



September 26 - 28, 2025

Schroeder Family Farm

965 Pumping Station Road Gettysburg PA, 17325

Leaders Guide

**This is a living document and will be updated as certain details
finalize. Below will be listed significant changes.**

09-04-2025 - Initial Guide

09-18-2025 - Updated Arrival Instructions and Program Map added

ARE YOU PREPARED to have an awesome weekend with hundreds of Scouts and leaders from across the area? The Shadows of 1864 Event will significantly add to your fall outdoor program. The logistics and activities have been prepared for you. Just show up, set up your campsites, and get ready to have some fun! Our event will occur at the historic Schroeder Farm, featuring a landmark barn built in 1860, three years before the Battle of Gettysburg. Scouting units will camp on-site in a designated Jamboree-style camping area. Separate camping areas will be allocated for Scouts BSA and Family Camping.

Where and When

- Friday, September 26 through Sunday, September 28
- Address: 965 Pumping Station Road Gettysburg, PA 17325
- Check-in begins at 4:00 p.m. on Friday
- Check-out by 10:00 a.m. on Sunday

Who Can Attend

Shadows of 1864 features day-long programs on Saturday for Scouts of all ages, from Lions through Venturers and Explorers. The event is open to visitors, so we encourage parents and families to attend, along with the general public.

Only registered paid participants can participate in the Cub Scout, Webelos Scout, Scouts BSA on Saturday.

Non-council units (from councils other than the New Birth of Freedom Council) are also welcome to participate in the event. We are planning for over 3,000 Scouts and adult leaders to attend this year's Shadows of 1864, making this one of the largest Scouting events that most Scouts will ever experience.

Experience Camping “Jamboree Style”

The encampment will be organized “Jamboree Style” in one centralized area, in the large open field opposite the main program activity area. Scouts BSA, Venturers, and Explorers will all camp together. The encampment will be divided by main and side streets, allowing access throughout the area. All sites will be laid out as a 30' x 30' space. The Shadows committee will assign unit campsites based on the number of campers in that unit (more campers = more campsites). Cub Scout packs are also welcome to camp “family style” in the Cub Scout family camping area.

Each unit will be allowed ONE (1) trailer / vehicle to be on their site. Once parked, the vehicle CAN NOT MOVE until the end of the weekend, no exceptions. If your unit doesn't have a trailer, then ONE (1) vehicle can be parked within your assigned campsite. Units can deposit their trailer

on their assigned site the weekend prior to the event. When units arrive on Friday, the vehicle that will pull their trailer out will be allowed to hook up to their trailer in their assigned campsite. Again, once parked, the vehicle CANNOT MOVE until Sunday morning.

Mock Springfield Rifle

The pre-orders for mock rifles ended on July 1. If you have not yet picked up your already ordered quantity please reach out to Tom Steckbeck - Event Chair to coordinate pick-up. We will not be shipping. If your unit is “unable” to pick up your mock wooden Springfield rifles before the event, then they will be available for retrieval at the Event Trading Post. Units still have the ability to create their own rifles by following the design plans linked here:

- [3' replica template](#)
- [5' replica template](#)

There will be a competition for best-designed rifle, Scouts and Scouters wishing to participate will have the chance to have a picture taken and complete an entry form during the company photo. The following will be awarded:

- 1st, 2nd, 3rd Cub Scouts
- 1st, 2nd, 3rd Scouts BSA
- 1st, 2nd, 3rd Adult

Registration Information

Registration is open in Tentaroo. Full payment will be required for each anticipated participant when registering for the event.

- Full-weekend participants (youth and adults) can register for \$40 through September 5
 - Registration will continue until September 12 but at an increased price of \$50 per participant (youth and adults)
 - Registration for Weekend Camping will CLOSE on September 13, no exceptions
- Saturday-only participants can register for \$20 per participant (youth and adults) until Wednesday, September 24 through Tentaroo.
- Walk-In registration will be available on the day of the event at \$20 per participant (youth and adults)
- NOTE: no registration fee required for youth / siblings under age of 5 yrs old.

All participants will receive an event patch, and Scouts will be provided with a kepi (a military-style cap) to wear during the event.

Staff Volunteers: A \$20 registration fee will cover food costs. Adult volunteers interested in serving on the event staff can register online.

Registration for participants is done using Tentaroo, the Council's online event registration system. **Please note that there are two registration options in Tentaroo for the event – full weekend campers and Saturday-only participants - Please select the correct option when registering.**

Refund and Cancellation Policy

Registration fees for the Shadows are due at the time of registration. Because this event is being created and held on private property, financial commitments for permits / facilities / resources / etc., there will be no refunds. Monies are being allocated as reservations are being made.

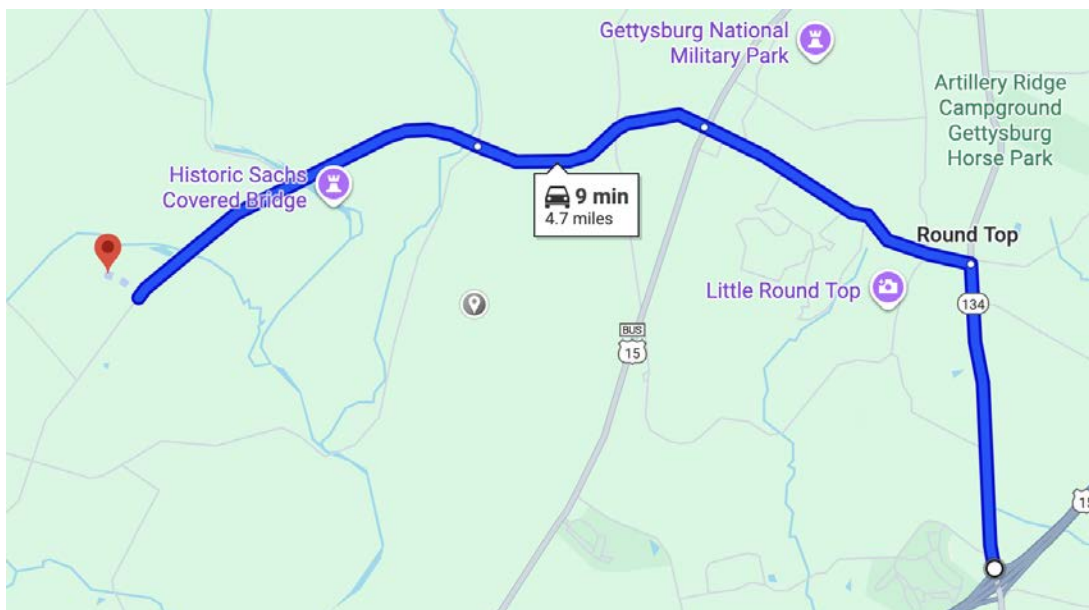
Arrival Directions

Address: 965 Pumping Station Road, Gettysburg PA, 17325

All Participants and Staff should take RT 134 Exit off of US 15

1. Head north on PA-134 N toward Knight Rd
2. Turn left onto Wheatfield Rd
3. Continue onto Millerstown Rd
4. Continue onto Pumping Station Rd

Follow all posted arrival signs toward parking area.



Friday Check-In Process

Arrive and follow the directions of the parking and security teams. One vehicle per unit, with or without a trailer, will be allowed to drive to the campsite. A single trailer OR vehicle will be allowed to stay in the campsite. The vehicle towing the trailer will stay hooked to the trailer and stay in the campsite until departure.

CHECK-IN OPENS AT 4:00 PM. PLEASE DO NOT ARRIVE EARLY

You will **NOT** be able to stop at the registration tent with an attached trailer.

A unit leader will need to bring a unit roster containing the following information to the registration tent. That leaders will receive a map/schedule, Kepis, Patches, and Wristbands for all participants.

Header Information

Unit Type | Council| District| Event Name or Dates

Individual Information

Full Name

Youth or Adult

Cell Phone (Adult Only)

Clearances validated (Pack Adult Only)

Fully Registered Scouter (Scouts BSA, Crew, Ship Adults)

[Printable Form](#)

The staff at registration will provide you the number of patches, and wrist bands based on the count on your Unit Roster.

If you will be arriving after 10PM or if there is a significant possibility due to traffic that you will not make it there on time, please contact Tom/Justin, contact info is at the end of this guide.

Saturday Check-In Process

Check-in will open at 7:30 AM, all participants will follow the arrival directions to arrive at the farm list above. Once parked, please follow all posted signs and proceed to the registration tent to check in and pick up your map/schedule, kepis, patches, and wristbands. Any participants not registered and paying on site will complete this at the registration tent.

Sunday Check-Out Process

All Weekend Participants will depart on Sunday morning, starting at 8:00 AM. At 8:00 AM, we will allow vehicles towing trailers/gear vehicles to exit their site and depart. Units should depart by 11:00 AM if staying later, please notify Camporee Leadership. All units must depart by 6:00 PM

Pre-Shadows Leaders Meeting

The recorded September 11 leaders meeting can be [accessed here](#)

Event Media

Share, Like, Love, and Tag your adventure with us at Shadows! Join in on the social media fun of sharing all your adventures with us at Shadows of 1864. Be sure to use the hashtags #Shadows1864 #nbofc and @nbofc. We will be generating a post-event video to be shared, please share any videos or pictures taken during the event here:

FYI and reference - [National BSA Social Media Guidelines](#)

Youth Protection and Clearances

Protecting our Scouts is always our top priority at any Scouting event. All adult volunteers and registered event staff over 18 must have current [Scouting America Youth Protection/Safeguarding Youth](#) training.

For Scouts BSA Troops, Crews, Ships, and Posts: A minimum of two registered adult leaders 21 years of age or over are required. There must be a registered female adult leader 21 years of age or over in every unit serving females. All adults who are PA residents (anyone over age 18) must have current PA clearances on file with the Council.

For Cub Scout Packs: At least two registered adult leaders 21 years of age or over are required. There must be a registered female adult leader 21 years of age or over in every unit serving females. Packs that require each Scout to have a parent present at the event do not have to have clearances for each adult as long as that adult is responsible for only their own child. Packs where adults will have parents responsible for youth that are not their own are required to have adults with current clearances.

Food Sales and Merchandise

Supply Depot

The Supply Depot (trading post) will be open throughout the event. You can purchase special event items (sweatshirts, t-shirts, cinch packs), snacks, drinks, and supplies. We will sell merchandise that may be used at certain program stations. A special Council Shoulder Strip (CSP) and OA Lodge flap can also be purchased at the event. Cash, credit cards, Google Pay, and Apple Pay are all accepted.

Online Clothing Store

We are excited to offer an order-on-demand clothing store for Shadows!!!! Our vendor, Artistics Designs, is new for this event and we are excited to partner with a local vendor in Camp Hill. Note: The New Birth of Freedom Council is not responsible for any orders.



Six-Panel Twill Cap

\$24.75



5.4-oz 100% Cotton T-Shirt

\$23.75



Ladies 100 Cotton T-Shirt

\$26.00



Ladies Dri-Mesh V-Neck Polo

\$37.75



Dri-Mesh Polo

\$37.75



Men's Solid Flannel Shirt

\$47.50



Fleece Pullover Hooded Sweatshirt

\$42.75



Ladies Value Fleece Vest

\$45.75

Participant Store Link: <https://tinyurl.com/1864Store>

Event Patches



Limited edition only 100 patch sets made! \$64

Turning Point Tavern and Food Trucks

For units or day visitors that don't want to have to worry about packing meals, or if you want a beverage or snack, we have you covered. There will be food options for breakfast, lunch, and dinner. We will accept cash, credit cards, Apple Pay, Google Pay and Cash App.

Turning Point Tavern Menu

Item	Cost
Hamburger	\$3.50
Cheeseburger	\$4.00
Hot Dog w/Sauerkraut	\$2.00 \$2.50
Hot Sausage w/Peppers and Onions	\$3.00 \$3.50
Beef Stew w/ Cornbread	\$8
Chili w/Cornbread	\$8
Bottled Water	\$1.00
Soda	\$1.50
Gatorade / limited edition can Root Beer	\$2.00

Food Trucks

We will have food trucks on site Saturday selling: French Fries, Chicken, Funnel Cakes, Pretzels and More!!!

Robert's Inn (Root Beer Sales)

Robert's Inn was named after Robert McCay Green, a Civil War Union Army Soldier. He enlisted in the 124th Pennsylvania Volunteer Infantry and mustered as a Private in Company H on August 12, 1862. After being discharged from the Union Army, Robert invented the ice cream soda and for years was in the business of manufacturing soda fountains.

Enter the front entrance to purchase your Special Event Mug (\$8.00) and Refill Tickets (\$1.00 each). Purchase of Mug and Refill Tickets are separate. There will be a separate entrance available for refilling your mug with root beer or ice cream. This special refill entrance is only available with tickets. No refill tickets will be sold there.

If you pre-ordered your Special Event Mug, please pick your mug up at the Trading Post.

Facilities

Early Bird Set-up and Unit Trailers

Units will have the ability to drop off their trailer early on Saturday, September 20 from 10 a.m. - 3 p.m. and Thursday September 25 from 12 p.m. - 7 p.m. Please use this link to sign up to drop off your trailer ahead of time. [Trailer Drop Off Link](#)

Friday Night Gear Process

Only the units gear vehicle (1 Gear Vehicle permitted per campsite) is permitted to enter the encampment camping area. A gear vehicle is a trailer +tow vehicle or a single vehicle with gear in it. ONLY ONE IS ALLOWED per unit once a unit has a gear vehicle in their site(s) no other may enter, please plan accordingly.

General Information

Low-Impact Cooking

Propane, solar, or other non-wood means of cooking are recommended because of the limited time available for extensive meal preparation. All attendees should observe the

National BSA Fuels Policy. No open flames or ground fires are permitted by the Schroeder Farm.

Trash Removal

Units are responsible for taking home their trash from the event. The “pack it in, pack it out” method will be the standard.

Restroom Facilities

Porta-potties will be available throughout the encampment areas and in our Encampment HQ area

Potable Water Facilities

Potable drinking water will be provided on-site in the camping areas. Units need to bring portable water jugs for filling. Showers are not available.

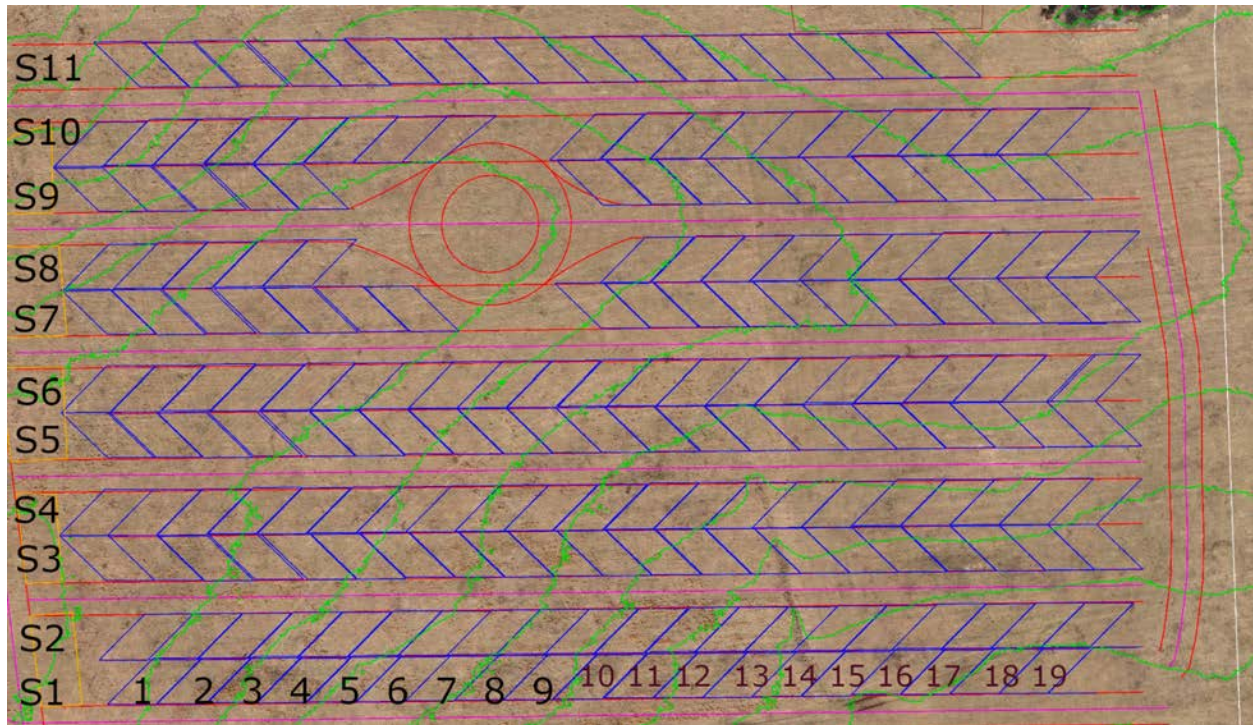
CPAP Services:

You must bring your battery backup solution for your CPAP unit.

Generators are prohibited at the encampment area.

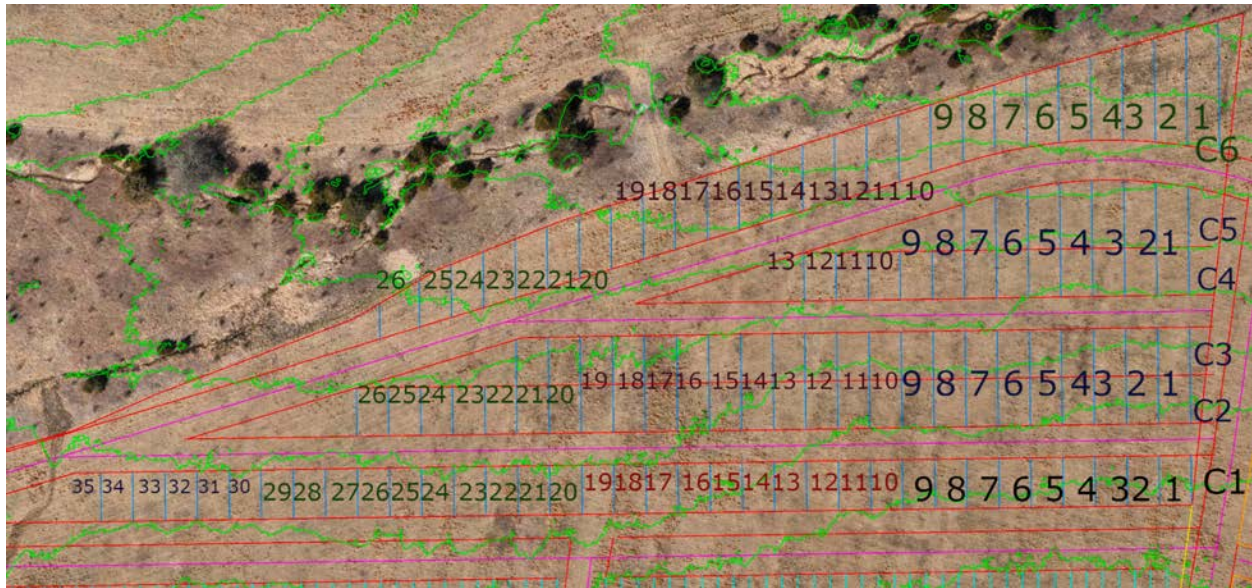
Camping Assignments

For Troops, Ships, Crews, and Posts:



- Units will be camping in the designated Scouts BSA camping area.
- Assignments of campsites are made on a first-come, first-served basis by registered paid attendees on the [NBOFC Tentaroo Reservation system](#).
- The number of sites is determined by paid participants
- 30 and below paid participants = 1 site
- 31 and above paid participants = 1 site for every 30 paid participants
- Unit trailers must fit into the same assigned area as participants and be secured with wheel blocks. Automotive vehicles should be disconnected and parked in the provided parking area. Each unit is allowed a single trailer OR a single auto in the campsite(s).

For Family Camping



Families staying for the weekend are **expected to camp out the entire three days**. - Cub Scout packs and families will be camping in the designated Cub Scout camping area.

- Assignments of campsites are made on a first-come, first-served basis by registered paid attendees on the [NBOFC Tentaroo Reservation system](#).
- The number of sites is determined by the number of paid participants
- 30 and below paid participants = 1 site
- 31 and above paid participants = 1 site for every 30 paid participants
- Unit trailers must fit into the same assigned area as participants and be secured with wheel blocks.

Camping assignments are made based on a first-come, first-served basis based on the provided number of paid participants. If the unit increases the number of paid participants this may require the site(s) to be changed.

As space will be limited for all units, we encourage you to pack for a weekend camping trip. Example: If you bring a six-person tent, you should fill the tent with six persons following all [Scouting America Youth Protection](#) guidelines.

Parking and Security

Overnight parking will be available in our designated parking lot. Any unit staying the weekend is allowed **one** vehicle (Either one vehicle or trailer and connected vehicle) in their campsite (units with multiple campsites may have only one vehicle regardless of the number of campsites.)

Health & Safety

Chair: Justin Eberly

Units must bring a completed Annual Health and Medical Record (Part A & Part B) for all participants, as required for any unit activity or campout. These forms must be kept onsite with the unit leader for the duration of the event. All day visitors should keep these forms on their person. The medical forms will not be collected during check in. Units should bring their first aid kits, and Scouts should carry personal first aid kits. A team of medical professionals will be on-site for emergencies.

The parental release on the Scouting America Medical Form will allow participants to participate in most age-appropriate activities.

Vehicles designated for emergency purposes are unable to provide transportation.

Event Emergency Number 223-339-0930

Program Information

Chairs: Chris Lontz and Julie Steckbeck

Schedule

Friday, September 26

- 4:00 PM Check-In Opens
- 5:00 PM Mustering Process Starts
- 6:00 PM Encampment HQ Opens
- 8:30 PM Campwide Enlistment Ceremony (The Barn)
- 10:00 PM Taps (Quiet Time)

Saturday, September 27

- 7:00 AM Reveille
- 7:30 AM Day-only Check-In Opens
- 8:00 AM Encampment HQ Opens
- 8:30 AM Scouts BSA Program Starts: Participants Report to First Assigned Station.
- 8:55 AM Flag Raising
- 9:00 AM Cub Scout Program Opens
- 12:00 PM Lunch (Scouts BSA Program Breaks, Cub Programs Remain Open)
- 1:00 PM Scouts BSA Program Resumes
- 4:15 PM Camp-wide Program: Parade (Scouts BSA Companies Report to Flag Pole A)
- 5:15 PM Chapel Services
- 6:00 PM Dinner
- 8:30 PM Fireworks
- 9:30 PM Encampment HQ Closes
- 10:00 PM Taps. (Quiet Time)

Sunday, September 28

7:00 AM Reveille

8:00 AM Check-Out Starts

Period Attire

Period Attire is encouraged for all who are attending. Please remember that this is a Scouting function, and dress should be appropriate. Jeans and flannels are appropriate. No Scouting America field uniforms are required!

Mustering & Companies

Mustering means to assemble troops. We'll be hosting a large mustering activity for Cub Scouts and Scouts BSA levels on Friday night to more thematically organize the participants into groups to explore the program on Saturday.

For Weekend participants, each unit will receive a Company Assignment upon check-in (for example, 2A). Make sure you write this company assignment down, and that the SPL shares this with all members of the Troop! Starting at 5:00 p.m. on Friday evening, your unit will make their way over towards the barn and town. Once there, you will find a grouping of tables with lanterns on them, and about a dozen staff seated at the tables. One by one, your Scouts will approach a table with a staff volunteer and sign a "contract" to join the Union Army. This "contract" will be a keepsake for your scout from the weekend. Your Scout will be told what company they are assigned to, and where to report on Saturday morning. Cub Scouts will also be told what time to report to their Drilling station on Saturday during the day. Once your Scouts have signed their contract, they are free to purchase a root beer and roam the town for the rest of their evening or return to their campsite. Around 8:30 p.m., Scouts should return to the town surrounding the barn for a "swearing in" part of their Mustering process.

Day Participants will receive their company designation when they check in Saturday morning. Make sure this is communicated amongst the unit so everyone knows where to report when their program starts.

A company is a group of roughly 100 Scouts, led by a Company Captain (staff volunteer). Scouts BSA Troops, Venture Crews, and Sea Scout Ships will be sorted into their own type of companies, and Cub Scouts will be organized into their own separate companies and follow a slightly different schedule from the other programs. Your scout will follow

their company throughout the day, and the company captain will have a schedule for when your company needs to be in a certain location. Make sure your Scouts all remember what their company assignment is, and who their company captain is!

Reenactor Demonstrations

Everyone familiar with the Battle of Gettysburg is also familiar with the three corps: Infantry, Artillery, and Cavalry. For this event, we are grateful to have the Federal Volunteer Brigade (FVB) providing demonstrations for each of those three corps. This group can provide a depth of knowledge and expertise of skills well beyond what we can, solely as Scouting volunteers.

Each company will be given a time to attend their Artillery, Cavalry, and Infantry demonstration. Each demonstration will take around 30 minutes. Companies **MUST** show up to their demonstration on time so that we can keep everyone moving throughout the day.

Artillery Demonstration

At the Artillery demonstration, Scouts will get to hear and watch as reenactors explain and demonstrate loading a cannon. They'll learn about how artillery was used in the Battle of Gettysburg, how it evolved throughout the war, and then experience a cannon firing!

As reenactors will be performing this demonstration, it is advised that you bring hearing protection for your Scouts for them to wear during the firing of the cannon if you are concerned with sudden loud noises. For safety reasons, there will be an outlined and marked off perimeter that no Scout, Scouter, or person who is not a reenactor will be allowed beyond.

Cavalry Demonstration

One of the most exciting additions to this camporee from its previous iteration is a live Cavalry demonstration! The FVB is fully delivering for the Scouts, with live horses to use in their demonstration.

Infantry Demonstration

As an Infantry corps, it will be important for Scouts in companies to see how an Infantry operated in action. Scouts will learn about the different formations Infantry used for firing, and get to see volleys fired from each of these different formations. Reenactors

will also cover some of the more famous Infantry units from the Battle of Gettysburg and their contributions to the Union effort.

As reenactors will be performing this demonstration, it is advised that you bring hearing protection for your scouts for them to wear during the firing of the volleys if you are concerned with sudden loud noises. For safety reasons, there will be an outlined and marked off perimeter that no Scout, Scouter, or person who is not a reenactor will be allowed beyond.

Cub Scout Activities



**Throughout the day, Cub Scouts will get to move through the following programs
(listed in no particular order):**

1. Infantry Demonstration - see above section "Reenactment Activities"
2. Cavalry Demonstration - see above section "Reenactment Activities"
3. Artillery Demonstration - see above section "Reenactment Activities"
4. The Army Encampment - FVB will provide volunteers and static displays throughout their encampment for scouts to explore and learn more about a Union encampment.
5. Drilling Station - a quick lesson on how soldiers march and learn commands.
6. Cow Milking & Butter Making - a very common chore for any farmhand in the 1860's was milking cows. Milk was used for more than just the raw product, so scouts will also learn how to make and sample their own butter.
7. Civil War Music - there are some tunes from the Civil War that are still well known today that were used for inspiration for contemporary soldiers. Music wasn't just limited to the campfire though, fifers and drummers were used throughout the military. Scouts will hear performances from reenactors on their instruments, have a chance to try their hand at drumming, and sing along with some popular soldier's songs.
8. Branding - Scouts will have an opportunity to add this specific event's mark to their rifle, or any other brand-appropriate item. Items can include a mock Springfield rifle, baseball hat (not your kepi), brandable mug, or wood disc.
9. Medical - Battlefields were not a place free of emergency and injury. Some soldiers needed to be very skilled in medical skills to save other soldiers. At this station, Scouts will be able to see the ingredients and components of a field medic's kit, as well as participate in stretcher relays.

In addition to these programs, Cub Scouts will be able to explore a variety of open program stations at their leisure including:

1. Tin punching where they can make a tin lantern.
2. Candle dipping where they'll create their own candles.
3. Games - learn about and play games that the kids played in the 1800's (marbles, jacks, quoits, and many others).
4. Whittling - learn knife safety and create their own soap carving,
5. Crafts - make your own toys...whirly-gigs and ball and cup.
6. Relays - try your hand at Hoop & Stick, challenge another pack to a friendly Tug-a-War, or sack races.

What to expect your Cub Scout's day to look like:

9:00-10:30 - witness the three different re-enactor demonstrations (Calvary, Cannon, and Artillery). Each demonstration will last approximately 30 minutes). This will be assigned.

10:30-12:00 - Wander the Living History Encampment area, learn how the soldiers moved and carried their guns (your group will be assigned a time for the Drilling Station- about a 20 minute lesson with re-enactors/company commanders), and explore the open program areas.

12:00-1:00 - Lunch break - explore town and grab lunch. Note: program will stay open in the Cub Scout area.

1:00-4:00 - Continue to explore the program areas, Living History Encampment, and get something branded (brandable items will be for sale in the trading post, or brand your gun).

4:00-4:15 - Gather at the Drilling Station, meet up with your Company Commanders, and participate in the campwide Company Review/Parade.

The rest of the day/evening is spent in town; grab some root beer, visit the trading post, attend a church service, and eat dinner.

8:30 - view the fireworks display from your campsite or town; there are no bad seats in the house.

10:00 - lights out

Scouts BSA Activities





During our event, Scouts will learn about the Infantry, Artillery, Cavalry, and Engineering corps through various interactive and immersive stations and shows demonstrating activities of the corps. While our Scouts will go through the basic drilling of an Infantry recruit, they will also be afforded the opportunity to learn about all the different facets of the mid-19th century Army of the United States! Scouts will learn about the day-to-day life of soldiers, even during rest times and reprieves from their daily duties.

Throughout the day, Scouts will get to move through the following programs (listed in no particular order):

1. Infantry/Cavalry/Artillery Demonstrations - see above section "Reenactment Activities"
2. Artillery Activity - Scouts will put their launching skills to the test as they use tennis balls to try and hit targets at various distances up to 50 yards.
3. Cavalry Activity - Scouts will prove their physical ability as the best jockey in races through a figure-8 track on inflatable bounce horses. If they can move quickly on an inflatable bounce horse, they'll have no problem on a real horse!
4. The Army Encampment - FVB will provide volunteers and static displays throughout their encampment for scouts to explore and learn more about a Union encampment.
5. Cow Milking & Butter Making - a very common chore for any farmhand in the 1860's was milking cows. Milk was used for more than just the raw product, so scouts will also learn how to make and sample their own butter.
6. Civil War Music - there are some tunes from the Civil War that are still well known today that were used for inspiration for contemporary soldiers. Music wasn't just limited to the campfire though, fifers and drummers were used throughout the military. Scouts will hear performances from reenactors on their instruments, have a chance to try their hand at drumming, and sing along with some popular soldier's songs. [Union songbook](#)
7. Branding - Scouts will have an opportunity to add this specific event's mark to their rifle, or any other brand-appropriate item. Items can include a mock springfield rifle, baseball hat (not your kepi), brandable mug, or wood disc.
8. Engineering Corps Activity - we will share more details of this once they are available from the FVB, though scouts should expect a Pioneering type challenge here.

In addition to what programs we will be offering at the camporee, your Scouts have the chance to begin work on a couple merit badges through participating in the camporee's program, leading up to and during the event. These are not required activities for every scout attending, and are provided as a supplemental tool for Troops to use to keep their Scouts advancing if they desire.

Please note, camporee staff will not be acting as merit badge counselors during the event. Our primary focus will be on providing an enjoyable and engaging program to the scouts passing through our station. Our staff cannot be distracted by signing blue cards, giving contact information to follow up with the rest of the requirements, or instructing scouts what to do with a partial or complete blue card. If you would like for your scouts to receive credit for work done in preparation for or at this event, it is the responsibility of the Troop leadership and/or the individual Scout to identify a merit badge counselor for the merit badge and get the requirement signed off by them on their own. Do not send your Scouts to this event with blue cards expecting them to be completed or signed by any event staff during the program time.

<p>American Heritage</p> 	<p>4. Do TWO of the following (a-e):</p> <p>b) Research an event of historical importance that took place in or near your area. If possible, visit the place. Tell your counselor about the event and how it affected local history. Describe how the area looked then and what it now looks like.</p> <p>d) Take an active part in a program about an event or person in American history. Report to your counselor about the program, the part you took, and the subject.</p> <p>e) Visit a historic trail or walk in your area. After your visit, share with your counselor what you have learned. Discuss the importance of this location and explain why you think it might qualify for National Register listing.</p>
<p>Woodwork</p> 	<p>5.c) Listen to recordings of popular songs from various periods of American history. Share five of these songs with your counselor, and describe how each song reflects the way people felt about the period in which it was popular. If a recording is not available, have a copy of the lyrics available.</p> <p>4. Using a saw, plane, hammer, brace, and bit, make something useful of wood. Cut parts from lumber that you have squared and measured from working drawings.</p> <p>5. Create your own woodworking project. Begin by making working drawings, list the materials you will need to complete your project, and then build your project. Keep track of the time you spend and the cost of the materials.</p>

SHADOWS RULES

Scouts must uphold all tenets of the Scout Oath and Law. Campers must report all accidents, injuries, or lost persons to medical staff. Violations of Scouting America 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. Vehicles and trailers may be parked only in approved areas.
2. Golf carts, UTVs, ATVs, and vehicles may not be used at the Farm The Facilities/Ranger Staff are allowed due to National Camp Standard - 711 with proper training.
3. While dropping off and picking up gear, the speed limit in the Camping areas is 10 mph. Drivers may not transport passengers in truck beds.
4. Campers must take their trash home with them when they depart.
5. Music and other sounds should not be heard beyond a campsite. Campers should remain in their campsite during quiet time between 10 p.m. and 7 a.m.
6. No open flames are permitted
7. Campers may not cut any living or standing trees.
8. Campers are not permitted to touch, pull apart, or sit on any of the bales situated around the property.
9. Campers are not permitted to capture or hunt any animals. Firearms are forbidden.
10. Smoking is prohibited in front of campers.
11. At least two adult leaders must be present to supervise campers at all times.
12. 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 child.
13. Alcoholic beverages, fireworks, and gas or liquid fuel heaters are forbidden in tents.
14. Secure all valuables. NBOFC is not responsible for any lost or stolen property.
15. Campers may not bring pets to camp. Visitors' pets are restricted to the parking lot and not allowed in camp. Service dogs can be approved by camp security prior to the event.
16. Campers should avoid maintenance areas, storage facilities, and other private properties situated on the Farm.
17. Use of generators is not permitted in or during the encampment.

Event Contact Info

Ronald Gardner, Scout Executive/CEO 717-843-2042

Tom Steckbeck, Council Commissioner & Event Chair 717-577-5838

Justin Schneider, Event Co-Chair 717-712-8663

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