2019 HIDDEN VALLEY LEADER’S GUIDE
Dear Scouts, Parents, and Leaders,

We are thrilled that you have joining us at Hidden Valley this summer. As a new camping season approaches, we at Hidden Valley are already eagerly anticipating your arrival this summer, for what is certain to be our best year yet! Since our inception in 1927, we at Hidden Valley have always strived to “Do Our Best” to bring you a camping experience that will never be forgotten! If this summer will be your first at HVSR, we know you’ll love what you find! Our 830+ acre reservation is equipped with all the necessary resources to ensure the camping experience of a lifetime, including Sherman’s Creek, which provides excellent opportunities for fishing and boating throughout the Reservation. 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 our commitment to you for 2019.

Because of our location and resources, we are one of the few Scout camps able to provide a once in a lifetime experience for Scouts of all ages. From our first year camper program, which we believe to be the best in the BSA, to our 40-ft climbing tower, shooting ranges, and extensive aquatics department; there’s something for everyone! While we remain committed to the traditions we’ve inherited since our inception in 1927, we also seek to offer something new for every camper.

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 scout can explore the camp in his own way.

Yours in Scouting,

Todd Weidner
Director of Camping

office #: 717-502-4190
cell #: 717.580.0180
todd.weidner@scouting.org

Hidden Valley Scout Reservation Office #: 717.789.3817
Hidden Valley Scout Reservation Fax #: 717.789.4255
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ADULT REQUIREMENTS TO ATTEND SUMMER CAMP

All adults (anyone 18 years of age or older) attending summer camp must check in at the Wagner Training Center upon arrival. Please bring photo identification (i.e. Driver’s License, State ID, Passport, etc.).

LEADERSHIP

You must have a minimum of 2 leaders (21 or older and a registered leader) who will be staying at camp. In addition, 1 female leader over the age of 21 must attend for all units with female participants. We recommend having one additional Leader, 18 or older, for every 8 Scouts attending camp.

REQUIRED BSA MEMBERSHIP

Any adult accompanying a unit must be a registered member of the BSA. Parents who are not registered leaders but will be attending camp must be registered members of the BSA and completed BSA youth protection training before arriving at camp. Please see your Unit Leader or visit one of the Council Service Centers to obtain an Adult Application. Be sure to include your completed Youth Protection Training certificate along with your appropriate clearances with your Application. Adults registering with the BSA for the sole reason to attend camp may register as Scouter Reserve and the cost to register will be prorated.

YOUTH PROTECTION TRAINING

All adults attending summer camp must have completed the new Youth Protection Training. If you are not currently registered with the New Birth of Freedom Council, please upload your YPT Completion Certificate to https://tinyurl.com/uploadclearances no later than 2 weeks prior to your session of camp. If you are currently registered with the New Birth of Freedom Council, we have your training on file.

STATE-MANDATED CLEARANCES

All adults that attend any New Birth of Freedom Council summer camp program must comply with the child abuse clearances required by their home state.

PENNSYLVANIA RESIDENTS

- **WITHIN THE NEW BIRTH OF FREEDOM COUNCIL:** All adults that are residents of Pennsylvania and are registered or have family that are registered with the New Birth of Freedom Council must complete the three (3) Pennsylvania-mandated clearances prior to arriving at camp.
  - If you have already submitted your clearances and they are still current, you do not need to submit them again.
  - If you have not yet submitted your clearances, please upload them to our Background Clearances System no later than 2 weeks prior to your session of camp at https://tinyurl.com/qc6fhfm.
  Please visit https://newbirthoffreedom.org/background-check-clearances/ for more information or contact Mitzi with any questions you may have. She can be reached at mitzi.perry@scouting.org or (717) 827.4576

- **OUT OF COUNCIL:** All out-of-council adults that are residents of Pennsylvania must complete and submit the three (3) PA-mandated clearances prior to arriving at camp.
  Please upload them to our Out of Council Background Clearances System no later than 2 weeks prior to your session of camp at https://tinyurl.com/uploadclearances.
  Please visit https://newbirthoffreedom.org/background-check-clearances/ for more information or contact Kate with any questions you may have. She can be reached at kate.klapatch@scouting.org or (717) 590-5456.

NON-PENNSYLVANIA RESIDENTS

- All adults who reside outside of Pennsylvania must comply with the child abuse clearance requirements of their home state. If you are unsure of your state’s requirements, please contact your Council.
  If your state does require clearances, please upload them to our Out of Council Background Clearances System no later than 2 weeks prior to your session of camp at https://tinyurl.com/uploadclearances.

If an adult arrives at summer camp without their current Youth Protection Training and required clearances, Pennsylvania state law dictates that they will not be allowed entry. This is non-negotiable.
The camp will direct the adult to the online services to obtain their Youth Protection Training as well as 2 out of the 3 clearances (the Report of Criminal History from the PA State Police and the Child Abuse History Clearance from the Department of Human Services). The third clearance, the FBI Criminal History Clearance is fingerprint-based and cannot be completed online, so any adult that has not obtained this clearance will not be allowed entry. (Reminder: if the adult has been a Pennsylvania resident for the past ten (10) consecutive years, they are eligible to complete the Volunteer Disclosure Statement in lieu of obtaining the FBI Criminal History Clearance.)

Adults will be permitted to attend summer camp only after they have submitted their current YPT and required clearances.

**WHO IS A MANDATED REPORTER OF CHILD ABUSE?**

All BSA-registered volunteers, parents, and leaders attending summer camp, and all other persons over the age of 18 are mandatory reporters. The law requires direct reporting from the individual suspecting or witnessing child abuse immediately. After reporting the suspected abuse to the state, the individual shall also contact the council’s Scout Executive at (717) 843-2042. The Commonwealth has created a portal for reporting purposes at [www.compass.state.pa.us/cwis](http://www.compass.state.pa.us/cwis) or (800) 932-0313.

### Key Dates to Remember

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<td>Summer Camp deposits</td>
<td>February 1st</td>
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<tr>
<td>Merit Badge Class</td>
<td>February 1st at 9:00 AM</td>
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<td>Prerequisites</td>
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<td>Camperships</td>
<td>April 1st</td>
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<td>Open House, Tours, and Pre-Camp Leader’s Meeting</td>
<td>April 6th from 9:00 AM to 11:30 AM</td>
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<td>Advance Pricing</td>
<td>May 1st</td>
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<td>Beaver Day</td>
<td>Saturday, May 4th</td>
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<td>Dietary Accommodation Request Form</td>
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<td>Adult Clearances</td>
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<td>Two Weeks Before Camp</td>
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More information can be found about the Key Dates to Remember throughout this Leader’s Guide.
2019 SCOUTS BSA SUMMER CAMP AT HIDDEN VALLEY SCOUT RESERVATION

DISCOUNT CAMP FEE:
Save $25 by paying in full by May 1!

FREE LEADERS!
If a Unit brings eight scouts, TWO Adults may camp for FREE! For every additional eight scouts that attend, one additional adult may camp for free!

CAMP OPEN HOUSE AND TOURS
SATURDAY, APRIL 6, 2019
9:00 AM - 11:30 AM

CAMPERSHIPS:
Families requesting financial assistance (up to 50% of the Camp fee) must submit a Campership Application NO LATER THAN Monday, April 1, 2019.

SECOND WEEK OF CAMP DISCOUNT SAVE 25%
Scouts attending more than one week at a New Birth of Freedom Council’s Summer Camp, including National Youth Leadership Training, will receive a 25% discount on the second week. Just let us know!

CAMP REFUNDS:
*After February 1, the $60 deposit per Scout or Adult will be non-refundable & non-transferable.
After May 1, deposits increase to $150 per Scout or Adult.
All refunds will be sent to the Unit after your Summer Camp Session has ended. Refund requests can not be accepted after September 1st.

PLEASE VISIT OUR WEBSITE FOR MORE INFORMATION.
www.NewBirthOfFreedom.org/HVSR/

FOLLOW US ON FACEBOOK!
www.facebook.com/hvsr.bsa

SCOUTS BSA SESSIONS

| WEEK | DATE
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2019 CAMP FEE

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<td>Scouts</td>
<td>$370</td>
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The reasons for attending Hidden Valley may be as diverse and numerous as our campers, but one thing is certain – the best memories are often those we share with friends! Hidden Valley 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 to the Parade Field!

**INTERFAITH CHAPEL SERVICE MONDAY – 7:30 PM**
A Scout is reverent, and all are welcome to join in the fellowship of interfaith worship. This short service in the provides a perfect opportunity to focus our thoughts on the high ideals of Scouting. Service of worship will be held at the beautiful Schoffstall Chapel, located behind the Health Lodge and Stockade Campsites.

**CAMPERS’ COOK-OFF MONDAY- 8:30 PM**
Each troop should also strive to be recognized as the Culinary Chef of Camp in this year’s Cook-Off! We challenge you to make a one single dish from an original recipe.

**COMPETITION RULES ARE SIMPLE:**
1) Each troop may enter a single recipe for every 7 Scouts.
2) The troop provides enough food for 6 judges
3) Each troop provide all of its own ingredients.
4) The dish is only cooked by Scouts in camp.

**WATER CARNIVAL AND CARDBOARD CANOE RACE TUESDAY 7:30 PM**
Everyone get to enjoy the Aquatics area with the water carnival. Returning back this year is our ever popular Carboard Canoe Race There’s no better way to relax and refresh your spirits on a hot summer night than by participating in the Hidden Valley Water Carnival. This program is designed with the goal of giving every Scout an opportunity to participate. The Carnival will consist of water games for all swimming abilities followed by the Scoutmaster’s Belly-Flop Competition! Leaders are encouraged to motivate their Scouts and recommend construction at home in anticipation of summer camp.

**Leaders should not directly assist with construction.**

**Cardboard Canoe Competition rules:**
1) Each troop may enter one cardboard canoe per Troop or every 12 Scouts.
2) Must be able to safely fit and float 2 Scouts wearing life jackets that are swimmer
3) The canoe may only be made a cardboard and duct tape. No other material can be used!
4) The cardboard canoes may be made at home and brought to camp.
5) The canoe must be human powered, and cardboard and duct tape paddles may be used

**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 Hidden Valley 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. While we welcome all candidates from other lodges may participate in our Call-Out Ceremony only units that provide us with written permission from their home lodge chief can have newly elected Scouts called out for OA membership.

**DISCOVER SCUBA WEDNESDAY, 7:00 TO 9:00 PM**
Discover Scuba program! Hidden Valley has partnered with West Shore Scuba 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. 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 $35 per person, which will cover additional instruction and equipment rental.

**Depending on group numbers, this program may be offered at Camp Tuckahoe during a particular week.** In this event, transportation will be arranged for all participants.
**GATEWAY COMPETITION JUDGING ON THURSDAY 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.

**UNIT CHALLENGES**
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 *Helpful*! Anyone interested in performing a project for the betterment of camp can do so by coordinating the project with the Nature or Scoutcraft Directors or the Camp Ranger.

No special skills needed!

**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.

**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 Field Sports Director as soon as possible. Units will be charged for the ammunition they use.

**TRAIL RUN MONDAY, THURSDAY – 6:45 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 & many Scouts choose to participate in both. Meet at the Nature Lodge! Run ranges from 2-3 miles, all paces welcome.

**POLAR BEAR SWIM TUESDAY, WEDNESDAY, FRIDAY – 6:45 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.

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

**THE VALLEY VENTURE FRIDAY – 4:00 PM TO 5:00 PM**
This event is a competition that will have scouts running, crawling, & climbing through the trails of the Valley. Winners will be selected from the following divisions: Junior High Scouters (entering grades 6-8), Senior High Scouters (entering grades 9-12), & Adults (Volunteers and Leaders). Those interested should be prepared to travel 1-2 miles & be ready to get dirty!
Supporting Scouting’s advancement philosophy, opportunities offered at camp are geared principally toward rank advancement. Advancement is not the principal objective of the camp program. There needs to be time for fun and to bring a positive, successful, outdoor camping experience to all Scouts and leaders. If a Scout comes to camp and does nothing but work towards advancement, the program is incomplete.

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 pages, you will find a table that summarizes some information you will find helpful when framing your advice.

**Merit Badge (or Special Program):**
Hidden Valley Scout Reservation will offer 50+ merit badges and several special recognitions awards this summer. Leaders register all Scouts for merit badge classes online in the Tentaroo system. Only if a Scout is not preregistered for a merit badge class, will a Blue Card signed by the Scoutmaster be required. During the week, leaders can track advancement progress through Tentaroo system and downloaded final advancement report and print blue cards at any time in the future.

**Program Areas:**
We offer merit badges throughout each department. Individual merit badge classes may meet in alternate areas, but advanced 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 Scout’s schedule. The travel time between classes is limited, so encourage your Scouts to plan accordingly.

**Difficulty:**
The counselors at Hidden Valley 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.”

**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 2019 and any changes in requirements for 2019 will be listed on https://www.scouting.org/

**Additional Charges:**
A few of our merit badges impose additional costs 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 thrifter and more responsible for items they individually purchase. We strive to keep these costs as low as possible. Please see the merit badge descriptions for details.

**A few things to keep in mind:**
Just because a Scout attended a session does not mean that they passed the requirements that were taught that day. Scouts are usually taught as a group, but are reviewed individually. If a Scout is going to miss an instruction session, they need to let the counselor know so they can set up a make-up session.

Troop leaders are encouraged to monitor the progress of their Scouts in each merit badge. Reports will be available on Tentaroo to help keep leaders informed about the status of each Scout’s advancement and will be updated several times throughout the week. On Friday evening after the campfire, area directors will be available at the camp office to answer any merit badge questions or concerns.
# List of Merit Badges

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<td><strong>Reptile and Amphibian Study</strong></td>
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Hidden Valley Scout Reservation offers a wide variety of traditional program opportunities through TWELVE different departments: Aquatics, ATV, Climbing, Eagle Nest, First Year Camper (Dan Beard), Handicraft, Nature, Scoutcraft, Shooting Sports, Sports & Games, S.T.E.M., and Waterfront. Additional opportunities for our novice campers are offered through the Dan Beard program. 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 Hidden Valley Swimming Pool!

**DISCOVER SCUBA**

Returning for another season this summer is the ever-popular Discover Scuba program! We have again partnered with West Shore Scuba to offer this program. This program is projected to cost $35 per person.

**INSTRUCTIONAL SWIM**

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

**LIFESAVING**

No Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

**SNORKELING BSA**

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

**SWIMMING**

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

**BSA LIFEGUARD**

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.
The Hidden Valley ATV program is a safe rider training program. The course will cover basic ATV maintenance, ATV safety, basic ATV operation, and what it means to TREAD lightly. The course will be led by an Instructor, or Instructors, trained by the ATV Safety Institute. The cost is $10 per person and class size will be limited to the first 6 participants, if by-chance there are any remaining openings these will be made available to adult leaders on a first come first served basis. The adult leaders must also meet the height and weight requirements.

Requirements for the class, Participants MUST:
— be 14 years or older & weigh under 225 lbs at time of arrival
— wear the following to class EVERY DAY
  — Long sleeved shirt
  — Long pants
  — Over the ankle boots
— bring a full water bottle to class EVERY DAY
— bring a signed waiver to first class

CLIMBING

This program provides a high adventure experience without ever leaving Hidden Valley.

The Hidden Valley Climbing Tower is located in the center of camp towering into the tree tops. The Tower offers. Every participant must wear long jeans or pants, sneakers, clean or new leather gloves, and a bandana or neckerchief to class. All other equipment, including harnesses, helmets, hardware, and ropes, will be provided at the course.

**ALL PARTICIPANTS MUST HAVE LONG PANTS.**

You will learn to belay three different climbers ascending a rock face or climbing wall. Belay three different rappellers descending a rock face or climbing wall using a top rope. Climb at least three different routes on a rock face or climbing wall, demonstrating good technique and using verbal signals with a belayer.
EAGLE NEST

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

**CITIZENSHIP IN THE NATION**
As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens who are aware of and grateful for their liberties and rights. They will understand the need to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.

**CITIZENSHIP IN THE WORLD**
Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.

**COMMUNICATION**
This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

**COOKING**
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. Scouts should expect to spend $15 for supplies to complete requirements.

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

**FIRST AID**
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 others.

**PERSONAL FITNESS**
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.

**SCOUTING HERITAGE**
The Scouting Heritage merit badge introduces Scouts to the history of the Boy Scouts of America. They’ll learn it all—from Scouting’s beginnings under Lord Baden-Powell to the history of their own troop.
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.

**ART**
Scouts will concentrate on two-dimensional art, specifically drawing & painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history, and design principles, and how these fields relate to fine art.

**BASKETRY**
Scouts will learn to weave and create their own souvenirs this summer. Participants will need to furnish their own supplies to complete this badge. 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 two basket and one stool kits.

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

**INDIAN LORE**
Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

**LEATHERWORK**
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**
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.

**PHOTOGRAPHY**
Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history. **Scout is responsible for supplying their own camera or cell phone camera and compatible USB cable.**

**WOOD CARVING**
Most scouts 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.
Hidden Valley Scout Reservation has been endowed with great natural beauty and abundant wildlife. With hundreds of wooded acres, a mountain stream, and a creek to explore, Scouts will gain a greater understanding and appreciation for the natural world and their role in conserving it.

** Goldberg Study**

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

**Environmental Science**

The discussions, experimentation, and observations required for this class will enhance each participant’s understanding of our complex environment.

**Fish & Wildlife Management**

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

**Fishing**

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

**Fly-Fishing**

Scouts will learn how to tie proper knots to prepare a fly rod for fly fishing: Demonstrate the ability to cast a fly 30 feet consistently and accurately using both overhead and roll cast techniques.

**Forestry**

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.

**Geology**

Scouts will learn to distinguish different rocks and minerals and explain their common uses.

**Insect Study**

In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.
MAMMAL STUDY
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
There is a very close connection of plants, Animals, and our environment. This merit badge allows you to explore both the pros and the cons that we have on each other.

OCEANOGRAPHY
The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.

PLANT SCIENCE
Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.

REPTILE AND AMPHIBIAN STUDY
Turtles, snakes, frogs, and toads are among the most commonly encountered animals at Hidden Valley, and this merit badge enables Scouts to observe and understand these fascinating creatures.

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

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

**SCOUTCRAFT**

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

**GEOCACHING**
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 their own GPS unit prior to attempting to earn this merit badge.

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

**SEARCH AND RESCUE**
Scouts want to be able to help in an emergency, and this badge will help them learn how to assist in the recovery of lost persons.

**WILDERNESS SURVIVAL**
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. **PREREQUISITES:** Participants must have their Totin’ Chip qualifications.
Few programs at Hidden Valley 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 remote 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, and each has an associated cost.

**ARCHERY**
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**
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 **2019**, the cost will be $20 per participant. For non-merit badge shooters, the cost will be 5 shots for 75¢.

**SHOTGUN SHOOTING**
Scouts will appreciate the opportunity to shoot at our 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. For **2019**, the cost will be 5 shells for $3.00. Scouts should plan on spending about $30.00 to $35.00 for shotgun ammo and clay birds.

**SPORTING ARROWS**
A new game is born: a bow, arrows and moving aerial targets! Thanks to the different trajectories, amateur and accomplished archers can rise to a new challenge. With Safe Arrows for children and beginners, you can create exciting animations indoors or outdoors, for a large public audience. Like at the National Scout Jamboree, this game is silent and accessible to all for amusement or competitions.
A new program area for 2019, the Sports and Games Department will not only challenge Scouts physical ability but also challenge Scouts their mental and problem solving skills.

**CHESS**

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

**GAME DESIGN**

Game design creates goals, rules, and challenges as Scouts apply knowledge in mechanics and artistic value to create a game. Scouts will then apply that knowledge to developing their own game.

**SPORTS**

Millions of people participate in sports every year. For some the appeal is the close friendships that come with being part of a team. Some revel in the joy of victory and lessons of defeat. For some, the personal fitness is so important that exercise becomes a daily need. And still others desire the feeling of achievement, that feeling of measurable improvement that comes with dedication to a sport.
S.T.E.M.
S.T.E.M. is part of an initiative the Boy Scouts of America has taken on to encourage the natural curiosity of youth members and their sense of wonder about these fields.

**CHEMISTRY**
Scouts taking this class will learn more about chemical safety and storage, chemicals for commercial and industrial use, responsibilities to the environment, and careers in chemistry. Scouts will also have the hands-on opportunity to participate in fun laboratory experiments.

**DIGITAL TECHNOLOGY**
Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age.

*Computers are extremely limited at camp. Scouts are responsible for bring their own laptop. Camp is not responsible for lost, damaged or stolen computers.*

**ELECTRICITY**
Electricity is a powerful and fascinating force of nature. As early as 600 BC, observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

**ELECTRONICS**
Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, it is a fast-changing and exciting field.

**NUCLEAR SCIENCE**
Scouts taking this merit badge will learn more about radiation and its hazards, particle physics, and periodic elements. Scouts will also have the hands-on opportunity to create electroscopes, cloud chambers, and have a firm understanding of safety, careers, and energy and environmental application through fun laboratory experiments and studies.

**ROBOTICS**
Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career.

**SPACE EXPLORATION**
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.
Sherman’s Creek is a great place to spend an afternoon fishing. Fishing the banks of our creek has been a long held tradition shared by thousands of Scouts.

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

**KAYAKING**
Perhaps the most popular vessels in the Hidden Valley fleet, kayaks provide hours of challenging fun. Scouts will be able to handle this watercraft safely in no time!

**KAYAKING BSA**
This award, separate from the Kayaking merit badge, is offered concurrently with the Kayaking class. Scouts may choose to work on either or both.

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

**PA FISH & BOAT COMMISSION CONSERVATION AWARD**
In coordination with the Nature, Shooting Sports, and Waterfront departments, we invite you to participate in this new program during your time in the Valley. Administered by the PA Fish and Boat Commission, the purpose of the Conservation Award is to encourage the youth of Pennsylvania to study and become more knowledgeable in the conservation of the aquatic environment and in watercraft safety.

Through this program, the PA Fish and Boat Commission recognizes individuals and groups who make significant contributions to improving the environment for the benefit of them and others. Those qualified will receive a certificate signed by the PFBC Executive Director as well as a colorful embroidered patch. For willingly and ably joining the fight for clean water, the protection of fish, wildlife and the environment in and along our waterways and for beneficial and valuable contributions to the overall programs and aims of the Pennsylvania Fish and Boat Commission.

**Download award form here:** [https://www.fishandboat.com/AboutUs/Awards/Documents/award_conservation.pdf](https://www.fishandboat.com/AboutUs/Awards/Documents/award_conservation.pdf)
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 Hidden Valley, our duty is to ensure that these Scouts have a positive experience, or else this “first camp” could be their last.

Scouts 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.

Hidden Valley has designed a special program to cater to the needs of these novice campers. We call this program Dan Beard and your Scouts will find it provides a welcoming, supportive introduction to summer camp. 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 guidance from our Dan Beard staff member, is encouraged to develop its own identity (name, cheer, etc.) for the week.

The heart of the Dan Beard 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. We believe that troop leaders should retain responsibility to test their Scouts before giving credit and signing off Tracking Sheet.

In addition to our core program, Dan Beard participants will attend several additional sessions. Some of these sessions focus on advancement, while others focus skill reinforcement.

Generally, we expect anyone who registers for Dan Beard 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 Dan Beard Director to schedule a meeting during the open program period (4:00 to 5:00 pm).

**DAN BEARD AND MERIT BADGES**

While many Dan Beard participants 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 and instead registers for one of the available merit badge classes available. A Scout who has already passed the BSA Swimmer Test may wish to register for Swimming. Dan Beard Scouts may register for other merit badges during other instructional periods, but we strongly encourage him to coordinate with the Dan Beard staff to make up missed material.
Dan Beard strives for quality, not quantity, on the requirements which we are teaching to your Scouts. Due to time constraints, class size, and wording of requirements, some of the requirements may not be fully completed but the skills will still be taught. Listed are the requirements and a brief description of what your Scouts will earn in the program. I have also included some requirements that may be thought to be included, but are not fully completed due to time constraints, class size, and wording of requirements. If you have any questions, please do not hesitate to ask.

Scout Rank:
1e: Repeat from memory the Outdoor Code. In your own words, explain what the Outdoor Code means to you.
4a: Show how to tie a square knot, two half-hitches, and a taut-line hitch. Explain how each knot is used.
5: Demonstrate your knowledge of pocketknife safety.

Tenderfoot Rank:
1b: Spend at least one night on a patrol or troop campout. Sleep in a tent you have helped pitch.
3a: Demonstrate practical use of the square knot.
3d: Demonstrate proper care, sharpening, and use of the knife, saw, & ax. Describe when each should be used.
4a: 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
   - Choking
4b: Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.
4c: Tell what you can do while on a campout or other outdoor activity to prevent or reduce the occurrence of injuries or exposure listed in Tenderfoot requirements 4a and 4b.
5b: Describe what to do if you become lost on a hike or campout.
5c: Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night.

Second Class Rank:
2f: Demonstrate tying the sheet bend knot. Describe a situation in which you would use this knot.
2g: Demonstrate tying the bowline knot. Describe a situation in which you would use this knot.
3a: Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.
3d: Demonstrate how to find directions during the day and at night without using a compass or an electronic device.
4: Identify or show evidence of at least 10 kinds of wild animals (such as birds, mammals, reptiles, fish, or mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken.
5a: Tell what precautions must be taken for a safe swim.
5c: Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects.
5d: Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible. Explain why and how a rescue swimmer should avoid contact with the victim.
6a: Demonstrate first aid for the following:
   - Object in the eye
   - Bite of a warm-blooded animal
   - Puncture wounds from a splinter, nail, and fishhook
   - Serious burns (partial thickness, or second-degree)
   - Heat exhaustion
   - Shock
   - Heatstroke, dehydration, hypothermia, and hyperventilation
6b: Show what to do for “hurry” cases of stopped breathing, stroke, severe bleeding, and ingested poisoning.
6c: Tell what you can do while on a campout or hike to prevent or reduce the occurrence of the injuries listed in Second Class requirements 6a and 6b.
**First Class Rank:**

3a: Discuss when you should and should not use lashings.
3b: Demonstrate tying the timber hitch and clove hitch.
3d: Use lashings to make a useful camp gadget or structure.
5a: Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location. You may show evidence by identifying fallen leaves or fallen fruit that you find in the field, or as part of a collection you have made, or by photographs you have taken.
6b: Tell what precautions must be taken for a safe trip afloat.
7a: Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
7b: Carries – transporting someone on your own or with a buddy
7c: 5 common signs of a heart attack and CPR

The following requirements will be covered, but are not necessarily completed to the specifications of the requirement:

**Tenderfoot:**

3b: Demonstrate a practical use of two half-hitches.
3c: Demonstrate a practical use of the taut-line hitch.
   – During the program, the scouts will learn how to tie these knots and what the use of the knots are, but will not have someone to teach in the program since all the scouts learn the skill together.
8: Describe the steps in Scouting’s Teaching EDGE method. Use the Teaching EDGE method to teach another person how to tie the square knot.
   – Scouts will learn what the EDGE method is and how to tie a square knot in the knots session, however will not have someone to teach in the program since all the scouts learn the skill together.

**First Class:**

3c: Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together.
   – The scouts will be taught how to tie a square, shear, and diagonal lashing, however due to time constraints, they will not be able to practice them all.

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**DAN BEARD COURSE DESCRIPTIONS**

Over the next few pages you will find descriptions of every class offered to our Dan Beard. These classes have been separated into three categories: morning, afternoon, and optional sessions. Please refer to the schedule 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:

S = Scout Rank
T = Tenderfoot Rank
2 = Second Class Rank
1 = 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.

T-4a. 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 or ticks, venomous snakebite, nosebleed, frostbite and sunburn, choking.

1-7a. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.

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

S-4a. Show how to tie a square knot, two half-hitches, and a taut-line hitch. Explain how each knot is used.

T-3a. Demonstrate a practical use of the square knot.

T-3b. Demonstrate a practical use of two half-hitches.

T-3c. Demonstrate a practical use of the taut line hitch.

2-2f. Demonstrate how to tie the sheet bend knot. Describe a situation in which you would use this knot.

2-2g. Demonstrate how to tie the bowline

1-3b. Demonstrate tying the timber hitch and clove hitch.

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.

2-3a. Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.

1-4a. 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.). NOTE: Scouts will begin working on this requirement in the morning session by learning to follow bearings, calculate their pace counts, and so forth. This requirement will be completed in the afternoon session.

WOODS TOOLS
Most boys and girls 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:

S-4e. Repeat from memory the Outdoor Code. In your own words, explain what the Outdoor Code means to you.

T-1c. Tell how you practiced the Outdoor Code on a campout or outing.

T-3d. Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used.

2-2b. Use the tools listed in Tenderfoot requirement 3d to prepare tinder, kindling, & fuel wood for a cooking fire.
AFTERNOON SESSIONS

ADVANCED FIRST AID
Building on the knowledge from earlier in the day, Scouts will learn additional First Aid skills to help them to be prepared for a variety of emergencies.

2-6a. Demonstrate first aid for the following: object in the eye, bite of a warm blooded animal, puncture wounds from a splinter, nail, and fishhook, serious burns (partial thickness, or second degree), heat exhaustion, shock, heatstroke, dehydration, hypothermia, and hyperventilation.

2-6e. Tell how you should respond if you come upon the scene of a vehicular accident.

1-7b. Demonstrate how to transport a person by yourself, and with a partner, in the following situations: from a smoke-filled room, with a sprained ankle, for at least 25 yards. (Friday Morning)

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

1-4a. 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.).

LASHINGS

1-3a. Discuss when you should and should not use lashings.

1-3c. Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together.

1-3d. Use lashings to make a useful camp gadget or structure. NOTE: This requirement will only be completed by Scouts who master the lashings very quickly. Most Scouts will need additional practice prior to attempting to complete this requirement, which will require them to finish it under troop supervision.

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.

FIREM’N CHIT
Scouts will also 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.

Firem’n Chit Requirements

1. I have read and understand use and safety rules from the Boy Scout Handbook.
2. I will build a campfire only when necessary and when I have the necessary permits (regulations vary by locality).
3. I will minimize campfire impacts or use existing fire lays consistent with the principles of Leave No Trace. I will check to see that all flammable material is cleared at least 5 feet in all directions from fire (total 10 feet).
4. I will safely use and store fire-starting materials.
5. I will see that fire is attended to at all times.
6. I will make sure that water and/or shovel is readily available. I will promptly report any wildfire to the proper authorities.
7. I will use the cold-out test to make sure the fire is cold out & will make sure the fire lay is cleaned before I leave it.
8. I follow the Outdoor Code, the Guide to Safe Scouting, and the principles of Leave No Trace and Tread Lightly!
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 Hidden Valley, 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 Dan Beard) 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.

2-5a. Tell what precautions must be taken for a safe swim.
2-5b. Demonstrate your ability to pass the BSA beginner test. Jump feetfirst 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.
2-5c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects.
2-5d. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible. Explain why and how a rescue swimmer should avoid contact with the victim.

1-6a. Successfully complete the BSA swimmer test.
1-6b. Tell what precautions must be taken for a safe trip afloat.

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 or to finish time-consuming requirements. While some Scouts will benefit from the extra practice with the Dan Beard staff, many others prefer to use this time to demonstrate their skills in their campsites to receive credit toward their next rank advancement. Due to the other optional activities scheduled for Dan Beard, Scouts must make an appointment with the staff prior to arriving for skills practice.

NATURE HIKE  MONDAY, 3:00 – 4:00 PM
Scouts will enjoy this brief excursion into Hidden Valley’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.

T-4b. Describe common poisonous or hazardous plants, identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.
2-4a. Identify or show evidence of at least ten kinds of wild animals (such as birds, mammals, reptiles, fish, mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken.
1-5a. Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location. You may show evidence by fallen leaves or fallen fruit that you find in the field, or as part of a collection you have made, or by photographs you have taken.

LUNCH VISIT TO THE SHOOTING RANGES  TUESDAY, 12:00 – 2:00 PM
Scouts eagerly anticipate this opportunity to visit the Hidden Valley Archery and Rifle Ranges for an afternoon of sharpshooting and safety instruction. Lunches are provided at the ranges, and there is no charge for Dan Beard to participate in this session.

FIREM’N CHIT  TUESDAY, 3:00 – 4:00 PM
2-2a. Explain when it is appropriate to use a fire for cooking or other purposes and when it would not be appropriate to do so.
2-2c. At an approved outdoor location and time, use the tinder, kindling, and fuel wood from Second Class requirement 2b to demonstrate how to build a fire. Unless prohibited by local fire restrictions, light the fire. After allowing the flames to burn safely for at least two minutes, safely extinguish the flames with minimal impact to the fire site.
OUTPOST PREPARATION  
THURSDAY, 3:30 – 4:00 PM
Every participant planning to attend the Outpost Overnight Camp should attend this orientation. Scouts will learn what to pack for Outpost and witness a demonstration on preparing a “horseshoe pack” to better prepare their overnight pack. Scouts may leave to prepare their gear or stay for the Fire Building class and then pack after supper. Participants must show their packs to their Scoutmaster prior to departing for Outpost.

T-1a. Present yourself to your leader prepared for an overnight camping trip. Show the personal and camping gear you will use. Show the right way to pack and carry it.

OUTPOST OVERNIGHT CAMP  
THURSDAY, 8:00 PM – FRIDAY, 7:00 AM
Many Dan Beard consider this the ultimate program experience. Participants gather their gear and prepare to depart toward the end of the Camp-wide 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.**

T-1b. Spend at least one night on a patrol or troop campout. Sleep in a tent you have helped pitch.

CPR  
FRIDAY, 9:10 – 10:45 AM
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.

2-6b. Show what to do for “hurry” cases of stopped breathing, severe bleeding, and ingested poisoning.

1-7c. Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).

SERVICE PROJECT (OPTIONAL)  
EVERYDAY, 4:00 – 5:00 PM
A Dan Beard 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.

T-7b. Participate in a total of one hour of service in one or more service projects approved by your Scoutmaster.

Explain how your service to others relates to the Scout slogan and Scout motto.

GRADUATION @ CAMPFIRE
After a week of hard work, every Scout will want to prove his newly acquired skills in a friendly competition between Dan Beard 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 Dan Beard 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.
Hidden Valley 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.

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 and Trail Runs. Other activities, such as Discover Scuba and ATV 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 Dan Beard. Should you wish to do, please notify our Program Director as soon as possible to determine how you may be able to volunteer.

Hidden Valley also offers some essential training classes, and you may also take many courses (including Youth Protection, Severe Weather Hazards, and more) online while at camp. Whether this will be your first orientation or your umpteenth refresher course, all are welcome to attend these sessions.

The public space of Wagner Training Center 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 one of the places to charge any portable electronic devices you may bring. (You will also find Charging Stations in the Dining Hall.)

**LEAVE NO TRACE AWARENESS WORKSHOP**  **MONDAY – 1:15 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 this Outdoor Ethics program as applied to Scout camping.

**CLIMB ON SAFELY**  **TUESDAY – 1:15 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.

**SAFE SWIM DEFENSE AND SAFETY AFLOAT**  **WEDNESDAY – 1:15 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.

**TREK SAFELY**  **THURSDAY – 1:15 PM**
This orientation does not teach the skills of trekking, but provides information for unit leaders wishing to safely plan their own treks.

**AQUATICS SUPERVISION: SWIMMING AND WATER RESCUE**  **BY APPOINTMENT**
This enhanced aquatic training is a companion course to Safe Swim Defense. It prepares leaders to help prevent, recognize, and respond to swimming emergencies during unit activities.

**AQUATICS SUPERVISION: PADDLE CRAFT SAFETY**  **BY APPOINTMENT**
This course, a companion to Safety Afloat, will better prepare leaders to supervise canoeing or kayaking excursions on flat water.

**YOUTH PROTECTION ONLINE TRAINING**  **BY APPOINTMENT**
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.

The following list is just some of the items we have available for purchase. Please visit the New Birth of Freedom Council’s Website at http://newbirthoffreedom.org to place an order.
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.

Hidden Valley offers special awards in three categories. The first, the Hidden Valley Honor Scout, is for youth. The 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 HIDDEN VALLEY HONOR SCOUT AWARD

The BSA offers many recognition programs for Scouts. Ranks, merit badges, and other awards detail the record of a young man’s accomplishments. The Hidden Valley 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.

HIDDEN VALLEY HONOR SCOUT NOMINATION FORM

(Attach additional sheets if necessary)

Name: _____________________________________________________ Rank: _________________________

Troop: __________________________________ Position in Troop: ______________________________

Council: ____________________________________ Years in Scouting: ______________________________

Scouting Accomplishments: __________________________________________________________________
__________________________________________________________________________________________
__________________________________________________________________________________________

Other Accomplishments (i.e. School, Church): ________________________________________________
__________________________________________________________________________________________
__________________________________________________________________________________________

Why do you believe this Scout is most deserving of this award? ______________________________________
__________________________________________________________________________________________
__________________________________________________________________________________________
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 Wood Badge program. He also wrote the definitive biography of Scouting’s founder, Lord Robert Baden-Powell. He received many honors for his distinguished service to scouts, but perhaps the most impressive was his informal but widely recognized nickname, “Scoutmaster to the World.” Hidden Valley 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 (i.e. Dan Beard).

**Program Participation**

- Remain at Hidden Valley 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, Dan Beard, Eagle Nest, Handicraft, Nature, Scoutcraft, Shooting Sports, S.T.E.M., 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, Trail Hikes, Order of the Arrow Recognition Day, Sharpshooter Competition, Polar Bear Swim, Leaders Belly Flop Contest, Trail Runs, or Chess & Checkers Tournaments.

**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, or Leave No Trace Training.
- 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

Hidden Valley 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 four requirements and any eight of the remaining criteria below (for a total of twelve 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: _______________________ District: _______________________**

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 Camp-wide event. (Program Director)
3. The troop participates in the Cardboard Canoe Race and/or Water Carnival. (Program Director)
4. A troop representative attends every Senior Patrol Leader Council meeting. (Program Director)
5. The troop participates in the Camper’s Campfire. (Program Director)
6. The troop submits an entry in the 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 attends an Order of the Arrow activity. (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 Hidden Valley Historical Tour. (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 participates in the Gateway Competition. (Camp Commissioner)
19. Each troop patrol completes a Scout program (biking, boating, hiking, etc.) of its choosing. (Scoutmaster)
PREPARING FOR CAMP

LAYING THE FOUNDATION FOR A SUCCESSFUL SUMMER

The most successful units see most of their members attending summer camp each year. How do they do it? Through proper planning and promotion, of course! The Scoutmaster working with the troop committee should plan to promote camp at a meeting when the majority of parents can attend. Our Council has dedicated Camping Promotion Chairs in every district who can help make this a successful event. This guidebook should answer most questions, but please feel free to contact the Council Office for assistance. Please also plan to attend our Open House and Pre-Camp meeting.

SUMMER CAMP RESERVATION GUIDELINES

Site Reservation: All reservations are made and managed through our online registration system called Tentaroo at https://nbf.tentaroo.com. When making a summer camp reservation, the unit will make a $100 site deposit. This deposit is non-refundable and non-transferrable, however, if the unit attends camp, this $100 will be applied towards the balance due. If a scout is attending camp provisionally (without their troop), their parent can create an Individual Account in Tentaroo and then register for camp as usual.

February 1st: Deposits are due for ALL registered youth and adults. These deposits are non-refundable, so confirming your registration numbers (and making changes, if need be) is highly recommended. You will not be able to reduce your numbers after this date.

For Scouts BSA Resident Camp, deposits are $60 per scout/adult.

NOTE: The number of Scout & Adult deposits made by February 1st is intended to make unit attendance as accurate as possible and will be used in allocating campsite space. This will help you have a great camping experience by ensuring your campsite is not overly crowded. If the unit exceeds the maximum campsite capacity, the Camp reserves the right to move it to a different campsite. As soon as the maximum capacity of a campsite has been reached, the campsite will be closed. Once all campsites have been closed, that session of camp will be closed and a waitlist will be created.

Adults splitting the session: If there are adults that are splitting the session, DO NOT include the extra adults in your registration. The adult who will be arriving at camp with the unit should be included in the registration and all adults that will be splitting that session with him/her will need to complete the online form here: https://tinyurl.com/extraadults

Example: Mikey’s dad is arriving with the Troop on Sunday, but will need to leave on Wednesday afternoon. Bobby’s stepdad will arrive Wednesday afternoon and stay until the end of camp. This equates to one paid adult in the Troop’s registration. Mikey’s dad needs to be added as a Participant in that registration and Bobby’s stepdad needs to fill out the online form here: https://tinyurl.com/extraadults
If you have any questions, please email Kate at kate.klapatch@scouting.org or call her at 717.620.4525

May 1st: Full payment for all campers is due May 1st. All rates increase by $25 after May 1st.

For Scouts BSA Resident Camp, deposits are now $150 per scout/adult.

Free Leaders: If a unit brings eight Scouts, two adult leaders may camp for free. For every additional eight Scouts that attend, one additional adult leader may camp for free. Please refer to the following chart for clarification:

<table>
<thead>
<tr>
<th># OF PAID YOUTH CAMPERS</th>
<th># OF FREE ADULT CAMPERS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 to 7</td>
<td>0</td>
</tr>
<tr>
<td>8 to 15</td>
<td>2</td>
</tr>
<tr>
<td>16 to 23</td>
<td>3</td>
</tr>
<tr>
<td>24 to 31</td>
<td>4</td>
</tr>
<tr>
<td>32 to 39</td>
<td>5</td>
</tr>
</tbody>
</table>
WHO CAN ATTEND SCOUT CAMP?
Hidden Valley welcomes all Scouts and their leaders! Scouts traditionally register to attend camp with their troops, but we also welcome Scouts who wish to attend camp without their normal troop - what we call “provisional status”. These campers, many of whom are returning for a second week, are integrated into one of our visiting units when they arrive. Venture Scouts (unless dual-registered), Cub Scouts, and unaffiliated siblings may not attend.

MAY WE VISIT OUR UNIT AT CAMP? IS THERE A FEE FOR VISITING?
We encourage visitors to limit themselves to joining their units for our Family Barbecue on Friday evening. Try to arrive by 5:00 pm, and please be sure to stop at the Camp Office immediately upon your arrival and prior to leaving. Visitors will be asked to sign our Guest Log and wear a wristband for identification. Should you see a visitor without a wristband, please direct them to the office or alert a member of our staff.

Please understand that traffic in camp will be strictly limited for the safety of our guests.

Visitors need to pre-pay at the Camp Office for any meals they consume at the following rates: Breakfast $3; Lunch $5; Dinner $7. BBQ Tickets are $7 for Adults & $5 for Youth (youth under 5 eat for free!).

Any camper, youth or adult, that leaves Camp for any reason prior to the session’s end must sign out at the Camp Office. A camper must submit a camper release authorization form with their parent or guardian’s signature. In addition, their Unit Leader must be with the Scout at the time of their release. Please provide advanced notice to the Camp Office of any plans for the early release of a Scout. Unit leaders must be able to account for all of their campers at all times.

WHAT TO BRING TO CAMP?

When packing for camp, it’s wise to remember the Boy Scout Motto: Be Prepared! An extra set of clothes will make a world of difference to a camper who gets caught in the rain, for example. On the other hand, try to avoid the temptation to bring too much. Ideally, you should be able to carry everything you need for your visit in a small duffle-bag or footlocker. Remember that vehicular transportation into your campsite will be limited, so plan now to pack smartly and avoid future aggravations. We’ve prepared these checklists with some helpful suggestions for planning for your trip:

**PERSONAL PACKING CHECKLIST (FOR EACH CAMPER)**

- Scout Uniform
- Extra shorts or pants (4)
- Extra shirts (7)
- Extra undergarments (7)
- Extra socks (7)
- Swimsuit (no bikinis)
- Poncho or Raingear
- Extra shoes or boots
- Light jacket or sweatshirt
- Sleeping Bag/blankets/pillow
- Flashlight
- Water bottle or canteen
- Fishing rod and tackle
- Camera
- Scout Handbook
- Long pants or jeans and Sneakers
- Toothbrush & Toothpaste
- Bathing Soap (in dish)
- Shampoo
- Deodorant (no aerosol)
- Washcloths
- Hand towels (2)
- Bath towels (2)
- Pajamas or night clothes
- Watershoes

**DO NOT BRING:** Sheath knives, fireworks, aerosol sprays, pets, liquid fuels, firewood, or portable generators

**UNIT PACKING CHECKLIST (FOR EACH PATROL OR TROOP)**

- US & Unit Flags
- A few camp chairs
- First Aid kit
- Rope or clothesline
- Advancement chart
- Campfire books
- Parent contact numbers
- Lockbox for valuables
- Thumbtacks or stapler
- Saw, Axe, Hatchet
- Pens, pencils, markers
- This guidebook
ARRIVING AT CAMP
CHECK-IN PROCEDURES

Check-in begins at 2:00 pm. We strongly encourage you to coordinate your travel plans with the rest of your pack. Arriving together will facilitate the check-in process. Plan to arrive between 2:00 and 3:00 pm. Units arriving later than 3:00 will need to rush to check-in before dinner. **Please do not plan on entering camp prior to 2:00 pm.**

All adults will first head over to the Administration Building to check in. Please have your photo identification ready. Camp staff will confirm that we have received each adult’s YPT and clearances, if applicable. Once confirmed, they will receive a wristband that will allow them entry into the Camp.

By this time, one adult representative from your unit should have been selected to meet with the Business Manager. Our staff will welcome this representative and assist him or her through several stations, including brief safety and program orientations, final campsite assignment, and financial settlement. He or she will also receive your unit’s patches, camp maps, and schedules. Any remaining balances will be settled at this time. If your Unit has overpaid, all refunds will be issued to the Unit after the close of each session of camp. Please bring three (3) copies of your Unit Roster with you.

During this time, the rest of the unit leadership should be organizing the campers to consolidate all of their gear into as few vehicles as possible, unless that was already accomplished prior to your arrival. Only a limited number of driving passes will be issued for each campsite to protect our campers from excessive vehicular traffic, so do not plan to take more than two vehicles to the site at any one time. Units are welcome to keep a trailer in their campsite for storing their unit’s gear.

When your unit representative rejoins your group, a member of our camp staff will meet you there to offer guidance and assistance. This “site guide” will take you immediately to the Dining Hall where the Dining Hall Steward will assign you your tables and go over the Dining Hall procedures. The Head Cook will meet with everyone who had previously submitted a Dietary Accommodation Request form found here [https://tinyurl.com/NBOFdiet](https://tinyurl.com/NBOFdiet). Please remember that anyone with a food allergy or sensitivity must submit a Dietary Accommodation Request Form by May 15th.

From here, you will proceed to the Pavilion outside the Dining Hall for a brief ATV and Shooting Sports safety briefing. Once completed, you will then head to your campsite. Your site guide will have conducted a pre-camp inspection to ensure that your tents and latrine are clean and serviceable upon your arrival. You may be sharing your site with campers from other units, so this may be a good time to introduce yourself and begin working out arrangements for sharing responsibility for the common areas. But don’t get too comfortable, because check-in has only just begun! Unload your gear into your tents as quickly as possible, and then everyone should change into their swimsuits. During this time, you should prepare your unit’s swim tags (also known as “buddy tags”). Each camper, both youth and adult, will require one tag for the swimming pool and a second tag for boating. On the front of both tags should be written clearly the first initial and last name of a camper. On the back of the tag should be written clearly the unit number and at least the first few letters of your campsite’s name. This may seem like a lot of writing, but the effort will be worth it should your tag be misplaced.

Please follow the examples below:

Remembering to bring your completed medical forms and swim tags, head for the Pavilion outside of the Health Lodge for medical screening. When you arrive at the pavilion you should distribute the medical forms so that each Scout can carry his own form through the screening. Each camper must present their BSA Health Form. Our staff will then review the form for completeness and accuracy before sending all eligible swimmers to the pool. The Health Officer will collect and keep your forms throughout the week, so you may want to keep copies at home. For more information about medical services and medications at camp, please refer to the “Medical Services” section.
Once you arrive at the pool, our Aquatics Staff will explain the Rules of the Pool and the standards for completing the Swim Test. This test will determine the swimming ability of each camper so that they can be classified as a “Non-Swimmer,” “Beginner,” or “Swimmer.” These swimming classifications are defined as follows:

**Non-Swimmer:** Has not passed any portion of the swimming test.

**Beginner:** Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to the starting place.

**Swimmer:** Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: Sidestroke, Breaststroke, Trudgen or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating with minimum movement for one minute.

When you’ve completed your swimming test, the Aquatics Staff will mark your swim tags with the appropriate classifications.

Congratulations, your check-in is complete! You may head back to your campsite to unpack & get ready for dinner.

Don’t be intimidated by our check-in process; it’s simpler than it may sound! Remember, the camp staff will always be nearby to help ease your arrival! It may also help to keep this checklist handy:

### THE CAMPSITE: THE HEART OF THE CAMP

Every camper will spend a significant amount of time in their campsite, or what all Scouts regard as their “home away from home!” Some units become so attached to these homes that they return to the same site year after year. Although camping remains a little rough and rustic, we sincerely hope to make your stay with us as comfortable as possible. Each campsite comes equipped with tents, platforms, bunks, mattresses, tarps, tables, a flagpole, latrine, wash stand, drinking fountain, bulletin board, broom, trash can, water bucket, and hose. Please notify the camp staff immediately if you encounter any problems or deficiencies with any of these items! Any extra supplies you may need (such as toilet paper, wood tools, or sanitizer) may be procured from the Camp Commissioner.

It is important to stress to your Scouts that they will be responsible for maintaining their site and camp equipment.

Please address the following points with them:

**Cleanliness** – Each campsite should be cleaned daily. This includes the latrine. If sharing your site with another unit, develop a scheme to share this responsibility equally. The floor and walls of the latrine should be swept and sprayed; the wash stand should be rinsed and draining properly. All of the camp equipment should be stowed neatly. Please conduct a sweep of the campsite (and the trails immediately around it) for litter and dispose of it properly. Camp staff may occasionally visit your site to ensure it remains suitably safe and clean.

**Tent Care** – Keep all flames (candles, matches, etc.) away from tents. Do not roll tent flaps in wet weather. Do not place hangers over the ridge poles of your tents as this may rip the fabric. Do not remove bunks or mattresses from the tents.

**Wildlife** – Do not approach or attempt to handle any wildlife. Report any unusual wildlife behaviors to the camp staff immediately.

**Good Neighbors** – Remember that other campers prefer the peace and quiet of the woods to noises from your campsite. Quiet time must be observed between 10:00 pm and 7:00 am.

**Recycling** – In the spirit of Leave No Trace we encourage each unit to take the responsibility to organize an in-site recycling program and to transport its recyclables to an appropriate facility at the end of its session.

### TROOP ORGANIZATION IN CAMP

Scouts rely on youth leadership. Thus, we expect every unit visiting Hidden Valley to follow the patrol method. A Senior Patrol Leader Council, consisting of each troop’s senior leader, will meet regularly with our Program Director to help plan and administer certain camp-wide activities.

In most troops, the Scoutmaster will accompany their Scouts to camp. However, we recognize that other leaders who are not as familiar with the methods of Scouting will want to camp with their scouts. We welcome these “new” leaders wholeheartedly! Still, the troop committee should ensure that these leaders become familiar with the aims and methods of Scouting and the policies explained in this handbook. Our staff will look to your unit leaders as partners in upholding the high ideals of our organization and fostering a fun but disciplined environment.
Hidden Valley Scout Reservation has adopted some common-sense standards for the conduct of all campers, visitors, and staff. Following these rules will help everyone to enjoy their stay at camp and avoid conflict with other campers.

Scouts must uphold all tenets of the Scout Oath and Law. Violations of BSA policies or the following rules may result in the dismissal of individual campers or groups from camp property. Campers are responsible for any damages they cause to camp property.

1. Campers must report all accidents, injuries, or lost persons to the Camp Staff immediately.
2. Vehicles and trailers may be parked only in areas approved by the Camp Director.
3. Golf carts and vehicles may not be used in camp. The Camp Director can approve exceptions to this rule to accommodate campers with disabilities or for program support.
4. The speed limit in camp is 10 mph. Drivers may not transport passengers in truck beds.
5. Units leaving camp for day trips or hiking must inform the Camp Director of their trip plans.
6. The Camp Staff must inspect each campsite or cabin and approve its condition before its occupants depart.
7. Campers must either deposit their trash in the dumpster or take it with them when they depart.
8. Music and other sounds should not be heard beyond a campsite or cabin. Campers should remain quiet between 10 pm and 7 am.
9. Campers may build fires in existing campfire rings only. Fires must be attended at all times.
10. No firewood may be brought into camp from other locations. Campers may not cut any living or standing trees. The Camp Director must approve the use of all power tools.
11. Campers are not permitted to capture or hunt any animals in camp. Firearms are forbidden.
12. Do not disable any smoke alarms. Do not move or remove any mattresses or cots from the cabins.
13. Smoking in camp is prohibited except in the designated smoking area. Only adults may smoke.
14. At least two adult leaders must be present to supervise campers at all times.
15. All campers must travel with a buddy. Adults must accompany campers younger than 11, but no adult should ever be alone with a youth other than his or her son.
16. Alcoholic beverages, fireworks, portable generators, and electric or liquid fuel heaters are forbidden.
17. Secure all valuables. The camp is not responsible for any lost or stolen property.
18. Campers may not bring pets to camp. Visitor’s pets are restricted to the parking lot and not allowed in camp without the Camp Director’s permission.
19. Campers must avoid maintenance areas, storage facilities, and construction sites.
20. Campers must follow all PA Fish Commission Rules.

Because the Scout Oath and Law should guide all that we do, Hidden Valley does not tolerate any behavior that could be characterized as harassing, haz ing, bullying, or discriminatory.
In addition to observing the Camp Rules, we ask that you uphold the following policies while in camp:

**Fires** - Build fires only in the previously established fire rings. Do not attempt to light your fire with liquid fuel. Keep fires to a manageable size, and ensure they are properly extinguished before you go to bed or leave the site. Keep your site’s fire bucket full. Post a fireguard chart on the bulletin board.

**Showers** – Separate shower facilities exist for males under the age of 18, males 18 and older, and females. It is extremely important for the safety and privacy of our visitors that everyone use the proper showers. There is no excuse for violating this policy.

**Food** - Never leave food or dirty dishes unattended in the site. Secure all food in closed (preferably airtight) containers when away from the site to discourage visits from skunks, raccoons, mice, and squirrels.

**Clotheslines** - If you choose to hang a clothesline to dry your clothes, please limit yourselves to as few lines as possible. When stringing lines between trees, ensure that they are high enough that they will not present a tripping or choking hazard.

**Curfew** - Scouts should be in their campsites by 10:00 pm unless visiting the Health Lodge or shower house. If out of the campsite after 10:00 pm, Scouts must be in the company of an adult.

**Restricted Areas** – Certain areas (such as the creek spillway, ranger’s workshop, and staff campsite) are always off-limits to campers unless accompanied by camp staff, but other areas may be closed at different times during your stay. Generally speaking, campers should secure staff permission to visit program areas outside of normal program hours. This applies especially to the pool and shooting ranges for obvious safety considerations.

**Parking** – The parking lot beside the Camp Office should be used for short-term parking only. Individual spaces in that lot may be reserved for commuting staff or for guests with limited mobility, so please follow any posted signs. Long-term and trailer parking will be in the long term lot off the main road leading into camp.

**Adult Identification** – All adult campers will receive wrist-bands upon arrival. These bands will help us to ensure the safety of our campers from unauthorized visitors. If you notice an adult in camp without a wrist-band, please address it immediately by informing the nearest staff member or accompanying our guest to the camp office.

### Campers with Special Needs and Dietary Requests

Hidden Valley welcomes all visitors and will try to accommodate any dietary, religious, or other special needs. Campers in these categories must provide notice to the camp as soon as possible. We especially ask that everyone return the Dietary Accommodation Request Form by May 15th so that our cooking staff can coordinate with them. The online form can be found at [https://tinyurl.com/NBOFdict](https://tinyurl.com/NBOFdict).

Campers who suffer from sleep apnea and wish to bring a CPAP machine may be able to make arrangements for access to electricity at one of our cabins. Please bring along a 100 foot extension cord for your CPAP machine.

### Dining Hall Procedures

Meals at Hidden Valley are more than opportunities to eat! There are few other occasions for our entire camp community to gather together at one time, and so the Scouting Spirit will be on full display. We’ll share news of the day, compete with cheers, and join in after-dinner songs!

The 300-seat dining hall provides campers with excellent food service. The meals have been thoroughly reviewed by a dietician and are wholesome, plentiful, and have Scout appeal. During the Sunday check-in, the Dining Hall Steward will review all procedures with your unit. It is important that you visit the dining hall during the check in process on Sunday to receive your table assignment.

All of our meals are served “family style”, with up to 10 individuals sitting at each table. Each unit will sit at the same tables during their entire stay and the table assignments will be made when you arrive. Should you have extra space at your table, you will be asked to host staff members or share with another troop.

Each table assigns a table waiter using a rotating schedule. If more than one troop shares a table, these assignments should be worked out among the Senior Patrol Leaders of both Troops. It isn’t assigned to all of the new Scouts. Older, more experienced Scouts are needed to train first-time campers on the waiter system. Waiting tables is a great opportunity to teach your Scouts a lesson in responsibility and selfless service.
Waiters arrive at the dining hall 20 minutes prior to each meal. It is important to be prompt. The Dining Hall Steward gives all waiters instructions on their responsibilities at each meal. They set their table, serve the food, and clear the table when the meal is finished. Setting the table includes choosing the appropriate number of “staff totems” to fill any extra seats at the table. These “totems” are unique items that represent a specific staff member, so good guesswork could mean that your Scouts can share a meal with their favorite staff members! Clearing the table includes disposing of uneaten food, placing dishes in the dish room or other designated collection points, disinfecting the table, and sweeping beneath the table.

**MEDICAL SERVICES**

The Health Office will provide medical assistance 24 hours a day during your stay. Should the Health Officer be on call when you arrive, a radio will be there for you to summon help. An emergency cell phone number will also be published so that adults may call for emergency assistance without traveling to the Health Office. All services rendered by the Health Office are paid for by your camp fees.

Every measure will be taken to secure medical help for any camper in distress. In the event of serious illness, we will attempt to contact a Scout’s parent or legal guardian before seeking treatment at a local medical facility. If the parent is unable to transport the child, the unit leadership will be asked to transport him. If ambulance transportation will be required, unit leaders should follow the Scout to the hospital to meet with his parents.

Should you treat any non-emergency injury (such as a minor cut or scrape) yourself, we ask that you inform the health officer at the earliest opportunity. All injuries that occur at camp must be entered in our Health Log.

Influenza outbreaks have heightened our concern for good hygiene and we ask anyone exhibiting flu-like symptoms (including high temperature, respiratory symptoms, vomiting, or diarrhea) to stay home until their symptoms have been resolved for at least 24 hours. If a camper develops flu-like symptoms at camp, they should separate himself from other campers and report their condition to the Health Officer.

Medications requiring refrigeration may be stored at and dispensed from the Health Lodge. Other prescriptions may be retained and dispensed by the unit leader, provided that the following conditions are met:

- Only adults, not Scouts, may store the medication. Very rare exceptions to this rule may be granted by the Health Officer during check-in.
- All prescriptions stored in-site must be secured (locked) to prevent unauthorized access.
- Prescriptions must be dispensed from the original bottle in accordance with the printed instructions.

Should the unit be unable or unwilling to satisfy those conditions, all medications must be stored and dispensed at the Health Office. Unit leaders should monitor their Scouts to ensure that they travel to the Health Office to receive their medication as scheduled.

**INSURANCE AND IMMUNIZATIONS**

Medical insurance is primarily the responsibility of each camper’s family. However, the New Birth of Freedom Council provides a limited council-wide sickness and accident insurance policy for local Troops. This policy covers summer camp and all other authorized Scouting activities.

The Boy Scouts of America strongly recommends certain immunizations prior to participation in camping activities. This recommendation includes the tetanus and diphtheria toxoid vaccine (within the past 10 years), measles, mumps, and rubella vaccine (since the first birthday), and trivalent oral polio vaccine (four doses since birth). If someone is unable to comply with the vaccination requirements for medical reasons, a physician’s statement to that effect should be provided.

**HEALTH FORMS**

Every camper, youth or adult, must present a copy of a current “Annual Health and Medical Record” form to our Health Office. The BSA form, which is valid through the end of the 12th month from the date it was administered by your medical provider. For example, a physical administered March 3, 2018 would be valid until March 31, 2019. It may be downloaded from the National website, [http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx](http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx). We strongly encourage unit leaders to review the forms at least two weeks prior to camp to ensure that the form is legible and complete.
The Health Officer will collect these forms during your medical screening as you check-in. Those arriving later must submit their forms upon their arrival.

**Scouts BSA Resident Camp requires Part A, B, & C for all Scouts and Adults.**

Anyone wishing to participate in our scuba program must also complete the PADI form. Anyone indicating any risk-factors on that form must have a separate statement, signed by their doctor, permitting them to scuba dive. The BSA Health form will not be accepted by the scuba instructors.

If you desire to keep copies of the Health Form, please make copies prior to your arrival at camp. The Health Office may need to keep your Health Forms for our permanent records, particularly if you received treatment at camp.

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**CAMP OPERATIONS**

The Camp Director oversees all daily operations at Hidden Valley. He may delegate authority to other senior staff members, but he retains the ultimate responsibility for our camp. An open-door policy will be in effect for all unit leaders and visiting adults, ensuring that you will have the opportunity to address and resolve any concerns that may arise.

Camp has Wi-Fi at several locations throughout camp, including in the Camp Office, Trading Post, and the Dining Hall. In addition, there are two computers located in the Wagner Training Center for leaders to use to check their email, etc.

Hidden Valley offers several supplemental services in addition to our program and dining operations. These include the Camp Office, Trading Post, Camp Commissioner, and Mail Service.

The Camp Office offers our adult campers a few comforts that their campsites may lack. A public telephone is available and any routine phone messages received at the Camp Office will be provided to unit leaders in the same manner as mail (see below). Additionally, our camp office functions as the primary “Lost & Found” collection point.

The Trading Post is provided as a service to campers and offers many of the essentials and a variety of comfort items you’d expect to use at camp. The store is stocked with a supply of Hidden Valley shirts, literature, merit badge supplies, fishing gear, clothing, patches, collectibles, souvenirs, pre-packaged snacks, candy, beverages, ice cream, various personal items as well as an assortment of official Scouting merchandise. The average camper spends between $50 - $100 at the camp store. Make sure to double-check for merit badge costs when deciding how much money to bring to camp.

The Camp Commissioner distributes cleaning supplies and tools you may need during your campsite stay. Non-expendable items will need to be signed out and then returned before your departure from camp.

Mail Service is provided daily, excluding Sundays. Outgoing mail should be deposited at the Camp Office immediately after breakfast. Any letters or packages that arrive at camp will be kept at Wagner Training Center for pick-up by the Troop leader. We ask each Troop to send at least one adult to the Camp Office each afternoon to check for mail. Any unclaimed mail or mail that arrives after your departure will be returned to sender.

Please ensure that all items are addressed as follows:

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SCOUT NAME, TROOP#
c/o Hidden Valley
268 Hidden Valley Road
Loysville, PA  17047
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Throughout its history, Hidden Valley Scout Reservation has always been a safe and welcoming environment. We must, however, recognize that Scouts and Scouting could be attractive targets to people of ill will. Therefore, the New Birth of Freedom Council has developed a number of safety precautions that will be enforced this summer.

**All visitors must stop at the Camp Office upon arriving and prior to leaving.** Visitors will be asked to sign our Guests Log and wear wristbands for identification. Should you see a visitor without a wristband, please direct him or her to the office or alert a member of our staff.

**Campers will be asked to wear distinctive wristbands during their stay.** This will allow us to more quickly identify anyone who might enter our camp without permission.

**Any camper, youth or adult, that leaves camp for any reason prior to the session’s end must notify the Camp Office and sign out.** This will enable us to account for all of our campers, especially if someone is reported lost or missing.

**No Scout may leave camp prior to the session’s end without the signed release of his parent or guardian.** The camper release authorization form is included in this Guide. In addition, a unit leader must be with the Scout at the time of his release. Please provide advanced notice to the Camp Office of any plans for the early release of a Scout.

**Unit leaders must be able to account for all of their campers at all times.**

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**YOUTH PROTECTION**

Child abuse is a crime against youth. It can involve mental, physical, or sexual victimization. If you suspect that a child in camp is a victim of child abuse, report this information to the Camp Director. He will discuss your suspicions and, under the guidance of the Scout Executive, take appropriate action. Pennsylvania law requires us to report suspected child abuse to the proper authorities. Failure to do so carries criminal penalties.

You must be prepared to react should one of your Scouts confide that he has been abused.

The following guidelines can help you to respond:

- Do not panic or overreact.
- Do not criticize the child or blame him for what happened.
- Do not discuss the situation in front of other Scouts or Leaders.
- Do not try to conduct a detailed investigation of the situation yourself.

Hidden Valley, along with the entire Scouting movement, requires all of our campers to take common sense precautions to reduce the opportunity for child abuse or exploitation.

- No fewer than two adults should accompany any group of Scouts.
- No adult should ever be alone with one scout (except his or her own son).
- Corporal punishment and hazing rituals are strictly prohibited.
- Scouts must be properly clothed for all activities.
- Youth and adults must shower separately. Should an emergency inside the youth shower require an adult’s intervention, at least two leaders should respond.
- Protect your own privacy and respect the privacy of every child.

For further guidance, we strongly encourage every adult to take the free, online Youth Protection training offered by the Boy Scouts of America. Registered leaders are required to complete this training.
Patriotic Observances – Although we expect every camper to attend our daily flag ceremonies, we also encourage every campsite to arrange for their own. Simple ceremonies prove to be great learning opportunities for Scouts, and sharing these responsibilities should provide every scout an opportunity to participate in at least one ceremony during his stay.

Good Turns – Scouts have long upheld the tradition of the daily “good turn.” This can be as simple as performing an unexpected favor for a friend or as complicated as organizing a campsite service project. These random acts of kindness are one reason why Scout camp is such a positive environment.

Bugle Calls – Hidden Valley still uses a number of Bugle Calls to communicate to the camp. These are the calls that you will hear during your stay:

- 7:00 am - Reveille
- 7:40 am - Waiter Call
- 7:45 am - To the Colors (during Flag Raising)
- 8:00 am - Meal Call
- 12:10 pm - Waiter Call
- 12:30 pm - Meal Call
- 5:40 pm - Waiter Call
- 5:45 pm - Retreat and To the Colors (during Flag Lowering)
- 6:00 pm - Meal Call
- 10:00 pm - Taps

KNOW YOUR CAMP STAFF

The New Birth of Freedom Council employs a seasonal camp staff that is second to none. We strive to provide the best Scouting experiences for our campers, and a competent, caring, & motivated camp staff forms the foundation of these experiences!

Interviews with prospective staff members enable us to be highly selective, and camp staff members are selected based on their knowledge, experience in Scouting, and demonstrated potential for success. Every camp staff member receives specialized training in early June. Senior staff members also receive more intense training through the National Camping School.

We are proud that the vast majority of our staff chooses to reapply every season, but we are always looking for qualified individuals who might join our team. Scouts must be at least fifteen to apply for paid positions, though fourteen year old Scouts may volunteer for the Counselor-in-Training program. Adult Scouters of all ages are especially welcome to apply for one of our supervisory positions. Further information and applications can be found on the council website (http://www.newbirthoffreedom.org) or by contacting the council office.

PREPARING TO DEPART

All good things must end, and before you know it the time will come for you to pack your bags and head for home. The normal departure time for units is Saturday morning, but some units prefer to leave after the Friday night campfire. Understand that vehicular traffic will still be restricted on Friday, so the opportunities to move vehicles for packing will be limited. Whenever you plan to depart, we ask you to notify the Camp Office in advance so that a staff member can inspect your campsite prior to your departure.

Prepare for your inspection by emptying all of the tents & cleaning the entire campsite. A staff member will check all camp property for damage. Units will be charged for any damages their members caused to camp property during their stay.

Please be sure to return all items borrowed from the Camp Commissioner by Friday evening. Remember also to retrieve any medications that were stored at the Health Lodge.

Your Scouts will no doubt be eager to receive their completed merit badge applications at the end of the week, so don’t forget to retrieve these before you leave. The finished merit badge reports will be available at the Camp Office no later than 9:00 pm on Friday night. Please check these before leaving to ensure that you have every one you expected and no more. While rare, occasional mistakes are made when completing and sorting merit badge cards at the end of the week. These are most easily resolved before you depart, and our program area directors will be on hand to help fix any problems that occur.

Finally, we would ask every leader to complete an evaluation before they leave. We use these critiques to improve the Hidden Valley Experience for future campers. We will carefully consider all suggestions and look forward to welcoming you back to Hidden Valley Scout Reservation in the near future!
EMERGENCY PROCEDURES

Emergencies at camp are extremely rare events, but caution & common sense still require us to prepare for their occurrence. Below you will find instructions relating to emergencies in general as well as several specific scenarios. These instructions should help you to understand the role you may need to play in the unlikely event that you would need to respond. In addition to these basic instructions, the New Birth of Freedom Council has fully developed response protocols for situations including: flood, earthquake, hazardous spills, mass sickness, serious injury, and fatality. The camp staff receives training on these response protocols, and they will be available for inspection at the Camp Office should you be interested.

GENERAL INSTRUCTIONS FOR ANY EMERGENCY
(Including encounters with wildlife, hazardous materials, & communicable diseases)

In the event of any emergency, the Health Lodge & Camp Office should be immediately notified. The Camp Director (or, in the event of his absence, the Program Director or Ranger) will take charge and execute the appropriate emergency response procedures.

If the emergency is a medical emergency, provide first aid if able to do so safely. Call 911 and notify the Health Officer immediately. Remember when making your call that many cell phones receive signals at camp, though Verizon seems to have the best coverage. Then try to assemble a list of witnesses who will be able to explain what happened.

In the event of media involvement, understand that the Scout Executive or his designee will officially represent Hidden Valley and the New Birth of Freedom Council. We would ask everyone to refrain from making any statements concerning the situation until all facts are known to avoid the risk of spreading false information.

CAMP-WIDE EMERGENCY

Should a siren sound during your stay, recognize it as the signal for a camp-wide emergency. Upon hearing the siren, if you are located in West Camp, your entire unit will report to the Dining Hall. If you are located in Central Camp, your entire unit will report to the Pavilion. Staff members will meet you there and ensure that we can account for every camper. We will test the siren during your first day in camp, so be prepared to participate in our drill.

LOST OR MISSING PERSON

Employing the buddy system (requiring each camper to accompany a partner or buddy at all times) and sticking to the camp schedule will help to reduce the risk of a lost or missing person. When a camper is believed to be lost, the unit leadership should immediately ask the other campers (both youth and adult) where the lost camper was last seen. The unit leader should also ask if anyone knows where the lost camper might have gone. A physical search of the campsite, including all tents and the latrine, should commence as soon as possible. The unit leader should immediately share all available information concerning the lost camper with the Camp Director, who will proceed to organize the camp staff’s search.

AQUATIC EMERGENCY

If an aquatics emergency occurs during program hours, the aquatics staff will notify the Health Officer and Camp Director immediately. They will implement the camp emergency plan and coordinate the staff response.

If an aquatics emergency occurs outside of program hours, any witnesses should summon help immediately. The Health Officer and Camp Director should be informed as soon as possible in order to initiate the camp emergency plan.

EXTREME WEATHER CONDITIONS

Thunderstorms may pose the occasional hazard due to hail, lightning, and strong winds. Audible thunder, regardless of actual precipitation, will result in the cessation of all aquatic activities until we can ensure that lightning poses no threat to our campers. Should our weather radar or visible conditions indicate greater danger, our siren will sound to alert you to follow the instructions for a “camp-wide emergency.”

If the storm should occur at night, however, the unit leadership may take the initiative to relocate their units to the closest cabins. These buildings will remain unlocked during your stay so that they may be used for emergency shelter.

We encourage every adult to take the free, online Weather Hazards training offered by the BSA.

WILDFIRE

Report the fire to the Camp Office immediately. You may attempt to extinguish small fires in your campsite with fire buckets, a water hose, or shovel. If a tent catches fire, clear the area. The Camp Director will summon the local fire department if necessary. The camp roads and parking lots will be closed to campers so that the fire department can enter the camp unhindered by vehicles or pedestrians.

In the event of a forest fire, the camp siren will sound to alert you to follow the instructions for a “camp-wide emergency.”
# Merit Badge & Program Schedule

<table>
<thead>
<tr>
<th>Time Block</th>
<th>9:00 – 9:50 AM</th>
<th>10:00 – 10:50 AM</th>
<th>11:00 – 11:50 AM</th>
<th>2:00 – 2:50 PM</th>
<th>3:00 – 3:50 PM</th>
<th>4:00 – 4:50 PM</th>
</tr>
</thead>
<tbody>
<tr>
<td>AM AM AM AM AM AM</td>
<td>9:00</td>
<td>9:30</td>
<td>10:00</td>
<td>10:30</td>
<td>11:00</td>
<td>11:30</td>
</tr>
</tbody>
</table>

## Aquatics
- Swimming
- Swimming
- Swimming
- Snorkeling
- Snorkeling
- Instructional Swim
- Lifesaving
- BSA Lifeguard

## Cope & Climbing
- Climbing
- ATV
- Climbing
- Climbing
- OPEN Climbing

## Eagle Nest
- Citizenship in the Nation
- Citizenship in the World
- First Aid
- Communication
- Cooking
- First Aid
- Emergency Preparedness
- OPEN Eagle Nest

## First Year Program
- Dan Beard Part 1
- Scouting Heritage
- Dan Beard Part 2

## Handicraft
- Art
- Metalwork
- Basketry
- Basketry
- Indian Lore
- Painting
- OPEN Handicraft
- Metalwork
- Photography
- Leatherwork
- Finger-printing
- Leatherwork
- Wood Carving
- Wood Carving

## Nature
- Environmental Science
- Forestry
- Insect Study
- Mammal Study
- Reptile & Amphibian Study
- Environmental Science
- Fishing
- Geology
- Bird Study
- OPEN Nature
- Oceanography
- Nature
- Plant Science
- Weather
- Soil & Water Conservation
- Fish & Wildlife Management
- OPEN Nature

## Scoutcraft
- Pioneering
- Geocaching
- Camping
- Orienteering
- Wilderness Survival
- OPEN Scoutcraft
- Camping
- Wilderness Survival

## Shooting Sports
- Archery
- Rifle Shooting
- Archery
- Rifle Shooting
- Rifle Shooting
- OPEN Archery
- OPEN Archery
- Shotgun Shooting
- OPEN Shotgun
- OPEN Shotgun

## Sports & Games
- Game Design
- Sports
- Sports
- Chess
- Game Design
- Chemistry
- Electricity
- Robotics
- Electricity
- Digital Technology
- OPEN S.T.E.M.
- Electronics
- Nuclear Science
- Space Exploration
- Robotics
- Space Exploration

## Waterfront
- Canoeing
- Rowing
- OPEN Waterfront
- Canoeing
- Rowing
- OPEN Waterfront
- Kayaking
- Kayaking
- Kayaking
- Kayaking
# Summer Camp Schedule

<table>
<thead>
<tr>
<th>Time</th>
<th>Sunday</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
<th>Saturday</th>
</tr>
</thead>
<tbody>
<tr>
<td>6:45 AM</td>
<td>Trail Run</td>
<td>Polar Bear Swim</td>
<td>Polar Bear Swim</td>
<td>Trail Run</td>
<td>Polar Bear Swim</td>
<td>Campsite Clean-Up</td>
<td></td>
</tr>
<tr>
<td>7:30 AM</td>
<td>Campsite Clean-Up</td>
<td>Campsite Clean-Up</td>
<td>Campsite Clean-Up</td>
<td>Campsite Clean-Up</td>
<td>Campsite Clean-Up</td>
<td>Waiters Report</td>
<td></td>
</tr>
<tr>
<td>7:50 AM</td>
<td>Flag Raising</td>
<td>Flag Raising</td>
<td>Flag Raising</td>
<td>Flag Raising</td>
<td>Flag Raising</td>
<td>Flag Raising</td>
<td></td>
</tr>
<tr>
<td>8:00 AM</td>
<td>Breakfast</td>
<td>Breakfast</td>
<td>Breakfast</td>
<td>Breakfast</td>
<td>Breakfast</td>
<td>Breakfast</td>
<td></td>
</tr>
<tr>
<td>9:00 AM - 12:00 PM</td>
<td>Scheduled Program Activities</td>
<td>Scheduled Program Activities</td>
<td>Scheduled Program Activities</td>
<td>Scheduled Program Activities</td>
<td>Troop Check-Out &amp; Departure</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:30 PM</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td></td>
</tr>
<tr>
<td>1:00 PM</td>
<td>Troop Time</td>
<td>Troop Time</td>
<td>Troop Time</td>
<td>Troop Time</td>
<td>Troop Time</td>
<td>Troop Time</td>
<td></td>
</tr>
<tr>
<td>1:15 PM</td>
<td>Leave No Trace</td>
<td>Climb on Safely</td>
<td>Safe Swim Defense &amp; Safety Afloat</td>
<td>Trek Safely</td>
<td>Trek Safely</td>
<td>Trek Safely</td>
<td></td>
</tr>
<tr>
<td>2:00 PM - 3:00 PM</td>
<td>Scheduled Program Activities</td>
<td>Scheduled Program Activities</td>
<td>Scheduled Program Activities</td>
<td>Scheduled Program Activities</td>
<td>Scheduled Program Activities</td>
<td>Scheduled Program Activities</td>
<td></td>
</tr>
<tr>
<td>3:00 PM - 4:00 PM</td>
<td>Troop Arrival &amp; Check-In</td>
<td>Troop Arrival &amp; Check-In</td>
<td>Troop Arrival &amp; Check-In</td>
<td>Troop Arrival &amp; Check-In</td>
<td>Troop Arrival &amp; Check-In</td>
<td>Troop Arrival &amp; Check-In</td>
<td></td>
</tr>
<tr>
<td>4:00 PM - 5:00 PM</td>
<td>Open Program Activities</td>
<td>Open Program Activities</td>
<td>Open Program Activities</td>
<td>Open Program Activities</td>
<td>Valley Venture</td>
<td>Valley Venture</td>
<td></td>
</tr>
<tr>
<td>5:50 PM</td>
<td>Flag Lowering</td>
<td>Flag Lowering</td>
<td>Flag Lowering</td>
<td>Flag Lowering</td>
<td>Flag Lowering</td>
<td>Flag Lowering</td>
<td></td>
</tr>
<tr>
<td>6:00 PM</td>
<td>Dinner</td>
<td>Dinner</td>
<td>Dinner</td>
<td>Dinner</td>
<td>Dinner</td>
<td>Dinner</td>
<td></td>
</tr>
<tr>
<td>7:15 PM</td>
<td>Leaders’ Mtg. / Camp Tours</td>
<td>Vespers (7:15 pm) HV</td>
<td>Water Carnival</td>
<td>Scavenger Hunt</td>
<td>Inter-troop Competitions &amp; Camp-wide Games</td>
<td>Closing Campfire (8 pm)</td>
<td></td>
</tr>
<tr>
<td>8:00 PM</td>
<td>Opening Campfire</td>
<td>“Camp Cook-off”</td>
<td>“Camp Cook-off”</td>
<td>Order of the Arrow Night</td>
<td>Discover Scuba</td>
<td>Closing Campfire</td>
<td></td>
</tr>
<tr>
<td>8:30 PM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>9:00 PM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10:00 PM</td>
<td>Quiet Time</td>
<td>Quiet Time</td>
<td>Quiet Time</td>
<td>Quiet Time</td>
<td>Quiet Time</td>
<td>Quiet Time</td>
<td></td>
</tr>
</tbody>
</table>
# DAN BEARD SCHEDULE

## First Year Program

<table>
<thead>
<tr>
<th>Time</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:00 – 9:10 AM</td>
<td>Assembly</td>
<td>Assembly</td>
<td>Assembly</td>
<td>Assembly</td>
<td>Assembly</td>
</tr>
<tr>
<td>11:00 – 11:50 AM</td>
<td>Merit Badge Class</td>
<td>Merit Badge Class</td>
<td>Merit Badge Class</td>
<td>Merit Badge Class</td>
<td>Merit Badge Class</td>
</tr>
<tr>
<td>12:30 – 2:00 PM</td>
<td>Lunch</td>
<td>Lunch Shoot at the Ranges</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
</tr>
<tr>
<td>2:00 – 3:00 PM</td>
<td>Patron 1: Woods Tools</td>
<td>Patron 1: First Aid</td>
<td>Patron 1: Compass Course</td>
<td>Patron 2: Knots &amp; Lashings</td>
<td>Patron 2: Activities</td>
</tr>
<tr>
<td></td>
<td>Patron 2: First Aid</td>
<td>Patron 2: Compass Course</td>
<td>Patron 2: Knots &amp; Lashings</td>
<td>Patron 2: Woods Tools</td>
<td>Patron 2: Activities</td>
</tr>
<tr>
<td>3:00 – 4:00 PM</td>
<td>Nature Hike</td>
<td>Firem’n Chit</td>
<td>Pool</td>
<td>Outpost Prep</td>
<td>Activities</td>
</tr>
<tr>
<td>4:00 – 5:00 PM</td>
<td>Free Time</td>
<td>Free Time</td>
<td>Free Time</td>
<td>Free Time</td>
<td>OPEN Dan Beard</td>
</tr>
</tbody>
</table>