the camp office immediately upon arrival and sign out when they leave. Meals for visitors are only available to registered Scouters, and only if the camp is notified 24 hours in advance.

PETS - Pennsylvania state law prohibits pets in camps.

SIGNING OUT EARLY - Our group departs from the camp on Saturday 8/3. Sometimes Scouts need to leave before our scheduled departure due to other obligations, or family vacations. In these cases, they may leave only with a parent or guardian or under the auspices of an adult approved by the parents by means of a signed **Camper Release Authorization** form. You can get the form from the Scoutmaster.

LEADERSHIP - Our troop will camp in a group campsite with supervision provided by our junior leaders and a group of our adults. We'll eat in the camp's dining hall, and enjoy activities and instruction provided by the camp's staff members. The camp staff is organized into program areas such as aquatics, handicraft, scoutcraft, STEM, Ecology, and many more. Each area is staffed by qualified, trained, resident, staff members in order to ensure the best possible experience for the Scouts.

LEAVING FOR CAMP

WEAR:

Class A Scout uniform; shirt, pants (long or shorts), neckerchief, slide, Scout socks, and belt.

BRING

1. MEDICAL FORMS AND MEDICATIONS (SEE ABOVE)
2. SLEEPING BAG
3. SPARE KEY OR COMBINATION FOR FOOTLOCKER
4. BROWN BAG LUNCH FOR SUNDAY
5. A LOCKED FOOTLOCKER CONTAINING:

Clothing:

Jeans	Shorts	Shirts
Socks	Underwear	Poncho
Sweat Shirt	Swim Suit	Sneakers

Old sneakers for boating etc.

Hiking shoes (recommended)

O.A. Sash (if you're a member)

Troop 541 Tee shirt to be worn with your Scout pants as your Class B uniform

Extra uniform parts as needed (uniforms are worn to dinner daily)

Shoes must be worn at all times in camp

Personal Equipment:

Flashlight & batteries	Scout Handbook	Spending money
Small Pillow	Camera (optional)	Compass (optional)
Foam Pad for COT	Insect repellent (no aerosols)	Sun Screen

Anything required for merit badges you plan to work on

Pocket knife (optional, blade must be less than 6", no sheath knives)

Toilet Items:

Soap	2 Towels	Medication (bring a note)
Comb	Toothbrush & paste	

Recreational Suggestions:

Board Game	Magic Cards	Fishing Rod	Books
Musical Instrument	Ball & Glove	Sports Equipment	Frisbee
Foot bag	Lacrosse stick		

6. BICYCLE – The troop won't transport these, but if you can get it there you may bring one. Helmets are absolutely required.

ITEMS NOT PERMITTED IN CAMP

Liquid Fuel (including lighters)	Sheath Knives
Fireworks	Aerosol bug spray (pump type is OK)
Personal archery equipment	Alcoholic beverages
Personal Firearms & ammunition	Illegal drugs or controlled substances
Pets	Dangerous items such as sling shots
Open toed shoes or sandals	Nonalcoholic beer



You may not keep food in your tent because of animals. Buy it as you want it at the trading post.

Scouts are never permitted to smoke, and Troop 541 requests that adults refrain from smoking.

Scouts are discouraged from bringing mobile phones

LEAVING FOR CAMP

SPENDING MONEY

Resica Falls has a trading post that sells light refreshments, Scout supplies, and craft items. We have no fixed amount of money to recommend that you bring. A Scouts real needs are taken care of by the prepaid fee, and our leaders will take care of emergency situations. Most Scouts find a way to spend all the money they bring, so don't bring more than you are willing to spend. Here are some examples of previous year's trading post prices:

Basket Kits	\$7.50 (two are needed for basketry merit badge)
First aid kit	\$3 to \$5
Hot spark fire starter	\$6.99
Knives	\$15.00 to \$65.00
Leather belt & buckle	\$45.00
Leather Kits	\$5.00 to \$25.00 (needed for leatherwork merit badge)
Merit badge books	\$6.00 (may be borrowed from troop library)
Sharpening Stone	\$8.00
Compass	\$16.00 to \$35.00
Woodcarving Projects	\$3.50 to \$8.00
Certificate for shotgun shells	\$30.00 (Needed for shotgun merit badge)
Arrow kit	\$12.00 (Needed for archery merit badge)
Snacks	Comparable to convenience store prices

OUR SCHEDULE IN CAMP

THE FIRST DAY IN CAMP: - Here's an approximate schedule of what we should expect on Sunday July 30:

- 8:30 AM Meet at the church to depart
- 11:30 AM Regroup at Resica Elementary School on Route 402 about a mile before the camp and eat brown bag lunch
- 12:30 PM Medical recheck at the school
- 1:00 PM Car pool from the school to the camp
- 1:15 PM Unload at Resica Falls and settle into our campsite
- 2:00 PM Dining hall orientation
- 3:00 PM Swim test for anyone who didn't do it in advance
- 4:30 PM Change to Class A uniforms for dinner
- 4:45 PM Learn parade field procedures
- 5:30 PM Dinner or more instructions
- 6:15 PM Retreat
- 6:30 PM Dinner or more instructions
- 8:45 PM Opening Campfire
- 10:00 PM Junior Leader's meeting

The camp will eat in two shifts, we don't know our exact time.

Anticipated Special Events (Subject To Change)

	<u>Afternoon</u>	<u>Evening</u>
Sunday	Orientation	Opening Campfire
Monday	Afternoon Adventures	Big Springs Olympic Games
Tuesday	Hike & Swim in Bushkill	Olympic Village
Wednesday	The Test of Heros	Vespers, Camper's Campfire, and OA Call-out
Thursday	Afternoon Adventures	Troop Campfire
Friday	Afternoon Adventures	Jewish Service & Closing Ceremony

PROGRAM



2023 Theme – The Epic of Mount Resica

Daily Instruction (Monday - Friday 9:00 am to 12:30 pm & 2:15 pm to 3:15 pm) Follow the instructions in this document to sign up for your merit badges <https://troop541.com/summercamp/2023campmb.pdf>

Lunch and Clubs Every day the camp 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.

The Trials of Mount Resica: (Weeklong) Villains have taken over Mount Resica and all great gods of old have been captured! Join our Heroes in a weeklong quest to rescue them. Follow clues, participate in camp-wide activities, and defeat evil once and for all to free the gods of Mount Resica.

Big Springs Olympic Games (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 participate in our trials of strength and skill and be crowned a real olympian at the closing award ceremony Friday night.

Campers Council (Monday-Friday 7:15 PM at the Campcraft Amphitheater) 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 the senior patrol leader, or designated representative, be present at each meeting to ensure your unit's representation

PROGRAM

The Olympic Village (Tuesday - 7:30 pm) It's your chance to highlight all that our wide world has to offer! Choose a country from our list of real-world locales and showcase their culture. Join other troops and patrols on the Parade Field with a game, culinary item, or other activity from your country. A list of countries and activity ideas will be shared with Senior Patrol Leaders at our April Leaders Update.

Race of the Gods (Tuesday - 7:30 pm) Heroes (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. The Race of the Gods consists of going the distance with a run up Mount Resica boating across the river styx and a test of archery prowess against Apollo. Join us to test your endurance and skill.

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.

Nyx's Night Hike (Tuesday - 9:30 pm) Join Nyx, the Greek Goddess of night, for a hunt around camp to banish the monsters back to the underworld and to help free Zeus.

The Test of the Heros (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 heros of Mount Resica. Explore and compete in various competitions to help the gods successfully rescus Zeus.

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.

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.

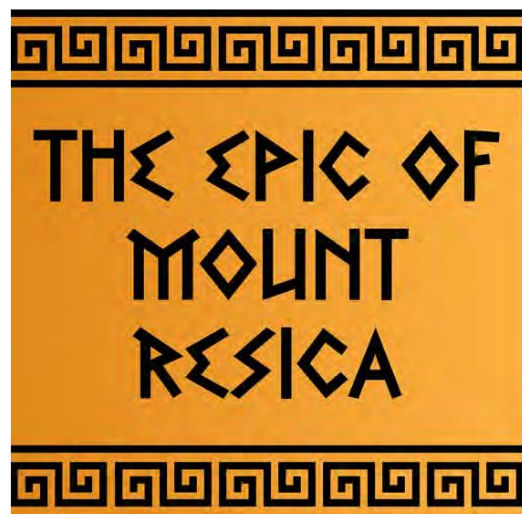
OA Call-Out (Wednesday - 9:00 pm) We urge all Units to get involved in the Order of the Arrow program here at Resica Falls. The OA Call-out will recognize those who have been elected to Scouting's National Honor Society.

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!

PROGRAM

Afternoon Adventures

Monday, Thursday, and Friday
Afternoons



There will be three periods of fun every afternoon when you'll go either with the troop or your patrol to do the adventures you've selected. This will mean doing some extra work before camp because the patrols will need to select the adventures they want to do before we get there. We'll hold a pre-camp PLC meeting on June 24 where the troop guides, patrol leaders and SPL will lay out a schedule. Then, the day we get to camp, the SPL will attend a scheduling meeting and try to reserve the adventures you want for you. The 2024 adventures haven't been announced yet, but here is a list of some of the adventures that were available in 2023. We'll update this document when the new list comes out.

Archery Range:

- Archery Skeet Shoot
- Archery Shoot

Ecology:

- Conservation project
- Hatchery Program
- Nature Hike

Handicraft:

- Art Club
- Silkscreen Trail Signs

Health Lodge:

- First Aid Derby

High Adventure:

- Climbing/Zip Line
- High Five Adventure Club
- Low course team building Elements

Lake:

- Dragon Boat Racing
- Fishing
- Boating (sailboats, rowboats, canoes, kayaks)
- Stand Up Paddleboard
- Wibits (inflatable bounce gym on lake)

Pool:

- Mile Swim
- Open Swim

Scoutcraft:

- Cooking demonstration
- Geocaching
- Orienteering
- Paul Bunyan Woodsman Award

Shooting Sports:

- Troop shoot

Shop:

- Blacksmithing exhibition

Sports:

- Gaga
- Fly Fishing and Tying
- Games of the Day

STEM:

- 3D Printing
- Chemistry Demo
- Hour of Code
- Laser Engraving
- Arduino Kits (programming skills)
- Ozobots

Other:

- Escape Room
- The Great Resica Caper
- Skit Making

PROGRAM

<div style="text-align: center;"> <h2>Resica Falls</h2> <h3>2024 Master Schedule</h3> </div>					
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 Orange	Breakfast Orange	Breakfast Orange	Breakfast Orange	Breakfast Orange
8:05	Moring Colors	Morning Colors	Morning Colors	Morning Colors	Morning Colors
8:10	Breakfast Purple	Breakfast Purple	Breakfast Purple	Breakfast Purple	Breakfast Purple
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 IOLS Training (10:00AM)
12:45	Lunch Orange & Lunch Club Purple	Lunch Orange & Lunch Club Purple	Campwide Picnic Lunch (12:30PM)	Lunch Orange & Lunch Club Purple	Lunch Orange & Lunch Club Purple
1:00	Climb on Safely	Leaders Appreciation Lunch Leave No Trace		Trek on Safety	
1:30	Lunch Purple & Lunch Club Orange	Lunch Purple & Lunch Club Orange	<div style="text-align: center;"> <h2>The Test Of Heroes</h2> </div>	Lunch Purple & Lunch Club Orange	Lunch Purple & Lunch Club Orange
2:15	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 Orange	Dinner Orange	Dinner Orange	Dinner Orange	Dinner Orange
6:15	Evening Colors	Evening Colors	Evening Colors	Evening Colors	Evening Colors
6:30	Dinner Purple	Dinner Purple	Dinner Purple	Dinner Purple	Dinner Purple
7:15	Campers Council Meeting	Campers Council Meeting	Campers Council Meeting	Campers Council Meeting	Campers Council Meeting
7:30	Big Springs Olympic Games	Race of the Gods (7:30PM) Olympic Village (7:30PM) Twilight Programs Night Owl Swim (8:45PM)	All Faith Service (7:30PM) Camper's Campfire (8:15PM)	Twilight Programs Resica Ranger Overnighter Wilderness Survival Overnighter Night Owl Swim (8:45PM)	Merit Badge Reconciliation (7:30PM) Closing Ceremony (8:45PM)
9:00	Star Talk Leaders' Swim and BBQ Leaders' Dutch Oven Dessert Challenge	Star Talk (Backup) Nyx's Night Hike (9:30PM)	OA Callout (9:00PM) Star Talk (Backup) OA Ice Cream Social (9:30PM)		Scoutmaster Appreciation (9:30PM)
10:00	Taps	Taps	Taps	Taps	Taps

PROGRAM

<div> Resica Falls 2024 Pool Schedule </div>					
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	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
2:15-3:00	Instructional Swim	Instructional Swim	POOL CLOSED	Instructional Swim	Mile Swim
2:15-3:00	Mile Swim Build Up	Mile Swim Build Up	POOL CLOSED	Mile Swim Build Up	Mile Swim
3:30-4:30	Free Swim	Free Swim	POOL CLOSED	Free Swim	Free Swim
EVENING	Leader's Swim & BBQ (9:00-10:00 pm)	Night Owl Swim (8:45pm)	POOL CLOSED	Night Owl Swim (8:45pm)	POOL CLOSED

PROGRAM

Resica Falls 2024 Lake Schedule					
TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
9:00-10:40	Canoeing, Kayaking, Rowing	Canoeing, Kayaking, Rowing	Canoeing, Kayaking, Rowing	Canoeing, Kayaking, Rowing	Canoeing, Kayaking, Rowing
10:50-12:30	Fishing, Kayaking, Small Boat Sailing	Fishing, Kayaking, Small Boat Sailing	Fishing, Kayaking, Small Boat Sailing	Fishing, Kayaking, Small Boat Sailing	Fishing, Kayaking, Small Boat Sailing
2:15-3:45	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.

PROGRAM

Specialized Adventures

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. This program requires pre-registration like the merit badges. Before arriving to camp participants must complete the online blended learning training found at <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. There is a \$40.00 fee per Scout for participating in the program.

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. This program requires pre-registration like the merit badges. 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

COMING HOME

We depart from camp on Saturday, August 5, at 10:00 AM

Drivers are requested to arrive at Resica no later than 9:30 AM so they can load up and head out by 10:00

The adults who have been in camp all week will be anxious to head home by then and don't want to wait for late drivers

- Allow time for heavy traffic in the Marshall's Creek area
- All scouts and drivers will be expected to remain at the camp until we are sure the necessary vehicles have arrived to get everyone home

When the drivers are all there and tear down and cleanup has been completed, the entire troop will be cleared to go and dismissed by the Scoutmaster

Do not expect to take your Scout home from camp until the entire troop is released