

# Troop 541 Summer Camp Guide

2026

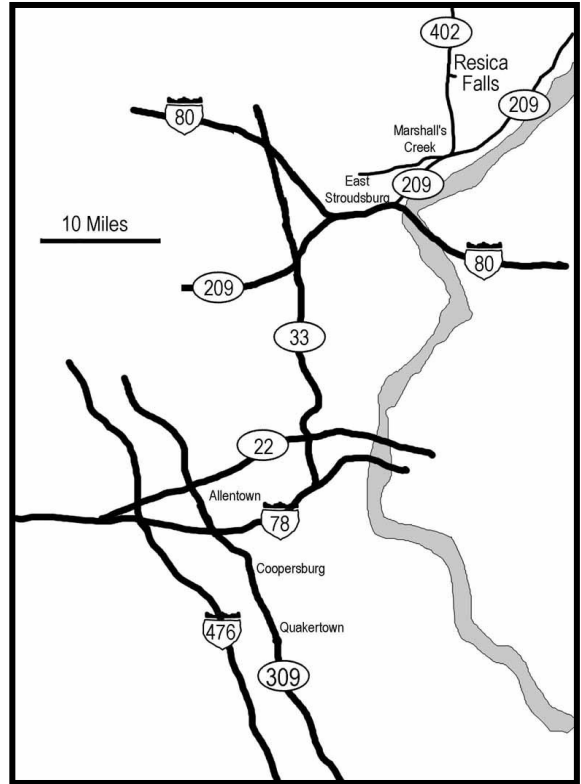
## IMPORTANT HIGHLIGHTS:

1. Read through this guide ahead of time.
2. Register for the awards you plan to earn by April 8
  - Download and read the [Scheduling packet](#) from our web site:
  - Fill out the [online request form](#):
3. Turn in **HARD COPIES** of medical paperwork by July 13 (see page 1):
  - Annual Health and Medical Record signed and dated by both physician and parent no earlier than 8/9/25 (no more than a year old while we're in camp)
  - Drug Administration Record signed by parent
4. Be at the church at 9:00 AM Sunday, August 2
  - 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.

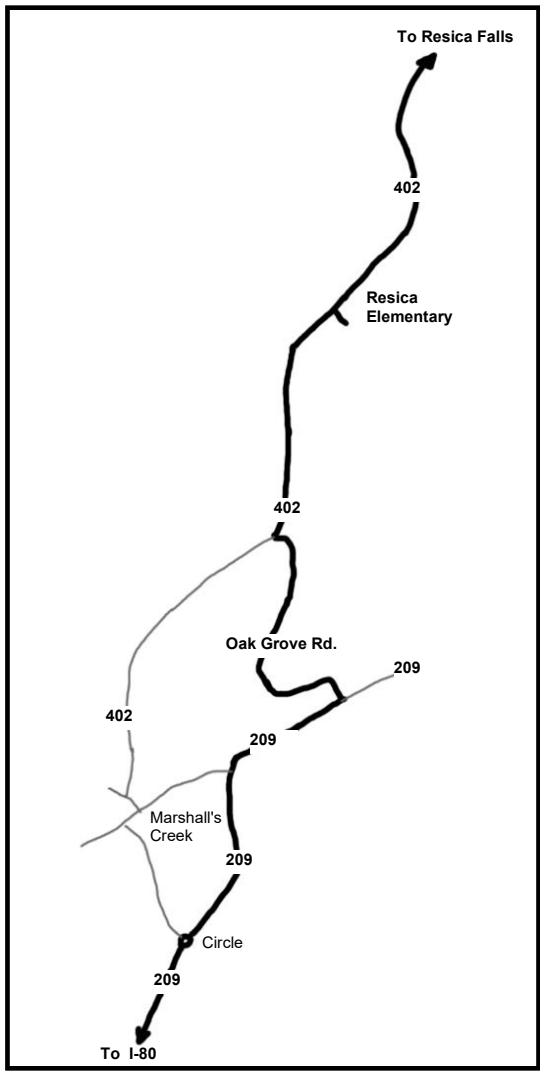
# DIRECTIONS TO RESICA FALLS:

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).

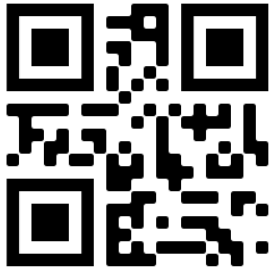


See Map on Left



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/2026campmb.pdf>

Then figure out what merit badges you will be taking, and fill out the [online request form](#):

**TWO SCOUTS PER TENT:** - Tents at Resica house two people, but Scouts may not tent with anyone more than 24 months 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:** - If the PLC has decided to include an outpost hike in the program, each patrol needs to bring enough of the following equipment for its members to participate. 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 9:00 AM on 8/2/26, Leave Resica 9:30 AM on 8/8/26.

**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:** \$645 (\$615 with early bird discount)

**TRANSPORTATION:**

Please arrange a 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 8/2. 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	\$8 to \$30
Hot spark fire starter	\$6.99
Knives	\$15.00 to \$121.00
Leather belt & buckle	\$45.00
Leather Kits	\$8,00 to \$25.00
Merit badge books	\$6.00
Sharpening Stone	\$13.00
Compass	\$20.00 to \$50.00
Woodcarving Projects	\$3.50 to \$8.00 (The troop will have some available)
Certificate for shotgun shells	\$30.00
Arrow kit	\$12.00
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 August 2:

- 9:00 AM Meet at the church to depart
- 12:00 AM Regroup at Resica Elementary School on Route 402 about a mile before the camp and eat brown bag lunch
- 1:00 PM Medical recheck at the school
- 1:30 PM Car pool from the school to the camp
- 1:45 PM Unload at Resica Falls and settle into our campsite
- 2:15 PM Dining hall orientation
- 3:30 PM Swim test for anyone who didn't do it in advance
- 5:30 PM Change to Class A uniforms for dinner
- 5:45 PM Learn parade field procedures
- 6:15 PM Retreat
- 6:30 PM Dinner
- 8:45 PM Opening Campfire
- 10:00 PM Junior Leader's meeting

## Anticipated Special Events (Subject To Change)

	<u>Afternoon</u>	<u>Evening</u>
Sunday	Orientation	Opening Campfire
Monday	Afternoon Adventures	Dual of the Wands
Tuesday	Hike & Swim in Bushkill	Gauntlet of Fire
Wednesday	Barnacle Bash	Vespers, Camper's Campfire, and OA Call-out
Thursday	Afternoon Adventures	Troop Campfire
Friday	Afternoon Adventures	Closing Ceremony

# PROGRAM



## 2026 Theme – Curse of the Mystic Waters

**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/2026campmb.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 Hunt for Jareth's Lost Artifacts (Weeklong)** Track down various elusive artifacts from the famed wizard Jareth that have been lost to time! These relics scattered across the realm require the solving of cryptic clues and keen observation to uncover them from their resting places. Only by combining all of their powers will you be able to subdue the Curse that has befallen the realm.

**The Curse of the Mystic Waters: (Weeklong)** Darkness has befallen the Mystic Waters at Resica Falls! A mysterious Curse spreads chaos throughout the Resica School of Magic. Join your fellow spellcasters for a weeklong quest of magic and mystery. Follow ancient clues, master powerful spells, and band together in camp wide challenges to break the Curse.

**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.

**Duel of the Wands (Monday – 7:30 pm)** Introduce your magical abilities with a BANG! Showcase this magical prowess across a variety of competitive matches that require a combination of skill, strategy, and spellcasting to claim victory.

# PROGRAM



**Gauntlet of Fire (Tuesday - 7:30 pm)** Wizards and Witches (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 Gauntlet of Fire challenges all spellcasters to a dash through the enchanted forest, a crossing over the mystic waters, and a precision test that would stump Merlin himself. Join us and see if you have the courage, endurance, and magical skills to conquer the flame.

**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.

**Mystics Under the Moon (Tuesday & Thursday - 9:30 pm)** Dark forces stir under the moonlight and a band of rogue sorcerers roam free across the Resica School of Magic. Join this enchanted night hike to seek out these wayward mystics and uncover hidden clues that will lead you to artifacts hidden deep within the forest.

**The Sorcerer's Showdown (Wednesday - 1:30 pm)** Assemble on the parade field for the presentation of the Wizarding House Banners! The festivities begin with a feastful picnic on the parade field followed by competitions all throughout the realm. Through the delicate testing of agility, wit, and spell work the victor will emerge and help determine who will earn the house cup at the conclusion of the week.

**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 - 8:15 pm )** 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.

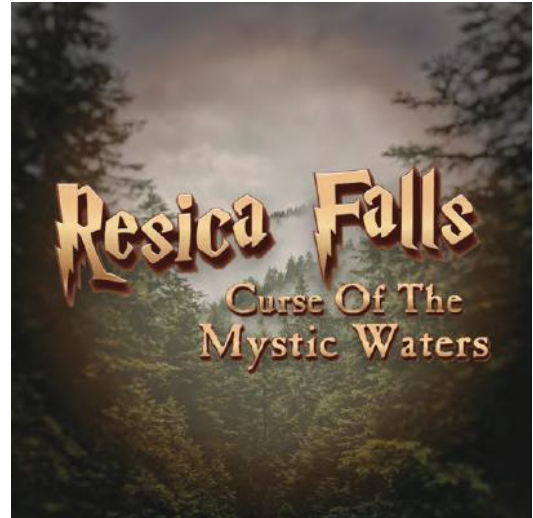
**Friday Evening Closing Ceremony (Friday - 8:45 pm)** Join us as we recognize all of the winners and participants from your camp-wide activities. You won't want to miss this fun and exciting closing ceremony, which will include the slide show of your week in camp!



# 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 22 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 them to sign your patrol up for.

### **Archery Range:**

Archery Shoot

### **Civics:**

Minute to Win-It  
Treasure Trove Trivia

### **Ecology:**

Conservation project  
Hatchery Program  
Nature Hike

### **Handicraft:**

Art Club  
Eye Patch Decoration  
Flag Design  
Tye Dye

### **Lake:**

Bounce gym on lake  
Build A Boat  
Fishing  
Open Boating  
Stand Up Paddleboard

### **Pool:**

Instructional Swim  
Mile Swim  
Open Swim

### **Scoutcraft:**

Catapult Building  
Cooking Demonstration  
Geocaching  
Orienteering  
Paul Bunyan Woodsman  
Award

### **Shooting Sports:**

Troop shoot

### **Shop:**

Blacksmithing Exhibition  
Unit Welding

### **Sports:**

Gaga  
Frisbee Golf  
Fly Fishing and Tying  
Pickle Ball  
Sports Club

### **STEM:**

3D Printing  
Arduino Kits  
Eggshells Ahoy  
Fox Hunt Radio  
Hour of Code  
Laser Engraving  
Ozobots  
VR Experience

### **Other:**

Escape Room  
Side Quests  
Skit Making

# PROGRAM

## **Resica Falls 2026 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 Teal	Breakfast Teal	Breakfast Teal	Breakfast Teal	Breakfast Teal
8:05	Morning Colors	Morning Colors	Morning Colors	Morning Colors	Morning Colors
8:10	Breakfast Yellow	Breakfast Yellow	Breakfast Yellow	Breakfast Yellow	Breakfast Yellow
9:00	Merit Badges Resica Rangers COPE Swimming & Water Rescue IOLS Training (10:00AM)	Merit Badges Resica Rangers COPE Swimming & Water Rescue Leader Specific Training	Merit Badges Resica Rangers COPE Coffee Drinking MB	Merit Badges Resica Rangers COPE	Merit Badges Resica Rangers COPE IOLS Training (10:00AM) Donut Eating MB (11:00AM)
12:45	Lunch Teal & Lunch Club Yellow	Lunch Teal & Lunch Club Yellow	Campwide Picnic Lunch (12:30PM)	Lunch Teal & Lunch Club Yellow	Lunch Teal & Lunch Club Yellow
1:00		Leaders Appreciation Lunch		Trek Safety	
1:30	Lunch Yellow & Lunch Club Teal	Lunch Yellow & Lunch Club Teal	<b>Sorcerer's Showdown</b>	Lunch Yellow & Lunch Club Teal	Lunch Yellow & Lunch Club Teal
2:15	Afternoon Adventures High Five Paddlecraft Safety Open Boating Home Away From Home	Afternoon Adventures High Five Paddlecraft Safety Open Boating Leading Leaders Leave No Trace (3:00PM)		Afternoon Adventures High Five Napping Merit Badge Open Boating	Afternoon Adventures High Five Mile Swim Test Leaders Regatta (3:00PM) Open Boating
3:30	Free Swim	Free Swim		Free Swim	Free Swim
5:30	Dinner Teal	Dinner Teal	Dinner Teal	Dinner Teal	Dinner Teal
6:15	Evening Colors	Evening Colors	Evening Colors	Evening Colors	Evening Colors
6:30	Dinner Yellow	Dinner Yellow	Dinner Yellow	Dinner Yellow	Dinner Yellow
7:15	Campers Council Meeting	Campers Council Meeting	Campers Council Meeting	Campers Council Meeting	Campers Council Meeting
7:30	Duel of the Wands	Gauntlet of Fire (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) Mystics Under the Moon (9:30PM)	OA Callout (9:00PM) Star Talk (Backup) OA Ice Cream Social (9:30PM)		
10:00	Taps	Taps	Taps	Taps	Taps

# PROGRAM

<b>Resica Falls 2026 Pool Schedule</b>					
<b>TIME</b>	<b>MONDAY</b>	<b>TUESDAY</b>	<b>WEDNESDAY</b>	<b>THURSDAY</b>	<b>FRIDAY</b>
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
<b>EVENING</b>	Leader's Swim & BBQ (9:00-10:00 pm)	Night Owl Swim (8:45pm)	POOL CLOSED	Night Owl Swim (8:45pm)	POOL CLOSED

# PROGRAM

<b>Resica Falls 2026 Lake Schedule</b>					
<b>TIME</b>	<b>MONDAY</b>	<b>TUESDAY</b>	<b>WEDNESDAY</b>	<b>THURSDAY</b>	<b>FRIDAY</b>
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	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

**ATV Program:** Classes will be offered at 9:00AM - 10:40AM, 10:50AM - 12:30PM, 2:15PM - 3:55PM 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](http://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 \$45.00 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. 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 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

**Project COPE.** COPE stands for “Challenging Outdoors Personal Experience.” It’s a week-long half day (morning) challenge program comprised of group initiative games, low-course activities, and high-course activities. Some of the activities involve a group challenge while others test individual skills and agility. Participants climb, swing, balance, jump, rappel, and think of solutions to a variety of activities. Most do more than they ever thought they could.

## **PARTICIPATION REQUIREMENTS:**

- Be at least thirteen years of age as of the Sunday of your week in camp.
- Have approval from parents and their Scoutmaster.
- Complete [COPE Application](#) and email [hello@resicafalls.org](mailto:hello@resicafalls.org) or mail to camp.

## **REQUIRED C.O.P.E. EQUIPMENT:**

- Jeans or dungarees
- Work gloves (leather preferable)
- Sweatshirt (long sleeved)
- Strong belt (no large buckle)
- Bandanna or neckerchief
- Gym shoes or sneakers (with good tread)

# COMING HOME

We depart from camp on Saturday, August 8, 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