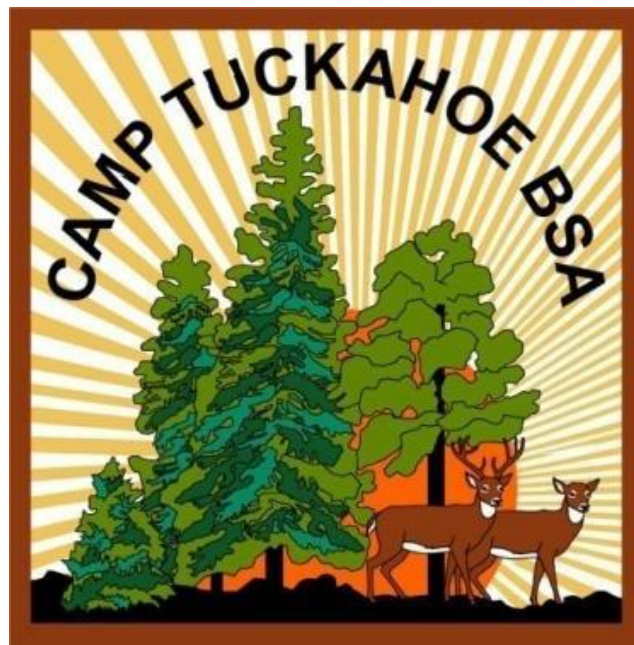


CAMP TUCKAHOE

NEW BIRTH OF FREEDOM COUNCIL, BSA



BOY SCOUT RESIDENT CAMP PROGRAM HIGHLIGHTS 2012



Greetings from our Camp Director!

Dear Scouts, Parents, and Leaders,

As a new camping season approaches, we at Camp Tuckahoe busy ourselves with preparing for what promises to be our best year yet! While we're proud of what we've done in the past, we're always eager to identify ways in which we can better serve our Scouts. To that end, we surveyed hundreds of our campers and guests last summer. Based on what we learned, we'd like to share a three-fold commitment for 2012.

At Camp Tuckahoe, we pride ourselves on our ability to refresh and renew our program every year. We are one of the few Scout camps able to provide, through the strength of our community partnerships, such varied programs as Scuba, Golf, and Sporting Clays. While we remain committed to the traditions we've inherited, we also seek to offer something new for every camper. This year we're offering two new merit badges and a brand new campwide competition.

At Camp Tuckahoe, we strive to be responsive to the needs of our unit leaders. You'll notice increased efforts this summer to improve our campsite sleeping facilities. We've also committed to improving our communication and promotional efforts to better support your year-round mission. You'll notice clearer and more frequent announcements through our camp's website and Facebook page, and even a different organization to our Leaders' Guides. Instead of publishing a single, lengthy guidebook as we have in years past, this year we've chosen to publish two different versions:

- This, our *Program Highlights Guide*, explains our schedule, activities, and advancement opportunities. We realize that this is the information most sought after by Scouts and leaders when they're making plans for the summer. Senior Patrol Leaders will find this particularly helpful for understanding
- The *Camp Leader Guide* details all of the procedures, rules, and forms you'll need to make a reservation and arrive at camp. This will be most helpful to the Scoutmaster or Camping Chair.

Most importantly, at Camp Tuckahoe, we endeavor to provide the best possible experience for our Scouts.

After all, Scouts go camping to learn and have fun! This means we'll continue to recruit and train the best possible staff. We also try to strike an ideal balance between instructional time and free time so that a boy can explore the camp in his own way. Whether that means going for a hike with a buddy or relaxing around a campfire, you're sure to appreciate the occasional free time built into our schedules.

For those of you who may be camping at Tuckahoe for the first time, I know you'll love what you find. Camp Tuckahoe consists of more than 1,300 wooded acres, a mountain stream, and a private lake – more than enough room to accommodate the hardest campers! On top of these natural attractions, we recently invested nearly \$5 million to update and expand our facilities. An air-conditioned dining hall and swimming pool are just two of the premier facilities you will enjoy. Finally, Camp Tuckahoe's location offers easy access to several world-famous attractions. The Appalachian Trail runs right past camp, and the Gettysburg National Military Park is just a short distance away. The Army Heritage Museum in Carlisle, Hersheypark, and National Civil War Museum in Harrisburg are other nearby attractions.

With that, I hope that you'll share my excitement as we draw closer to summer. Remember that our open house will be held on April 21st, and I'll look forward to welcoming each and every one of you to camp!

Yours in Scouting,

Patrick McCormack
Summer Camp Director

tuckahoescouter@yahoo.com
<http://newbirthoffreedom.org/tuckahoe>

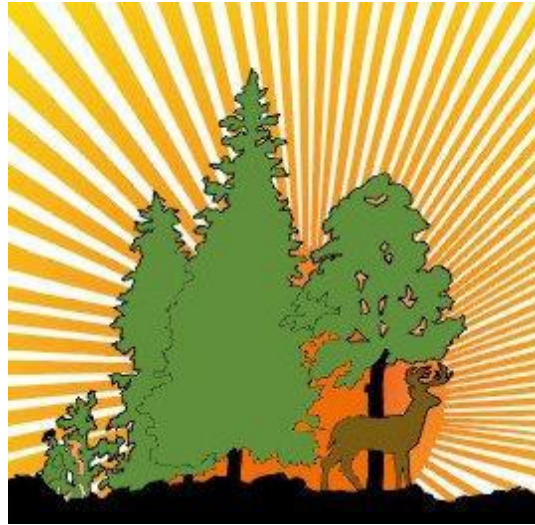


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THE CAMP TUCKAHOE EXPERIENCE: WHAT'S NEW FOR 2012?



At Camp Tuckahoe, we pride ourselves on our ability to renew and refresh our program offerings every year, and we've developed a few new programs for 2012. We have expanded our merit badge catalogue to include **Textile** and **Chess**, a brand new merit badge that has never been offered in camp before! In addition, we have adjusted our class schedule to offer more sections of our most popular activities (especially in Handicraft and the Waterfront Areas). This should enhance our instructors' abilities to provide more individual instruction to your Scouts, and improve the learning experience for all.

Returning campers will remember that we tie many of our camp-wide activities together with a common theme. For 2012, our program will operate with a **Celtic Fling and Highland Games** theme. We'll celebrate all things Scottish and Irish at our campfire shows and evening activities. Our camp-wide activities will be expanded to include a new competition in **Frisbee Golf**.



Of course, you can do more than witness the theme by choosing to participate yourselves! Our campers have always found creative ways to join the fun by incorporating our themes into their campsite gateways, cooking competitions, campfire skits, and more.

Scouting makes memories, so in addition to our new programs, we've decided to continue two traditions to help you commemorate this season at Camp Tuckahoe. First, we ask each troop to leave their mark at Tuckahoe by contributing to the construction of our **Tuckahoe Totem**. To contribute, please prepare a solid stone (nothing brittle) by painting it to represent your troop. Try to find an appropriate stone, which should be about the size of a brick, where your troop meets to better represent you. We will cement all of the contributed stones together to form a column that will stand the test of time. Second, we will continue a practice from the earliest years of our camp's history – the **Camp Portrait**! Each and every Scout and Scouter is invited to pose for this group photograph on Monday night, just prior to our Campers' Campfire. In these ways, we'll preserve the memory of our summer's fellowship for all time.





CAMP TUCKAHOE 2012 BOY SCOUT SUMMER CAMP SCHEDULE

TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	
7:00 am		Polar Bear Swim	Trail Run	Polar Bear Swim	Trail Run	Polar Bear Swim	Campsite Clean-Up	
7:30 am		Campsite Clean-Up	Campsite Clean-Up	Campsite Clean-Up	Campsite Clean-Up	Campsite Clean-Up		
7:40 am		Waiters Report	Waiters Report	Waiters Report	Waiters Report	Waiters Report	Waiters Report	
7:45 am		Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising	
8:00 am		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	
9:00 am to 12:00 pm		Scheduled Program Activities	Scheduled Program Activities	Scheduled Program Activities	Scheduled Program Activities	Scheduled Program Activities	Scheduled Program Activities	Troop Check-Out & Departure
12:10 pm		Waiters Report	Waiters Report	Waiters Report	Waiters Report	Waiters Report	Waiters Report	
12:30 pm		Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	
1:00 pm		Troop Time	Troop Time	Troop Time	Troop Time	Troop Time	Troop Time	
2:00 pm to 3:00 pm		Troop Arrival & Check-In	Scheduled Program Activities	Scheduled Program Activities	Scheduled Program Activities	Scheduled Program Activities	Scheduled Program Activities	
3:00 pm to 5:00 pm	Open Program Activities	Open Program Activities	Open Program Activities	Open Program Activities	Open Program Activities	Open Program Activities		
5:40 pm	Waiters Report	Waiters Report	Waiters Report	Waiters Report	Waiters Report	Parade of Colors		
5:45 pm	Flag Lowering	Flag Lowering	Flag Lowering	Flag Lowering	Flag Lowering			
6:00 pm	Dinner	Dinner	Dinner	Dinner	Dinner	Family Night Barbecue		
7:15 pm	Leaders' Meeting	Troop Time	Troop Time	Troop Time	Troop Time			
7:30 pm	Camp Tours	Campers' Campfire & Potato Cook-Off	Cardboard Canoe Race & Water Carnival	Chapel Service	Campwide Games	Closing Campfire		
8:00 pm				Order of the Arrow Night				
8:30 pm	Opening Campfire							
10:00 pm	Quiet Time	Quiet Time	Quiet Time	Quiet Time	Quiet Time	Quiet Time		

SOME OF OUR SPECIAL PROGRAM OPPORTUNITIES

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Leave No Trace 4:00 pm	Frisbee Golf Challenge 3:00 pm	Sporting Clays Clay Shoot 3:00 pm	Scavenger Hunt 3:00 pm	Iron Man Competition 3:00 pm
Safe Swim Defense & Safety Afloat 5:00 pm	Daniel Carter Beard Presentation 4:30 pm	Trek Safely 5:00 pm	Buffalo Braves & Wilderness Outpost 8:00 pm	
	Climb on Safely 7:00 pm	(Day Subject to Change) Discover Scuba 7:00 pm		



CAMPWIDE CHALLENGES, ACTIVITIES, AND EVENTS

Troop and Patrol Activities

The reasons for attending Camp Tuckahoe may be as diverse and numerous as our campers, but one thing is certain – the best memories are often those we share with friends! Camp Tuckahoe provides many program opportunities for groups to enjoy.

Flag Ceremonies

Daily – 7:45 am and 5:45 pm

Demonstrate your patriotism by attending our daily flag ceremonies, or bring honor to your troop by volunteering to assist in the color guard's duties. Our daily assemblies also provide opportunities for communication and recognition, so don't be late!



Campers' Campfire and Potato Cook-Off

Monday – 7:30 pm to 8:30 pm

Scouts all love a good show, and this event provides an opportunity for them to showcase their talents! We invite each troop to prepare their favorite songs, skits, and stunts for this ultimate inter-troop campfire. The Senior Patrol Leaders' Council will work with our Program Director to deliver an evening's entertainment that all will enjoy.

Each troop should also strive to be recognized as the Culinary Kings of Camp in this year's Potato Cook-Off! We challenge you to make the tastiest dish that incorporates potatoes. Competition rules are simple:

- 1) Each troop may enter a single recipe by bringing the finished dish to the Campers' Campfire. The troop should provide enough for sampling by several judges; leftovers may be shared with the rest of the camp staff or returned to the troop.
- 2) Each troop must provide all of its own ingredients.
- 3) The dish must be cooked by Scouts in camp over a campfire.
- 4) Troops should strive for creative and original recipes. Boil, bake, mash, fry, and stew away!



Cardboard Canoe Race

Tuesday – 7:30 pm

Hearken back to frontier days, when traders, trappers, and explorers braved America's western waters in little more than dug-out canoes! You may think they had it hard running whitewater rapids, but just wait until you try your luck in Tuckahoe's Cardboard Canoe Race!

Each troop should prepare a cardboard watercraft prior to arriving at camp, following these rules:

- 1) Each vessel must be constructed of cardboard and duct tape only.
- 2) Each vessel must be large enough to transport two Scouts for the entire race.

Contestants must transport their watercraft to Memory Lake after dinner on Tuesday. The aquatics staff will issue two paddles and flotation devices to each team. Teams will race, and the team that finishes the entire course in the shortest time and without sinking will be recognized as the overall champion. Additional prizes will be awarded to outstanding teams, including a new award for the best looking watercraft.

Water Carnival

Tuesday – (Following the Canoe Race)

There's no better way to relax and refresh your spirits on a hot summer night than by participating in the Camp Tuckahoe Water Carnival. This program is designed with the goal of giving every Scout an opportunity to participate. The Carnival will consist of water games on the Athletic Field, including our Monster Slip & Slide, and a free swim at the pool. But don't worry about missing out on the fun of inter-troop water sports – that tradition of competition has been expanded and developed into the Aquatics Olympics!



Aquatics Olympics

Daily, By Appointment

This activity will consist of a series of water-based challenges. Troops will send different representatives to each of the events, and the ultimate victor will be determined by the troop's cumulative score. Examples of daily challenges will include a canoe race, relay race at the pool, and more!

Daniel Carter Beard Presentation

Tuesday – 4:30 pm

Learn more about “Uncle Dan” Beard, one of the founders of the Boy Scouts of America. Discover how and why he became involved, and learn more about his accomplishments. This presentation includes many historical photos of Dan Beard!



Interfaith Chapel Service

Wednesday – 7:30 pm to 8:00 pm

A Scout is reverent, and all are welcome to join in the fellowship of interfaith worship. This short service in the middle of our week provides the perfect opportunity to focus our thoughts on the high ideals of Scouting.

Campwide Games

Thursday – 7:30 pm to 9:00 pm

This year's camp carnival will challenge even the most seasoned Scout with games of luck and skill. Each troop will have the chance to prove its mettle in outdoor skills, but most importantly, have a load of fun!

Gateway Competition

All Week (Judging on Friday morning)

Scouts can show pride in their campsite and practice their pioneering skills by working all week to construct a Troop Gateway. Troops should bring their own supply of rope for lashing and any other theme-related decorations they wish to use. Wood for the gateway must be scavenged from the surrounding woods. Remember, camp rules prohibit the cutting of live trees and bringing unfinished wood onto camp property.



Sports Challenges

Daily, By Appointment

Does your troop have what it takes to prove its dominance in basketball, volleyball, soccer, or ultimate frisbee? The Senior Patrol Leaders' Council will coordinate inter-troop matches, but a truly confident troop may even challenge the ultimate sporting opponent – Camp Staff!

Conservation Service Projects

Daily, By Appointment

A Scout is Trustworthy, Loyal, and *Helpful!* Anyone interested in performing a project for the betterment of camp can do so by coordinating the project with the Program Director. No special skills needed!

Mountain Biking

Daily, By Appointment

Tuckahoe boasts some terrific biking trails. Scoutmasters may coordinate with our Quartermaster to borrow mountain bikes and safety equipment for their units.

Geocaching

Daily, By Appointment

This fast-growing sport has taken Scouting by storm! Global positioning systems have revolutionized the practice of land navigation, and you can experience it for yourself by taking a practice run along our course. You may bring your own GPS or borrow one of ours. See our Scoutcraft Director for more information.



Trail Hikes

Scheduled at Camp

We have developed a number of trails for you to use at Tuckahoe. From short excursions around our property to longer treks along the world-famous Appalachian Trail, we provide hiking opportunities for all.



Troop Shoots

Daily, By Appointment

Many troops have made shooting competitions a summer camp tradition. Due to the priority we place on providing time for merit badge shooters to practice, the windows to schedule troop shoots are extremely limited. We will try to accommodate requests on a first-come, first-served basis, so see the Shooting Sports Director as soon as possible. Units will be charged for the ammunition they use.

Buddy Activities

Polar Bear Swim

Monday, Wednesday, Friday – 7:00 am

Early risers will relish this activity. Gather at the pool before breakfast for a quick dip in the “frigid” water. There’s no better way to wake up and start your day! Those who do participate will be able to buy a special patch commemorating their accomplishment.



Leave No Trace Training

Monday – 4:00 pm

We who love the woods and camping know best how crucial conservation efforts are. The BSA supports the Leave No Trace program to promote environmental ethics. This brief orientation session will explain the principles of the program as applied to Scout camping.



Mile Swim

Monday to Thursday – 4:45 pm

Any youth or adult wishing to test his endurance should strive to join the exclusive company of Mile Swimmers. Participants will swim for distance each afternoon, building up to the final session in which everyone attempts to swim one mile.



Frisbee Golf Challenge

Tuesday, 3:00 pm

Campers are encouraged to test their talents in a new challenge – a frisbee golf tournament! Participants will navigate our course to see who has the most accurate aim. Recognition will be given to the participant who completes the course with the fewest throws.

Trail Run

Tuesday, Thursday – 7:00 am

What better way to start your day than with a little exercise? Members of our staff will lead participants on a run around camp to prove our commitment to remaining physically strong. The Trail Run complements the Polar Bear Swim program, and many Scouts choose to participate in both.

Order of the Arrow Recognition Day

Wednesday – All Day

The Order of the Arrow has been providing service to Scouting since its beginning in 1915, and Camp Tuckahoe honors that legacy by holding an “OA Day” each Wednesday in our camping season. Members of the Order, regardless of their lodge or council affiliation, are invited to wear their sashes with their uniforms on these days. Other OA events that may be scheduled during the week may include a Call-Out Ceremony, Brotherhood Ceremony, and Campwide Service Project. While we welcome all Arrowmen, candidates from other lodges may participate in our Call-Out Ceremony only with written permission from their home lodge.



Scavenger Hunt

Thursday – 3:00 pm

Test your observation and deduction skills by entering our Scavenger Hunt! Clues from every program area will guide you on your way. Be the first to solve the puzzle and Sherlock Holmes himself would be proud.

***Iron Man Competition***

Friday – 3:00 pm to 5:00 pm

A long-time Tuckahoe tradition returns for another season! Scouts can compete for the coveted distinction of being named a Tuckahoe Iron Man. This grueling competition includes physical and mental challenges from the Tuckahoe camp staff that will test a Scout's strength, endurance, speed, and skill.

Sharpshooter Competition

Daily, By Appointment

Who's the sharpest shooter in the camp? Scouts and Leaders may shoot for score to see who rises above the rest. Champion Shooters will be recognized at the closing campfire. Due to the priority we place on providing time for merit badge shooters to practice, the windows to participate in this competition may be limited. We will try to accommodate participants on a first-come, first-served basis, so see the Shooting Sports Director as soon as possible. Participants will be charged for the ammunition they use.

Checkers and Chess Tournaments

Daily – 3:00 pm to 5:00 pm

Scouts and Leaders may gather on the Trading Post porch each afternoon to play chess or checkers. Whether you play competitively or casually, you'll find these games are both fun and mentally stimulating.

PARTNER PROGRAMS

Sporting Clays

Wednesday, Approximately 3:00 pm – Finish

Camp Tuckahoe proudly partners with Central Penn Sporting Clays in nearby Wellsville, PA to offer this shotgun shooting experience. Central Penn's course offers 20 different shooting stations, ensuring that it ranks among the most popular venues for avid shooters in central Pennsylvania. Instructors will guide Scouts and Leaders through two courses. This opportunity costs \$30 per participant to cover additional instruction and ammunition (50 shells). As this program is conducted off-property, unit leaders will need to secure parental approval for each participant to travel.

***Discover Scuba***

Weekday to be Scheduled, Approximately 7:00 – 9:00 pm

Returning for another season this summer is the ever popular Discover Scuba program! Camp Tuckahoe has partnered with the Harrisburg Divers to offer this program. Participants will take a PADI Scuba class at our pool that will enable them to complete many (but not all) of the requirements for the Scuba BSA award. Every participant must complete an additional release form (see pages 62-63). ***Please Note: Any participant marking "yes" to any of the medical conditions listed on the release form must receive the prior written approval of a physician to participate.*** This program costs \$20 per person, which covers additional instruction and equipment rental.





CAMP TUCKAHOE 2012 MERIT BADGE SCHEDULE

START TIME	AQUATICS	HANDICRAFT	HEALTH & SAFETY	NATURE	SCOUTCRAFT	SHOOTING SPORTS	WATERFRONT
9:00 AM	Instructional Swim Lifesaving	Chess Metalwork Space Exploration	Emergency Preparedness	*Astronomy* Envi Science *Reptile and Amphibian Study*	Camping Geocaching	Archery Rifle Shooting	Canoeing Kayaking BSA
9:30 AM	Swimming		First Aid	Envi Science (cont) *Geology* *Weather*	Wilderness Survival	Shotgun Shooting	Rowing
10:00 AM	Snorkeling BSA	*Basketry* *Leatherwork* *Woodcarving*	First Aid	Envi Science *Fish and Wildlife Management*	Camping Orienteering	Archery Rifle Shooting	*Fishing* Kayaking BSA
10:30 AM	Swimming	*Basketry* *Leatherwork* *Woodcarving*	Personal Fitness	Envi Science (cont) *Weather*	Wilderness Survival	Shotgun Shooting	*Fishing* Kayaking (cont.)
11:00 AM	Instructional Swim	*Basketry* *Fingerprinting* *Leatherwork*	Emergency Preparedness	*Astronomy* Envi Science *Reptile and Amphibian Study*	Camping Pioneering	Archery Rifle Shooting	Canoeing Kayaking BSA
11:30 PM	Swimming	*Fingerprinting* *Textile* *Wood Carving*	First Aid	Envi Science (cont) *Geology* *Mammal Study*	Wilderness Survival	Open Shotgun Shooting	Rowing
2:00 PM	Lifesaving	Chess Indian Lore Metalwork	Emergency Preparedness	*Bird Study* Envi Science *Mammal Study*	Camping Pioneering	Archery Rifle Shooting	Canoeing *Fishing* Rowing
2:30 PM	Swimming		First Aid	*Astronomy* Envi Science (cont) *Nature*	Wilderness Survival	Shotgun Shooting	Canoeing (cont.) *Fishing* Rowing (cont.)
3:00 PM	Open Swimming	Metalwork Space Exploration *Fingerprinting*	Golf	*Forestry* *Soil and Water Conservation*	Cooking *Hiking*	Open Shooting	Kayaking BSA
3:30 PM		Metalwork (cont) Space Ex (cont) *Textile*	Personal Fitness	Open Nature	Cooking (cont) Open Scoutcraft		Open Boating
4:00 PM	Open Swimming	Open Handicraft	Golf (cont.) Open Program	Open Nature	Open Scoutcraft	Open Shooting	Open Boating

MERIT BADGE CLASSES DESIGNATED WITH ASTERISKS (*) LAST 25 MINUTES. ALL OTHER CLASSES LAST 50 MINUTES.



A QUICK GUIDE TO SUMMER CAMP CLASSES

A Scout attending summer camp must make many important decisions. Of these, selecting merit badge classes may be one of the most important. Ambitious Scouts may make the mistake of trying to cram too many classes into a single week, while their less motivated counterparts may avoid challenging themselves. As Leaders, you may be called upon to advise Scouts in both of these situations. On the following page you will find a table that summarizes some information you will find helpful when framing your advice.

Please be sure to register for your summer programs by returning the proper forms by June 1, 2012. These forms are included at the end of this guide. Please also be sure to understand the **National Policy on Partial**s if it applies to your Scouts. Basically, anyone who previously completed some (but not all) of the requirements for a merit badge may receive credit for that work so long as he can convince his counselor that he remains knowledgeable about those requirements.

Merit Badge (or Special Program): Camp Tuckahoe will nearly 40 merit badges and several special recognition awards this summer. They are listed alphabetically. Merit badges that are required for the rank of Eagle Scout appear in italics, while badges that were not offered at Tuckahoe last season appear in bold print. Every Scout must bring a signed merit badge application (“blue card”) to the first class session.

Program Area: We offer merit badges through seven departments. The location of each department is clearly marked on the Program Map (found at the end of this guide). Individual merit badge classes may meet in alternate areas, but advance notice of any change will be provided in class or at camp assemblies.

The distance between program areas should be one of the critical considerations in preparing your Scouts’ schedules. The travel time between classes is limited, so encourage your Scouts to schedule accordingly. Poor planning will result in chronic tardiness and is inconsiderate to the campers in class who plan more carefully.

Prerequisites: The listed requirements should be completed prior to arriving at camp, although failure to do so will not prevent a Scout from taking the class. In some cases, the Scout will be quizzed to ensure that he has acquired the requisite skill. In other cases, direct evidence of the finished work should be brought to camp. Appropriate evidence will vary depending on the requirement in question, but completed projects, papers, photographs, and journals are some examples. In a few cases, the counselor may accept a note from a parent or Scoutmaster as evidence. These pre-requisites are accurate for 2011 and are further explained in the following pages. Any changes in requirements for 2012 will be advertised on our council website’s camping page.

Difficulty: The counselors at Camp Tuckahoe believe that any Scout should be able to earn any badge we offer, though some will prove more challenging than others. To help you guide your Scouts to set realistic goals, we have carefully evaluated all of our merit badges based on three criteria:

- Does the badge require a Scout to acquire complicated skills or uncommon knowledge?
- How much time would the average Scout need to study or practice outside of class?
- Are there time-consuming requirements to be completed outside of camp?

Based on our analysis, we have assigned each merit badge a difficulty rating from 1 (easier) to 3 (harder). We must stress that we offer these ratings purely for planning purposes. No Scout should ever be discouraged from attempting to earn a “difficult” badge if it interests him, nor should any Scout regard a “Partial Completion” as equivalent to a “Failure.”

Additional Charge: A few of our merit badges impose additional costs on Scouts to cover class materials. Charging these special fees allow us to keep our overall camping fees lower than they otherwise would be. Scouts also learn to be more thrifty and responsible for items they individually purchase. We strive to keep these costs as low as possible. Please see the appropriate merit badge descriptions for details.



2012 MERIT BADGE AND RECOGNITION LIST

Eagle-Required Merit Badges appear in italics. Badges that were not offered at Tuckahoe last year appear in bold.

MERIT BADGE OR SPECIAL PROGRAM	PROGRAM AREA	PREREQUISITES	DIFFICULTY	ADDITIONAL CHARGE
Archery	Shooting Sports		2	\$
Astronomy	Nature	6b	2	
Basketry	Handicraft		1	\$
Bird Study	Nature	8	2	
BSA Lifeguard Award	Aquatics	1, 2, 3, 4, 5, 24	3	
<i>Camping</i>	Scoutcraft	4, 7, 8d, 9a, 9b	2	
Canoeing	Waterfront	3	2	
Chess	Handicraft		2	
Cooking	Scoutcraft	3, 4, 5, 6, 7	1	
<i>Emergency Preparedness</i>	Health & Safety	1, 8	3	
<i>Environmental Science</i>	Nature		3	
Fingerprinting	Handicraft		1	
<i>First Aid</i>	Health & Safety	1, 2d	3	
Fish and Wildlife Management	Nature	5	2	
Fishing	Waterfront		2	
Forestry	Nature		2	
Geocaching	Scoutcraft	7, 8, 9	3	
Geology	Nature		1	
Golf	Health & Safety		2	\$
Hiking	Scoutcraft	5, 6, 7	3	
Indian Lore	Handicraft	2	1	\$
Kayaking BSA Award	Waterfront	1	2	
Leatherwork	Handicraft		1	\$
<i>Lifesaving</i>	Aquatics	1a	3	
Mammal Study	Nature		1	
Metalwork	Handicraft		2	\$
Nature	Nature	Either 4a.2 or 4e.1	2	
Orienteering	Scoutcraft		3	
Paul Bunyan Woodsman Award	Scoutcraft	1	2	
<i>Personal Fitness</i>	Health & Safety	1b, 6, 7, 8	3	
Pioneering	Scoutcraft	2a	2	
Reptile and Amphibian Study	Nature	8	2	
Rifle Shooting	Shooting Sports		2	\$
Rowing	Waterfront	3	2	
Shotgun Shooting	Shooting Sports		3	\$
Soil and Water Conservation	Nature		1	
Snorkeling BSA Award	Aquatics	1	1	
Space Exploration	Handicraft		2	\$
<i>Swimming</i>	Aquatics	3	2	
Textile	Handicraft		1	\$
Weather	Nature	8	1	
Wilderness Survival	Scoutcraft		2	
Woodcarving	Handicraft	2a	2	\$



PROGRAM AREA DESCRIPTIONS

Camp Tuckahoe offers a wide variety of traditional program opportunities through seven different departments: Aquatics, Handicraft, Health & Safety, Nature, Scoutcraft, Shooting Sports, and Waterfront. Additional opportunities for our novice campers are offered through the Buffalo Braves program, and senior Scouts may tackle the challenges at Project COPE. Please read on to discover additional information about each program.

AQUATICS

During the long, hot days of summer, there's no place as popular as the Tuckahoe Swimming Pool!

Lifesaving

9:00 to 9:50 and 2:00 to 2:50



Learn to execute water rescues and treatment the victims of water accidents. **Prerequisite:** Scouts must complete Second Class requirements 8a through 8c and First Class requirements 9a

through 9c before attempting to earn this badge. Please reference the *Scout Handbook* (or page 23 of this guide) for a list of these requirements.

Swimming

Offered Every Hour Until 3:00

Discover the basics of swimming, diving, and water survival! Participants **must bring long-sleeved shirts and pants** for class.



Prerequisite: Scouts must complete Second Class requirements 8a through 8c and First Class requirements 9a through 9c before attempting to earn this badge. Please reference the *Scout Handbook* (or page 23 of this guide) for a list of these requirements. Scouts just learning to swim may prefer to register for the Instructional Swim program instead.



Snorkeling BSA

10:00 to 10:50

Scouts will enjoy exploring underwater worlds with masks and fins as they master their snorkeling techniques.



Prerequisite: Participants must be able to pass the BSA Swimmer Test before attempting to earn this award.

BSA Lifeguard

Offered Daily by Appointment



This is the ultimate award in our aquatics program, and the one most difficult to earn. Many troops long to have a certified lifeguard on call to supervise their aquatic activities. Both Scouts and leaders may work to qualify for this achievement. This program requires a major time commitment and a written exam, so please see the Aquatics Director as soon as possible to begin.

Prerequisites: Participants must be at least 15 years old and be able to demonstrate strong swimming abilities to enroll. Scouts must also show valid certifications for both *American Red Cross First Aid* and *CPR/AED for the Professional* to complete this award.

Instructional Swim

9:00 to 9:50 and 11:00 to 11:50

Scouts wishing to practice their swimming skills or working to pass the BSA Swimmer Test may enroll in this class. Campers in the Buffalo Braves program have the opportunity to attend the 11:00 sessions every day.



HANDICRAFT

This department offers every budding artisan the opportunity to perfect his skills. Scouts will be able to create objects that are both functional and ornamental. We welcome everyone to visit and to try a craft whether or not they take a class this year.

Basketry

10:00 to 10:25, 10:30 to 10:55, and 11:00 to 11:25

Scouts will learn to weave and create their own souvenirs this summer. Participants will need to furnish their own supplies to complete this badge, though a variety of kits will be available for purchase at our Trading Post. Prices vary, but each Scout could spend up to \$20 for all of their kits.



Chess

9:00 to 9:50 and 2:00 to 2:50



The game of chess has been played for hundreds of years, and your Scouts will enjoy learning more about this "Game of Kings."

Fingerprinting

11:00 to 11:25, 11:30 to 11:55, 3:00 to 3:25

Scouts will explore the principles of fingerprint identification and discover how this fascinating field has developed over time.



Indian Lore

2:00 to 2:50



Indians developed advanced cultures prior to European contact, and Scouts will explore their history, customs, cuisine, and more! Scouts wishing to finish Requirements 2a and 2c at camp could spend up to \$8 for supplies.

Prerequisite: Requirement 2

Do TWO of the following. Focus on a specific group or tribe.

- a. Make an item of clothing worn by members of the tribe.
- b. Make and decorate three items used by the tribe, as approved by your counselor.
- c. Make an authentic model of a dwelling used by an Indian tribe, group, or nation.
- d. Visit a museum to see Indian artifacts. Discuss them with your counselor. Identify at least 10 artifacts by tribe or nation, their shape, size, and use.

Leatherwork

10:00 to 10:25, 10:30 to 10:55, and 11:00 to 11:25

This traditional camp favorite allows Scouts to fashion articles out of leather. Participants must provide their own supplies or purchase materials from our Trading Post. Prices will vary, but Scouts could spend up to \$10 for their projects.



Metalwork

9:00 to 9:50, 2:00 to 2:50, 3:00 to 3:50



This badge enables Scouts to safely fashion simple objects from several different metals. Our counselors will specialize in the silversmith option this summer. Scouts could spend up to \$15 for their materials.

Space Exploration

9:00 to 9:50 and 3:00 to 3:50

Scouts can imagine themselves as astronauts in this class. They'll build, launch, and recover their own model rockets. Participants may buy kits at the Trading Post or bring them from home, but the engines must be purchased at camp. Scouts could spend up to \$10 on supplies for this badge.



Textile

11:30 to 11:55 and 3:30 to 3:55



There are a variety of fabrics with many uses. Scouts will learn how they are made and modified to serve our needs. Scouts will also participate in a tie-dye activity. Supplies could cost up to \$10.



Woodcarving

10:00 to 10:25, 10:30 to 10:55, 11:30 to 11:55



Most boys take to whittling like ducks to water, making this badge a natural camp activity. Scouts will use a variety of tools to complete several projects.

Participants must provide their own wood or purchase kits from our Trading Post. Prices will vary, but Scouts should expect to spend up to \$10 for their wood projects.

Prerequisite: Scouts must earn the Totin' Chip recognition prior to completing this badge.

HEALTH & SAFETY

The BSA prioritizes healthy living, so it's no surprise that these classes are among our most popular and rewarding.

Emergency Preparedness

9:00 to 9:50, 11:00 to 11:50, and 2:00 to 2:50

This merit badge exemplifies the Boy Scout motto – “Be Prepared!” Scouts will learn to respond properly to a host of emergencies.



Prerequisites: Scouts must earn the First Aid merit badge and complete Requirement 8. Do the following:

- (a) Prepare a written plan for mobilizing your troop when needed to do emergency service. If there is already a plan, explain it. Tell your part in making it work.
- (b) Take part in at least one troop mobilization. Before the exercise, describe your part to your counselor. Afterward, conduct an “after-action” lesson, discussing what you learned during the exercise that required changes or adjustments to the plan.
- (c) Prepare a personal emergency service pack for a mobilization call. Prepare a family emergency kit (suitcase or waterproof box) for use by your family in case an emergency evacuation is needed. Explain the needs and uses of the contents.

First Aid

9:00 to 9:50, 10:00 to 10:50, and 2:00 to 2:50



Every Scout should be ready to render aid for the more common injuries, and this class will ensure that they can. Participants will also teach their skills to other Scouts.

Prerequisites: Participants must be able to show that they have current knowledge of all first-aid requirements from the Tenderfoot, Second Class, and First Class ranks. Scouts must also prepare, display, and discuss their own home first-aid kits with their counselor.

Golf

3:00 to 3:50 (and later)

After covering the basics, Scouts will learn to play under the tutelage of a PGA professional through our partnership with the Range End Golf Course, just a short drive from camp.



These sessions will often exceed the typical one hour class period. Each participant will be charged \$30 for this lesson and two rounds at the course. We strongly recommend that Scouts bring their own set of golf clubs to camp, as only a limited number will be available for loan. As this program is partly conducted off-property, unit leaders will need to secure parental approval for participants' travel.

Personal Fitness

3:00 to 3:50



A Scout promises to be physically strong, mentally awake, and morally straight. This class will stress how Scouts can fulfill that promise while emphasizing the importance of a healthy lifestyle.

Prerequisites: Requirements 1b, 6, 7, and 8
1b. Have a dental examination. Get a statement saying that your teeth have been checked and cared for. Tell how to care for your teeth.

CAMP TUCKAHOE

Personal Fitness Prerequisites (cont.)

6. Before doing requirements 7 and 8, complete the aerobic fitness, flexibility, muscular strength, and body composition tests as described in the Personal Fitness merit badge pamphlet. Record your results and identify those areas where you feel you need to improve.
7. Outline a comprehensive 12-week physical fitness program using the results of your fitness tests. Be sure your program incorporates the endurance, intensity, and warm-up guidelines discussed in the Personal Fitness merit badge pamphlet. Before beginning your exercises, have the program approved by your counselor and parents.
8. Complete the physical fitness program you outlined in requirement 7. Keep a log of your fitness program activity. Repeat the aerobic fitness, muscular strength, and flexibility tests every two weeks and record your results. After the 12th week, repeat all four tests, record your results, and show improvement in each one. Compare and analyze your pre-program and post-program body composition measurements. Discuss the meaning and benefit of your experience, and describe your long-term plans regarding your personal fitness.

NATURE

Camp Tuckahoe has been endowed with great natural beauty and abundant wildlife. With nearly 1,300 wooded acres, a mountain stream, and a lake to explore, Scouts will gain a greater understanding and appreciation for the natural world and their role in conserving it.

Astronomy

9:00 to 9:25, 11:00 to 11:25, 2:30 to 2:55



Since ancient times, men have stargazed in wonder at the vastness of creation. Scouts in this class will learn much of what modern technology has revealed about our celestial neighbors.

Prerequisites: Requirement 6b *While this requirement might be finished in a week of camp, we strongly encourage Scouts to complete it prior to arriving because of the possibility of inclement weather interrupting the observations.*
6b. Sketch the phase and daily position of the Moon, at the same hour and place, for four days in a row. Include landmarks on the horizon such as hills, trees, and buildings. Explain the changes you observe.



NEW BIRTH OF FREEDOM COUNCIL

Bird Study

2:00 to 2:25

Scouts will be astounded at the diversity and beauty of our feathered friends. In addition to the following pre-requisite, we recommend that Scouts at least start their observation field notebooks (Requirement 5) to increase their chances of identifying 20 bird species before the end of their week at camp.



Prerequisite: Requirement 8

Do ONE of the following. For the option you choose, describe what birds you hope to attract, and why.

- a. Build a bird feeder and put it in an appropriate place in your yard or another location.
- b. Build a birdbath and put it in an appropriate place.
- c. Build a backyard sanctuary for birds by planting trees and shrubs for food and cover.

Environmental Science

Offered Every Hour Until 3:00



The discussions, experimentation, and observations required for this class will enhance each participant's understanding of our complex environment. Scouts may want to complete Requirement 3e in advance to reduce the amount of research and writing they'll need to complete at camp.

Fish and Wildlife Management

10:00 to 10:25

Scouts taking this class will learn more about sound conservation and management practices. Participants will also explore the professional opportunities related to this field.



Prerequisite: Requirement 5 Do ONE of the following:

- a. Construct, erect, and check regularly at least two artificial nest boxes (wood duck, bluebird, squirrel, etc.) and keep written records for one nesting season.
- b. Construct, erect, and check regularly bird feeders and keep written records of the kinds of birds visiting the feeders in the winter.



Fish and Wildlife Management Prerequisites (cont.)

- c. Design and implement a backyard wildlife habitat improvement project and report the results.
- d. Design and construct a wildlife blind near a game trail, water hole, salt lick, bird feeder, or birdbath and take good photographs or make sketches from the blind of any combination of 10 wild birds, mammals, reptiles, or amphibians.

Forestry
3:00 to 3:25

Participants will learn to identify and describe the various uses for different sources of wood. Scouts will also learn more about the life cycles of trees and timber production. Participants may prefer to start their field notebook and leaf collection (Requirement 1) prior to camp.



Geology

9:30 to 9:55 and 11:30 to 11:55



Scouts will learn to distinguish different rocks and minerals and explain their common uses. This year, our counselors will cover the “Surface and Sedimentary Processes” option for Requirement 5.

Mammal Study

11:30 to 11:55 and 2:00 to 2:25

Participants will discover the characteristics that distinguish mammals from the rest of the animal kingdom. Scouts will also research specific species and execute a conservation project.



Nature

2:30 to 2:55



No other merit badge surveys environmental topics as comprehensively as *Nature*. In addition to learning basic information about ecosystems, Scouts will cover Mammals,

Reptiles and Amphibians, Plants, Soils and Rocks, and their choice of either Birds or Fish.

Prerequisites: Either Requirement 4a.2 or 4e.1

- 4a.2. Make and set out a birdhouse OR a feeding station OR a birdbath. List what birds used it during a period of one month.
- 4e.1. Catch and identify two species of fish.

Reptile and Amphibian Study

9:00 to 9:25 and 11:00 to 11:25

Turtles, snakes, frogs, and toads are among the most commonly encountered animals at Camp Tuckahoe, and this merit badge enables Scouts to observe and understand these fascinating creatures.



Prerequisite: Requirement 8 Do ONE of the following:

- a. Maintain one or more reptiles or amphibians for at least a month. Record food accepted, eating methods, changes in coloration, shedding of skins, and general habits; or keep the eggs of a reptile from the time of laying until hatching; or keep the eggs of an amphibian from the time of laying until their transformation into tadpoles or larvae.
- b. Choose a reptile or amphibian that you can observe at a local zoo, aquarium, nature center, or other such exhibit. Study the specimen weekly for a period of three months. At each visit, sketch the specimen in its captive habitat and note any changes in its coloration, shedding of skins, and general habits and behavior. Find out what this species eats and what are its native habitat and home range, preferred climate, average life expectancy, and natural predators. Also identify any human-caused threats to its population and any laws that protect the species and its habitat. After the observation period, share what you have learned with your counselor.



Soil and Water Conservation

3:00 to 3:25

Scouts will learn how runoff erodes our land and pollutes our water, but also learn how to conserve and remediate these precious resources.



Weather

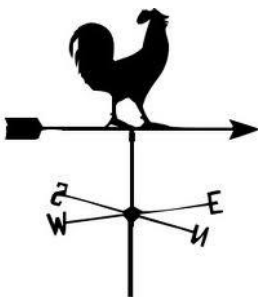
9:30 to 9:55 and 10:30 to 10:55



This introduction to meteorology will help a Scout to better understand weather phenomenon. Participants will also learn about the precautions to take in storms.

Prerequisite: Requirement 8 Do ONE of the following:

- Make one of the following instruments: wind vane, anemometer, rain gauge, or hygrometer. Keep a daily weather log for one week using information from this instrument as well as from other sources. Record the following information at the same time every day: wind direction and speed, temperature, precipitation, and types of clouds. Be sure to make a note of any morning dew or frost. In the log, also list the weather forecasts from radio or television at the same time each day and show how the weather really turned out.
- Visit a National Weather Service office or talk with a local radio or television weathercaster, private meteorologist, local agricultural extension service officer, or university meteorology instructor. Find out what type of weather is most dangerous or damaging to your community. Determine how severe weather and flood warnings reach the homes in your community.



SCOUTCRAFT

We derive much of our Scouting heritage from the bold outdoorsmen who carved this country from the wild frontier. We practice updated versions of their skills to this day, including everything from knot-tying to land navigation... by satellite! Although several of these merit badges include extensive prerequisites, active Scouts should have no difficulty completing these with their troops.

Camping

Offered Every Hour Until 3:00



It's often said that boys become Scouts to go camping. Whether or not that's true, none would deny that camping's near the heart of the Scouting program.

Prerequisites: Requirements 4, 7, 8d, 9a, 9b

- Do the following:
 - Make a duty roster showing how your patrol is organized for an actual overnight campout. List assignments for each member.
 - Help a Scout patrol or a Webelos Scout unit in your area prepare for an actual campout, including creating the duty roster, menu planning, equipment needs, general planning, and setting up camp.
- Prepare for an overnight campout with your patrol by doing the following:
 - Make a checklist of personal and patrol gear that will be needed.
 - Pack your own gear and your share of the patrol equipment and food for proper carrying. Show that your pack is right for quickly getting what is needed first, and that it has been assembled properly for comfort, weight, balance, size, and neatness.
- Cook at least one breakfast, one lunch, and one dinner for your patrol from the meals you have planned for requirement 8c. At least one of those meals must be a trail meal requiring the use of a lightweight stove.
- Show experience in camping by doing the following:
 - Camp a total of at least 20 days and 20 nights. The 20 days and 20 nights must be at a designated Scouting activity or event. Sleep each night under the sky or in a tent you have pitched. You may use a week of long-term camp toward this requirement. If the camp provides a tent that has already been pitched, you need not pitch your own tent.
 - On any of these camping experiences, you must do TWO of the following, only with proper preparation and under qualified supervision.
 - Hike up a mountain, gaining at least 1,000 vertical feet.

CAMP TUCKAHOE

Camping Prerequisites (cont.)

2. Backpack, snowshoe, or cross-country ski for at least 4 miles.
3. Take a bike trip of at least 15 miles or at least four hours.
4. Take a non-motorized trip on the water of at least four hours or five miles.
5. Plan and carry out an overnight snow camping experience.
6. Rappel down a rappel route of 30 feet or more.

Cooking

3:00 to 3:50

Cooking remains one of the essential Scout skills, as everyone loves a well-cooked meal!

Although most of the cooking for this badge must be completed outside of camp, participants will refine their cooking skills while expanding their knowledge of nutrition and food safety. Daily cooking demonstrations will prove popular with students and non-students alike.



Prerequisites: Requirements 3, 4, 5, 6, 7

3. Plan a menu for two straight days (six meals) of camping. Include the following:
 - a. A camp dinner with soup, meat, fish, poultry, or an appropriate substitute; two fresh vegetables; drink; and dessert. All are to be properly prepared. When preparing your menu, follow the nutritional guidelines set by the food pyramid.
 - b. A one-pot dinner. Use foods other than canned.
 - c. Using the menu planned for requirement 3, make a food list showing cost and amount needed to feed three or more boys.
 - d. List the utensils needed to cook and serve these meals.
4. Using the menu planned for requirement 3, do the following and discuss the process with your merit badge counselor:
 - a. Prepare and serve for yourself and two others, the two dinners, one lunch, and one breakfast. Time your cooking so that each course will be ready to serve at the proper time.
 - b. For meals prepared in requirement 4a for which a fire is needed, use a lightweight stove or build a low-impact fire. Include support for your cooking utensils from rocks, logs, or like material. The same fireplace may be used for more than one meal. Use a backpacking stove to cook at least one meal.
 - c. For each meal prepared in requirement 4a, use safe food-handling practices. Dispose of garbage, cans, foil, paper, and other rubbish by packing these out and depositing them in a proper container. After each meal, clean up the site thoroughly.
5. Plan a menu for one day (three meals) or for four meals over a two-day period of trail hiking or backpacking. Include the following:



NEW BIRTH OF FREEDOM COUNCIL

Cooking Prerequisites (cont.)

- a. A breakfast, lunch, and dinner for a trail or backpacking trip where light weight is important. You should be able to store all foods used for several days without refrigeration. When preparing your menu, follow the nutritional guidelines set up by the food pyramid.
 - b. Using the menu planned for requirement 5, make a food list showing cost and amount needed to feed three or more boys.
 - c. List the utensils needed to cook and serve these meals.
 - d. Figure the weight of the foods in requirement 5a.
6. Using the menu planned for requirement 5, do the following:
 - a. Prepare and serve for yourself and two others the trail breakfast and dinner. Time your cooking so that each course will be ready to serve at the proper time.
 - b. Use an approved trail stove (with proper supervision) or charcoal to prepare your meals.
 - c. For each meal prepared in requirement 6a, use safe food-handling practices. Dispose of garbage, cans, foil, paper, and other rubbish by packing them out and depositing them in a proper container. After each meal, clean up the site thoroughly.
 7. Plan a menu for three full days of meals (breakfast, lunch, and dinner) to be cooked at home.
 - a. When preparing your menu, follow the nutritional guidelines set by the food pyramid. All meals are to be cooked or properly prepared.
 - b. Using the menu planned for requirement 7, make a food list showing cost and amount needed to feed yourself and at least one adult (parent, family member, guardian, or other responsible adult).
 - c. Tell what utensils were needed to cook and serve these meals.
 - d. Prepare and serve a breakfast, lunch, and dinner from the menu you planned for requirement 7. Time your cooking to have each course ready to serve at the proper time. Have an adult verify the preparation of the meal to your counselor.

Geocaching

9:00 to 9:50



This class proves more than any other that, as technology advances, so do a Scout's techniques. We strongly recommend that a Scout procure and become familiar with his own GPS unit prior to attempting to earn this merit badge.

Prerequisites: Requirements 7, 8, and 9

7. With your parent's permission, go to www.geocaching.com. Type in your zip code to locate public geocaches in your area. Share the posted information about three of those geocaches with your counselor. Then, pick one of the three and find the cache.



Geocaching Prerequisites (cont.)

8. Do ONE of the following:

- a. If a *Cache to Eagle* series exists in your council, visit at least three of the 12 locations in the series. Describe the projects that each cache you visit highlights, and explain how the *Cache to Eagle* program helps share our Scouting service with the public.
 - b. Create a Scouting-related Travel Bug that promotes one of the values of Scouting. "Release" your Travel Bug into a public geocache and, with your parent's permission, monitor its progress at www.geocaching.com for 30 days. Keep a log, and share this with your counselor at the end of the 30-day period.
 - c. Set up and hide a public geocache, following the guidelines in the Geocaching merit badge pamphlet. Before doing so, share with your counselor a six-month maintenance plan for the geocache where you are personally responsible for the first three months. After setting up the geocache, with your parent's permission, follow the logs online for 30 days and share them with your counselor.
 - d. Explain what Cache In Trash Out (CITO) means, and describe how you have practiced CITO at public geocaches or at a CITO event. Then, either create CITO containers to leave at public caches, or host a CITO event for your unit or for the public.
9. Plan a geohunt for a youth group such as your troop or a neighboring pack, at school, or your place of worship. Choose a theme, set up a course with at least four waypoints, teach the players how to use a GPS unit, and play the game. Tell your counselor about your experience, and share the materials you used and developed for this event.

Hiking

3:00 to 3:25

Every Scout appreciates a good hike, taking nothing but memories, leaving nothing but footprints.

The lengthy hiking requirements for this merit badge will not be completed during class, but organized hikes to the Appalachian Trail or along Tuckahoe's own trails may be scheduled during your stay.



Prerequisites: Requirements 5, 6, 7

5. Take five hikes, each on a different day, and each of 10 continuous miles. Prepare a hike plan for each hike.
6. Take a hike of 20 continuous miles in one day following a hike plan you have prepared.
7. After each of the hikes (or during each hike if on one continuous "trek") in requirements 5 and 6, write a short report of your experience. Give dates and descriptions of routes covered, the weather, and interesting things you saw. Share this report with your merit badge counselor.

Orienteering

10:00 to 10:50

Navigation by map and compass is a skill that will save you in a pinch, and Scouts are known for their resourcefulness. This class requires a significant time commitment as participants must create and complete a number of courses.



Pioneering

11:00 to 11:50 and 2:00 to 2:50



This class preserves some of the signatures Scouting skills. Participants will practice their knot-tying and lashing skills as they build awe-inspiring projects.

Prerequisite: Scouts should complete Tenderfoot Requirement 4 and First Class Requirement 7. The knot-related knowledge from these requirements will be tested in class.

Wilderness Survival

Offered Every Hour Until 3:00

Anyone who wanders the woods should know how to survive if lost, and this class will impart that knowledge. Participants must be prepared to spend Thursday night in an improvised structure of their own construction at our Wilderness Outpost.



Paul Bunyan Woodsman Award

Offered Daily After 3:00 By Appointment



This special award may be earned by Scouts who demonstrate their proficiency with woods-tools and complete an approved project while at camp.

Prerequisite: Participants must have their Totin' Chip qualifications.



SHOOTING SPORTS

Few programs at Camp Tuckahoe prove as popular as our shooting program. While we encourage this interest, we also ask every participant to weigh their choices carefully and to plan accordingly. Our shooting ranges have been situated in the more removed regions of camp for obvious safety reasons, so attending these classes will require Scouts to build extra travel time into their personal schedules. Younger, smaller Scouts may find shotgun shooting especially daunting. Each of these merit badges will require a commitment to practice outside of class, particularly if the shooter is inexperienced. Finally, each of these badges has an associated cost. While we strive to predict these charges as accurately as possible, the advertised costs for ammunition may change if there is an unexpected fluctuation in the prices we pay. Should this happen, we will inform our registered units as quickly as possible.

Archery

Offered Every Hour Until 3:00



Participants will learn to make their own arrows and bowstrings while qualifying with our recurve bows. Participants should expect to spend approximately \$5 for the materials to make their arrows and strings.

Rifle Shooting

Offered Every Hour Until 3:00

Target practice will enhance your Scouts' shooting skills. Our classes will follow the modern cartridge rifle shooting option for Requirement 2. Merit badge students will be charged a flat fee to cover their merit badge ammunition. For 2012, the cost is projected to be \$15 per participant. Non-merit badge shooters will pay 75 cents for 10 shots.



Shotgun Shooting

9:00 to 9:50, 10:00 to 10:50, and 2:00 to 2:50

Scouts will appreciate the opportunity to shoot at our recently renovated shotgun range. As shooters will qualify at different rates, Scouts will be charged for the shells they actually use. Each participant will use at least 50 shells, though many will require more. The charge for 2012 is projected to be 5 shells for \$1.50.

WATERFRONT

Visitors to Camp Tuckahoe may notice that Memory Lake is the first feature they will see upon arrival and the last one they will glimpse as they leave. Seasoned Scouts report that it's also a great place to spend the days in between!



Canoeing

9:00 to 9:50, 11:00 to 11:50, and 2:00 to 2:50

Participants will learn to paddle and how to survive an accidental swamping. Canoeists may wish to bring knee-pads for their comfort.



Prerequisite: Scouts must pass the BSA Swimmer Test before attempting to earn this badge.



Fishing

10:00 to 10:25, 10:30 to 10:55,
2:00 to 2:25, 2:30 to 2:55

Scouts will learn to catch, clean, and cook a fish in this class. Participants will also review Pennsylvania fishing regulations and learn about fishing lines, lures, and knots.



Rowing

9:00 to 9:50, 11:00 to 11:50, and 2:00 to 2:50



Participants will acquire the skills needed to handle rowboats. Subjects covered will also include first aid for common water hazards and more.

Prerequisite: Scouts must pass the BSA Swimmer Test before attempting to earn this badge.

Kayaking BSA

9:00 to 9:50, 10:00 to 10:50,
11:00 to 11:50, 3:00 to 3:50

Relative newcomers to the Tuckahoe fleet, kayaks provide hours of challenging fun. Scouts will be able to handle these watercraft safely in no time!



Prerequisite: Scouts must pass the BSA Swimmer Test before attempting to earn this badge.





BUFFALO BRAVES

A young Scout's first summer camp elicits many different emotions. Most approach their week away from home with curiosity and enthusiasm, but you shouldn't be surprised if they experience some anxiety. For some, this will be their first time sleeping in a tent. For others, this will be their first extended trip away from home. For these Scouts, this summer will prove to be the critical test of our entire program. At Camp Tuckahoe, our duty is to ensure that these Scouts have a positive experience, or else this "first camp" could be their last.



Older boys may attend camp this summer without much prior outdoor experience. For these Scouts, acquiring basic skills will prove a better path to rank advancement than would merit badge classes. Just as everyone had to learn to walk before they could run, it is a good idea for new Scouts to ease into our program by mastering the camping fundamentals before trying more advanced skills. To do otherwise would surely cause frustration.

Camp Tuckahoe has designed a special program to cater to the needs of these novice campers. We call this program the Buffalo Braves, and your Scouts will find it provides a welcoming, supportive introduction to summer camp. It starts with a camp tour on Sunday night. Participants are assigned to one of several patrols on Monday morning and progress through the week's classes in the company of these new friends. Each patrol, operating under its own staff guide, is encouraged to develop its own identity (name, cheer, flag) for the week.

The heart of the Buffalo Braves program consists of four core classes. The core program, described in the following pages, meets every day from 9:00 until 10:45 am and from 2:00 to 3:00 pm. Broadly speaking, these classes will cover most of the Scoutcraft skills that are required for the Tenderfoot, Second Class, and First Class ranks. Each patrol will focus on a different core skill each day of the program. Our staff provides the instruction and opportunities for practice, but troop leaders retain the responsibility to test their Scouts before giving them credit for completing any requirements. For this reason, we encourage troop leaders to accompany their Scouts to each of our classes to better monitor their progress.

Generally, we expect anyone who registers for the Buffalo Braves to participate in all of program's core classes. This helps to reinforce the integrity of the patrol method. Should one of your Scouts wish to receive personal instruction for a single requirement without participating in the rest of the program, please see the Buffalo Braves Director to schedule a meeting during the open program period (4:00 to 5:00 pm).

In addition to our core program, Buffalo Braves may choose to attend several optional sessions. This flexibility provides each Scout a chance to personalize his schedule and to take advantage of more opportunities. Some of these sessions focus on advancement, while others focus on team-building and the fun of summer camping. Scouts intending to participate in any of our optional programs must notify the staff at assembly each morning.

Buffalo Braves and Merit Badges

While many Buffalo Braves choose not to work on merit badges while at camp, we strive to accommodate those who do. This works best if the Scout elects not to attend the optional Instructional Swim class at 11:00 am. Instead, we recommend that he register for one of the following merit badges: Basketry, Fingerprinting, Geology, Leatherwork, or Mammal Study. A Scout who has already passed the BSA Swimmer Test may wish to register for Swimming. A Buffalo Brave may register for other merit badges during other periods, but we strongly encourage him to coordinate with the Buffalo Braves staff to make up missed material.



2012 BUFFALO BRAVES SCHEDULE

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
9:00 – 9:15 AM	Assembly & Flag Ceremony	Assembly & Flag Ceremony	Assembly & Flag Ceremony	Assembly & Flag Ceremony	Assembly & Flag Ceremony
9:15 – 10:45 AM					Hiking Trek
GROUP A	First Aid	Woods Tools	Knots & Lashings	Map & Compass	
GROUP B	Map & Compass	First Aid	Woods Tools	Knots & Lashings	
GROUP C	Knots & Lashings	Map & Compass	First Aid	Woods Tools	
GROUP D	Woods Tools	Knots & Lashings	Map & Compass	First Aid	
10:45 – 11:00 AM	Travel Time	Travel Time	Travel Time	Travel Time	Travel Time
11:00 – 12:00 PM	Instructional Swim or Merit Badge Class	Instructional Swim or Merit Badge Class	Instructional Swim or Merit Badge Class	Instructional Swim or Merit Badge Class	Instructional Swim or Merit Badge Class
12:00 PM	Lunch	Lunch Visit to Shooting Ranges	Lunch	Lunch	Lunch
2:00 – 3:00 PM					Buffalo Braves Skills Challenge & Graduation
GROUP A	CPR	Totin' Chip	Camp Gadgets	Compass Course	
GROUP B	Compass Course	CPR	Totin' Chip	Camp Gadgets	
GROUP C	Camp Gadgets	Compass Course	CPR	Totin' Chip	
GROUP D	Totin' Chip	Camp Gadgets	Compass Course	CPR	
3:00 – 4:00 PM	Open Program Nature Hike OR Fires & Cooking	Open Program Nature Hike OR Fires & Cooking	Open Program Service Project	Open Program Outpost Preparation	Open Program Skills Practice
4:00 – 5:00 PM	Open Program Skills Practice	Open Program Skills Practice	Open Program Skills Practice	Open Program Skills Practice	





BUFFALO BRAVES COURSE DESCRIPTIONS

Over the next few pages you will find descriptions of every class offered to our Buffalo Braves. These classes have been separated into three categories: morning, afternoon, and optional sessions. Please refer to the schedule on the previous page to review how these sessions fit into the overall schedule.

We have listed the requirements your Scouts may finish during each class. A list of requirements actually covered will be provided each week for your review. Each rank is abbreviated in accordance to the following scheme:

J = Joining Requirement (Scout Rank)	T = Tenderfoot Rank
S = Second Class Rank	F = First Class Rank

MORNING SESSIONS

First Aid

Scouts should be prepared to treat minor injuries and to respond to the more common emergency situations. This intense instructional session will review the relevant information and offer each Scout an opportunity to practice these skills.

- T12b – Show first aid for the following: simple cuts and scrapes, blisters on the hand and foot, minor (thermal/heat) burns or scalds (superficial or first-degree), bites or stings of insects and ticks, venomous snakebite, nosebleed, frostbite and sunburn.
- S7a – Show what to do for “hurry” cases of stopped breathing, serious bleeding, and ingested poisoning.
- S7c – Demonstrate first aid for the following: object in the eye; bite of a suspected rabid animal; puncture wounds from a splinter, nail, and fishhook; serious burns (partial thickness, or second degree); heat exhaustion; shock; heatstroke, dehydration, hypothermia, and hyperventilation.
- F8b – Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
- F8c – Show how to transport by yourself, and with one other person, a person: from a smoke-filled room; with a sprained ankle, for at least 25 yards.

Knots & Lashings

Pioneering is one of the signature Scouting skills, and Camp Tuckahoe prides itself on its traditional strength in this program. In this class, Scouts will review the knots and lashings that every Scout should know.



- J6 – Demonstrate tying the square knot (a joining knot).
- T4b – Demonstrate that you know how to tie the following knots and tell what their uses are: two half hitches and the taut-line hitch.
- F7a – Discuss when you should and should not use lashings. Then demonstrate tying the timber hitch and clove hitch and their use in square, shear, and diagonal lashings by joining two or more poles or staves together.
- F8a – Demonstrate tying the bowline knot and describe several ways it can be used.

Map & Compass

This class will allow your Scouts to learn the basic skills of land navigation. In addition to learning to find and follow directions, each participant will learn to distinguish map symbols and terrain features.



- S1a – Demonstrate how a compass works and how to orient a map. Explain what map symbols mean.
- F1 – Demonstrate how to find directions during the day and at night without using a compass.



Woods Tools

Most boys take to whittling with a pocketknife like a duck to water, but Scouts will do so safely. This same approach applies to the use of all cutting instruments. In this lesson, which culminates with the afternoon Totin' Chip session, each Scout should acquire the basic skills that will enable him to use all woods tools properly and complete the following rank requirements:



- S3c – Demonstrate proper care, sharpening, and use of the knife, saw, and ax, and describe when they should be used.
- S3d – Use the tools listed in requirement 3c to prepare tinder, kindling, and fuel for a cooking fire.

AFTERNOON SESSIONS

CPR

The abilities to clear a blocked airway, initiate rescue breathing, and perform CPR are some of the most advanced but critical First Aid skills. Note that this lesson will not result in any particular certification.

- T12a – Demonstrate how to care for someone who is choking.
- F8d – Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).

Compass Course

This session allows each Scout to demonstrate the skills he acquired in our Map & Compass class as he navigates through the Buffalo Braves Compass Course. This basic orienteering course will take your Scouts across camp before its end.

- F2 – Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.).

Camp Gadgets

The construction of a small pioneering project, otherwise known as a “camp gadget,” will enable a Scout to demonstrate his mastery of the basic lashings. Our staff will be on hand to guide and check to progress of every participant, but we encourage Scoutmasters to visit and inspect these gadgets for themselves. This activity will fulfill the following rank requirement:

- F7b – Use lashings to make a useful camp gadget.

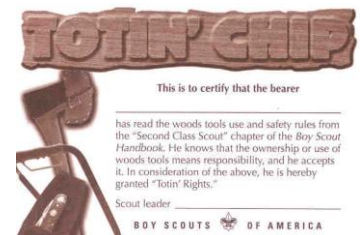


Totin' Chip

This lesson provides additional time for every Scout to practice the skills he learned in his previous “Woods Tools” lesson. Although our staff will cover all of the requirements for the Totin' Chip privilege, we acknowledge that Scoutmasters reserve the ultimate right to determine which of their Scouts deserve to carry a Totin' Chip card. Blank cards will be provided to Scoutmasters for distribution.

Totin' Chip Requirements

1. Read and understand woods tools use and safety rules from the *Boy Scout Handbook*.
2. Demonstrate proper handling, care, and use of the pocket knife, ax, and saw.
3. Use knife, ax, and saw as tools, not playthings.
4. Respect all safety rules to protect others.
5. Respect property. Cut living and dead trees only with permission and good reason.
6. Subscribe to the Outdoor Code.





OPTIONAL SESSIONS

Open Program

Daily, 3:00 – 5:00 pm

Sometimes, Scouts need unstructured time to explore their own interests or practice at their own pace. At Camp Tuckahoe, every Scout can do so during what we call the “Open Program Period.” During this time, every program area in camp remains open for Scouts to visit if they wish. While a few areas (including Buffalo Braves) do offer classes and demonstrations, these are completely optional. Stay for as long or as little as you like, then go swimming, fishing, boating, hiking – whatever strikes your fancy!

Instructional Swim

Daily, 11:00 – 12:00 pm

Every Scout should learn to swim. Not only will swimming provide countless hours of fun and exercise, but this skill could help him save a life. We strongly encourage anyone unable to pass the BSA Swimmer Test when they arrive at camp to take this class. Even those who do pass the test will benefit from the additional safety instruction offered in this session.



- S8a – Tell what precautions must be taken for a safe swim.
- S8b – Demonstrate your ability to jump feet-first into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place.
- S8c – Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible, and explain why and how a rescue swimmer should avoid contact with the victim.

- F9b – Successfully complete the BSA swimmer test.
- F9a – Tell what precautions must be taken for a safe trip afloat.
- F9c – With a helper and a practice victim, show a line rescue both as tender and as rescuer. (The practice victim should be approximately 30 feet from shore in deep water.)

Skills Practice

Daily, 4:00 – 5:00 pm

The staff reserves an hour at the end of every day for Scouts to practice the skills they’ve learned. While some scouts will benefit from the extra practice with the Buffalo Braves staff, many others prefer to use this time to demonstrate their skills in the campsites to receive credit toward their next rank advancement.

Nature Hike

Monday and Tuesday, 3:00 – 4:00 pm (or later)

Scouts will enjoy this brief excursion into Tuckahoe’s different ecosystems. Participants will observe the changes between mountain and marsh, lake and stream. This hike culminates in a short visit to our Nature Lodge, where Scouts will examine and identify various specimens of local animals and plants.

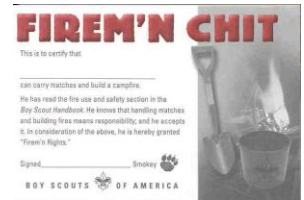
- T11 – Identify local poisonous plants; tell how to treat for exposure to them.
- S2 – Discuss the principles of Leave No Trace.
- S6 – Identify or show evidence of at least 10 kinds of wild animals (birds, mammals, reptiles, fish, mollusks) found in your community.
- F6 – Identify or show evidence of at least 10 kinds of native plants found in your community.



**Fires & Cooking**

Monday and Tuesday, 3:00 – 4:00 pm (or later)

Scouts will review and commit to the principles of fire safety, affording them an opportunity to receive the Firem'n Chit award. The Scoutmaster retains the final authority to determine which of his Scouts qualify, of course, but blank certificates will be available for troop leaders to distribute. Scouts will also join the staff in cooking a number of nutritious camp meals.



- S3e – Discuss when it is appropriate to use a cooking fire and a light-weight stove. Discuss the safety procedures for using both.
- S3f – In an approved place and at an approved time, demonstrate how to build a fire and set up a lightweight stove. Note: Lighting the fire is not required.
- S3g – On one campout, plan and cook one hot breakfast or lunch, selecting foods from the food guide pyramid. Explain the importance of good nutrition. Tell how to transport,

store, and prepare the foods you selected.

- F4d – Explain the procedures to follow in the safe handling and storage of fresh meats, dairy products, eggs, vegetables, and other perishable food products. Tell how to properly dispose of camp garbage, cans, plastic containers, and other rubbish.

Lunch Visit to the Shooting Ranges

Tuesday, 12:00 – 2:00 pm

Scouts eagerly anticipate this opportunity to visit the Camp Tuckahoe Archery and Rifle Ranges for an afternoon of sharpshooting and safety instruction. Lunches are provided at the ranges, and there is no charge for Buffalo Braves to participate in this session.

Service Project

Wednesday, 3:00 – 4:00 pm

A Buffalo Brave understands his obligations to do his duty and to help other people at all times. He can demonstrate his commitment to these ideals by pitching in with his patrol to perform an hour's service for the improvement of our camp.

- S5 – Participate in an approved (minimum of one hour) service project.

Outpost Preparation

Thursday, 3:00 – 4:00 pm (or later)

Every participant planning to attend the Outpost Overnight Camp should attend this orientation. Scouts will learn about backpacking and witness a demonstration on preparing a "horseshoe pack" to better prepare their overnight pack. The staff will then release the Scouts to assemble their gear. Participants may choose to bring their packs back to the Buffalo Braves area for inspection.

- T1 – Present yourself to your leader, properly dressed, before going on an overnight camping trip. Show the camping gear you will use. Show the right way to pack and carry it.





Outpost Overnight Camp

Thursday, 8:00 pm – Friday, 6:00 am

Many Buffalo Braves consider this the ultimate program experience. Participants gather their gear and prepare to depart toward the end of the Campwide Games. A short hike to the Outpost Site later, Scouts pitch their tents (these must be provided or improvised by the Scouts' own troops) and settle in for an evening campfire. The staff will lead them in singing songs and cooking snacks before bedding down for the night. **Scouts should not attend this program without a tent, and at least one leader from each participating Scout's troop should also attend.**



T2 – Spend at least one night on a patrol or troop campout. Sleep in a tent that you have helped pitch.

Hiking Trek

Friday, 9:15 – 11:00 am

Camp Tuckahoe maintains several trails across the property, and we're never far from the world famous Appalachian Trail. Buffalo Braves will enjoy this short but scenic hike. Each participant must bring their own water bottle.

- T5 – Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night. Explain what to do if you are lost.
- T9 – Explain the importance of the buddy system as it relates to your personal safety on outings and in your neighborhood. Describe what a bully is and how you should respond to one.



Skills Challenge & Graduation

Friday, 2:00 – 3:00 pm

After a week of hard work, every Scout will want to prove his newly acquired skills in a friendly competition between Buffalo Braves patrols. The camp staff will host a series of challenges and score each patrol to determine the week's winners. Afterwards, a short graduation ceremony will draw the Buffalo Braves program to a fitting conclusion. Each Scout who attended all of the core classes and hiking trek will receive a special patch in recognition of their efforts.



COPE



COPE is an acronym that stands for “Challenging Outdoor Personal Experience,” and COPE certainly fulfills its promise! This program provides a high adventure experience without ever leaving Tuckahoe.

This program progresses through three different phases during the week. Phase One includes initiative games and team-building activities. Phase Two includes puzzles and low obstacles (known as “elements”) designed to foster teamwork, trust, and problem-solving skills. Phase Three, the High Course Phase, is the most famous part of COPE. Participants climb on, over, and through elements as high as fifty feet off the ground, all while safely anchored to a rope belay system. These elements require balance, courage, and trust in yourself and your team.

The Camp Tuckahoe COPE course is located in a remote section of camp amid some of the most beautiful terrain our camp has to offer. The elements, including one of the longest zip lines around, are built entirely in the trees!

Due to the challenging nature of this program, Camp Tuckahoe requires participants to be at least fourteen years old and at least First Class rank.

Participants must choose to register for either the morning or afternoon program periods, and each period lasts approximately three hours. Registrations for this program are accepted on a first-come, first-served basis. Space is limited to 36 participants each week (18 in the morning and 18 in the afternoon), so register as soon as possible. A \$20 fee will be charged to each participant.



Every participant must be prepared to bring jeans or long pants, sneakers, clean or new leather gloves, and a bandana or neckerchief to class when directed by the staff. All other equipment, including harnesses, helmets, hardware, and ropes, will be provided at the course.



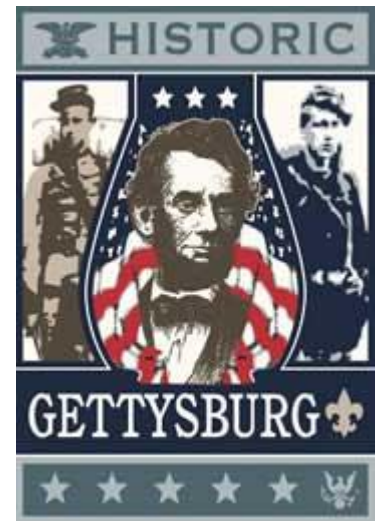
GETTYSBURG HERITAGE TRAIL PROGRAM

MAKE TIME TO VISIT GETTYSBURG

Scouts have shown a special reverence for Gettysburg since they famously assisted at the 50th Anniversary of the Battle back in 1913. Today, the New Birth of Freedom Council, the National Park Service, and the Gettysburg National Military Park/Eisenhower National Historic Site are proud to offer Scouting groups the opportunity to participate in the Gettysburg Heritage Trail program. You may wish to schedule an extra travel day to enjoy this program.

The program partners have published a trail guide that describes the five segments of this program. Trail guides are available at the Gettysburg National Military Park, the New Birth of Freedom Scout Shops in York and Mechanicsburg, and at Tuckahoe.

This experience includes stops at the Visitor Center/National Cemetery and the Eisenhower National Historic Site. Participants in these portions of the program will find answers to probing historical questions as outlined in the trail guide.



Participants will also complete two hiking trails through the battlefield and a walking tour of historic downtown Gettysburg. The first battlefield trail, “Johnny Reb,” is approximately four miles long and takes about 2.5 hours to complete. The second battlefield trail, “Billy Yank,” is approximately ten miles long and takes about 6 hours to complete. The hike through historic Gettysburg is approximately three miles long and takes about 2 hours to complete.

Groups are encouraged, but not required, to view the Gettysburg Multimedia Experience, including a film called “A New Birth of Freedom,” and the Gettysburg Cyclorama program. Please visit the park’s website at www.nps.gov/gett for more information on these events.

Both Scouts and Leaders may earn a five-segment patch. Each segment may be purchased individually after completing its portion of the program. The Trail Medal can only be purchased after all five segments of the program have been completed.



Current prices for the program appear below. Please feel free to contact the New Birth of Freedom Council (<http://newbirthoffreedom.org>) to place bulk orders.

- Trail Guide - \$1.95 each
- Main Patch - \$2.25 each
- Johnny Reb Patch - \$1.00 each
- Billy Yank Patch - \$1.00 each
- Eisenhower Patch - \$1.00 each
- Historic Gettysburg Patch - \$1.00
- Plastic Patch Holder - \$1.00
- Gettysburg Trail Medal - \$4.25



OPPORTUNITIES FOR LEADERS

Camp Tuckahoe welcomes every Leader as an integral part of our summer success. As Leaders, your primary role will be to support your Scouts in their achievements. By mentoring, motivating, advising, inspiring, coaching, counseling, teaching, and more, you will have a tremendous influence over the Scouts that you supervise. While it may be true that a Scoutmaster's job is never done, summer camp also offers opportunities for you to relax, learn, and have fun.

Program Opportunities

Being an adult doesn't mean you won't have chances to join in our program! Many of the activities we offer are open to all, though in the case of competitions we offer different divisions for Scouts and adults. These include the Mile Swim, BSA Lifeguard, Sharpshooter Competition, Polar Bear Swims, Leaders Belly Flop Contest, Trail Runs, Chess & Checkers Tournaments, and the Iron Man Competition. Other activities, such as COPE, Sporting Clays, Discover Scuba, and Golf may have a limited number of spaces available for adults once all of the Scouts have been accommodated. For these opportunities, any extra fees charged to youth participants must also be paid by adults.

Some Leaders also enjoy offering their expertise to enrich our program by serving as demonstrators or assistant instructors in different program areas, particularly in Buffalo Braves. Should you wish to do, please notify our Program Director as soon as possible to determine how you may be able to volunteer.

Training Opportunities

Camp Tuckahoe also offers some essential training classes. Whether this will be your first orientation or your umpteenth refresher course, all are welcome to attend these sessions.

Safe Swim Defense and Safety Afloat

Monday – 5:00 pm

This course is required before a unit may consider conducting its own water activities. The focus of this class is risk management, not lifeguarding or lifesaving skills.

Climb on Safely

Tuesday – 7:00 pm

This course is required before a unit may consider conducting its own climbing/rappelling activities. The focus of this class is risk management, not technical climbing/rappelling skills.

Trek Safely

Wednesday – 5:00 pm

This orientation does not teach the skills of trekking, but provides information for unit leaders wishing to safely plan their own treks.



For Your Comfort

Leaders' Lounge

Open Daily – 9:00 am to 9:00 pm

The public space of our Camp Office may be used by leaders and adult staff members as a lounge. Air-conditioning and wireless internet service are two of the amenities you'll encounter. This is also a place to charge any portable electronic devices you may bring. On that subject, many cell phones will work at camp, though Verizon seems to offer the best coverage.



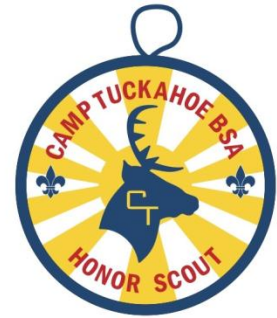
SPECIAL AWARDS AND RECOGNITIONS

There is something to admire in everyone, but we all recognize that certain individuals and groups manage to outperform others. We hold them up as examples, cite them as role-models, or praise them as heroes. By publicly recognizing their accomplishments, we offer a small reward for what they've done. But, more importantly, we may inspire the confidence in others to attempt the same feats.

Camp Tuckahoe offers special awards in three categories. The first, the Tuckahoe Honor Scout, is for youth. A second, the Hillcourt Award, is for adults. The third, the Baden-Powell Honor Troop, is for units. Each of these awards shall be described in the following pages.

THE TUCKAHOE HONOR SCOUT

The BSA offers many recognition programs for Scouts. Ranks, merit badges, and other awards detail the record of a young man's accomplishments. The Tuckahoe Honor Scout is a designation created in the same spirit. We ask for your assistance in identifying those Scouts who truly go above and beyond normal expectations to become role-models for their fellow Scouts. We accept nominations from all leaders, and from these nominations, our staff leadership will designate one (or, rarely, a few) campers to be recognized as the "Honor Scouts" of the day. These Scouts will be introduced to the camp, and hear their record read, at the Flag Lowering ceremony.



TUCKAHOE HONOR SCOUT NOMINATION FORM

(attach additional sheets if necessary)

Name: _____ Rank: _____

Troop: _____ Position in Troop: _____

Council: _____ Years in Scouting: _____

Scouting Accomplishments: _____

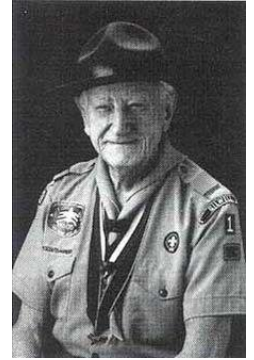
Other Accomplishments (ie School, Church): _____

Why do you believe this Scout is most deserving of this award? _____



THE HILLCOURT AWARD: A RECOGNITION FOR LEADERS

Generations of Scouts remember William Hillcourt, or “Green Bar Bill,” for his devotion to the Boy Scouts of America. Over the course of his long career in Scouting, he contributed mightily to the growth of our organization. He wrote many manuals, including the *Handbook for Patrol Leaders* and several editions of the *Boy Scout Handbook*, penned a popular column in *Boys’ Life*, and helped to develop the Woodbadge program. He also wrote the definitive biography of Scouting’s founder, Lord Robert Baden-Powell. He received many honors for his distinguished service to boys, but perhaps the most impressive was his informal but widely recognized nickname, “Scoutmaster to the World.” Camp Tuckahoe is proud to honor its Camp Leaders with an award that bears his name.



THE HILLCOURT AWARD REQUIREMENTS

To qualify for this recognition, an adult leader must attest that he or she has fulfilled all of the requirements listed below. Ideally, every Leader will complete the requirements. This completed form must be presented to the Program Director by Friday at noon.

Service to Others

- Assist at least one Scout in either learning a new skill or completing a requirement for a rank or a merit badge.
- Volunteer at least one hour for a service project or in program support (ie Buffalo Braves).

Program Participation

- Remain at Camp Tuckahoe for the entire session (this does not preclude short trips for supplies, program participation, or emergencies).
- Visit each of the following program areas at least once to observe the camp program in action: Aquatics, Buffalo Braves, Handicraft, Health & Safety, Nature, Scoutcraft, Shooting Sports, and Waterfront. If possible, introduce yourself to the area director.
- Participate in at least three of the following programs at camp: Mile Swim, BSA Lifeguard, Mountain Biking, Trail Hikes, Order of the Arrow Recognition Day, Sharpshooter Competition, Polar Bear Swim, Leaders Belly Flop Contest, Trail Runs, Chess & Checkers Tournaments, Frisbee Golf, or the Iron Man Competition.

Self-Improvement

- Attend at least one of the following training sessions at camp, or show evidence of current qualifications in each: *Safe Swim Defense and Safety Afloat*, *Trek Safely*, or *Climb on Safely*.
- Attend at least one of the following assemblies at camp: Interfaith Chapel Service, Leave No Trace Training, or the Daniel Carter Beard Presentation.
- While at camp, set and meet a personal goal appropriate to growing in your role as a Leader of Scouts.

Leader’s Printed Name: _____

Unit Number: _____

Leader’s Signature: _____

Date: _____



THE BADEN-POWELL HONOR TROOP AWARD

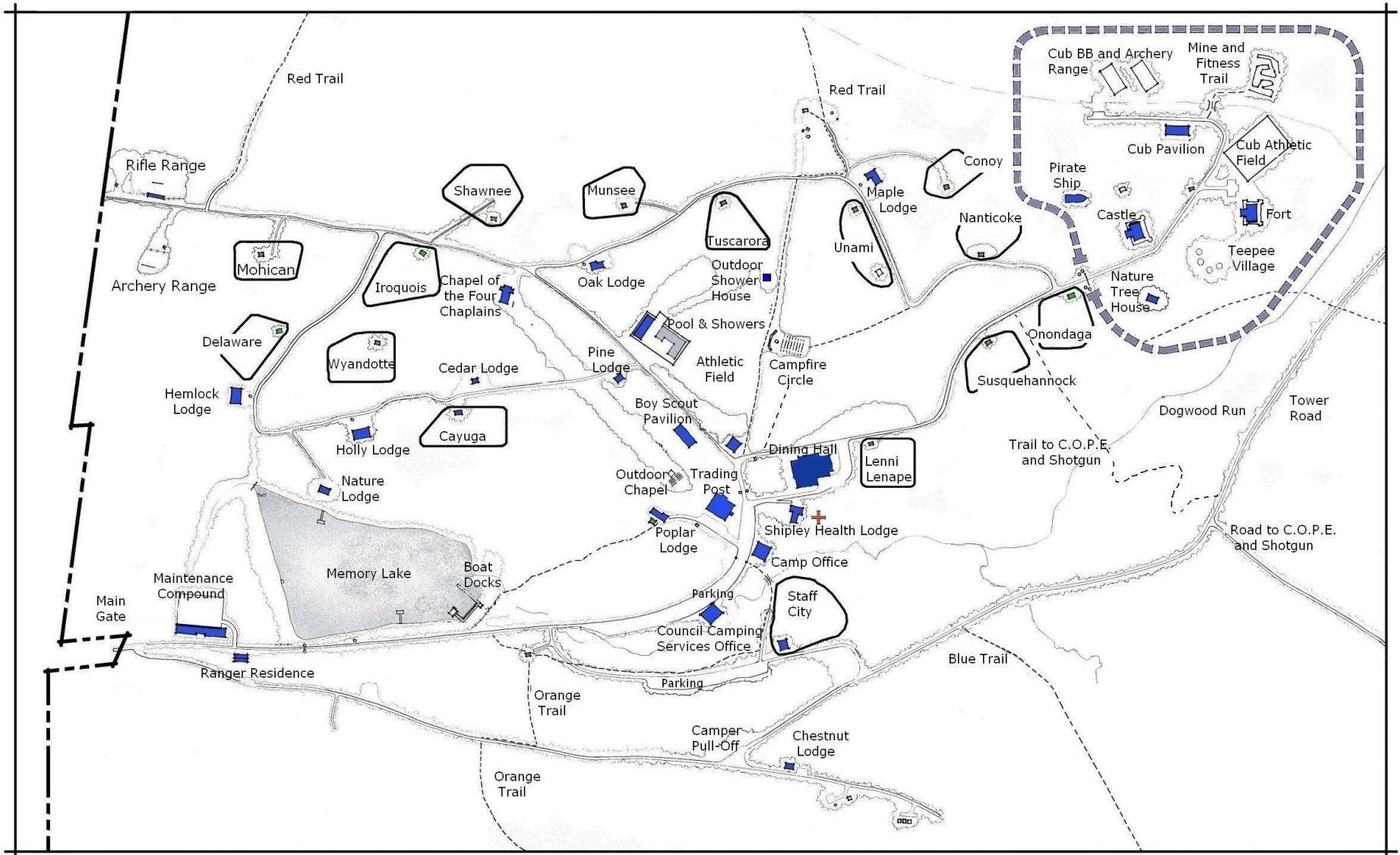
Camp Tuckahoe proudly bestows its Honor Troop Award on those units which exceed ordinary expectations for troop activities in camp. Every unit should qualify for this distinction, but not without significant effort. Striving to meet the standards set forth below will ensure that your unit makes the most of its program opportunities and should leave your troop organization stronger than before. **Each of these requirements must be completed by the youth of the troop.**

To earn this recognition, a troop must complete the first five requirements and any ten of the remaining criteria below (for a total of fifteen requirements). Listed beside each requirement is the person who should initial that requirement upon completion. Completed forms must be submitted to the Program Director by 12:00 pm on Friday.



TROOP: _____ **COUNCIL:** _____

- ____ 1. The troop demonstrates good camp citizenship by attending every flag ceremony, keeping a clean campsite, and by fulfilling their "Camp Good Turn" duties. (Scoutmaster)
- ____ 2. The troop participates in the Campers' Campfire. (Program Director)
- ____ 3. The troop participates in the Cardboard Canoe Race and Water Carnival. (Program Director)
- ____ 4. The troop participates in the Campwide Games. (Program Director)
- ____ 5. A troop representative attends every Senior Patrol Leader Council meeting. (Program Director)
- ____ 6. The troop submits an entry in the Potato Cook-Off. (Program Director)
- ____ 7. The troop participates in an inter-troop campfire. (Scoutmaster)
- ____ 8. The troop completes a conservation or service project. (Program Director)
- ____ 9. The troop completes a Nature Hike. (Nature Director)
- ____ 10. The troop goes geocaching or completes an orienteering course. (Scoutcraft Director)
- ____ 11. The troop attend the Order of the Arrow Call-Out Ceremony. (Camp Chief)
- ____ 12. The troop participates in the Trail Run (one of two days). (Event Director)
- ____ 13. The troop participates in the Polar Bear Swim (one of three days). (Aquatics Director)
- ____ 14. The troop attends the Daniel Carter Beard Presentation. (Event Director)
- ____ 15. The troop attends the Leave No Trace training. (Event Director)
- ____ 16. The troop participates in an inter-troop athletic competition. (Scoutmaster)
- ____ 17. The troop attends the Interfaith Chapel Service. (Chaplain)
- ____ 18. The troop competes in the Aquatics Olympics. (Aquatics Director)
- ____ 19. The troop participates in the Gateway Competition. (Camp Commissioner)
- ____ 20. Each troop patrol completes a Scout program (ex. biking, boating, hiking, etc.) of its choosing. (Scoutmaster)



BOY SCOUTS OF AMERICA
CAMP TUCKAHOE

