

Leader's Guide

Horseshoe Scout Reservation
Chester County Council, BSA

Dear Scoutmasters,

Thank you very much for choosing to spend your summer at Camp Horseshoe. We hope that our program provides a great experience for you and your Scouts.

At least one adult leader and senior Scout are encouraged to come to camp for dinner and a meeting the Tuesday before your arrival in camp. Retreat will start at 5:45 pm followed by dinner at 6:00 pm and an orientation meeting. Please bring medical forms for the entire troop to this meeting, or mail them to camp if you are unable to attend.

We do have a formal retreat ceremony to pay respect to the flag before dinner each evening. All Scouts and leaders must have a "Class A" uniform shirt for these events and others during the week. Please make arrangements for all Scouts and leaders to have a uniform.

Also, please note that for youth protection and liability, visitors are normally welcomed only on Saturday afternoon and Sunday. Under no circumstances may children other than Boy Scouts and their registered adult leaders spend the night in camp. We regret that there are no exceptions to this policy. Please also encourage visitors to leave pets at home.

The camp program and facilities continue to improve each and every year. I will again be Camp Director, with Bill Hess returning as Reservation Director and Chris Helmkamp returning as Program Director.

We hope you are as excited as we are on the quickly arriving 2003 season!

Yours in Scouting,
Mike Berkeihiser
Horseshoe Camp Director

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Summer Camping Information

Directions to Camp Horseshoe

From the North. Drive south on US Route 1 approximately 2.5 miles south of the PA/MD line. Turn right on to Red Pump Road, then left onto Ridge Road about three-quarters of a mile from there. Continue on to Ridge Road as it winds all the way to its end at the Horseshoe Camp Gate. Pass the stone house and follow the dirt road to the Parking Lot.

From the South. Drive north on Interstate 95 and across the Susquehanna River Bridge. Exit immediately past the tollgate to North Maryland Route 275. Turn right on Maryland Route 276 about 5 miles until US Route 1. Turn right onto US 1, following it until Red Pump Road. Turn left onto Red Pump Road, drive about three-quarters of a mile, and then turn left onto Ridge Road. Follow Ridge Road as it winds all the way to its end at the Horseshoe Camp Gate. Pass the stone house and follow the dirt road to the Parking Lot.

Alternate Directions. If you are familiar with the area and you are coming from the South, you may also cross US 1 from Maryland Route 276 at the flashing red lights onto Slicer's Mill Road. Take the first right turn onto Spring Hill Road and follow to Ridge Road. Take a left onto Ridge Road and the Camp Gate will be straight ahead.

Summer Camp Schedule

Campsite Information

All campsites are arranged by patrol and are equipped with a latrine, washstand, water faucet, patrol tarps, tables, steel spring cots, and a leader's shelter or tent. Troops falling short of or exceeding the campsite capacity of their assigned site may be assigned to another site or asked to share their site with another unit at the Camp Director's discretion.

Campsite	Shelter Type	Min	Max	Adults
Schramm	2-boy tents	8	16	2
Clifton Lisle	8-boy shelters	16	24	4
Conestoga	2-boy tents	16	24	4
Octoraro	2-boy tents	16	24	4
Rothrock	4-boy shelters	20	32	4
Boonesboro	8-boy shelters	26	32	4
Kit Carson	8-boy shelters	26	32	4
Davy Crockett	8-boy shelters	26	32	4
Sherwood Forest	8-boy shelters	26	32	4
Bayard Taylor	8-boy shelters	26	32	4
Lenni Lenape	2-boy tents	24	40	4
Roberts	4-boy shelters	24	40	4
Dan Beard	2-boy tents	36	50	4
Timberline	2-boy tents	24	54	4

Preparing for Camp

For Scoutmasters and Senior Patrol Leaders

Leadership at Camp

The best and only leadership method in Scouting is the Patrol Method. Camp Horseshoe's program will help strengthen and build Patrols.

Here are a few 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.
- Don't give Scouts a title and a leadership position and then do all the leading yourself.

Remember, all troops must have two-deep adult leadership at all times!

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 your 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

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, and tubing and kayaking in the Octoraro River. The special Troop archery and rifle shoots are held from 9:00 AM - 10:00 AM, Monday through Saturday, at the respective ranges. Troop swims, kayaking, and tubing begins at 7:00 PM, Monday through Friday.

All special activities will be arranged by the Program Director at the Sunday evening Scoutmaster's meeting. You will be given a form in the Unit Guide upon arrival at camp to indicate your choices. Because of the number of troops in camp, a lottery system may be used to distribute the program activities among the troops.

The Pre-Camp Orientation

All Scoutmasters and Senior Patrol Leaders are cordially invited to Camp Horseshoe for dinner at 6:00 PM the Tuesday before your Troop is scheduled to arrive in camp. Following dinner (6:45 PM), there will be an important meeting on the front porch of the Headquarters' Building, where program schedules and general camp business will be discussed.

Please be sure to bring with you copies of your Troop's Medical Records so that the Camp Health Officer can review them. By bringing them to this meeting, they can be reviewed and incorrect forms can be sent back to be corrected before the start of camp. Medical Records that are correct will be kept at the Health Lodge, expediting the check-in process on Sunday.

This meeting is an excellent opportunity for Leaders to ask questions and meet the camp staff. Also, any changes in the program from what is published in this guide will be discussed, including possible additions and revisions of the merit badge schedule. Therefore, this Tuesday evening meeting is highly recommended for troop leaders, both new and old to Horseshoe.

What to Bring to Camp

Troops

- Copies of Medical Records
- Merit Badge library
- Rope for clotheslines
- First Aid kits
- Lanterns (propane only)
- Troop flag
- Advancement records
- Troop cooking equipment

Patrols

- Cooking gear for outpost day
- Patrol flag
- Props for campfire skits
- Gear for outpost camping
- Notebooks for the Patrol Log

Unit Leaders

- Thumbtacks for bulletin board
- Alarm clock (battery operated)
- Cash box
- Folding chair
- Contact information for parents

For the Troop Committee

Camp Fees

Fees are \$220.00/wk for Scouts and \$110.00/wk for leaders, plus any late fees (see final payment below). Two registered leaders must be present at camp with the unit at all times. This is for the safety and protection of your scouts, so there are no exceptions to this rule. No overnight guests other than registered scouts and leaders are permitted.

Leaders staying less than the full week are charged for meals. Prices are \$3.50 for breakfast, \$4.50 for lunch, and \$5.50 for dinner. Leaders planning to attend the evening meal must wear a Class A uniform.

Reservation System

A \$50.00 Stake-a-Claim fee secures your choice of week and site until March 31. This is a site fee only and not included in the scout or leaders fees. Claims can only be made while your Troop is in camp or after Labor Day on a first-come, first-served basis. The \$50.00 reservation fee must accompany the Stake-a-Claim or be received at the Council Service Center no later than September 1 or the reservation is void. This is a reservation only and is not refundable or applied to your final payment.

The \$10.00 per Scout deposit secures your choice of week and site beyond April 1. Units failing to meet these deadlines will no longer have a valid claim to their site, and it may be given to another troop that pays the required fees.

Final Payment

The full payment for troops attending weeks 1-4 must be received by June 1, and for troops attending weeks 5-7 by July 1. Final payment fees that are not paid on time are subject to a \$10.00 per Scout late payment fee. This will be adjusted at check-out.

Refunds

- The \$50.00 Stake-a-Claim deposit is non-refundable.
- The \$10.00/Scout deposit is non-refundable but is transferable within the troop.
- A Scout who attends camp and must leave early due to illness or injury will receive a prorated refund minus the \$10.00 deposit.
- A Scout who cannot attend camp due to illness or injury after paying in full will receive a full refund minus the \$10.00 deposit.
- All refunds are made after the camping season closes and attendance and payment are audited.

Physically or Mentally Challenged Scouts

Camp Horseshoe has a long history of accommodating physically or mentally challenged Scouts. Many of our facilities are handicapped accessible. We have available a portable "tent frame" which can be set up in any tent campsite. Ramps can be located on a where-needed basis. Every effort will be made to meet the needs of your Scout(s). If you as a Leader have a need for special accommodations for one of your Scouts, please inform the Camp Director prior to your arrival.

Countdown to Camp

You should use the following table of dates as a guideline for making pre-camp preparations. Remember that all late payments will be subject to late fees, and that you risk losing your campsite by not meeting deadlines.

Countdown to Camp	
ASAP	Confirm week and site, pay \$50 stake-a-claim.
March 31	Pay deposit of \$10.00 per scout.
June 1	Balance of fees due for weeks 1 to 4.
July 1	Balance of fees due for weeks 5 to 7.

Information for Scouts

What to Bring to Camp

Pack everything in a lockable trunk or duffel bag, and please put your name and troop number on all clothing and gear. This will ensure that you take home everything you bring with you!

Scout Uniform

- Shirt
- Shorts
- Scout socks
- Scout hat

Clothing

- Socks
- Tee-shirts
- Sets of underwear
- Hiking shoes or boots
- Extra shoes
- Rain gear
- Bathing suit

Toiletries

- Soap in a carrier
- Towel for swimming
- Towel and washcloth
- Toothbrush and Toothpaste
- Comb or brush
- Shampoo

Camping Gear

- Flashlight & Batteries
- Utensils
- Water bottle (very important)
- Mess kit

Bedding

- Mattress or foam pad
- Sleeping bag or blankets
- Pillow and case
- Flat twin sheet (for warmth)

Other Items

- Pocket knife
- Notebook and pencils
- Compass
- Camera and film
- Scout Handbook

Do not bring fireworks, candles, valuable electrical devices, or any propellants. These items are forbidden, and may be confiscated by your leaders or staff.

Information for Leaders and Parents

Sunday Drop-Off and Pick-Up

Please plan on arriving no earlier than 1:45 pm or later than 2:30 pm to drop your Scout off. A staff member will direct you to a drop-off point where gear should be promptly unloaded and the car immediately returned to the main parking lot. You may then return to the site to visit your son. Please help us make check-in as smooth as possible for you and other parents by strictly following these guidelines.

At the end of your Scout's week in camp, please be to camp by 12:45 pm and pick up your son at the same point you left him. Again, please observe our "no parking" signs and keep traffic moving. Your cooperation is appreciated.

Visiting and Leaving Camp

As part of the BSA Child Abuse Prevention Program we ask that all visitors sign in at our headquarters building.

If a scout is to leave camp for any reason he must sign out at headquarters. If he is to leave camp with anyone who is not his parent/guardian we must have a signed parent/guardian release form. Any individuals removing a Scout from camp must identify themselves with adequate identification prior to leaving camp.

Saturday from 2:30 pm until the awards campfire is over (usually 10:00 pm) parents are invited to visit camp to see what your Scout has been doing all week. There is a Camp wide Inter-Troop Contest in the afternoon, a retreat ceremony at 5:45 pm, and an awards campfire at 8:30 pm. Plan on a lot of walking, bring a flashlight and a jacket, be prepared for rain, and bring along a picnic dinner to share with your son. We are unable to accommodate any guests in the dining hall. Please leave all pets at home.

Visitations at any other times than Sunday check-in and Saturday afternoons are allowed only in extraordinary circumstances or for emergencies. Please contact camp prior to arrival for such visits. Under no circumstances may children or adults not registered as Scouts or Scout leaders spend the night in camp. For youth protection and liability issues, there are no exceptions to this rule.

Letters, Phone Calls, and E-mail

Letters generally take at least 3-4 days to reach camp from northern Chester County, so plan accordingly. Address your letters as follows:

Camp Horseshoe
Scout's Name & Troop Number
1286 Ridge Road
Rising Sun, MD 21911

Our camp has one public phone line and one business line. Because of the size of the camp and the varied schedule of each Scout, there is no practical way to hold an incoming call. If urgency demands, we can locate Scouts quickly; otherwise a message will be delivered to the Scoutmaster who will have your son call as soon as possible. We request that incoming calls be limited to emergencies or urgent matters. The number of the camp business phone is (717) 548-2525.

An innovative e-mail system is usually available should you need to contact a Scout in camp. This is a one-way system, allowing you to write a short note that will be delivered in printed format to your Scout's campsite. Like letters sent to camp, this is a helpful, often reassuring way to contact your son throughout the week; however, Scouts will be unable to respond to your e-mail while in camp. More information about this system can be found at <http://www.octoraro.org/hsr/> during the camping season.

The Week at Horseshoe

Sunday Arrival

Check-In - Please plan to arrive at camp no earlier than 1:45 pm and no later than 2:20 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 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) has changed into his bathing suit, a tee shirt, and shoes.

All participants, youth and adult, must have a completed, up-to-date medical form on file. Troops are required to forward these forms to camp by the Tuesday prior to their week at camp. Later registrations may bring their form with them for review. Be sure that all medical forms for Scouts under age 18 have a parental signature dated within one year from the Troop's scheduled week at camp. These forms will become a permanent part of camp records and will not be returned.

Any medication to be taken at camp should be brought to the Health Lodge at this time.

Campsite Equipment

The Quartermaster's Store will be open for the troop to pick up their campsite kit (shovel, rake, etc.) as soon as you return from the pool.

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. Each troop should bring a complete merit badge roster and their activity plans to this meeting. A guided tour is offered for those new to camp following dinner. The Trading Post and all program areas will be closed until Monday morning.

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.

Sunday Departure

Chapel Service

Directly after breakfast, a non-denominational Christian service will be conducted on Chapel Hill. All are welcome and encouraged to participate. Anyone who would like to attend services for alternate faiths or interfaith observances at this time are encouraged to do so at alternate locations in camp. If you are interested in such a service, please contact the Program Director earlier in the week.

Troop Clean-Up Responsibilities

Each troop is assigned some area of camp to police for trash. These assignments are made at breakfast.

Sunday Lunch

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 the Chapel Service, the SPL should secure from the Quartermaster a list of any equipment that the troop has not yet returned. After lunch, once your site is in good condition, all camp items are returned, and a staff member inspects your site, you are free to leave.

- Be sure you have all merit badge cards.
- Be sure to settle your account at Headquarters with the Business Manager.
- Be sure to make a last check of your mailbox and return the US flag for your site.
- Be sure to pick up your Troop flag.
- Be sure to Stake-a-Claim for next year. This must be done before you leave camp (see information under Troop Committee section of Chapter 1).

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.

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. A summary of each SIP is included with the program area descriptions, 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 (Scouts and leaders) must be in full "Class A" uniform. Any troop unfamiliar with this formal ceremony should arrive at the Parade Field at least 15 minutes early, where staff will be able to assist you. On the first day, Senior Patrol Leaders should meet with the Program Director on the Parade Field 10 minutes before the start of retreat to go over the ceremony and troop placement.

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 well 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 9:00 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.

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. Also rehearsal for the Order of the Arrow Pageant and Silver Buckle elections take place during this time.

Campwide Game — 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.

Horseshoe Program Areas

Overview of the 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. Leaders should review the merit badge schedule and the individual descriptions of the badges to better assist Scouts in scheduling their week at camp. 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, Kayaking, and the Eagle Resource Center.

There are no merit badge sign-ups, but Troop leaders must submit a completed merit badge roster (see appendix) at the Sunday evening Scoutmaster's meeting. Complete descriptions of program areas and the merit badges and special activities that they offer are on the following pages.

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.

Aquatics

Prerequisites and Fees

All Aquatics merit badges and Kayaking require red-white-blue swimming ability (see below). 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 water shoes or sandals.

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

Canoeing. Must be able to lift a 70 lbs. canoe.

Lifesaving. Must have Swimming merit badge and First Class rank.

Kayaking. Must have canoeing experience.

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

This is the newest high adventure offering at Camp Horseshoe. 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, provided the Scout already has earned Canoeing merit badge.

Due to a limited amount of equipment, Scouts planning to participate should meet directly after breakfast on Monday, on the dining hall porch. If there are more Scouts than equipment, the Aquatics staff will narrow the group size based on canoeing ability and age.

Polar Bear Swim — 6:45 am to 7:10 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.

Aquatics Skills Improvement — 9:00 am to 10:00 am, Monday to Friday; 11:00 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.

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.

General Boating — 7:00 pm to 8:00 pm, Monday to Friday

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

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

Designated sections of the pool are open for swimming.

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 14 years of age and all participants are required to hold a current CPR certification and be able to complete a 400 yard swim on the first day.

Special Interest Program — 4:00 pm to 4:45 pm, Monday to Friday

Scouts will learn advanced life guarding and swimming techniques, as well as many of the behind-the-scenes skills required to keep the most popular program area at camp running clean and algae free!

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. Two Certified Lifeguards will be on duty, but the Troop must provide lookouts and a qualified (over 21 and certified in Safe Swim Defense) adult supervision.

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 shoes/sandals that can get wet (mandatory). Two leaders must attend and one must be certified in Safety Afloat and over 21. Scouts must be red-white-blue swimmers. Trips last about one hour, depending on the level of the river.

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.

Camcraft

Prerequisites and Fees

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

Backpacking. Complete 8c, 9, 10, and 11 before arriving at camp. Scouts must bring their own backpacks.

Camping. Complete 8a, and 8c before arriving at camp. 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.

Cooking. Scouts will participate in cooking five meals during the week. Times for these meals will be announced.

Wilderness Survival. Scouts will participate in an overnight outpost on Thursday night, which will leave at 7:00 pm and return before breakfast on Friday. Scouts must bring their own backpacks.

Trail Hikes

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

Special Interest Program — 4:00 pm to 5:00 pm, Monday to Friday

Scouts who wish to learn about how pioneers and frontiersmen lived will enjoy the Camcraft SIP. In addition to advanced woodsman skills, Scouts will also learn decorative knots and timber making exercises.

COPE and Mountain Biking

COPE

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 as 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 Thursday from 3:00 pm to 5:00 pm and from 2:00 pm to 5:00 pm on Friday. There is a \$5.00 charge. The minimum age for participation is 14. Scouts completing COPE receive a segment for the Horseshoe patch.

Open Rappelling and Climbing

The rappelling tower will be open from 7:00 pm to 8:00 pm daily for Scouts ages 13 and older to learn and participate in these activities. Participants must wear long pants. At times, the tower may be closed for weather or unforeseen circumstances.

Mountain Biking

Several mountain biking trails have been designed to challenge Scouts and adults physically and mentally while building cross-country biking skills. Our experienced Mountain Biking staff offers many rides throughout the week open to all scouts 14 and older. 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, or 3 of 4 times in the afternoon.

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

Eagle Resource Center

The Eagle Resource Center (ERC) is a great resource for Scouts who are on the Trail to Eagle. The merit badge program associated with the Eagle Resource Center is open mainly to those Scouts who hold the rank of Star. Others may take the ERC merit badges only with the permission of the instructor.

Prerequisites and Fees

All Eagle Resource Center merit badges are designed for older scouts well on their way to Eagle. Scouts should be Star rank or higher.

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. Complete requirement 9 before arriving in camp.

Special Merit Badge Opportunities

Adult leaders in camp who are certified to teach additional Eagle-required merit badges in camp are encouraged to do so. Please make arrangements with the Program Director before the Sunday night Scoutmaster meeting.

Eagle Session — 7:00 pm to 8:00 pm, Thursday

Scouts can participate in this forum, which will meet at the Goodman Pavilion behind the Health Lodge, to discuss aspects of the Trail to Eagle process. Topics include selecting and planning a service project, making realistic timelines for requirement completion, and assembling a portfolio of your efforts. Eagle Scout staff members will conduct this, and it is highly recommended that all Scouts who are at least Star rank attend.

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.

Prerequisites and Fees

Archery. Inexperienced archers may need additional practice time to qualify.

Fishing. Scouts should bring their own fishing equipment.

Sports. Complete requirements 3 and 4 before coming to camp.

Rifle. There is a \$6.00 program fee, which must be paid at the trading post early in the week.

Shotgun. There is an \$18.00 program fee, which must be paid at the trading post early in the week.

Special Interest Program — 4:00 pm to 5:00 pm, Monday to Friday

Advanced safety skills and shooting sports techniques will be developed as part of the Shooting Sports SIP, which includes black powder marksmanship, candle shoots, and shooting competitions.

Open Shooting — 7:00 pm to 8:30 pm, Monday to Friday

All ranges are open during these times for rifle and shotgun shooting. Tickets must be purchased at the Trading Post prior to open shoots. Open shoots are closed Tuesday on the archery range and Thursday on the rifle and shotgun ranges for camp wide inter-troop competitions.

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

Prerequisites and Fees

Basketry. There is a \$13.00 fee for materials.

Indian Lore. There is a \$6.00 fee for materials.

Scouts are required to attend a Pow Wow on Wednesday evening from 7:00 pm to 8:00 pm.

Leatherwork, Woodcarving, and Woodworking.

There is a \$6.00 fee for materials.

Medal Work - There is a \$9.00 free for materials.

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

Monday to Friday

The Handicraft SIP offers Scouts a chance to hone their craftsmanship and learn about special craft skills including stained glass, metalworking, and leather tooling.

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 Monday through Friday 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.

Health and Fitness

Prerequisites and Fees

Emergency Preparedness. Complete requirement 1 before coming to camp. Scouts are required to participate in a late night exercise sometime during the week.

First Aid. Scouts should be First Class or higher.

Medicine. Scouts should be Star rank or higher.

Personal Fitness. Complete requirements 8 and 9 before coming to camp.

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

Monday to Friday

The Health Lodge SIP focuses on honing a Scout's emergency response skills. Scouts will learn about the history of emergency response, participate in a realistic first aid demonstration, and learn worst-case-scenario techniques for rescue and lifesaving.

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.

Prerequisites and Fees

Astronomy. Scouts must participate in three hikes offered from 10:00 pm to 11:00 pm, weather permitting. It is suggested that Scouts bring a small telescope or binoculars.

Environmental Science. Scouts should be at least First Class. This is a very demanding merit badge.

Forestry. Bring a tree identification guide. Complete prerequisites 5a or 5b and 7b or 7c.

Nature. Bring a guidebook. Complete requirements 4a2 and 5 before coming to camp.

Reptile and Amphibian Study. Bring a guidebook. Complete requirement 8 before camp.

Space Exploration. Scouts must purchase a rocket kit from the Trading Post early in the week. Estimated price is \$15.00.

Weather. Complete requirement 8 before coming to camp.

Special Interest Program — 4:00 pm to 5:00 pm, Monday to Friday

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 Octoraran animals, observe snakes and other animals feeding, and hike the Horseshoe Nature Trail.

Nature Trail

Guide sheets are provided at the Nature Lodge. Scouts and leaders who hike the trail receive a special segment.

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 sharp. Scouts will play games, participate in a campfire, and go on an astronomy hike (clear skies permitting). 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.

Additional Information

Allen Memorial Dining Hall

Meals

Breakfast, lunch, and dinner are served family style, eight to a table. Table assignments will be made at check-in and Troops will be notified of their seating arrangements, how many waiters to send, and where the Troop should assemble for each meal, before dinner on Sunday evening.

Dining hall conduct should reflect the habit of courtesy that is the mark of a Scout. Staff members and leaders aid in establishing proper table manners and see that all Scouts are served. 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.

Leaders not wearing at least a "Class A" uniform shirt to dinner will not be permitted to attend dinner.

Waiters

Waiters report to the dining hall 15 minutes before breakfast and lunch and 30 minutes before dinner. They set tables, serve the meal, and clean up afterwards. Waiters may leave once their table is inspected and approved by the dining hall steward.

Outpost Thursday

The dining hall is closed on Thursday and troops will prepare their meals in their site. Outpost orders will be distributed on Sunday and must be returned by Monday at 12:00 noon. Waiters should arrive at the dining hall early to pick up food for the meal. Troops are expected to provide their own cooking gear.

Special Dietary Concerns

The food service staff will prepare special meals for those with medical or religious dietary concerns. Please address these needs to the food service director prior to coming to camp.

Tuesday Lunch Ticket

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

Government Milk Program

The Chester County Council, BSA participates in the special milk program for children at both camps and the council has assured the Pennsylvania Department of Education that all campers in these camps are served milk regardless of race, color, religion, disability, sex, or

national origin, and there is no discrimination in the serving of milk. The Chester County Council, BSA further agrees to the "Fair Hearing Procedure" if there arise any complaints concerning the free milk distribution.

Headquarters and Administration

Telephones

There is one pay phone in Headquarters for the use of Scouts and leaders. A Scout must be accompanied by an adult leader from his unit in order to use the phone. Our remote location places phone time at a premium, so please limit the number and length of calls.

Mailboxes

Each campsite has a mailbox in the Headquarters building that should be checked regularly during the week. Mail can only be issued to adult leaders.

Town Runs

Items normally available at a grocery, hardware, or drug store can be requested from our daily town run. All requests must be accompanied by sufficient cash to cover purchase and be made before 10:00 am each day.

Lost and Found

Finders should bring any item to the Headquarters building. Please inquire about lost items at the desk.

Trading Post

The Trading Post offers soda, snacks, merit badge materials, craft supplies, souvenirs, and a good selection of Scouting gear. It is open for one hour after the Saturday night campfire and remains closed all day Sunday.

Quartermaster's Store and Maintenance

Maintenance

Any repairs to site facilities should be referred to the Maintenance Director. Please help us keep the camp in good shape by reporting repair needs promptly.

Trash

Containers in the campsite should be emptied regularly and the bags deposited at the top of the nearest trail for pickup, or directly in the dumpsters at the New Quonset Hut if you are in one of the upper sites (Rothrock, Roberts, Sherwood). If the dumpster is full, please leave the bag directly beside the dumpster, and do not attempt to overfill the dumpsters. New can liners are available from the Quartermaster's Store.

Quartermaster's Store

Long tools (rakes, shovels, picks), wheelbarrows, woods tools, and site supplies (toilet paper, can liners, disinfectant) are issued by the Quartermaster at the Old Quonset Hut directly after breakfast until 11:00 am, directly after lunch until 2:00 pm, 4:00 pm to 5:00 pm, and 7:00 pm to 8:00 pm. Tools must be returned promptly and undamaged. A fee will be assessed for any damages beyond normal wear and tear.

Camp Policies

BSA Registration Requirements

Only registered members of Scout troops or male youth members of Explorer Posts are eligible to register and stay overnight at Camp Horseshoe. Adult leaders in charge of troops staying in camp must also be registered members of the BSA.

The troop must have at least two registered adult leaders in camp at all times. One of these leaders must be a minimum of 21 years of age.

Insurance

Every paid camper and leader is covered by the health and accident insurance plan included in the camp fee. Out of council units must show proof of insurance. Claims will be handled through their local council.

Hazing and Initiations

Hazing is defined as harassing by exacting unnecessary or disagreeable work or being subject to harsh banter, ridicule, or criticism. Troop leadership should be especially vigilant that no hazing or initiations are practiced at camp.

Alcohol, Drugs, and Tobacco

Alcoholic beverages and narcotics are not allowed on camp property. Violators will be asked to leave and the appropriate authorities will be informed if deemed necessary. There is no smoking in camp buildings, porches, or tents. Anyone in camp under the age of 18 may not use or possess any tobacco products at camp. Adults are asked to use discretion when smoking for fire safety and health reasons. Smoking in the presence of Scouts is unacceptable and inappropriate conduct.

Safety Concerns

Shoes must be worn when traveling around camp, particularly to the pool or to the shower house. Swimming in the creek is prohibited unless on a staff organized tubing trip.

Water Conservation

Our water supply is adequate but may be limited by weather conditions. Showers, faucets, spigots, fountains, and all other outlets should be shut off when not in use. Please report leaks promptly.

Personal Property

The camp does not assume responsibility for damage or loss of any personal property. Scouts are encouraged to secure all personal belongings in a lockable container. All automobiles should be locked. Safe-keeping for valuables or cash is available at Headquarters.

Visitors

Friends and parents are encouraged to visit on Saturday from 2:00 pm until 10:00 pm. For youth protection and liability reasons, all other visitations must be approved by the Camp Director prior to arrival. Weekday visits are disruptive to the camp and are not suggested. All visitors must sign in at Headquarters. Visitors cannot be accommodated in the dining hall. Please leave pets at home.

Under no circumstances may children who are not registered Boy Scouts with troops staying in camp, or their registered adult leaders, stay overnight in camp. Violators will be promptly escorted from camp.

Personal Conduct

The Scout Oath and Law are the camp rules of personal conduct for Scouts, leaders, and staff. Please note that the following items are prohibited in camp and will be confiscated immediately: fireworks, water balloon launchers, skateboards, mini-bikes, motorcycles, all-terrain vehicles, pets, and firearms. Additional action, including expulsion from camp, may accompany confiscation.

Vehicles in Camp

Troop sites, program areas, and administration are all within comfortable walking distance of each other. Vehicles brought to camp should remain in the main parking lot and must not be used to transport Scouts within the reservation. No passengers are allowed in the beds of trucks. All drivers must be over 18 years old.

Health and Safety

Medical Check-In

Every Scout and leader must check in at the health lodge upon arriving at camp. A completed health form (photo copies acceptable) must be on file at camp by the Tuesday before you arrive. All forms become a part of permanent camp records and will not be returned.

Youth and adults under the age of 40 must have a physical exam within the past 36 months. Adults over the age of 40 must have a physical exam within the past 12 months. Please note: all Scouts need a parental signature on their medical form dated within the past 12 months of your arrival to camp.

First Aid

All accidents and illnesses must be reported to the health lodge as soon as they are detected. Whenever possible an adult leader should accompany the injured or ill Scout to the lodge. It is incumbent on leaders to monitor their Scouts for health problems and to report them promptly. It is the responsibility of an adult leader to accompany a Scout to the hospital when deemed necessary by the Health Officer.

Upon arrival at camp, all prescription drugs must be reviewed by the Health Officer, who will decide how they are to be dispensed during the week.

Health Concerns

Daily bathing prevents illness and promotes cleanliness. Showers are marked clearly for adults and staff with separate facilities for youth staff members and for Scouts. No Scouts may use the adult showers or vice versa. The Scout showers are open from 6:30 am to 10:30 pm daily. Adult showers are always open.

Dehydration, through over-exposure to the sun and inadequate water intake, account for the vast majority of visits to the health lodge. Adults and Scouts should consume a minimum of two quarts of water daily in the summer heat and take appropriate precautions against sunburn.

If ticks are found embedded in the skin the Camp Health Officer must remove them.

Fires and Firefighting

The danger of fire in camp is very serious. There can be no allowance for carelessness with a danger this great.

Scouts must know and understand the following precautions explicitly:

- No flames, matches, candles, lanterns, stoves, etc. in tents.
- The Fireguard Chart provided to each unit must be posted, carefully monitored, and signed by inspection time each day. The chart will be checked by camp staff daily.
- Fire buckets, barrels, and water tanks are for firefighting only; they must be topped off daily to discourage mosquito breeding and be kept full at all times.
- Propane stoves and lanterns must be used only under adult supervision. No liquid fuels are permitted.
- Matches and all other incendiaries must be carefully controlled and be used for appropriate purposes only. Any violation of this rule must be treated seriously.
- No fires are to be left unattended at any time.

Emergency Procedures

In the event of an emergency, the camp bell and siren will sound continuously, accompanied by a PA announcement. At this signal, all troops should return directly to their campsites, take roll, and await instructions from the staff member assigned to the site.

Leaders will receive a complete briefing on emergency procedures and a drill will be held early in the week.

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. A report form (found in the Unit Guide given out upon arrival at camp) should be posted in the site for the inspector to record his daily evaluation.

Wildlife

Scouts should be informed that all wildlife encountered on the reservation — large mammals, snakes, bats, etc. — must be left undisturbed. If their presence presents a problem in your campsite, please inform the Camp Director, and do not try to remove or capture the animal yourself. Under no circumstances should Scouts be allowed to attempt to capture animals.

Camp Traditions

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. In an effort to set a good example for the Scouts, we also require that adults wear full uniform to retreat and dinner. Leaders 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. Please make a point to explain the meaning of the ceremony to your Scouts and encourage them 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 75-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.

Vespers and Chapel Services

A short vespers gathering is held Wednesday after dinner in the picnic grove. This service is specifically designed to be inter-faith, so everyone is welcomed and encouraged to attend regardless of religious belief. Fun singing and patriotic observances will accompany a secular message.

A non-denominational Christian service is offered Sunday morning at the Horseshoe Chapel. All are welcome to attend. Scouts and leaders of other faiths are encouraged to attend their own services or interfaith services at an alternate location at this time. Please contact the Program Director early in the week if you are interested in an alternate service.

Order of the Arrow

The Order of the Arrow (OA) is a national honor and service organization that was founded to recognize those Scouts and leaders who best exemplify the Scout Oath and Law in their daily lives. A special flap on their

right uniform pocket and a sash worn during Lodge activities identifies members.

Camp Horseshoe is served by Octoraro Lodge 22, a thriving group of dedicated Scouts and Scouters who are responsible for maintaining the facilities and traditions of camp. Eligibility for Scouts is determined with Unit Leader approval, rank, and camping tenure. Annual elections are held by troops under the direction of a Lodge Official.

Camp Awards and Recognition

Standard Patrol Award

This is awarded to patrols of at least four Scouts who satisfactorily complete advancement, participation, and service requirements specified on the Standard Patrol application. Please be sure to review the Standard Patrol application carefully. There are standards for the patrol log that will be strictly observed. Projects must be completed on time.

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 for the Ton-Ca-Coo belt 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 be from a troop of at least eight members, 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.

Ton-Ca-Coo Belt Branding

In the Mohawk language ton-ca-coo means “little deeds.” One of our most enduring and popular traditions is the recognition of the many little deeds accomplished at camp by a system of different brands that can be applied to a leather belt. There are approximately 30 brands that Scouts and leaders can earn while spending a week in camp. Belt kits are available from the Trading Post and help in assembling and branding the belts is available from the Handicraft staff.

Campwide 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 so 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.

Special Note on Scouting Recognition

The significance of any award is diminished if standards are not upheld. Scouting relies on its leadership to judge fairly and equitably when qualifying Scouts to receive awards. At camp we expect the troop leadership to understand and support the standards we have established for these awards. We appreciate your assistance in doing so.

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.

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Camp Cheers

GO BACK

Go back, go back, go back into the woods!
You haven't got the power; you haven't got the goods,
You haven't got the style; you haven't got the class,
You haven't got the guys that (our troop) has.

COW, PIG, HORSE

We sold our cow, we sold our cow,
We have no need for your BULL now.

We sold our horse, we sold our horse,
And what he left is YOURS of course.

Our pig we sold, our pig we sold,
But hams like YOU just leave us cold.

SECRET SERVICE MAN

We are secret service men, we carry great big guns!
We protect the President, we spend illegal funds!
We try to help (your troop) out, but it's really very tough.
"Cause when the ladies are around they just can't get enough!

RICKETY, RICKETY, RAM

Rickety, rickety ram!
The boat went over the dam!
Hidey, tidy (we are) mighty,
Ha, ha, (other troop)

ROOTY TOOT, TOOT

Rooty, toot toot. Rooty toot toot.
We are the boys from the institute,
We don't smoke and we don't drink
BUT BOY CAN WE CROCHET!
Knit one, pearl two,
Hey (other troop), Yoo-hoo!

HUNTER

Shoot 'em, stuff 'em hang 'em on the wall! (Three times)

The Standard Troop Award

Application

Troop # _____ Council _____

Number of Patrols in Camp _____ Camp Week _____ Scoutmaster _____

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

Patrols

All Patrols must have earned the Standard Patrol Award

Advancement

The Troop must meet its advancement objectives to the satisfaction of the Program Director.

Activities

The Troop must:

- Participate in all camp wide activities (games, vespers, campfires, religious observance).
- Conduct at least one Troop campfire program during the week (The program should exhibit scout spirit and live up to the high ideals of the Scout Oath, Law, Motto, and Slogan.
- The Clean Camp award must be earned 5 of 6 days. All cases of illness must be reported to the Health Lodge immediately. On hikes or trips, trail first aid must always be followed by a check-up upon returning to camp.

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

Adult Leaders:

Troop Leaders (Scouts)

Scoutmaster

Senior Patrol Leader

Approved by: _____

Program Director

Date

WK

APPLICATION FOR THE HORSESHOE SCOUT RESERVATION

STANDARD PATROL AWARD

The _____ Patrol of Troop# _____ Camp week of _____

Patrol Leader _____ Troop Leader _____

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

The patrol leader must register his patrol at the camp office, Monday morning from 9 to noon and re-submit.

The patrol must keep a log of patrol activities during the week; it should be on 8-1/2 x 11 sheets of paper in a diary form and not just timetable. The log must be checked by the senior patrol leader and the Scoutmaster on Wednesday during rest period for a preliminary review, and at rest period on Friday for the final check.

As a patrol, do a distinctive service for Camp Horseshoe as approved by the Program Director. A preliminary check will be made Wednesday. The project must be completed by Friday, 4:00 P.M. for final approval.

Project: _____

As a patrol, prepare and serve on or off your troop site, the following meals:

Breakfast (_____) Lunch (_____) Dinner (_____)
Date Date Date

Cooperate with other patrols of the Troop in planning and conducting at least one troop campfire program. In the log, details must be included of the part the patrol was responsible for and successfully completed.

The patrol must plan and carry out an effective patrol schedule utilizing the opportunities of the troop scheduled activity and Scoutcraft areas to the patrols best advantage.

The troop leader must approve and sign this form, as evidence that the patrol has participated in the whole troop program to his satisfaction and that the objectives have been met.

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

SUBMITTED BY: _____
Patrol Leader

RECOMMENDED BY: _____
Troop Leader

APPROVED BY: _____ Date WK
Program Director

Health and Safety Inspection Report

Troop: _____ Senior Patrol Leader: _____

Every day an inspector assigned by the commissioner will check your site for organization, general conditions, and cleanliness, as described in the "Health and Safety Guide" you received with this form. A Clean Camp Award flag will be awarded to those sites scoring at least 20 points on their daily inspection. Those units who earn a clean camp rating for five of the six inspection days will receive the clean camp flag. Awards will be given at the end of the week to those units that score the highest total points on their daily ratings.

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Inspector's Initials						
Shelter open and Clean; free from damage						
Personal & Troop equipmen neat and orderly						
Bunks made, Bedding airing						
Trails and Grounds Clean; no damage to trees, etc.						
Latrine clean and swept						
Washstand clean and swept						
fireguard chart posted, signed and plan followed						
Daily rating						

Explanation of Ratings

U = Unacceptable 1 = Poor 2 = Fair 3 = Acceptable 4 = Good 5 = Excellent

Merit Badge Roster

Scout Name	10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM
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Troop Roster

Scouts Name (Last First)	Phone Number	Troop #
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3.		
4.		
5.		
6.		
7.		
8.		
9.		
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50.		
Total Scouts		
Leaders Name (Last First)		
Over 21		
Other Leaders		
Total Leaders		

Chester County Council
504 South Concord Road
West Chester, PA 19382

Boy Scouts of America
(610) 696-2900

PRELIMINARY ACCIDENT REPORT

Name	Age	Telephone Number
Address/City/State/Zip		

If a minor, Name of Parent _____ Was parent notified? () Yes () No

Unit No. _____ District _____ Council _____

Date and Time Injury occurred: Date _____ Time: _____ AM _____ PM _____

Camp Horseshoe _____ Camp Ware _____ Other _____

If accident... Where and how did it happen? What was individual doing? Using tool? Mechanical defect? Unsafe act?

Describe Nature of Injury or Illness:

Person in Charge of activity at time of accident _____

Was FIRST AID Treatment Given _____ Yes _____ No

If Yes... Name of Person _____ Unit Position _____

Attending Physician's Name _____ Telephone Number _____

Taken To: _____ Physician's Office

_____ Hospital Hospital Name _____

Office / Hospital Address _____

Was the injured Person taken home or returned to camp? _____

FOR SUMMER STAFF ONLY

Social Security Number	Under 18-Permit Number	Circle One – Counselor or CIT	
Occupation for which issued	Occupation	Department	
Date of Birth	Circle One - Male or Female	Married Yes / No	No. Children Under 18

Unit Leader's Signature _____

Date _____

Report Prepared by: _____

Date _____

Accident and Sickness Insurance

All registered members and leaders in the Chester County Council, BSA are covered under an accident and sickness umbrella policy. Out of Council Units are covered under their own Council insurance, they take the accident report back to their own council for insurance coverage after there primary visit to the hospital..

Keep this nearby for use if you use medical services during a Scouting activity. To eliminate confusion about accident and sickness insurance, we offer the following to help effectively process claims.

This Mutual of Omaha umbrella policy is the insurance for which all Scouts and Scouters are assessed \$1.00 per year at rechartering time.

If you have an incident where it becomes necessary to seek medical services, the procedure you should follow is quite simple and will help to speed up processing of claims to hospitals and doctors.

For incidents occurring during an official scouting activity, the following procedure should be followed:

- ❑ Fill out the accident report fully and where possible have health service provider fill out the bottom portion and sign, then submit to Chester County Council promptly.
- ❑ Explain to persons providing service that this is an official Scouting or Cubing function and initial billing should be sent to:
CHESTER COUNTY COUNCIL
504 S CONCORD RD
WEST CHESTER PA 19382
- ❑ Give the health service provider the name of our insurer and policy number: Mutual of Omaha S31Y34371-539 Effective 6/1 – 6/1, Current year.

If you take the accident report to the hospital with you have them make a copy for there records and you send the original into the Council

Following the procedure will set in motion the following:

- ❑ Mutual of Omaha Insurance Co., through Chester County Council BSA, is the Primary Insurance carrier
 - ❑ **Coverage includes:**
 - ❑ **Accident Medical Benefits \$15,000**
 - ❑ **Dental Injury Benefits \$5,000**
 - ❑ **Ambulance Service Benefits \$6,000**
 - ❑ **Specified Injury Benefit \$35,000**
 - ❑ **Sickness medical benefit \$7,500**
- (manifesting itself while you are in attendance at a scheduled event operated and supervised by BSA)**

If you have any questions on coverage or procedures, talk to Maureen Milman at the Council Service Center:
(610) 696-6621, Extension 25
milmanm@cccbsa.org

CAMP HORSESHOE

CHESTER COUNTY COUNCIL

BOY SCOUTS OF AMERICA

2003

\$10 Camper Commitment Fee Transmittal Due by March 31

TO: Council Service Center DATE: _____

FROM: Troop _____ District _____ Council _____

Name _____ Position _____ Phone _____ Email _____

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

WEEK OF _____ IN CAMPSITE _____

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

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

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

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

Please send one copy of transmittal to:

Chester County Council, BSA
504 South Concord Road
West Chester, PA 19382

RETAIN ONE COPY FOR UNIT FILES

5/30/03 9:33 AM

HORSESHOE SCOUT RESERVATION

CHESTER COUNTY COUNCIL

BOY SCOUTS OF AMERICA

2003 CAMP HORSESHOE FEE PAYMENT TRANSMITTAL

To make proper arrangements for your experience at camp, we must have a camper count prior to your arrival at camp. **THIS TRANSMITTAL IS DUE JUNE 1** (for June & July troops) **OR JULY 1** (for August troops). **All troops paying their fees AT CAMP will be charged the full fee of \$230.00.**

TROOP _____ CAMPSITE _____ AT HORSESHOE

ARRIVAL DATE _____ WE WILL HAVE _____ SCOUTS AND

LEADERS.

FEES.

1. _____ Scouts X discounted camp fee (Paid by Due Date):
\$220.00 – CAMP HORSESHOE = _____
2. _____ Scouts X camp fee (Paid after Due Date):
\$230.00 – CAMP HORSESHOE = _____
3. _____ Full time Leaders Fees @ \$110.00 = _____
4. **TOTAL CAMP FEES (1 + 2 + 3)** = _____

CREDITS:

5. _____ Scouts X \$10.00 per Scout Fee = _____
6. _____ Other credits (specify) _____ = _____
7. **TOTAL CAMP FEES (5 + 6)** = _____

BALANCE DUE OR OVER PAYMENT (7 minus 4) = _____

INFORMATION

\$50.00 STAKE-A-CLAIM IS NOT PART OF THE FEES
IT IS A SITE FEE ONLY (NON-REFUNDABLE)

-All full time leaders pay \$110.00/week

-Part time leaders pay daily meal fee

-Discounted fees apply only if paid in full by June 1 for June & July units (July 1 for August units)

SUBMITTED BY: _____ POSITION _____

HOME PHONE: _____ BUSINESS PHONE _____

DATE: _____ E-MAIL _____

Address _____

