

RESICA FALLS SCOUT RESERVATION • CRADLE OF LIBERTY COUNCIL

Program Guide

SUMMER 2026



Important Information Needed to Plan Your Stay in Camp

Including General Information, Merit Badge Offerings, Themed Activities, and Schedules

Welcome

January 2026

*Greetings Fellow Magic Wielders,
We are pleased to inform you that you have been accepted at the Resica School of Magic! Mystery is a foot at the school, as we all work together to solve The Curse of the Mystic Waters. This comprehensive guide will share what you really need to have a successful stay in camp. Scouts, adult leaders, and parents alike will find within these pages key information related to advancement, camp operations, and health & safety, as well as schedules and overall program details.*

We are excited your unit has chosen Resica Falls for your summer camp home in 2026. A top-notch staff is being selected and we are working hard to create an amazing summer camp experience for all. Read each page carefully to fully understand what changes are in store for our summer, but a few highlights include:

- The continuation of online merit badge records, our flexible Sunday Check-in and welcome buffet dinner, and the Wednesday evening Campers Campfire at the Richards Arena.*
- Continued modifications to our Afternoon Adventures program and the expansion of afternoon Merit Badge offerings, along with changes to our Adult Leader programs.*
- An all-inclusive camper fee with no additional fees needed for merit badges.*

As a reminder: ALL attendees, both youth and adult, who are attending summer camp with your troop must be registered members of Scouting America. ALL Adults attending summer camp with your troop must be registered members of your troop.

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

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

Yours in Scouting,

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Program Guide

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History of Resica Falls

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

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

The camp capacity for 2026 will be 500 scouts each week in our Dining Hall operation. The Ranjo Clock Tower serves as a central meeting place outside the Dining Hall on the Parade Field. The camp boasts three shower house facilities that can accommodate both male and female campers and leaders. Our pool features a three-story water slide and Lake Roger – a 27-acre lake – is home to a trampoline and other

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

Today, Resica Falls remains committed to excellence in the areas of program development, facility improvement, and customer service. Tens of thousands of Scouts have enjoyed an experience among the hidden natural treasures, creating memories that will last a lifetime. Join us and see the adventure that awaits!

Troop Planning Countdown

Begin the process of preparing for your stay at summer camp by reading the entire Program Guide. We realize that the sequence of events below may be different in each Troop.

1. Your reservation has been made through Black Pug and you have a plan for securing the total camp fees from each of the Scouts so that you can pay the balance by May 15th. This includes collecting and paying a total of \$200.00 per Scout by March 31st to unlock Merit Badge & Program Registration.
2. Ensure that all Scouts and leaders registered to attend camp with your troop are registered members of Scouting America, and that all adult leaders are registered members of your troop.
3. If you have not already done so, conduct a Camp Parent's Night in your troop to present camp plans and share with Scouts and parents information about our camp, program highlights, adult leadership, physical examination, fee payment, etc. Distribute medical forms. Contact the Council Camping Department for assistance with any issues or check out www.resicafalls.org
4. FIND OUT WHAT THE SCOUTS WANT! Ask them, don't just guess. Some things they will want to do on their own, other things by patrol and others with the whole troop. Have each patrol meet to list its ideas in each category. Survey the troop for special program requests- i.e. swimming, canoeing, etc.
5. Attend our first Resica Falls Leaders Update via Zoom Webinar on Thursday, February 26th, 2026. We will be highlighting many changes made to our camp-wide program as well as reviewing general camp procedures and policies Sign up to participate at www.resicafalls.org/calendar
6. Attend our Resica Falls Leader updates with your Senior Patrol Leader on Tuesday, April 14th and Thursday, May 21st for continued updates and information regarding program and check-in. Sign up information for the Zoom webinars can be found at www.resicafalls.org/calendar
7. Complete the Pre-Camp survey by Friday, June 5th. The survey can be found in Black Pug starting April 1st and will be used to provide additional registration details and to make any special requests to the Camp Leadership team about your week in camp.
8. Follow up on the Scouts that have not signed up for camp. Sell them on going because of the program you have planned.
9. Pay the balance of camp fees owed no later than May 15th.
10. Finalize your troop roster of those attending camp. Obtain home addresses and telephone numbers of all Scouts (including parents' vacation address & phone number) or that of nearest relative, for use in emergencies. Keep all details in Black Pug up to date as this will serve as your unit's roster in camp. Confirm that all adults attending camp are registered members of your Troop and that Safeguarding Youth Training is up to date.
11. Collect and review medical forms for all Scouts and leaders attending camp. Check for completeness of all information, with CURRENT parent's and doctor's signatures and dates. See the Medical Form Instructions on page 12 of this Program Guide for more details.
12. Print a PDF or CSV version of your troop roster from my.scouting.org and bring the printed copy with you to Resica Elementary School for Sunday afternoon check-in at your assigned check-in time. ALL attendees, both youth and adult, who are attending summer camp with your troop must be registered members of Scouting America. ALL ADULTS attending summer camp with your troop must be registered members of your troop. Instructions for finding your roster are available at: [Resica Falls Important Documents](#)

WARNING - Failure to bring your roster with you on Sunday check-in will result in a significant delay to your unit's check-in process. Your unit WILL NOT be permitted to proceed to camp without providing us with your my.scouting.org roster.

Sunday Checklist For Camp Leaders

CHECK FOR:

- ☐ Scouting America Annual Health and Medical Record, Parts A, B, & C. Mandatory for each Scout and Leader with Parents' signature and Medical evaluation signed by a certified Healthcare Provider within twelve (12) months preceding the last day of your week at Camp. No one will be classified for swimming until the Medical Re-check is completed. No physical examinations can be done at Camp. This **MUST** be done before arrival in Camp; otherwise, the Scout or Scouter must return home. Only **ONE** copy needs to be brought to camp.
- ☐ Drug Administration Record Forms - 2 copies for everyone. (one copy will be kept in the Health Lodge and one copy will remain with each person's medication)
- ☐ Anaphylaxis Emergency Action Plan - One copy for anyone that uses an Epi-pen or has severe asthma that may require a Rescue Inhaler
- ☐ Unit Medication Storage Release Record for units wishing to distribute their medications in the site.
- ☐ Make a list of any medications to be turned in to the Camp Health Lodge during medical re-checks for your records. Troop # - Name of Scout - Name of medication - Time(s) to be taken.
- ☐ Have copies of receipts for all prior fees paid.
- ☐ A printed version of your troop roster directly from my.scouting.org that will be used to confirm all attendees registered to attend summer camp with your troop are registered members of Scouting America.
- ☐ Ensure all Scouts participating in specialty programs (ATV, Cowboy Action Shooting, and COPE) have all necessary forms completed and be prepared to turn these in during Check-in.



SUPPORT BRENNER LODGE!

Help honor Chris Brenner's legacy as Camp Director at Resica Falls as build a new premiere year-round rentable cabin and the new home of the Civics Center for summer camp! Find out more and donate today at

resicafalls.org/brennerlodge

General Information



RESICA FALLS SCOUT RESERVATION

Is an official camp of the Cradle of Liberty Council and Scouting America. It is operated for the benefit of registered Scouts and Scouters in accordance with all NCAP standards. Rules for acceptance and participation in the program are the same for everyone without regard to gender, race, color, creed, or national origin.

Every precaution is taken to ensure the safety of all campers, and every effort is made to make their stay productive and pleasant. This camping season marks another year of development in our camp. You will find new programs and facilities and you will see many improvements and refurbishments.

THE CAMP DIRECTOR MAY, FOR VIOLATION OF CAMP POLICIES, DISMISS INDIVIDUALS FROM CAMP AT ANY TIME, WITHOUT A REFUND.

CAMP LEADERSHIP: It is the policy of Scouting America that at least two (2) adult leaders, both of whom must be 21 years of age or older, attend summer camp with your Troop. Ideally, the Scoutmaster is the best choice for camp leader. Units with female Scouts must have at least one female leader in camp the entire week. **ALL attendees, both youth and adult, who are attending summer camp with your troop must be registered members of Scouting America. ALL ADULTS attending summer camp with your troop must be registered members of your troop.**

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

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

RELEASE OF CAMPERS: To ensure the safety of all campers, any Scout who leaves camp prior to the normal departure time on Saturday morning with their unit will only be permitted to leave under the auspices of an adult approved by the parents of the Scout as listed on the bottom of Part A of the Scouting America medical form. This section of the Scouting America medical form lists all adults authorized by the parents, with whom their child may leave camp, as well as those who their Scout cannot leave with. A Scout Leader should escort the Scout to the Camp Office to sign out and confirm that the person there to pick-up

General Information (Continued)

the Scout is listed on the medical form as being authorized by the parents to do so. If the whole unit is leaving before Saturday morning, please make sure to coordinate your early departure with the program commissioner and the camp director.

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

Prohibited items include all forms of alcoholic beverages (including non-alcoholic beer), marijuana, illegal drugs, depressants, stimulants, personal firearms, fireworks, explosives and sheath knives of any form. Violators, whether Scouts or adult leaders, will be asked to leave camp. Depending on the severity and nature of offense (real or suspected) law enforcement may be contacted.

DAMAGE TO CAMP PROPERTY AND

EQUIPMENT: The Troop is responsible to pay for the cost of repair. Payment is due before you leave camp.

BICYCLING: Bicycles are more than welcome at Resica Falls. Helmets must be worn at all times. Bicycles should not be ridden in camp after dark. Be mindful of the speed you are traveling on your bicycle. Bikes should travel at 5 MPH while in camp. Any reckless biking may result in prohibition of riding by your Scout for the remainder of the week. Use of bikes during check-in and check-out times is prohibited. *The use of e-bikes is prohibited in camp per the Guide to Safe Scouting.*

CAMPERSHIP PROGRAM: Campership grants are available to Scouts who are in need of financial assistance to attend summer camp. Camperships (scholarship money) are available for all currently registered CRADLE OF LIBERTY Scouts. Campership awards are applied to the \$655 camp fee. The application can be found in the document library at www.resicafalls.org. The application due date is April 1st.

The Jewish Committee on Scouting also has camperships available for Jewish Scouts and can be found at: scoutingphilly.org/leaders/jewish-committee

CAMP OFFICE:

Hours of Operation

Weekdays – Monday to Friday

9:00 AM to 12:30 PM

1:30 PM to 5:00 PM

7:30 PM to 9:00 PM

Saturday

7:45 AM to 10:00 AM

Sunday

12:45 PM to 5:30 PM

7:30 PM to 9:00 PM

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

2027 SUMMER CAMP SIGN-UP: Reservations will be accepted for the 2027 summer camping season. A \$300 non-refundable deposit and a Declaration of Intent are required at the time of your reservation. This can be done online via Black Pug or before you leave camp in the camp office.

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

CELL PHONE CHARGING STATION: Four cell phone charging stations will be available this year. One will be located on the porch of Unami Lodge, the second will be located on the porch of the STEM Center and the remaining two will be on the porch of the Dining Hall. Keys will be available in the Camp Office. A \$10 security deposit will be required for each locker key, and will be refunded upon return of the key to the Camp Office. The individual is responsible for providing their own charger and cable.

DINING HALL:

Meal Times

Breakfast Teal 7:30-7:55 am

Lunch Teal 12:45-1:15 pm

Dinner Teal 5:30-6:10 pm

Breakfast Yellow 8:15-8:40 am

Lunch Yellow 1:30-2:00 pm

Dinner Yellow 6:30-7:10 pm

General Information (Continued)

WAITERS: Troops will need to provide one waiter for each table of 8 assigned to the troop for all meals. Waiters must report to the dining hall to begin set-up for the meal 10 minutes prior to the scheduled time. Waiters will remain in the dining hall after the meal for clean-up. Each waiter will be dismissed after clean up by the Dining Hall Manager.

WAITER REPORT TIMES:

	Teal	Yellow
Breakfast	7:20 am	8:05 am
Dinner	5:20 pm	6:20 pm

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

FOOD REQUISITIONS: Food to be cooked outside the Dining Hall for campsite meals or while on outpost **MUST** be ordered at least 36 hours in advance of the time you need them. Orders may be placed by filling out a Food Requisition Form and submitting it to the Dining Hall. Questions regarding this process may be directed to the Camp Office or your Program Commissioner. Any requisitions requiring payment will be added to your troop account and will need to be settled before your departure from camp.

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

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

FIREWORKS: They are prohibited in camp. This includes but not limited to poppers, smoke bombs, cherry bombs, Roman Candles, and any aerial fireworks.

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

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

HEALTH LODGE

Hours of Operation:

Emergencies: 24 Hour

Medications: 8:40am and 7:15pm

Located in Bear Lodge across from the pool.

Please report all injuries and health problems. We are required to record all injuries that occur on camp property, **NO MATTER HOW SMALL**. If the Health Officer is not in the Health Lodge, their location and phone number will be posted.

LATE ARRIVALS: Scouts or leaders arriving to camp after the their troop's assigned check-in time must check-in at the Camp Office. An adult leader should be prepared to meet incoming Scouts at the office to accompany the Scout to their campsite.

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

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

General Information (Continued)

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

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

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

MAINTENANCE: Tents, cots, tent platforms, and other such equipment are expensive to replace. Care for them as you would your own property. Small rips in cots and tents should be reported immediately. When camp property is damaged, a charge will be made to cover the necessary repairs or replacement. Report any damages to your Camp Commissioner.

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

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

PETS: Sorry, Pennsylvania will not permit pets in camp by campers or leaders. For accommodations regarding service animals, please contact camping@scoutingphilly.org

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

Hours of Operation:

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

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

REFUND POLICY: Review our refund policies for qualifying circumstances on our '2026 Summer Camp Refund Request Form,' found on www.resicafalls.org/important-documents

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

SHOWERS: Showers for all campers and leaders (both male and female) are located in the shower houses at the Pool and at the STEM Center. All Scouts must respect the privacy of their fellow Scouts when using these facilities. Violation of this privacy may result in dismissal from camp and notification of local law enforcement in necessary.

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

General Information (Continued)

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

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

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

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

TRADING POST: Located across from Unami Lodge, the Camp Trading Post offers all your summer camp needs. The Camp Trading Post is stocked with program supplies, camp souvenirs, commonly forgotten necessities, postage stamps, and snack food items. Cash, Check, Apple Pay, Google Pay, VISA, MasterCard, Discover and American Express are accepted. Hours of Operation are posted.

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

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

UNIT SITE CAPACITY: Each campsite has a definite size regarding camper capacity. This is done to accommodate small and large units alike. Multiple units may be assigned to the same campsite. The number of tents allocated to your troop is based on two occupants (Scout or adult) per tent. Site assignments will be at the discretion of the Camp Director.

VEHICLES: No vehicles are allowed in the campsites. Arrangements must be made in advance with the Camp Director for any physical limitations. Each unit will receive 1 parking spot at the top of the hill near the Trading Post. Vehicles must be detached from any unit trailers and moved to their designated parking area. All other vehicles should be parked in the Fisherman's Parking Lot.

VISITORS: All visitors must sign in at the camp office immediately upon arrival. Visiting Scouters desiring meals at the Camp Dining Hall can be accommodated if the camp is notified 24 hours in advance. **The Camp Director retains the right to prohibit visitors in camp.** All visitors must sign out at the camp office when leaving. Visitors should not arrive before the camp office opens and should plan to leave before the camp office closes.

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

The cost for guest meals is \$15.00 per meal and can be paid for at the camp office.

Your First Day At Resica Falls

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

MEDICAL RE-CHECK: These will also take place at the Resica Elementary School. All Scouts and Scouters remaining in camp will receive a Medical Re-Check where your medical forms will be reviewed. We will once again be offering advanced medical form reviews prior to your arrival in camp. *The dates for these reviews will be May 30th, June 13th June 20th, June 27th and July 11th.* Medical re-checks will be conducted at the Cradle of Liberty Council Office located at 901 East 8th Avenue, Suite 103, King of Prussia, PA 19406. The re-checks will take place from 9:30am to 2:30pm. A lock box for in-site medication storage will be given to the camp leader at this time; medications to be stored in the Health Lodge will be collected back in camp. Once medical re-checks are complete, your unit will return to your vehicles and wait for instructions to proceed to camp.

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

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

YOUR FIRST DAY SCHEDULE:

TIME

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

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

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

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

SWIM TEST: Take the Scouting America Swimmer Test to determine the swimming classification of each person in your unit. We recommend that units conduct their own swim test prior to the start of camp. Forms are available in the Document Library at resicafalls.org. Once completed, scan and upload the form to BlackPug as part of your unit's registration.

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

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

Health & Safety

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

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

BUDDY SYSTEM: The buddy system should be followed for ALL activities.

HEALTH AND MEDICAL RECORDS: All Scouts and Leaders must bring to Camp a complete Scouting America Annual Health and Medical Record, and must be re-checked by the Camp Health Officer. Only use of the current edition of the official Scouting America Annual Health and Medical Record will be accepted; this assists the Camp Health Officer in obtaining vital information, should someone require medical assistance. An AHMR is valid through the end of the 12th month from the date it was administered by your medical provider. For example, a physical administered March 3, 2025, would be valid until March 31, 2026.

HEALTH SURVEILLANCE: The unit leader must monitor the health of each Scout while at camp. Please do not let a small problem get out of hand due to lack of attention. Be on the lookout for skin irritations, ivy poison, ticks, dehydration, etc. at all times. Be alert that some Scouts change their toilet habits at camp. We must watch for changes in a Scout's physical appearance and activity level. **IT IS THE RESPONSIBILITY OF THE UNIT LEADER AND THE SCOUT TO REPORT ANY INJURIES, ACCIDENTS, OR ILLNESS TO THE HEALTH LODGE!**

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

ACCIDENT & SICKNESS INSURANCE: Most councils carry insurance that provides coverage for their members while participating in Scouting programs. Accident & Sickness Insurance Plans provide medical payments subject to the plan details and limits of the coverage. Cradle of Liberty Council carries this insurance for its units. Out-of-council units should check with their council for coverage.

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

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

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

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

Medical Form Instructions

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

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

(Every person needs this form)

- This form is required for everyone and all three parts (A, B, & C) must be completed.
- Part A must have signatures within twelve (12) months preceding the last day of your week at Camp.
- Part C - An AHMR is valid through the end of the 12th month from the date it was administered by your medical provider. For example, a physical administered March 3, 2025, would be valid until March 31, 2026.

Please Note:

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

2. Drug Administration Record Form (COL Form - Version 4/25)

- One copy of this form will remain with each person's AHMR at the Health Lodge, and one copy will remain with each participant's medications, whether they are stored in the campsite with the unit or in the Health Lodge.
- All participants, youth and adult, are required to bring two copies of this form to camp to assist in the administration of over-the-counter medication.

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

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

4. Anaphylaxis Emergency Action Plan (COL Form - Version 2/26)

- One copy for anyone that uses an Epi-pen or has severe asthma that may require a Rescue Inhaler
- This form requires a doctor's signature so please be sure to have it completed along with your AHMR.
- Only one copy of this form is needed.

Camp Emergency Procedures

MAJOR ACCIDENTS AND EMERGENCIES:

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

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

ACTIVITIES DURING HIGH TEMPERATURES:

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

LIGHTNING AND HIGH WATER:

1. All aquatic, shooting sports and climbing activities will be suspended during a lightning or thunderstorm. If you are on a river trip or at the lake, return to shore and comply with the following:
 - a) Secure canoes, boats, or other aquatic crafts.
 - b) Seek shelter indoors or in a low area away from solitary trees, rock formations, high ridges, wire fences, telephone or electric lines or open fields.
 - c) Complete a headcount if traveling as a group.
 - d) Stay in place until lightning or thunder has completely passed.
2. During high water periods, the Camp Director, Program Director or Ranger will notify units and suspend water activities. If your unit is on a river trip and conditions change to very fast or high water, return to shore and comply with the following:
 - a) Secure all canoes, boats, or other aquatic crafts.
 - b) Seek ground safely away from the waters' edge and high enough from any rising waters.

c) Complete an accurate headcount.

d) Notify camp of your location and stay put until picked up.

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

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

Lightning Safety Rules

- Under the Program Director's discretion the Pool, Lake, Rifle Range, Archery Range, ATV Course & COPE will close at the first sound of thunder or sight of lightning. They will resume 30 minutes after the last instance of thunder or lightning.
- Stay away from open doors and windows, fireplaces, radiators, stoves, metal pipes, sinks, and plug-in electrical appliances.
- Don't use hair dryers, electric toothbrushes, or electric razors.
- Don't take laundry off the clothesline.
- Don't work on fences, telephone lines, power lines, pipelines, or structural steel fabrications.
- Don't handle flammable materials in open containers.
- Don't use metal objects, such as fishing rods and golf clubs. Golfers wearing cleated shoes are particularly good lightning rods.
- Stop tractor work, especially when the tractor is pulling metal equipment, and dismount. Tractors and other implements in metallic contact with the ground are often struck by lightning.
- Get out of the water and off small boats.
- Stay in the car if you are traveling. Automobiles offer excellent lightning protection.

Camp Emergency Procedures (Continued)

- When no shelter is available, avoid the highest object in the area. If only isolated trees are nearby, the best protection is to crouch in the open, keeping twice as far away from isolated trees as the trees are high.
- Avoid hilltops, open spaces, wire fences, metal clothesline, exposed sheds, and electrically conducted elevated objects.
- Approved lightning structures are marked around camp. They include the Shop, the Dining Hall, Bear Lodge, the Pool Showerhouses, the STEM Center, and Unami Lodge. These may be used at the discretion of the unit leaders.

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

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

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

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

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

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

CHILD ABUSE: Scout leaders should keep a close watch on Scouts for signs of abuse. In the state of Pennsylvania, any youth-serving adult is considered to be a mandated reporter. If any form of child abuse is suspected, it must be reported to the state of Pennsylvania via Childline. In addition, notify the Camp Director for further guidance and instructions.

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

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

ACTIVE SHOOTER POLICY: In the event of an active shooter, whether internal or external, Resica Falls will follow the policy of Run, Hide, and Fight, in accordance with guidelines from the PA State Police

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



What To Do In Case Of Emergency

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

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

IF THE SIREN SOUNDS AT NIGHT AFTER TAPS:

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

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

DESIGNATED ASSEMBLY LOCATIONS:

The Shop

ATV
Shop
OA Grounds

STEM Center

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

Archery
Civics
COPE
Shooting Sports
STEM

Parade Field/Dining Hall

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

Emergency Phone List

RESICA FALLS SCOUT RESERVATION

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

CRADLE OF LIBERTY COUNCIL OFFICE

901 East 8th Ave, Suite 103
King of Prussia PA 19406
..... 610-688-6900

NATIONAL SCOUTING AMERICA HQ

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

Safeguarding Youth Issues (Scout First Helpline)

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

What To Bring To Camp

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

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

PLEASE LEAVE AT HOME

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



Camp Commissioners

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

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

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

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

CAMPSITE INSPECTIONS: Your Program

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

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

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

The Order of the Arrow



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

Important OA Information:

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

your unit's election prior to arrival at camp.

3. Based on availability Unami Lodge properties are sold at the trading post.
4. Any member who has not paid their lodge dues for the current year can do so in the camp office.
5. An Ice Cream Social will be held for all Called Out Candidates and members of the Order of the Arrow in the Dining Hall.
6. For Cradle of Liberty Council Troops - We will not be conducting Ordeal or Brotherhood inductions as part of the Summer Camp program this summer. Opportunities for completing your Ordeal or sealing the bonds of Brotherhood can be found at unamilodge.org.

Your Last Day at Camp

CHECK OUT TIME: SATURDAY, IMMEDIATELY AFTER BREAKFAST

- STEP 1 CHECK OUT TROOP SITE WITH YOUR CAMP STAFF GUIDE.
- STEP 2 RETURN ALL EQUIPMENT TO THE CAMP QUARTERMASTER.
- STEP 3 PICK UP ALL MEDICATIONS AND MEDICAL FORMS FROM THE HEALTH LODGE.
- STEP 4 CLEAR ACCOUNTS WITH THE CAMP DIRECTOR AT THE CAMP OFFICE AND RECEIVE DEPARTURE PACKET.
- STEP 5 SIGN UP FOR NEXT YEAR'S CAMPING EXPERIENCE.
- STEP 6 HAVE A SAFE TRIP HOME. HOPE YOU HAD A GREAT STAY IN CAMP, AND WE'RE GLAD YOU WERE HERE!

Your Last Day Schedule — Saturday

TIME

7:30am

8:00am

Breakfast in campsites

Once your troop is packed and campsite inspection has been performed, your unit leader should check-out at the camp office.

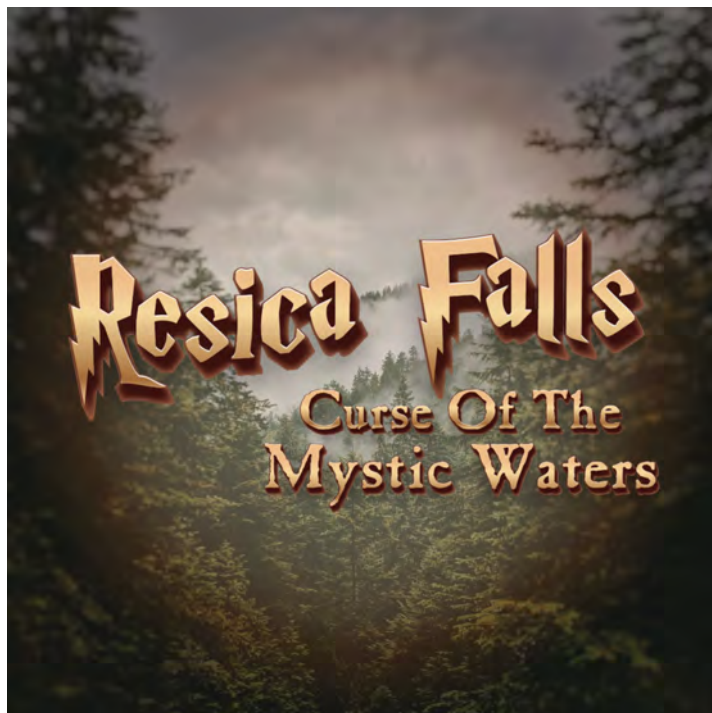
NOTE: We recommend parents arriving for pickup from camp, as well as buses, to arrive around 8:30AM

***The
Road to Next Year***



Begins Today

Program Overview



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

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

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

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

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

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

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

Program Overview (Continued)

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

DO:

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

DON'T:

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



Advancement at Camp

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

KEEPING TRACK OF SCOUT ADVANCEMENT

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

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

PROGRAM PROGRESSION

FIRST YEAR CAMPERS

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

SECOND YEAR CAMPERS

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

THIRD YEAR CAMPERS

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

FOURTH YEAR CAMPERS

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

MERIT BADGE DETAILS

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

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

Sign ups- Merit Badge sign ups will be required this year through Black Pug and will begin on April 11th. A unit leader should log each Scout's merit badge choices into our online system or individual scouts and their parents have the opportunity to register for merit badges as well. The earlier you are the better; all badges have a maximum capacity. The parent portal must be enabled by a unit leader in order for parents of Scouts to register them for merit badges.

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

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

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



Listed in alphabetical order below are the merit badges that will be offered at camp. Details about merit badge offerings along with requirements that need to be started or completed BEFORE camp can be found at resicafalls.org/meritbadges. If they are completed to the satisfaction of the counselor, the badge may be earned at camp; otherwise the Scout may receive a partial. With all merit badges, Scouts should become familiar with the requirements before coming to camp. Some merit badge requirements require “advanced preparation” by the Scouts. The specifics of this depend on the requirement, but generally Scouts should be familiar with the information that the requirement covers.”



Automotive Maintenance, Climbing & Multisport Merit Badges have been added for the 2026 Camping Season

Merit Badge	Level (Year)	Max. Capacity	Program Location
American Heritage	1	20	Civics
Archery	3	16	Archery
Art	1	25	Handicraft
Astronomy	2	20	Ecology
Athletics	2	20	Sports
Automotive Maintenance	3	15	Shop
Basketry	1	25	Handicraft
Bird Study	2	20	Ecology
Camping	2	25	Scoutcraft
Canoeing	2	20	Lake
Chemistry	2	20	STEM
Chess	1	30	Sports
Citizenship in the Nation	3	30	Civics

Merit Badge	Level (Year)	Max. Capacity	Program Location
Citizenship in the World	3	30	Civics
Climbing	4	12	COPE
Cooking*	3	20	Scoutcraft
Electricity	3	25	STEM
Electronics	3	20	STEM
Emergency Preparedness	3	20	Health Lodge
Engineering	4	20	STEM
Environmental Science	3	25	Ecology
Exploration	3	25	Scoutcraft
Fingerprinting	1	25	Civics
Fire Safety	1	25	Scoutcraft
First Aid	1	25	Health Lodge
Fish and Wildlife Management	2	20	Ecology

Merit Badge Opportunities (Continued)

Merit Badge	Level (Year)	Max. Capacity	Program Location
Fishing	3	20	Lake
Fly Fishing	3	15	Sports
Forestry	1	20	Ecology
Geocaching	2	20	Scoutcraft
Geology	1	20	Ecology
Graphic Arts	2	15	Handicraft
Insect Study	2	20	Ecology
Kayaking	2	20	Lake
Law	1	20	Civics
Leatherwork	1	20	Handicraft
Lifesaving	3	18	Pool
Mammal Study	1	25	Ecology
Metalwork	3	10	Shop
Moviemaking	3	20	STEM
Multisport	3	15	Sports
Music	2	20	STEM
Nature	1	20	Ecology
Orienteering	2	20	Scoutcraft
Personal Fitness*	3	30	Sports
Photography	2	20	STEM
Pioneering	3	15	Scoutcraft
Plumbing	2	16	Shop
Pottery	3	15	Handicraft
Public Health	2	20	Health Lodge
Public Speaking	2	15	Civics
Pulp and Paper	1	15	Handicraft

Merit Badge	Level (Year)	Max. Capacity	Program Location
Radio	3	20	STEM
Reptile and Amphibian Study	2	20	Ecology
Rifle Shooting	3	16	Shooting Sports
Robotics	4	15	STEM
Rowing	3	8	Lake
Sculpture	2	15	Handicraft
Search and Rescue	2	20	Health Lodge
Shotgun Shooting	3	12	Shooting Sports
Small-Boat Sailing	3	12	Lake
Soil and Water Conservation	2	25	Ecology
Space Exploration	2	25	STEM
Sports	2	25	Sports
Swimming	1	40	Pool
Weather	2	20	Ecology
Welding	4	15	Shop
Wilderness Survival	2	20	Scoutcraft
Wood Carving	1	15	Handicraft
Woodwork	2	15	Shop

** This badge cannot be completed in camp*





Program Highlights

Daily Instruction

(Monday - Friday 9:00 am to 12:30 pm & 2:15 pm to 3:15 pm)

See the complete merit badge schedule at resicafalls.org/meritbadges for specific times that merit badges are offered. Please note that some merit badges require 100 minute periods. Each afternoon will also play host to various Afternoon Adventures designed for the scout and their buddy, the patrol, or the entire unit.

ATV Program

Are you a Scout looking to kick it up a notch this summer? Our ATV program is offered to Scouts 14 years of age and older and offers an experience to learn about ATV's, safety and have the opportunity to take guided rides around camp. More information is available on page 32 of this guide.

Lunch and Clubs

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

Lunch Teal 12:45- 1:15

Lunch Club Teal 1:30 - 2:00

Lunch Club Yellow 12:45-1:15

Lunch Yellow 1:30-2:00

Leaders Program

(See Schedule on Pg. 31)

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

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 campwide 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.

Dutch Oven Dessert Challenge & Leaders' Swim and Barbecue

(Monday - 9:00 pm)

Adult leaders are invited to the pool for some fun! Additionally, you are invited to cook up your special dessert recipe in a Dutch Oven to be judged by our select panel of judges. Your dessert should contain apples, peaches or passion fruit. Dutch Ovens are available in camp. Ingredients, especially exotic ingredients, should be brought to camp.

Program Highlights (Continued)

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 sourcerers 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 spellwork 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.

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.

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.

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!

Gateway Competition

(Judged Friday by 12:00 pm)

Units are encouraged to design and build a creative gateway to their campsite using the theme, The Curse of Mystic Waters. The Unit with the most creative gateway will be recognized in the Closing Ceremony.

Afternoon Adventures

(Monday, Tuesday, Thursday & Friday)

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

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	<h3>Sorcerer's Showdown</h3>	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 Mapping 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
6:15	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

Resica Falls

2026 Pool Schedule

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

Resica Falls

2026 Lake Schedule

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

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

Resica Rangers— First Year Camper Program



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

About The Program!

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

What's New?

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

- In addition to Scout skills and rank advancement requirements, Rangers will have the opportunity to earn Exploration and First Aid merit badges. Be sure to review and complete any prerequisites for First Aid Merit Badge before arriving in camp.
- Afternoons (other than Thursday) can be spent with the Troop on adventures around camp to solidify what has been learned in Rangers.

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

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

Advancement Skills Covered by Resica Rangers

Scout

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

Tenderfoot

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

Second Class

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

First Class

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

Resica Rangers Notes:

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



Adult Leader Activity/ Training Schedule

Swimming & Water Rescue

Monday & Tuesday, 9:15 - 12:30PM**

Location: Pool

Trainer: Aquatics Director

Introduction to Outdoor Leader Skills*

Monday & Friday, 10:00AM**

Location: Dining Hall

Trainer: Chris Brenner

Home Away From Home

Monday, 2:15PM

Location: White House Conference Room

Trainer: Program Staff

Paddlecraft Safety

Monday & Tuesday, 2:30-4:30PM**

Location: Lake

Trainer: Aquatics Director

SM/ASM Leader Specific Training

Tuesday, 9:00AM

Location: White House Conference Room

Trainer: Council Training Committee

Leading Leaders - A Roundtable Discussion To Get the Youth to Lead

Tuesday, 2:15PM

Location: White House Conference Room

Leave No Trace Training

Tuesday, 3:00PM

Location: Ecology

Trainer: Ecology Staff

Coffee Drinking Merit Badge

Wednesday, 9:00AM

Location: Dining Hall

Learning to Work with Scouts with Special Needs

Wednesday, 2:15PM

Location: White House Conference Room

Trainer: Program Staff

Trek Safely

Thursday, 1:00PM

Location: Scoutcraft

Trainer: Scoutcraft Staff

Napping Merit Badge

Thursday, 2:15PM

Location: White Dining Fly behind Dining Hall

Donut Eating Merit Badge

Friday, 11:00AM

Location: Dining Hall

Leaders Regatta*

Friday, 3:00PM

Location: Fly Fishing Field

2026 Leaders Challenge Recognition:

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

**Additional work required outside of class*

***Must attend both sessions*

High Adventure

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 (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).

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

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

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

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

Pioneering Camp: A unique experience that allows Scouts to live the life of the old frontier by putting their pioneering skills to the test. Scouts will create their own shelter and other spectacular structures. Scouts in Troops, Ships or Crews must be at least 13 years old to participate. Experience with pioneering is required. Any questions regarding the Pioneering Camp program can be directed to Chris Nagele at cnagele@kenvue.com

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

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



The Resica Falls C.O.P.E. Course is a Week long challenge program. Youngsters have forever been enchanted with heights, trees, ropes, fun, and adventure. Scouts BSA provides opportunities for its members to explore these enchantments. Project C.O.P.E. is an enriched extension of these efforts.

Project C.O.P.E. stands for “Challenging Outdoors Personal Experience.” It comprises group initiative games low-course 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 do.

Project C.O.P.E. is an exciting outdoor activity that can be used to attract and hold the interests of older Scouts in Scouting. It offers a set of stimulating activities designed to meet the needs of today’s young people who are seeking greater challenges to their physical and mental abilities. The underlying goals of a Project C.O.P.E. course are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and developing leadership. Individual activities help promote personal growth. A C.O.P.E. course provides an opportunity for every participant to achieve success as an individual and as a member of a patrol or team. The activities are not designed to be competitive or to be a race

against time. More important objectives, including building individual confidence, developing leadership, and inspiring cooperation among team members, are emphasized.

Leaders will be offered the opportunity to participate and experience C.O.P.E.. Leaders are discouraged from being spectators of C.O.P.E. as this interferes with the group dynamics of the program.

This is a half-day program — morning only.

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 or mail to camp.

REQUIRED C.O.P.E. EQUIPMENT:

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



Aquatics Program

SWIMMING AND WATER RESCUE TRAINING AND PADDLECRAFT SAFETY TRAINING:

Each leader will have the opportunity to receive training in Paddlecraft Safety and Swimming and Water Rescue plans. This will provide the unit leader with the skill set necessary to facilitate boating and troop swim activities any time and any place during the year - following Safe Swim Defense and Safety Afloat guidelines. A two year certification will be presented to the leaders who take this opportunity.

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

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

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

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

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

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

FISHING: Lake Roger and Lake Ann offer great fishing and are loaded with blue gills. ***A PA Fishing license IS needed for fishing at these lakes for everyone 16 and over.*** Rowboats may be used by Scouts and leaders qualified as swimmers. The boats may be reserved with the lake director in advance. PFD's are required by all boaters. There will be no fishing permitted from any boat docks, or within 100 feet of the docks along the shore. A buddy must accompany Scouts to the lake. A note by the Scoutmaster

Aquatics Program (Continued)

attesting that the Scout has caught, identified and released the fish unharmed is sufficient for merit badge purposes. Scouts may keep one fish according to all state laws if they wish to cook and clean it at their campsite though at least one of the two fish must be released unharmed. Bring your own rod and reels to camp. Fishing Merit Badge is taught at Lake Roger.

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

PADDLEBOARDS: Paddleboards can be used during any of the open boating periods. Only one person may be on a paddleboard at a time. Only swimmers can take out a paddleboard. PFDs must be worn at all times.

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

The trail to Lake Roger leaves the main part of camp from behind the Trading Post. It is about a 20 minute hike along a scenic trail up to the lake. Leaders may also drive Scouts to the lake on the access road, located about one-half mile up Route 402 from the main entrance of camp. The access road to the lake from Route 402 is called Troop Road.

Rowing, Canoeing, Kayaking, and Small-Boat

Sailing merit badges are offered at the lake. The lake is open during regular program times. Scouts can come up anytime before closing time to work on badges.

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



Unique Opportunities at Resica Falls

Hike to one of our Beautiful Vistas

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

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

*Denotes potential swimming hole

Be sure to file a Trip Plan with the Camp Office for all trips. You can also request to take a bag lunch with you on your trip. Locations marked with an asterisk above are potential swimming holes. If you would like to go swimming at one of the potential swimming holes mentioned above while on a hike, the Aquatics Director must review your trip plan to help confirm your unit is prepared to follow all aspects of safe swim defense.

Canoe Trips

While your unit is at Resica Falls, consider taking an afternoon out of camp to canoe the Delaware River. You can arrange a more relaxing trip for units with less experienced Scouts, or a more strenuous trip for those that are experienced. You can work with your Camp Commissioner to learn more about these opportunities for your unit to consider.

Learn About Raising Fish

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

Resica Falls Provisional Troop 1

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

