Greetings from our Camp Director!

Dear Parents and Leaders,

How time flies! I can’t help but reflect on that fact as I write to welcome all of you to this, our 2020 Leaders Guide. Tuckahoe is introducing a whole generation of Scouts to the Cub World facilities, opening our cabins, air-conditioned Dining Hall, swimming pool, and campsites certainly made for an exciting summer!

Each year, Camp Tuckahoe keeps our program fresh and exciting by dedicating a significant amount of time each summer to reviewing all of the helpful feedback we receive. The result is a program we consider among the best Scouting has to offer.

So, what’s new for Cub and Webelos Resident Camp in 2020?

- All new camp-wide activities with a Sword and the Stone theme.
- All Program Areas will offer new advancements for Cubs, Webelos, and Bears.
- New Cub Scout Shooting Sports Awards for each rank.
- Both Cub and Webelos Scouts will have the opportunity to climb our Climbing Tower

Cub and Webelos Scouts will be able to take advantage of the new climbing tower, with one of the two climbing sides designed for younger, most likely smaller, climbers.

“We’re excited to be able to offer a climbing experience for all Cub and Webelos campers,” “Tuckahoe has developed an outstanding reputation in the mid-Atlantic area as a regional destination for high-quality Cub and Webelos summer camp experiences and the addition of a new climbing experience will provide Cub and Webelos campers with even more opportunity for fun and challenge while at Tuckahoe.”

All of these new activities and more are detailed in the pages that follow.

With that, I hope that you’ll share my excitement as we draw closer to summer. Remember that our Open House will be held on Saturday, April 18, 2020, and I’ll look forward to welcoming each and every one of you to camp!

Yours in Scouting,

Todd Weidner
Director of Camping
Todd.weidner@scouting.org
http://newbirthoffreedom.org/tuckahoe
http://www.facebook.com/tuckahoe-bsa
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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 Conference Center upon arrival. Please bring photo identification (i.e. Driver’s License, State ID, Passport, etc.).

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/palaw/ 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/palaw/ for more information or contact Jill with any questions you may have. She can be reached at jill.spangenburg@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 or (800) 932-0313.
SCOUTS LOVE TO GO CAMPING!
Camp Tuckahoe offers multiple sessions throughout the summer.

CUB SCOUT SESSIONS
Week 1 * June 21 – 23
Week 2 * June 24 – June 26
Week 3 * August 14 – 16

WEBELOS SESSIONS
Week 1 * June 28 – July 2
Week 2 * August 2 – 6
Week 3 * August 8 – 12

CUB SCOUT CAMP COSTS

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<th>Paid in Full AFTER May 1st</th>
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<td>$160</td>
<td>$185</td>
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<td>Adults</td>
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WEBELOS CAMP COSTS

<table>
<thead>
<tr>
<th></th>
<th>Paid in Full BEFORE May 1st</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Scouts</td>
<td>$305</td>
<td>$330</td>
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<tr>
<td>Adults</td>
<td>$140</td>
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</table>

First Camp Payment:
A non-refundable deposit of $50 per Cub and $60 per Webelos participant is due on February 1.

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 18, 2020
9-11:30 AM

Camperships:
Families requesting financial assistance must submit a Campership Application NO LATER THAN April 1st.

Camp Refunds:
*After February 1, the $50 deposit per Cub Scout/Adult & the $60 deposit per Webelos/Adult will be non-refundable & non-transferable. All refunds will be sent to the Unit after your Summer Camp Session has ended.

Please visit our website for more information.
https://newbirthoffreedom.org/camptuckahoe/

Follow us on Facebook!
http://www.facebook.com/tuckahoe.bsa
WHAT IS THE CAMP THEME?

SWORD IN THE STONE

AT CAMP TUCKAHOE

Harken back to days of old and come to the Kingdom of Tuckahoe, where Scouts will mingle with knights and squires, lords and ladies, and live like the heroes of now-distant days. Yet Scouts should not expect an easy sojourn.…

‘Tis true that, for years beyond counting, the people of Tuckahoe have dwelt in peace and prospered. Ruled by a just and noble king, the realm has flourished, the envy of the world! But the king has passed without an heir, and noble lords now vie to wear the crown. The specter of war now haunts the land, and who can stop it?

One small hope remains, for legend speaks of one who shall rise in the hour of greatest need - a hero known not for strength of arm but stoutness of heart, not by mighty deeds but by purity of soul. And legend says that one so worthy shall be known to all by freeing the Sword of Valor from the boulder that’s encased it since the First King sat on Tuckahoe’s throne.

The nobles believe that the date with destiny has come, and all agree to try their hand at claiming the blade. But perhaps a surprise lies in store, and every good Scout must hurry to arrive in time and see who shall draw the Sword from the Stone!

Our staff will be integrating the camp theme into our Campfires, Water Carnival, and other camp-wide activities. Of course, you can do more than witness the theme by participating! Our campers have always found creative ways to join in the fun by incorporating our themes into their campsite gateways, cooking competitions, campfire skits, and more!
CAMP-WIDE EVENTS

YOU’LL ENJOY THESE CAMP-WIDE EVENTS!

Camp-wide Event: (Camp-wide Games)
The kings land of Tuckahoe holds many obstacles for inexperienced adventurers, so the Scouts will prepare by competing in a series of challenges. Games of chance and games of skill will test their abilities, and they’ll certainly have a lot of fun. But beware, for ‘Black Knights” have prepared a series of traps to waylay other adventurists!

Camp-wide Event: (Treasure Hunt)
Takes record that the Kings Bank hold gold coins of immense quantity! Now, some rumors have surfaced, suggesting that the Bank has recently found another room leading to more gold. Will the clues lead your Scouts to the newly found gold treasure? The race is on!

Camp-wide Event: (Water Carnival)
Webeiros Camp Only
Imagine the adventurists surprise when they discover that they’re not alone in the lands of Tuckahoe! A White Knight – living in the outskirts of Tuckahoe – has been protecting the land for years. This castaway has learned a lot about the land since he was stranded years ago, and he’s willing to share what he’s learned with those he deems worthy. The Scouts will have to outlast The Black Knight and his squires in a series of water challenges to secure the White Knights aid. It’ll be a water carnival you won’t soon forget! We’ll be introducing new water games this year in addition to maintaining some of our old favorites, including the famous Leaders Belly-Flop Contest!

Camp-wide Event: (campers Campfire)
Webeiros Camp Only
Spending so much time in the Tuckahoe Forest affords at least a little time to relax and enjoy some entertainment, so all of our young squires will be invited to perform their best songs, skits, and cheers at our Bonfire!
A CUB SCOUT’S WORLD

Every Cub Scout will want to explore the Tuckahoe Cub World – a place where imagination and adventure come to life! We conduct most of our Cub Scout programs in this fantastic setting and, to add to the attraction, we invite visiting units to schedule an overnight outpost in one of the sleeping facilities. We will do our best to accommodate all requests for specific sites, but due to the popularity of this program we encourage you to make your reservations early!

FRONTIER FORT:
Your Scouts will love exploring the walls and towers of our fort as they imagine themselves living life on the prairie. This year-round cabin can accommodate up to 40 Scouts and leaders, and includes a kitchen, woodstove, indoor rest rooms, and showers to make your stay more comfortable.

TEEPEE VILLAGE:
Your Scouts will enjoy learning about the diverse cultures of America’s first inhabitants in the midst of our Teepee Village. Each of our four teepees has nine mattresses for the comfort of overnight guests.

MOUNTAINTOP MINE:
The cool, dark interior of our mountaintop mine provides welcome relief from the summer’s heat. Brave Scouts will explore the mine in darkness before emerging on the other side.

MEDIEVAL CASTLE:
Our castle calls to mind the distant days of kings, queens, and knights of the Age of Chivalry. Scouts who scale its stonework walls will no doubt imagine raising the drawbridge and flooding the moat to ward off barbarian hordes. Behind the walls they’ll remain safe in a year-round sleeping lodge, complete with 40 bunks, rest rooms, showers, a woodstove, and kitchen.

PIRATE SHIP:
No tour of Cub World would be complete without stowing away aboard our Pirate Ship for a taste of some swashbuckling fantasy! Scouts will man the sails, swarm the deck, and take a turn at the Captain’s Wheel while exploring the New World in their imaginations. The lower deck contains 20 beds for overnight visitors – unless they prefer to spend the night stargazing on deck!

BB AND ARCHERY RANGES:
Every Scout can imagine himself a sharpshooter when he visits one of our Shooting Ranges! Scouts will learn to safely shoot while practicing under the watchful eyes of our trained staff. A slingshot range is also available for an extra challenge.

NATURE TREE HOUSE:
This three-story observation deck rises around some of Tuckahoe’s tallest trees, and here a Scout will be able to immerse himself in the wonders that surround him. Plants, insects, reptiles, birds – nothing will escape the observant eye!

CUB WORLD ATHLETIC FIELD:
Cub Scouts seem to have boundless energy, and our activity field gives them a great place to run and play.

CUB WORLD PAVILION:
This pavilion contains enough seating for any large gathering, making it the perfect place to meet and make new friends.
ADDITIONAL PROGRAMS

Polar Bear Swim

If you’re in the mood for a little morning exercise, this program will satisfy even the earliest risers! Swimming in the “arctic” water of our pool will surely build your appetite for breakfast.

Interfaith Chapel Service

During every session this summer, Scouts will be invited to a camp-wide assembly to give thanks and praise to our Creator. These non-denominational, interfaith services are conducted on Tuckahoe’s historic Memorial Mall, within sight of the Chapel of the Four Chaplains. Songs will be sung, lessons will be offered, and all will recall the Scout’s highest obligation is to do his duty to God and country.

Cub World Overnight Excursion

While your campsite will serve as “home base” during your stay at Tuckahoe, every pack can schedule an overnight excursion to sleep in one of our Cub World theme areas. Reservations will be honored in the order they are received until all spaces are full, so don’t wait until the last minute to stake your claim! Please indicate your preference when you register for camp, and expect to be informed of your assignment on the evening of your arrival.

The Fort and Castle, perennial favorites, each accommodate 40 campers. The Teepee Village has space for 36 campers, while the Pirate Ship can accommodate 20. Please note that, while not quite as weatherproof as our other options, in fair weather the teepees and ship can provide overnight experiences that are impossible to beat!

Participants in this program will transport their own gear from the campsite, so we suggest limiting your overnight gear to what you can comfortably carry (a sleeping bag and pillow would suit most campers). You should also plan to awaken early enough to return to your campsite, clean up, and still make it to our morning flag raising ceremony on time.

Family Night Barbecue

What better way to conclude your stay at Tuckahoe than to host your family and friends for a little taste of the camping experience? Guests may arrive between 5:00 pm and 6:00 pm on the final day of each session and, for a small charge, join us for dinner. Guests may even plan to stay for the closing campfire show! Please inform your guests in advance of our requirement that all guests check in at our Camp Office upon their arrival.
ADVANCEMENT

As you take advantage of the many exciting instructional opportunities we offer, your Cub Scouts will advance! Our staff will teach, but we honor the expectation that parents and leaders retain the responsibility to determine whether each Scout satisfactorily completes their advancement requirements. We will provide tracking sheets at camp for you to be able to track their progress.

WOLF ADVENTURES

- Finding Your Way
- Motor Away
- Running with the Pack
- Spirit of the Water
- BB & Archery

BEAR ADVENTURES

- Bear Claws
- Fur, Feathers & Ferns
- Salmon Run
- Make It Move
- BB & Archery

WEBELOS ADVENTURES

- Build It
- Aquanaut
- Cast Iron Chef
- Earth Rocks
- Engineer
- BB & Archery

WEBELOS 2 ARROW OF LIGHT OUTPOST

- Scouting Adventure
- Scouting Adventure

Your Scouts will be so proud to receive their awards for jobs well done!
# Cub Scout Summer Camp Schedule

<table>
<thead>
<tr>
<th>Time</th>
<th>Day One</th>
<th>Day Two</th>
<th>Day Three</th>
</tr>
</thead>
<tbody>
<tr>
<td>7:00 AM</td>
<td>Polar Bear Swim</td>
<td>Polar Bear Swim</td>
<td></td>
</tr>
<tr>
<td>7:40 AM</td>
<td>Waiters Report</td>
<td>Waiters Report</td>
<td></td>
</tr>
<tr>
<td>7:45 AM</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></td>
</tr>
<tr>
<td>9:15 AM</td>
<td>Program 1</td>
<td>Program 5</td>
<td></td>
</tr>
<tr>
<td>10:30 AM</td>
<td>Travel Time</td>
<td>Travel Time</td>
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</tr>
<tr>
<td>10:45 AM</td>
<td>Program 2</td>
<td>Program 6</td>
<td></td>
</tr>
<tr>
<td>12:00 PM</td>
<td>Den Time</td>
<td>Packing Time</td>
<td></td>
</tr>
<tr>
<td>12:10 PM</td>
<td>Waiters Report</td>
<td>Waiters Report</td>
<td></td>
</tr>
<tr>
<td>12:30 PM</td>
<td>Lunch</td>
<td>Lunch</td>
<td></td>
</tr>
<tr>
<td>1:00 PM</td>
<td>Den Time</td>
<td>Den Time</td>
<td></td>
</tr>
<tr>
<td>1:30 PM</td>
<td></td>
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<tr>
<td>2:00 PM</td>
<td>Pack Arrival Check-In</td>
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<tr>
<td>2:45 PM</td>
<td>Camp Orientation</td>
<td>Travel Time</td>
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<td>3:00 PM</td>
<td>Health Screenings</td>
<td>Program 4</td>
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<tr>
<td>4:15 PM</td>
<td>Swim Tests</td>
<td>Open Program Time &amp;</td>
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<td></td>
<td></td>
<td>Camp Activity</td>
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<td>5:15 PM</td>
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<td>Den Time</td>
<td>Den Time (No Waiters Needed)</td>
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<tr>
<td>5:40 PM</td>
<td>Waiters Report</td>
<td>Waiters Report</td>
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<tr>
<td>5:45 PM</td>
<td>Flag Lowering</td>
<td>Flag Lowering</td>
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<tr>
<td>6:00 PM</td>
<td>Dinner</td>
<td>Dinner</td>
<td>Family Barbeque</td>
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<tr>
<td>7:15 PM</td>
<td>Leaders’ Meeting</td>
<td>Interfaith Chapel Service</td>
<td></td>
</tr>
<tr>
<td>&amp; Den Time</td>
<td></td>
<td>Travel Time</td>
<td></td>
</tr>
<tr>
<td>7:45 PM</td>
<td></td>
<td></td>
<td>Closing Campfire</td>
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<tr>
<td>8:00 PM</td>
<td>Opening Campfire</td>
<td>(Camp-wide Games)</td>
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<tr>
<td>8:30 PM</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>9:00 PM</td>
<td>Quiet Time</td>
<td>Quiet Time</td>
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</tr>
<tr>
<td>9:30 PM</td>
<td></td>
<td></td>
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<tr>
<td>10:00 PM</td>
<td>Lights Out</td>
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CUB SCOUT PROGRAM SCHEDULE

Upon arriving at Camp Tuckahoe each unit will be assigned to one of eight program rotation groups (these assignments will be finalized and announced at the Leaders’ Meeting). The unit will then travel with that group for all scheduled program periods to ensure that every Scout has an opportunity to enjoy every program we offer. Below please find a sample schedule showing how your week will proceed.

DAY TWO PROGRAM ROTATION SCHEDULE

<table>
<thead>
<tr>
<th>GROUP</th>
<th>PROGRAM 1</th>
<th>PROGRAM 2</th>
<th>PROGRAM 3</th>
<th>PROGRAM 4</th>
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<tbody>
<tr>
<td>RED</td>
<td>Swimming</td>
<td>Boating</td>
<td>Climbing</td>
<td>Outdoor Adventure</td>
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<tr>
<td>ORANGE</td>
<td>Boating</td>
<td>Swimming</td>
<td>Outdoor Adventure</td>
<td>Climbing</td>
</tr>
<tr>
<td>YELLOW</td>
<td>Archery</td>
<td>BB Shooting</td>
<td>Swimming</td>
<td>Boating</td>
</tr>
<tr>
<td>GREEN</td>
<td>BB Shooting</td>
<td>Archery</td>
<td>Boating</td>
<td>Swimming</td>
</tr>
<tr>
<td>BLUE</td>
<td>STEM</td>
<td>PAWS</td>
<td>Archery</td>
<td>BB Shooting</td>
</tr>
<tr>
<td>PURPLE</td>
<td>PAWS</td>
<td>STEM</td>
<td>BB Shooting</td>
<td>Archery</td>
</tr>
<tr>
<td>BLACK</td>
<td>Climbing</td>
<td>Outdoor Adventure</td>
<td>STEM</td>
<td>PAWS</td>
</tr>
<tr>
<td>WHITE</td>
<td>Outdoor Adventure</td>
<td>Climbing</td>
<td>PAWS</td>
<td>STEM</td>
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DAY THREE PROGRAM ROTATION SCHEDULE

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<tr>
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<th>PROGRAM 7</th>
<th>PROGRAM 8</th>
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<tr>
<td>RED</td>
<td>STEM</td>
<td>PAWS</td>
<td>Archery</td>
<td>BB Shooting</td>
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<tr>
<td>ORANGE</td>
<td>PAWS</td>
<td>STEM</td>
<td>BB Shooting</td>
<td>Archery</td>
</tr>
<tr>
<td>YELLOW</td>
<td>Climbing</td>
<td>Outdoor Adventure</td>
<td>STEM</td>
<td>PAWS</td>
</tr>
<tr>
<td>GREEN</td>
<td>Outdoor Adventure</td>
<td>Climbing</td>
<td>PAWS</td>
<td>STEM</td>
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<tr>
<td>BLUE</td>
<td>Swimming</td>
<td>Boating</td>
<td>Climbing</td>
<td>Outdoor Adventure</td>
</tr>
<tr>
<td>PURPLE</td>
<td>Boating</td>
<td>Swimming</td>
<td>Outdoor Adventure</td>
<td>Climbing</td>
</tr>
<tr>
<td>BLACK</td>
<td>Archery</td>
<td>BB Shooting</td>
<td>Swimming</td>
<td>Boating</td>
</tr>
<tr>
<td>WHITE</td>
<td>BB Shooting</td>
<td>Archery</td>
<td>Boating</td>
<td>Swimming</td>
</tr>
</tbody>
</table>

PROGRAM AREA LOCATIONS

PROGRAM AREA & LOCATION
- Archery - Cub World Range 3
- BB Shooting - Cub World Ranges 1 & 2
- Boating - Memory Lake
- Climbing - Climbing Tower
- PAWS - Cub World Pavilion
- STEM - Cub World Frontier Fort
- Outdoor Adventure - On the Hill in front of the Dining Hall
- Swimming - Swimming Pool
CUB SCOUT PROGRAM AREA DESCRIPTIONS

ARCHERY

At Camp Tuckahoe, every Scout will learn to shoot safely, and in no time at all they’ll be shooting like experts as they strive to hit their very first bull’s-eye!

WOLF & BEAR ARCHERY REQUIREMENTS

LEVEL 1: PARTICIPATION AND KNOWLEDGE
1. Demonstrate how to follow archery range safety rules and whistle commands.
2. Identify a name and a recurve bow and/or compound bow.
3. Explain and demonstrate how to apply and use arm guards, finger tabs, and quivers.
4. On an approved range, demonstrate how to safely and effectively shoot a bow and arrow, including how to establish a correct stance, nock the arrow, hook and grip the bow, raise the bow, draw, anchor, hold, aim, and release/follow through.
5. On an approved range, demonstrate how to safely retrieve arrows after the range is clear and the command to retrieve arrows has been provided.

WOLF LEVEL 2: SKILLS AND KNOWLEDGE
S1. Identify three parts of the arrow and four major parts of the bow you will be shooting.
S2. Shoot five arrows at a target on an approved range; then repeat and do your best to improve your score. (Shoot a total of 10 arrows.)
S3. Demonstrate proper range commands, and explain how and when to use them.
S4. Tell five facts about archery in history or literature.

BEAR LEVEL 2: SKILLS AND KNOWLEDGE
S1. Identify four parts of the arrow and five major parts of the bow you will be shooting.
S2. Shoot five arrows at a target on an approved range; then repeat twice and do your best to improve your score. (Shoot a total of 15 arrows.)
S3. Demonstrate proper range commands, and explain how and when to use them.
S4. Tell five facts about archery in history or literature.

BB SHOOTING

Scouts will enjoy the chance to develop their shooting skills at our Tuckahoe BB Range. Our trained staff will keep a watchful eye as the Scouts have a great time.

WOLF & BEAR BB GUN REQUIREMENTS

LEVEL 1: PARTICIPATION AND KNOWLEDGE
1. Explain what you should do if you find a gun. Recite the four safety reminders.
2. On an approved range in your city or state, explain how to use the safety mechanism, and demonstrate how to properly load, fire, and secure the BB gun.
3. On an approved range, demonstrate to qualified leadership good shooting techniques, including eye dominance, shooting shoulder, breathing, sight alignment, trigger squeeze, and follow through.
4. On an approved range, show how to put away and properly store BB gun shooting equipment after use.

LEVEL 2: SKILLS AND KNOWLEDGE
S1. Demonstrate one of the positions associated with shooting BB guns.
S2. On an approved range, fire five BBs at the “CUB SCOUT” target. Score your target; then repeat twice and do your best to improve your score each time. (Fire a total of 15 BBs.)
S3. Demonstrate proper range commands, and explain how and when to use them.
S4. Tell five facts about the history of BB guns.
Starting this summer at Camp Tuckahoe, Cub Scouts will be able to take advantage of the new climbing tower, with one of the two climbing sides designed for younger, most likely smaller, climbers.

“We’re excited to be able to offer a climbing experience for all Cub Scout campers,” said Todd Weidner, who will be directing Camp Tuckahoe in 2019. “Tuckahoe has developed an outstanding reputation in the mid-Atlantic area as a regional destination for high-quality Cub Scout summer camp experiences and the addition of a climbing experience will provide Cub Scout campers with even more opportunity for fun and challenge while at Tuckahoe.”

Every participant must wear long pants or jeans and sneakers. All other equipment will be provided at the course.

**OUTDOOR ADVENTURE**

Early explorers were sometimes the first naturalists, for their discoveries often included new species of plants and animals. An explorer’s telescope also helps us to explore the final frontier – outer space! Scouts who visit our nature center will encounter many specimens of local wildlife – snakes, turtles, salamanders, frogs, toads, and more! Scouts will also hike along a mountain stream and learn the importance of safeguarding our natural resources.

**WOLF REQUIRED ADVENTURE: FINDING YOUR WAY**

Reading a map and finding your way is an important skill to know so you don’t get lost! In this adventure you will learn to use a map, identify map symbols, and determine which direction you are going. Then you will put your new skills to work to go on a hike and complete a scavenger hunt!

Complete the following requirements.

1. Do one of the following:
   A. Using a map of your city or town, locate where you live.
   B. Draw a map for a friend so he or she can locate your home, a park, a school, or other locations in your neighborhood. Use symbols to show parks, buildings, trees, and water. You can invent your own symbols. Be sure to include a key so your symbols can be identified.

2. Do one of the following:
   A. Identify what a compass rose is and where it is on the map.
   B. Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.

3. Go on a scavenger hunt using a compass and locate an object with a compass.

4. Using a map and compass, go on a hike or walk with your den or family.

**BEAR REQUIRED ADVENTURE: FUR, FEATHERS, AND FERNS**

In this adventure, you will explore the world of mammals, birds, plants, and more. You will learn more about where wild creatures live and you will do your part to help them. You will practice the Outdoor Code by showing ways to be considerate in the outdoors. So, grab your binoculars and start exploring the natural world!

Complete requirement 1 plus three others.

1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk.

2. Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit.

3. Name one animal that has become extinct in the last 100 years and one animal that is currently endangered. Explain what caused their declines.


5. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.

6. Learn about composting and how vegetable waste can be turned into fertilizer for plants.

7. Plant a vegetable or herb garden.
PAWS

PAWS is a new program area for 2019 and it is an acronym for Playing and Whittling Scouts! Here, Wolf Scouts will have the chance to explore physical activity in the outdoors and Bear Scouts will expand their skill set as they set upon learning how to properly use a knife and carve two items.

WOLF ELECTIVE ADVENTURE: RUNNING WITH THE PACK

In this adventure, you will certainly get your exercise! While learning why exercise and eating a healthy diet is important, you will get the chance to play some fun games with your den.

Complete the following requirements.

1. Play catch with someone in your den or family who is standing 5 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back and see if you can improve your throwing and catching skills.
2. Practice balancing as you walk forward, backward, and sideways.
3. Practice flexibility and balance by doing a front roll, a back roll, and a frog stand.
4. Play a sport or game with your den or family and show good sportsmanship.
5. Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.
6. Demonstrate what it means to eat a balanced diet by helping to plan a healthy menu for a meal for your den or family. Make a shopping list of the food used to prepare the meal.

BEAR REQUIRED ADVENTURE: BEAR CLAWS

A pocketknife is a useful tool to have for Scouting activities. It can also be dangerous if you don’t use it the right way. In this adventure, you will learn how to use a pocketknife safely. You will also get to learn the basics of carving.

Complete requirements 1 and 2 and either 3A or 3B for this adventure.

1. Learn about three common designs of pocketknives.
2. Learn knife safety and earn your Whittling Chip.
3. Do one of the following:
   A. Using a pocketknife, carve two items.
   B. With a pocketknife, safely perform each of these tasks:
      (1). Demonstrate how to cut a piece of rope, twine, or fishing line.
      (2). Open a sealed box without damaging the contents.
      (3). Open a can with the can opener tool on a pocketknife.
      (4). Remove and replace the screws on an object with the screwdriver tool on a pocketknife.
      (5). Open a letter.
In 2020, for the very first time, Cub Scouts will have a STEM (Science, Technology, Engineering, Mathematics) program area at summer camp!

**WOLF ELECTIVE ADVENTURE: MOTOR AWAY**
Have you ever dreamed of flying an airplane or sailing a boat? Here’s your chance! In Motor Away you will have the opportunity to investigate different designs of planes, boats, and cars and what makes them move!

**Complete the following requirements.**
1. Do each of the following:
   - A. Create and fly three different types of paper airplanes. Before launching them, record which one you believe will travel the farthest and what property of the plane leads you to make that prediction.
   - B. Make a paper airplane catapult. Before launching a plane, record how far you believe it will travel and explain what information you used to make this prediction. After you make your prediction, launch the plane and measure how far it flies.
2. Make two different model boats and sail them. Choose different shapes for your boats.
3. Create a model car that moves under its own power.

**BEAR ELECTIVE ADVENTURE: MAKE IT MOVE**
Why do objects move? What makes them move? How do they move? Inquiring minds want to know! In this adventure we will take a closer look at some simple machines and how they make an object move. You will create your own simple machines and even take a look at a Rube Goldberg-type machines.

**Complete the following requirements.**
1. Create an “exploding” craft stick reaction.
2. Make two simple pulleys and use them to move objects.
3. Make a lever by creating a seesaw using a spool and a wooden paint stirrer. Explore the way it balances by placing different objects on each end.
4. Do one of the following:
   - A. Draw a Rube Goldberg-type machine. Include at least six steps to complete your action.
   - B. Construct a real Rube Goldberg-type machine to complete a task assigned by your den leader. Use at least two simple machines and include at least four steps.
SWIMMING & BOATING

Explorers from all ages have found lakes and rivers are convenient ways to travel, and fish a vital source of food. Down on the shores of Memory Lake, Scouts enjoy a variety of water sports. Boating always proves a popular pastime, and scouts are encouraged to bring their own fishing poles to catch fish. Scouts may also enjoy a brief outing aboard our Huck Finn Raft! There’s so much to do at the lake that you may need to visit during free time to finish all of these activities.

WOLF ELECTIVE ADVENTURE: SPIRIT OF THE WATER

Can you guess the answer to this riddle?

I can be a solid, liquid, or gas. I am two-thirds of your brain and I can also be two-thirds of a tree. I existed during the days when dinosaurs were wandering around the earth and I have not changed. What am I?

If you guessed water, you are right!

Water is an important force in our lives. It can be as gentle as a spring rain or as powerful as a hurricane. All living things need water to live, but we use water for more than just survival. We use it for fun too! In this adventure, you will learn how to conserve water, how to keep yourself safe in the water, how to become a better swimmer, and how to have a great time splashing around!

Complete the following requirements.

1. Discuss how the water in your community can become polluted.
2. Explain one way that you can help conserve water in your home.
3. Explain to your den leader why swimming is good exercise.
4. Explain the safety rules that you need to follow before participating in swimming or boating.
5. Visit a local pool or public swimming area with your family or den. With qualified supervision, jump into water that is at least chest-high and swim 25 feet or more.

BEAR ELECTIVE ADVENTURE: SALMON RUN

Did you know that nearly three-fourths of the earth is covered by water? It is! If you want to explore a lot of the world, you have to go by boat or know how to swim.

Grizzly bears are animals that know how to swim even though they live in the forest. They swim in ice-cold rivers to catch the salmon they eat. As a Bear Scout, you will get to go swimming too – not to catch fish, but to have fun. In this adventure, you’ll learn about swimming and boating and how to stay safe around the water.

Complete requirements 1-4 plus two others.

1. Explain the importance of response personnel or lifeguards in a swimming area. Tell how the buddy system works and why it is important.
2. Visit a local pool or swimming area with your den or family. Go swimming or take a swimming lesson.
3. Explain the safety rules that you need to follow before participating in boating.
4. Identify the safety equipment needed when going boating.
5. Demonstrate correct rowing or paddling form. Explain how rowing and canoeing are good exercise.
6. Show how to do both a reach rescue and throw rescue.
7. Demonstrate the front crawl swim stroke to your den or family.
8. Name the three swimming ability groups for the Boy Scouts of America.
9. Earn the BSA beginner swim classification.
# WEBELOS SUMMER CAMP SCHEDULE

<table>
<thead>
<tr>
<th>Time</th>
<th>Day One</th>
<th>Day Two</th>
<th>Day Three</th>
<th>Day Four</th>
<th>Day Five</th>
</tr>
</thead>
<tbody>
<tr>
<td>7:00 AM</td>
<td>Polar Bear Swim</td>
<td>Polar Bear Swim</td>
<td>Polar Bear Swim</td>
<td>Packing Time</td>
<td></td>
</tr>
<tr>
<td>7:45 AM</td>
<td>Flag Raising</td>
<td>Flag Raising</td>
<td>Flag Raising</td>
<td>Flag Raising</td>
<td>Flag Raising</td>
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<tr>
<td>8:00 AM</td>
<td>Breakfast</td>
<td>Breakfast</td>
<td>Breakfast</td>
<td>Breakfast</td>
<td>Breakfast</td>
</tr>
<tr>
<td>9:15 AM</td>
<td>Program 1</td>
<td>Program 3</td>
<td>Program 5</td>
<td>Program 7</td>
<td></td>
</tr>
<tr>
<td>11:30 AM</td>
<td>Den Time</td>
<td>Den Time</td>
<td>Den Time</td>
<td>Den Time</td>
<td>Den Time</td>
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<tr>
<td>12:30 PM</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
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<tr>
<td>1:00 PM</td>
<td>Den Time</td>
<td>Den Time</td>
<td>Den Time</td>
<td>Den Time</td>
<td>Den Time</td>
</tr>
<tr>
<td>1:30 PM</td>
<td>Program 2</td>
<td>Program 4</td>
<td>Program 6</td>
<td>Program 8</td>
<td></td>
</tr>
<tr>
<td>2:00 PM</td>
<td>Pack Arrival &amp; Check-In</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3:45 PM</td>
<td>Open Program</td>
<td>Open Program</td>
<td>Open Program</td>
<td>Open Program</td>
<td></td>
</tr>
<tr>
<td>5:00 PM</td>
<td>Den Time</td>
<td>Den Time</td>
<td>Den Time</td>
<td>Den Time</td>
<td>Den Time</td>
</tr>
<tr>
<td>5:45 PM</td>
<td>Flag Lowering</td>
<td>Flag Lowering</td>
<td>Flag Lowering</td>
<td>Flag Lowering</td>
<td>Flag Lowering</td>
</tr>
<tr>
<td>6:00 PM</td>
<td>Dinner</td>
<td>Dinner</td>
<td>Dinner</td>
<td>Dinner</td>
<td>Family Barbeque</td>
</tr>
<tr>
<td>7:15 PM</td>
<td>Leaders’ Meeting &amp; Den Time</td>
<td>(Camp-wide Games)</td>
<td>Chapel Service</td>
<td>Camp (Water Carnival)</td>
<td>Closing Campfire</td>
</tr>
<tr>
<td>8:00 PM</td>
<td>Opening Campfire</td>
<td></td>
<td>Camp Bonfire</td>
<td></td>
<td>Pack Departure</td>
</tr>
<tr>
<td>8:30 PM</td>
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<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>9:00 PM</td>
<td>Den Time</td>
<td>Den Time</td>
<td>Den Time</td>
<td>Den Time</td>
<td></td>
</tr>
<tr>
<td>9:30 PM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10:00 PM</td>
<td>Lights Out</td>
<td>Lights Out</td>
<td>Lights Out</td>
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<td>Lights Out</td>
</tr>
</tbody>
</table>
WEBELOS PROGRAM SCHEDULE

Upon arriving at Camp Tuckahoe each unit will be assigned to one of eight program rotation groups. These assignments will be finalized and announced at the Leaders’ Meeting. The unit will then travel with that group for all scheduled program periods to ensure that every Scout has an opportunity to enjoy every program we offer. Any unit choosing to participate in the Arrow of Light Outpost for Second Year Webelos will do so on the days they would otherwise rotate through Scoutcraft and Games. Below please find a sample schedule showing how your week will proceed.

### DAYS TWO & THREE PROGRAM ROTATION SCHEDULES

<table>
<thead>
<tr>
<th>Group</th>
<th>Day Two</th>
<th>Day Three</th>
</tr>
</thead>
<tbody>
<tr>
<td>RED</td>
<td>Scoutcraft</td>
<td>Games</td>
</tr>
<tr>
<td>ORANGE</td>
<td>Games</td>
<td>Scoutcraft</td>
</tr>
<tr>
<td>YELLOW</td>
<td>Swimming</td>
<td>STEM</td>
</tr>
<tr>
<td>GREEN</td>
<td>STEM</td>
<td>Swimming</td>
</tr>
<tr>
<td>BLUE</td>
<td>Shooting Sports</td>
<td>Climbing</td>
</tr>
<tr>
<td>PURPLE</td>
<td>Climbing</td>
<td>Shooting Sports</td>
</tr>
<tr>
<td>BLACK</td>
<td>Nature</td>
<td>Boating</td>
</tr>
<tr>
<td>WHITE</td>
<td>Boating</td>
<td>Nature</td>
</tr>
</tbody>
</table>

### DAYS FOUR & FIVE PROGRAM ROTATION SCHEDULES

<table>
<thead>
<tr>
<th>Group</th>
<th>Day Four</th>
<th>Day Five</th>
</tr>
</thead>
<tbody>
<tr>
<td>RED</td>
<td>Shooting Sports</td>
<td>Climbing</td>
</tr>
<tr>
<td>ORANGE</td>
<td>Climbing</td>
<td>Shooting Sports</td>
</tr>
<tr>
<td>YELLOW</td>
<td>Nature</td>
<td>Boating</td>
</tr>
<tr>
<td>GREEN</td>
<td>Boating</td>
<td>Nature</td>
</tr>
<tr>
<td>BLUE</td>
<td>Scoutcraft</td>
<td>Games</td>
</tr>
<tr>
<td>PURPLE</td>
<td>Games</td>
<td>Scoutcraft</td>
</tr>
<tr>
<td>BLACK</td>
<td>Swimming</td>
<td>STEM</td>
</tr>
<tr>
<td>WHITE</td>
<td>STEM</td>
<td>Swimming</td>
</tr>
</tbody>
</table>

**PROGRAM AREAS AND THEIR LOCATIONS**

- Boating - Memory Lake
- Climbing - Climbing Tower
- Nature - Cub World Tree House
- Scoutcraft - On the Hill in front of the Dining Hall
- Shooting Sports - On the Hill in front of the Dining Hall
- STEM - Cub World Frontier Fort
- Swimming - Swimming Pool
WEBELOS PROGRAM AREA DESCRIPTIONS

ARCHERY

At Camp Tuckahoe, every Scout will learn to shoot with bows, & in no time at all they’ll be acting like Robin Hood as they strive to hit their very first bull’s-eye!

WEBELOS ARCHERY REQUIREMENTS

LEVEL 1: PARTICIPATION AND KNOWLEDGE

1. Demonstrate how to follow archery range safety rules and whistle commands.
2. Identify a name and a recurve bow and/or compound bow.
3. Explain and demonstrate how to apply and use arm guards, finger tabs, and quivers.
4. On an approved range, demonstrate how to safely and effectively shoot a bow and arrow, including how to establish a correct stance, nock the arrow, hook and grip the bow, raise the bow, draw, anchor, hold, aim, and release/follow through.
5. On an approved range, demonstrate how to safely retrieve arrows after the range is clear and the command to retrieve arrows has been provided.

LEVEL 2: SKILLS AND KNOWLEDGE

S1. Identify five parts of the arrow and six major parts of the bow you will be shooting.
S2. Shoot five arrows at a target on an approved range; then repeat three times and do your best to improve your score each time. (Shoot a total of 20 arrows).
S3. Demonstrate proper range commands, and explain how and when to use them.
S4. Tell five facts about archery in history or literature.

BB SHOOTING

Scouts will also enjoy the chance to develop their shooting skills at the Tuckahoe BB Range. Our trained staff will keep a watchful eye as the Scouts have a great time. Even the Three Musketeers would be proud!

WEBELOS BB GUN REQUIREMENTS

LEVEL 1: PARTICIPATION AND KNOWLEDGE

1. Explain what you should do if you find a gun. Recite the four safety reminders.
2. On an approved range in your city or state, explain how to use the safety mechanism, and demonstrate how to properly load, fire, and secure the BB gun.
3. On an approved range, demonstrate to qualified leadership good shooting techniques, including eye dominance, shooting shoulder, breathing, sight alignment, trigger squeeze, and follow through.
4. On an approved range, show how to put away and properly store BB gun shooting equipment after use.

LEVEL 2: SKILLS AND KNOWLEDGE

S1. Demonstrate the prone, bench, and sitting positions associated with shooting BB guns.
S2. On an approved range, fire five BB’s at the “WEBELOS/AOL” target. Score your target; then repeat three times and do your best to improve your score. (Fire a total of 20 BB’s).
S3. Demonstrate proper range commands, and explain how and when to use them.
S4. Tell five facts about the history of BB guns.
CLIMBING

Starting this summer at Camp Tuckahoe, Webelos Scouts will be able to take advantage of the new climbing tower, with one of the two climbing sides designed for younger, most likely smaller, climbers.

“We’re excited to be able to offer a climbing and rappelling experience for all Webelos campers,” said Todd Weidner, who will be directing Camp Tuckahoe in 2019. “Tuckahoe has developed an outstanding reputation in the mid-Atlantic area as a regional destination for high-quality Webelos summer camp experiences and the addition of a new climbing experience will provide Webelos campers with even more opportunity for fun and challenge while at Tuckahoe.”

Every participant must wear long pants or jeans and sneakers. All other equipment will be provided at the course.

GAMES

Scouts will have the chance to expand their knowledge and love of games as they create their own. Tuckahoe Games is the perfect place for Scouts to explore their creativity alongside playful competition.

WEBELOS & ARROW OF LIGHT ELECTIVE ADVENTURE: BUILD IT

Complete the following requirements.

1. Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools.

2. With the guidance of your Webelos den leader, parent, or guardian, select a carpentry project and build it.

3. List the tools that you use safely as you build your project; create a list of materials needed to build your project. Put a checkmark next to the tools on your list that you used for the first time.

4. Learn about a construction career. With your Webelos den leader, parent, or guardian, visit a construction site, and interview someone working in a construction career.

NATURE

Early explorers were sometimes the first naturalists, for their discoveries often included new species of plants and animals. An explorer’s telescope also helps us to explore the final frontier – outer space! Scouts who visit our nature center will encounter many specimens of local wildlife – snakes, turtles, salamanders, frogs, toads, and more! Scouts will also hike along a mountain stream and learn the importance of safeguarding our natural resources.

WEBELOS & ARROW OF LIGHT ELECTIVE ADVENTURE: EARTH ROCKS!

Complete the following requirements.

1. Do the following:
   A. Explain the meaning of the word “geology.”
   B. Explain why this kind of science is an important part of your world.

2. Look for different kinds of rocks or minerals while on a rock hunt with your family or your den.

3. Do the following:
   A. Identify the rocks you see on your rock hunt. Use the information in your handbook to determine which types of rocks you have collected.
   B. With a magnifying glass, take a closer look at your collection. Determine any differences between your specimens.
   C. Share what you see with your family or den.

4. Do the following:
   A. With your family or den, make a mineral test kit, and test rocks according to the Mohs scale of mineral hardness.
   B. Record the results in your handbook.

5. Identify on a map of your state some geological features in your area.

6. Do the following:
   A. Identify some of the geological building materials used in building your home.
   B. Identify some of the geological materials used around your community.
**SCOUTCRAFT**

Scoutcraft is the art of living out-of-doors, and it’s the heart of the Scouting program! A short stay in this area will have your Scouts wanting to live like a castaway on some deserted tropical island. Note: This program area is optional for Second Year Webelos, who may decide to participate in the Arrow of Light Outpost instead.

**WEBELOS REQUIRED ADVENTURE: CAST IRON CHEF**

Eating right helps you grow, gives you energy, and keeps your mind sharp. In this adventure, you will learn to build a fire and explore different ways to cook in camp. You will also set nutritional goals for yourself and plan a menu for your den or family. Best of all, you’ll get to eat the food you cook!

**Complete requirements 1 and 2. Requirement 3 is optional.**

1. Plan a menu for a balanced meal for your den or family. Determine the budget for the meal. If possible, shop for the items on your menu. Stay within your budget.
2. Prepare a balanced meal for your den or family. If possible, use one of these methods for preparation of part of the meal: camp stove, Dutch oven, box oven, solar oven, open camp fire, or charcoal grill. Demonstrate an understanding of food safety practices while preparing the meal.
3. Use tinder, kindling & fuel wood to demonstrate how to build a fire in an appropriate outdoor location. If circumstances permit & there is no local restriction on fires, show how to safely light the fire, under the supervision of an adult. After allowing the fire to burn safely, safely extinguish the flames with minimal impact to the fire site.

**SPECIAL OPEN PROGRAM ACTIVITY:**

Scouts who have not yet earned their Whittling Chip card, and those desiring more practice with their pocket knives, can stop by the Scoutcraft area for a lesson from our staff. Scouts will also be welcome to climb upon some of our authentic pioneering projects, including our traditional favorite…

the monkey-bridge!
In 2019, for the very first time, Webelos Scouts will have a STEM (Science, Technology, Engineering, Mathematics) program area at summer camp!

WEBELOS & ARROW OF LIGHT ELECTIVE ADVENTURE: ENGINEER

Complete at least requirements 1 and 2. Requirements 3 and 4 are optional.

1. Pick one type of engineer. With the help of the Internet, your local library, or an engineer, discover three things that describe what that engineer does. (To use the Internet, be sure that you have a current Cyber Chip or that you have permission from your Webelos den leader, parent, or guardian.) Share your findings with your Webelos den.

2. Learn to follow engineering design principles by doing the following:
   A. Examine a set of blueprints or specifications. Using these as a model, prepare your own set of blueprints or specifications to design a project.
   B. Using the blueprints or specifications from your own design, complete your project. Your project may be something useful or something fun.
   C. Share your project with others at a den or pack meeting.

3. Explore other fields of engineering and how they have helped form our past, present, and future.

4. Pick and do two projects using the engineering skills you have learned. Share your projects with your den, and also exhibit them at a pack meeting.

SWIMMING & BOATING

A quick dip in our crystal-clear swimming pool will prove a refreshing way to start your day, or end it, for that matter! Our enthusiastic lifeguards will provide instructions for all levels of swimming ability, so everyone will feel comfortable and have a grand time.

WEBELOS & ARROW OF LIGHT ELECTIVE ADVENTURE: AQUANAUT

Swimming and boating are great exercise and a whole lot of fun. They’re also the only way you can explore the 70 percent of the earth that is covered in water. In this adventure, you’ll discover how to enjoy swimming and boating safely and how to respond to water emergencies. You’ll also learn some skills that will help you have even more exciting adventures after you become a Scout. So grab your swim trunks and your buddy tag and let’s hit the water!

Complete requirements 1–4 and at least two others.

1. State the safety precautions you need to take before doing any water activity.
2. Discuss the importance of learning the skills you need to know before going boating.
3. Explain the meaning of “order of rescue” and demonstrate the reach and throw rescue techniques from land.
4. Attempt the BSA swimmer test.
5. Demonstrate the precautions you must take before attempting to dive head first into the water, and attempt a front surface dive.
6. Learn and demonstrate two of the following strokes: crawl, sidestroke, breaststroke, or elementary backstroke.
7. Invite a current or former lifeguard, or member of a rescue squad, the U.S. Coast Guard, U.S. Navy, or other armed forces branch who has had swimming and rescue training to your den meeting. Find out what training and other experiences this person has had.
8. Demonstrate how to correctly fasten a life jacket that is the right size for you. Jump into water over your head. Swim 25 feet wearing the life jacket. Get out of the water, remove the life jacket, and hang it where it will dry.
9. If you are a qualified swimmer, select a paddle of the proper size, and paddle a canoe with an adult’s supervision.
ARROW OF LIGHT OUTPOST

Second Year Webelos Program

Our more seasoned campers come to Tuckahoe ready for a greater challenge, and the Arrow of Light Outpost provides that challenge! Each pack has the choice of sending their Second Year Webelos (and adult supervisors) to participate in this optional program on the day they are scheduled for the Scoutcraft and Games programs.

So what makes this program more exciting for Second Year Webelos? They will learn more advanced camping, wilderness survival, and first aid skills.

SLINGSHOT

SLINGSHOT REQUIREMENTS

LEVEL 1: PARTICIPATION AND KNOWLEDGE

1. On an approved range, demonstrate to qualified leadership good shooting techniques, including eye dominance, breathing, sight alignment, and follow-through.
2. On an approved range, explain the parts of a slingshot and demonstrate how to properly use them.
3. Explain the different types of ammunition that may be used with a slingshot and those that may not be used.
4. Explain the different types of targets that may be used with a slingshot and those that may not be used.

LEVEL 2: SKILLS AND KNOWLEDGE

S1. On an approved range, shoot five shots at a target; then repeat three times and do your best to improve your score each time. (Shoot a total of 20 shots).
S2. Demonstrate proper range commands and explain how and when to use them.
S3. On an approved range, try shooting with your non-dominant hand.

WEBELOS & ARROW OF LIGHT ELECTIVE ADVENTURE: OUTDOOR ADVENTURE

Be prepared to make the move from Webelos and Arrow of Light to Scouts BSA. This adventure will help you expand your outdoor skills in anticipation of taking the next step in your scouting journey!

Complete Option A or Option B.

OPTION A:
1. With the help of your den leader or family, plan and participate in a campout.
2. On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.
3. Discuss with your den or family what actions you should take in case of the following extreme weather events which could require you to evacuate:
   A. Severe rainstorm causing flooding.
   B. Severe thunderstorm with lightning or tornadoes.
   C. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
4. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another scout who is not a Webelos scout.
5. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.
OPTION B:

1. With the help of your den leader or family, plan and participate in an outdoor activity.
2. Discuss with your den or family what actions you should take in case of the following extreme weather events:
   A. Severe rainstorm causing flooding.
   B. Severe thunderstorm with lightning or tornadoes.
   C. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
3. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another scout who is not a Webelos scout.
4. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

ARROW OF LIGHT REQUIRED ADVENTURE: SCOUTING ADVENTURE

The Scouting Adventure is all about what happens when you leave your Webelos den and join a troop. In this adventure, you’ll learn about things like the Scout slogan and the patrol method. You’ll find out about merit badges & ranks and then you’ll visit a troop meeting. Best of all, you’ll go along with a troop on an outdoor activity.

Complete the following requirements.

1. Prepare yourself to join a troop by completing at least A-C below:
   A. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meanings to your den leader, parent, or guardian.
   B. Explain what Scout spirit is. Describe for your den leader, parent or guardian some ways you have shown Scout spirit by conducting yourself according to the Scout Oath, Scout Law, Scout motto and Scout Slogan.
   C. Give the Scout sign, salute, and handshake. Explain when to use each.
   D. Describe the First Class Scout badge and tell what each part stands for. Explain the significance of the First Class Scout Badge.

2. Visit a troop meeting with your parent or guardian and, if possible, your den members and leaders. After the meeting, do the following:
   A. Describe how the Scouts in the troop provide its leadership.
   B. Describe the four steps of Scout advancement.
   C. Describe ranks in Scouting and how they are earned
   D. Describe what merit badges are and how they are earned.

3. Practice the patrol method in your den for one month by doing the following:
   A. Explain the patrol method. Describe the types of patrols that might be part of a troop.
   B. Hold an election to choose the patrol leader.
   C. Develop a patrol name and emblem (if your den does not already have one), as well as a patrol flag and yell. Explain how a patrol name, emblem, flag, and yell create patrol spirit.
   D. As a patrol, make plans to participate in a troop’s campout or other outdoor activity.

4. With your Webelos den leader, parent, or guardian, participate in a troop’s campout or other outdoor activity. Use the patrol method while on the outing.

5. Do the following:
   A. Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.
   B. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.

6. Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your Whittling Chip card.
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 Cubmaster or Den Leader working with the pack 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.

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 Cub Scout Resident Camp, deposits are $50 per scout/adult.
- For Webelos Resident Camp, deposits are $60 per scout/adult.
- 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 Jill at jill.spangenburg@scouting.org or call her at 717.620.4525

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

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.

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<thead>
<tr>
<th># OF PAID YOUTH CAMPERs</th>
<th># OF FREE ADULT CAMPERs</th>
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<td>1 to 7</td>
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<td>8 to 15</td>
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<td>16 to 23</td>
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<td>24 to 31</td>
<td>4</td>
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<td>32 to 39</td>
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WHO CAN ATTEND WEBELOS SUMMER CAMP?
Camp Tuckahoe welcomes all Webelos and their adult partners! All Webelos must register for camp through their pack or den, even if only a single family plans to attend. Remember that a scout is considered to have progressed to the next level at the end of the school year, so current Webelos II Scouts would register for Scouts BSA Summer Camp. A Scout who regularly serves as a “Den Chief” may accompany their den for its season and register at the adult rate. We unfortunately cannot accommodate any other child not registered as a member of a Cub Pack.

WHAT LEVEL OF ADULT SUPERVISION DO YOU REQUIRE?
The Youth Protection Guidelines of the Boy Scouts of America require at least two adult leaders to be in camp with the unit at all times, but for Webelos sessions we impose the additional requirement of at least one adult for every four Scouts. We strongly encourage units to provide more supervision and many units achieve a one-to-one ratio.

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 the evening of their final day in camp. Try to arrive by 5:00 pm, and please be sure to stop at the camp office immediately upon your arrival.

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!).

WHAT TO BRING: PERSONAL AND PACK EQUIPMENT
When packing for camp, it’s wise to remember the 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 (3)
- Extra shirts (5)
- Extra undergarments (5)
- Extra socks (5)
- 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
- Insect repellent (no aerosol)
- Spending money
- Long pants or jeans and Sneakers (for Webelos interested in Climbing)
- 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 DEN OR PACK)**

- 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

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.

Our office will open for business at 2:00 pm. All adults will first head over to the Conference Center 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 wristband that will allow entry into the Camp.

By this time, one adult representative from your unit should have been selected to meet with the Business Manager at the Camp Office and any remaining balances will be settled at this time. Please bring three (3) copies of your Unit Roster with you. If your Unit has overpaid, all refunds will be issued to the Unit after the close of each session of camp.

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, copies of maps, and schedules.

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.

When your unit representative rejoins your group you will proceed to your campsite. A member of our camp staff will meet you there to offer guidance and assistance. This “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:

Front

L. Kern

Pack 360

Delaware

Back

Remembering to bring your completed medical forms and swim tags, head for the Dining Hall. Here you will receive your table assignment and learn our dining hall procedures.

Go next to the Scout Pavilion 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” Chapter of this manual.
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:

**Check-In Checklist**

- Arrive at Camp Tuckahoe between 2:00 pm and 3:00 pm.
- ALL adults check in at the Conference Center.
- One leader reports to the office with unit rosters, final payments, and other paperwork.
- Travel to your campsite, fill out swimming tags, and change for the pool.
- Report to the Dining Hall (with completed swimming tags and medical forms) for information.
- Proceed to the Scout Pavilion for medical screening.
- Head to the pool for your swim tests.

**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 Quartermaster. The Quartermaster has an office beneath the trading post and is available for twenty minutes following each meal.

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** – 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.
STAYING AT CAMP

SUMMER CAMP RULES AND POLICIES

Camp Tuckahoe 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, Camp Tuckahoe does not tolerate any behavior that could be characterized as harassing, hazing, 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 lake 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 in front of the Council Camping Services building 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 gravel lot behind the staff campsite.

**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.

**VISITORS WITH SPECIAL NEEDS AND DIETARY REQUESTS**

Camp Tuckahoe 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 prospective campers to return our Dietary Accommodation Request Form at least three weeks prior to their arrival so that our cooking staff can coordinate with them. The online form can be found at https://tinyurl.com/NBOFdiet 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.

**DINING HALL PROCEDURES**

Meals at Camp Tuckahoe 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!

All of our meals are served “family-style,” with up to ten individuals sitting at each table. You will sit at the same tables during your entire stay, and your table assignment 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 pack.

Each table must appoint at least two waiters (and an adult to supervise) prior to each meal. If more than one pack shares a table, these appointments should be worked out among the adults of both units. Waiting tables is a great opportunity to teach your Scouts a lesson in responsibility and selfless service.

Waiters should report to the dining hall 15-20 minutes before each meal. They will set their table, serve the food, and then clear their 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 will mean 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 point, disinfecting the table, and sweeping beneath the table.
A member of the camp staff will serve as the Dining Hall Steward to oversee all of these operations, and it is important that every camper follow his instructions.

Everyone should also follow these common-sense rules:

- Everyone must be properly clothed for each meal. This includes socks, shoes, and a shirt with sleeves. Wet clothes are not permitted. We encourage Scouts to wear their uniforms for every evening meal. Hats should not be worn inside the dining hall.
- Remain silent when entering the Dining Hall and until grace has been said.
- Wash, or at least sanitize, your hands before each meal.
- No running, horse play, or cutting in line.
- Do not put anything but unaltered bread or bagels in the toaster. Butter, jelly, cheese, and other condiments damage the machine and dramatically increase the risk of fire!
- Do not hoard extra fruit, bagels, milk, or juice at your table at the start of each meal. This is wasteful, discourteous to other guests, and creates unnecessary difficulties for the hard-working kitchen staff. Unconsumed items are usually spoiled or wasted.
- Keep the flow of traffic through the serving line moving in one direction. The proper entrance and exit are clearly marked.

**MEDICAL SERVICES**

The Health Office will provide medical assistance 24 hours a day during your stay. Any camper going to the health lodge must arrive with a buddy or parent or two-deep leadership. 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.

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.

We always want to promote good hygiene. 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, he should separate himself from other campers and report his condition to the Health Office.
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 units only. This policy covers summer camp and all other authorized Scouting activities. Non-council units must provide proof of accident and sickness insurance upon arrival.

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, 2017 would be valid until March 31, 2018. It may be downloaded from the National website, 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.

Cub Scout Resident Camp requires Part A & B for all Cub Scouts and Adults.
Webelos Resident Camp requires Part A, B, & C for all Webelos and Adults.

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.

ADDITIONAL CAMP OPERATIONS

The Camp Director oversees all daily operations at Camp Tuckahoe. 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 Tuckahoe offers several supplemental services in addition to our program and dining operations. These include the Camp Office, Trading Post, Quartermaster, and Mail Service.

The Camp Office offers our adult campers a few comforts that their campsites lack. A public telephone and a wireless internet connection are available for anyone who needs them. 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 offers many of the essentials and a variety of comfort items you’d expect to use at camp. A variety of prepackaged snacks and beverages are always available to satisfy any appetite, and you’ll also find hot food for sale! Camp Tuckahoe shirts, patches, and other memorabilia are always popular items, and you will also find an assortment of official Scouting merchandise.

The Quartermaster 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. The Quartermaster is only open for twenty minutes following each meal, and can be found in the lower level of the Trading Post.
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 the Camp Office for pick-up by the unit leader. We ask each unit 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:

SCOUT NAME, PACK #
c/o Camp Tuckahoe
400 Tuckahoe Road
Dillsburg, PA 17019

**CAMP SECURITY**

Throughout its history, Camp Tuckahoe 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 advance 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.**

**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.

Camp Tuckahoe, 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 (excepting his or her own child).
- 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.

Every adult (persons 18 years of age or older) must have completed the new Youth Protection Training to attend any New Birth of Freedom Council Summer Camp Program.
CAMP HISTORY, CUSTOMS, AND TRADITIONS

The true character of a camp most often shines through its traditions. Camp Tuckahoe has served the youth of America for more than 60 years, and we take great pride in its heritage.

A BRIEF HISTORY OF TUCKAHOE

Camp Tuckahoe opened to Scouts in 1948, although it was originally known simply as “Memorial Camp.” One of our predecessor councils, the York-Adams Area Council, needed this new facility after outgrowing its Camp Ganoga. The council promoted the project by appealing for donations to honor the deceased servicemen from World War II.

The previous owners had used Tuckahoe as a hunting camp, but prior to that it had been a source of clay and charcoal for a number of Dillsburg businesses. By the 1940’s, the remains of a short-gauge railroad and one simple cabin stood on the grounds of Tuckahoe, but the opening of camp brought dramatic changes.

In that first year, a magnificent new lodge was built for use as a Dining Hall. Two smaller cabins were erected for use as an Administration Building and a Health Lodge. Six campsites were laid out, and a creek-fed swimming pool was constructed. Council dignitaries dedicated the camp in July, and hundreds of Scouts attended camp that first season.

Tuckahoe expanded rapidly in the following years. Campsites, cabins, and program areas were added. Perhaps the most striking addition was Memory Lake, which hosted all aquatic activities for nearly fifty years. This lake inspired one of Tuckahoe’s founders, Ray F. Zaner, to write the following poem:

This limpid water, oh, so blue, Serene and fresh as morning dew. 
Reflects a bit of earth and sky, Deep walled with mountains towering high. 
Within this lake reflected here, Are singing birds and graceful deer. 
The flowers that make the spring so fair, And autumn hues that are so rare. 
Just tarry here and rest a while. Enjoy, relax, reflect and smile, 
And you will find upon the sod, Your footprints following those of God.

Camp Tuckahoe has experienced something of a renaissance recently. In the late 1990’s, a climbing course was added to enhance the program for older Boy Scouts and Venture Scouts. In 2003, a major capital campaign yielded a new and vastly improved Dining Hall, a swimming pool, a Nature Lodge, Cub World, and other features.

A new chapter opened with the New Birth of Freedom Council in 2010. Along with its new council, Tuckahoe’s campership and programs continue to grow.
CUSTOMS AND TRADITIONS

**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.

**The Memorial Mall** – No visit to Camp Tuckahoe would be complete without pausing to pay tribute at the Memorial Mall. The Mall consists of several distinctive features that help to make Tuckahoe truly unique among Scout camps. One of the more impressive features on the Mall would be the living tribute provided by the Memorial Trees. These trees were planted long ago to honor individuals who contributed to the Scouting program. A total of 173 memorial plantings occurred before the practice was discontinued due to a lack of space in 1968. These trees originally stood in two rows on both sides of the Mall, but the inner rows were removed in 2008 to restore the Mall’s original appearance.

Since 1969 names have been added to a Memorial Wall situated not far from the Mall’s entrance. New plaques are added to the Wall during a special ceremony each June. During this ceremony a brief biography of each honoree is added to the “Book of the Immortals,” a continuous record that now includes nearly 1,000 honorees. The current Tuckahoe tradition is to hold the final retreat ceremony for each week of Scout Camp on the Memorial Mall. In this way every camper and visitor has an opportunity to view its monuments and appreciate the tremendous legacy they represent.

**Bugle Calls** – Camp Tuckahoe 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
- 9:45 pm - Tattoo
- 10:00 pm - Taps

**The Camp Tuckahoe Song** – This song was adapted from an older tune by Martin Trostle, one of Camp Tuckahoe’s original camp staff members, in 1949. For those who love Camp Tuckahoe, this is the song for every occasion!

There’s a camp along the Dogwood Run,
Camp Tuckahoe’s its name.
From the rising sun, ‘til the day is done,
There’s lots of fun for all!
In the waters deep we go to swim,
Come right on in with us!
With crafts and skills all day,
All done in the Scouting way,
It’s the camp along the Appalachian Trail!
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, and 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 choose 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

Prepare for your inspection by emptying all of the tents and 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 Quartermaster by the last evening of camp. Remember also to retrieve any medications that were stored at the Health Lodge.

Finally, we would ask every leader to complete an evaluation before they leave. You will find evaluations at the Camp Office if you wish you work on it during your stay. We use these critiques to improve the Tuckahoe Experience for future campers. We will carefully consider all suggestions and look forward to welcoming you back to Camp Tuckahoe 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 Camp Tuckahoe 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, your entire unit should move the campfire circle unless a severe storm is imminent. In that case, move instead to the Dining Hall. 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.”
Cub & Webelos Summer Camp Map
Camp Tuckahoe

1. Main Gate
2. Maintenance & Storage Yard
3. Ranger Residence
4. Boat Docks
5. Main Parking Lot
6. Conference Center
7. Camp Office
8. Trading Post
9. Dining Hall
10. Campmaster Building
11. Flag Plaza
12. Outdoor Chapel
13. Boy Scout Pavilion
14. Campfire Circle
15. Outdoor Showers
16. Pool
17. Chapel
18. Nature Lodge
19. Climbing Tower & Zipline
20. Scout Archery Range
21. Rifle Range
22. Treehouse
23. Teepee Village
24. Cub Archery Range
25. Mine & Physical Fitness Trail
26. Cub Scout Pavilion
27. Cub BB Range
28. Pirate Ship
29. Shotgun Range
30. Staff City
31. Auxiliary Parking
32. RV Parking

A. Boating
B. Climbing
C. Games
D. Nature
E. Outdoor Adventure
F. PAWS
G. Scoutcraft
H. Shooting Ranges
I. S.T.E.M.
J. Swimming

C Cub Camp Only
W Webelos Camp Only

2019 CUB SCOUT & WEBELOS SUMMER CAMP AT CAMP TUCKAHOE