

Summer Camping



Congratulations on deciding to be a leader for your unit's Summer Camp stay!

Your Scouts will benefit greatly by your decision and ommitment.

Their time spent at camp will prove to be a wonderful experience due to your participation and guidance. The challenge of helping boys develop into men is what it means to be a Scoutmaster. The values that are an intrinsic part of being a Scout, are the components needed to be good citizens in one's community. As a Scoutmaster, you are setting a strong example for the young men of tomorrow.

OCKANICKON SCOUT RESERVATION is owned and operated by the Bucks County Council, Boy Scouts of America. Since 1940, our mission has been to offer quality summer camp programs to all Scouts. Our camp is regionally and nationally recognized for both our fine facilities and program and Ockanickon Scout Reservation is routinely inspected and consistently meets the standards set down by the B.S.A. National Office for an Accredited Boy Scout Summer Camp. All key staff members are trained through the B.S.A. National Camp School system and many staff members are trained in C.P.R., basic first aid and emergency procedures. We hold ourselves to the highest local and state standards in food service and property management. We are proud of our camp, its history and its goals. As a staff, we are dedicated to our Camp and its mission. We hope that your stay at Ockanickon will be a positive, fun-filled experience for both you and your Scouts.

Ockanickon Scout Reservation

5787 State Park Rd
Pipersville, PA 18947

Camp Phone: 215-297-5290

Camp Fax: 215-297-8702

Camp Website: www.ockanickon.org

Serving Scouts since 1940

2010 program information is now available. Points of interest:

- [New Master Schedule](#)
- [2010 Historical Merit Badge Information](#)
- [New Format for Some Handicraft Badges](#)
- [New Medications in Camp Policy](#)
- [Simpler Documents Page](#)

What Will Be Coming to the Ockanickon Web Site

- Regular updates on ever expanding program and some possible changes
- Site Requests

Table of Contents

The Program and Leader Guide is broken down into some large sections: before camp considerations, camp program, camp operations, polices, and finally other items like maps. Policy and program is updated annually so even seasoned leaders will benefit from reviewing the main parts of the Program and Leader Guide. Should there be something you can't find after reviewing the menu options at the top of each page, don't hesitate to contact us.

Registration and Fees

WHETHER you have done this all before or you are new at it, moving your troop to summer camp and having a great week doesn't just happen. Like any endeavor, success tends to be proportional to effort. In this section we have listed some recommendations and ideas from Scout troops that have "done it all before". We hope you will find this information valuable as you plan for your week of camp at Ockanickon.

Adult Leaders In Camps

Two-deep leadership is the rule for any troop outing and the same applies to summer camp. You must provide at least one adult 21 years of age or older and another adult 18 years of age or older during your troop's entire time at Ockanickon. Leaders are given steep discounts on their stay because of how much help they provide their Scouts. Please remember this necessity as you plan your summer camp week.

Holding a Troop Summer Camp Meeting

Sometime in the spring, many troops hold a special "Summer Camp Meeting" for the benefit of the boys and their parents. The purpose of such a meeting will vary from troop to troop. Here are some possible topics of discussion that would be beneficial for such a meeting.



- Your troop's travel plans (maps, departure & return times) and other information
- Collection of medical forms, camp fees & merit badge selections
- Time to counsel individual Scouts on their summer camp plans and to review pre-requisite requirements
- Selection of troop and patrol activities for the week.
- Confirm Adult Leadership for the week of camp
- Question and answer time for parents and curious Scouts

Getting Summer Camp Commitments from Webelos

If your troop is associated with an established Cub Pack, it is important that you always maintain a healthy relationship with that Pack. Cub Scouts are the primary source for new boy Scouts. To make sure that Webelos crossing over have the opportunity to come to summer camp at Ockanickon, it is important that you start talking to them about summer camp, as soon as possible. Here are some suggested ways to get Webelos signed up to go to summer camp with your troop:

Scoutmaster Tool		
Invitations	Promotions	Blue & Gold Banquets
Send a special letter to every graduating	Arrange for your S.P.L. and some Scouts to stop by a	If you're Cub Pack has a Blue & Gold Banquet plan

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Webelos Scout inviting them to summer camp with your troop.	Webelos Den meeting, teach a skill and talk-up summer camp	on stopping by this year with a few Scouts and some camp pictures.
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The task of being a unit leader may seem thankless, but a little bit of planning can help you guarantee a smooth camp stay and make it through to all the thank you you'll get (or *should* get) for your Scouts.

Summer Camp Fees, 2010

Our camp program is the best around and we structure our fees to make this experience accessible to everyone. Listed below are the camp fees for summer camp 2010. Please note that when your Scouts commit to camp early by paying early we, as a camp, are better able to save them money through better planning.

Rate Type (see below details)	Due By	Camp Fee	100% Ockanickon Discount
Special Discounted Rate	February 27, 2010	\$323.00	\$307.00
Special Webelos Crossover Rate	May 30, 2010	\$323.00	\$307.00
Regular Camp Rate per Scout	April 24, 2010	\$341.00	\$324.00
Late Camp Rate per Scout	May 30, 2010	\$354.00	\$346.00
Walk-In Camp Rate	after May 30, 2010	\$376.00	\$358.00
Provisional Camper Rate (1st stay) Provisional Application (RTF) – Provisional Application (PDF)	arrival at camp	\$400.00	N/A
Provisional Camper Rate (2nd+ stay) Provisional Application (RTF) – Provisional Application (PDF)	arrival at camp	\$300.00	N/A
Adult Leader Slot Rate	May 2, 2010	\$110.00	N/A (see below)
Week 8 Returning Camper Rate	Until Filled	\$200.00	N/A
Camp Fees are Not Refundable			
Notes and Explanations of Above Fees			
Special Discount Rate	All monies paid by your troop before February 27, 2010 (including any monies rolled over from your 2009 account and \$25 of the original \$100 enrollment fee) will reserve and secure space for your troop in your week at camp at this Special Discounted Rate.		

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Webelos Crossover Rate	Webelos who crossover to your troop can still qualify for the Special Discount Rate if they are paid in full by May 30, 2010 with copies of crossover applications.
100% Ockanickon Discount	Units that attended Ockanickon during the previous summer are eligible for the 100% Ockanickon Discount. This program recognizes returning units with considerable savings in addition to the benefits of being familiar with Ockanickon's program and policies. Cannot be applied to Provisional Camper Fees or Adult Leader Fees. An informational flier and 2010 sign-up is available. [PDF or DOC]
Free Weeklong Adult Leaders	Each 10 youth your unit pays for entitles your unit to a free weeklong adult leader. There is no maximum and your unit is guaranteed 2 free weeklong leaders regardless of contingent size. Free weeklong leaders must meet the following qualifications: They must commit to attend camp for the entire week at the May 1st Leader Meeting and at least one full time camp leader must attend the May 1st Leader Meeting
Leader Slots	Each leader slot allows a unit to have a single adult stay with the unit regardless of how this slot is filled during the week. The leader slot can be filled by a single leader all week, or a leader that stays until Wednesday followed by a new leader for the remainder of the week. A unit may not fill a slot by having two leaders stay for first half of the week. Please note that there is no longer a day rate so a leader that would like to come up for two days would require an entire leader slot. There is an exception for leaders helping with arrival or departure and information is available below.
Leaders Helping with Arrival and Departure	Many units have significant transit times and sometimes leaders wish to stay over Sunday to Monday to help arrival or Friday to Saturday to help departure. These leaders were previously charged a day rate despite rarely staying a day. Now, these leaders may simply pay the meal fee for Sunday's Family Picnic or Saturday's Quick Breakfast. There are some restrictions on this option. First, leaders that help with arrival and departure will not be counted with the unit's head count for the purpose of assigning beds and should plan on bringing a tent. Second, leaders will not be included with the head count for meals and will not be covered for Monday Breakfast or Friday Dinner and seats for these meals may not be available depending on seating
Week 8 Returning Camper Discount	Scouts who've previously stayed at OSR in 2010 may return week 8 (Aug 8-14) at the deeply discounted rate of \$200. If units wish to return as a group, these units will receive free leader slots. Week 8 generally has lower attendance but all OSR program will be available including the sometimes hard to get into programs like Science, Sailing and Photography. Please complete a Week 8 Promotional Rate Form to receive this special rate.

Summer Camp Fee Policies

1. Your Troop will be billed at the prevailing rate for the number of campers that you tell us you are bringing to camp. No matter how hard we try, your best quote will always be better than our best estimate of your troop's attendance. Please update your numbers often.
2. All fees must be paid with a troop check made payable to: "BCCBSA"
3. Camp fees must be sent to the office address below and processing will be delayed if fees are sent to camp.
**All camp fees must be sent to: Ockanickon Scout Reservation
 Bucks County Council, BSA**

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**One Scout Way
Doylestown PA 18901**

4. When paying camp fees, your troop is reserving space for individual Scouts at the prevailing rate. That payment locks out other potential Scouts from attending and directly affects a refund. (See refund policies) Therefore, any and all monies paid before the due date will reserve those spots for your troop. Example: If your troop is bringing 15 Scouts and pays \$3,070 by the February due date, 10 will be completely paid for. The remaining 5 and any additions to your roster will be billed at the next higher rate. (Remember your confirmation either reserves enough spots for your group or locks out other campers from attending)
5. As noted above, camp fees do increase as we get closer to the opening of camp. To insure fairness, we use the postmark date on the envelope to determine all rates.
6. Camp fees are transferable to any Scout in your troop but not transferable to any Scout outside of your troop.
7. Camp fees are not refundable. **Families may purchase Camp Cancellation Insurance as detailed here.**
8. A final roster is due 3 weeks prior to arrival. An additional charge of \$100.00 will be applied if the roster arrives after the 3 week deadline. All persons placed on the roster agree to allow their likeness to be used in future camp publications like slide shows and the web page. Leaders not registered as staying for some portion of the week cannot be added to the roster simply to give visitation rights. Rosters can be faxed, emailed or mailed into camp but the electronic form provides rosters that are easy for your unit to update and for Ockanickon to manage. The spreadsheet and pdf roster forms are available in the documents section.

Unit Roster Forms for Printing: [Youth Unit Roster \(PDF\)](#) – [Adult Unit Roster \(PDF\)](#)
Unit Roster Forms for Electronic Submission: [Unit Roster \(XLS\)](#)

Other Camp Fees and Policies

ACTIVITY FEES: To help keep individual camper fees down and finance future program improvements we may be charging fees for certain extra programs and services. CPR Training, Horseback Riding, Golf and a few other camp activities require both sign-ups and payment which is done in the main office. Participants may not sign-up for activities unless accompanied by a payment. Scuba BSA and Discover Scuba are registered and paid for at the pool. All activities except Scuba may be paid for with cash, check or an available troop balance. Scuba must be paid for at the pool by cash or check.

CAMP SCHOLARSHIPS: Qualifying Scouts may receive camp scholarships. More information concerning the Ockanickon Campership program and an application are available from the Bucks County Council Service Center in Doylestown. **[Camp Scholarship](#)** Form. Application deadline is April 1, 2010.

GOLD CARD DISCOUNT: Bucks County Council Troops may qualify for an additional discount if they earned Gold Card status with Bucks County Council. This adjustment will be made in the June 2010 account statement. Leader's fees are already significantly discounted and are not further discounted with a Gold Card. To receive the Gold Card discount, your unit must receive its Gold Card FoS target before arriving at camp.

LEADERSHIP MEALS: If space permits, registered adult leaders from your unit may eat in our dining facility. Those leaders must be listed on your unit's summer camp roster on Sunday. Meal costs are – Breakfast: \$5.50, Lunch: \$6.50, Dinner: \$6.50. No visitors are permitted.

PROVISIONAL CAMPERS: Scouts who come to camp without their troop are provisional campers. Troops that choose to host provisional campers receive a \$10 credit for each provisional camper that they host. The credit will be applied to the troop's 2010 summer camp fees. The fee for the first time a Scouts attends camp as a provisional camper is \$400.00. The fee to attend Ockanickon for a second week is \$300.00, this includes Scouts who attended their first week with their troop not as a provisional camper.

General Information: **[Provisional Information](#)**

Registration Form: [Provisional Application \(RTF\)](#) – [Provisional Application \(PDF\)](#)

SUMMER CAMP 2011: You will have an opportunity to sign up for summer camp 2011 while at camp. A \$100 (non-refundable) deposit will be required to reserve a spot for next summer. Visa and MasterCard accepted. \$25.00 will be applied to your 2011 Camp Balance and \$25.00 will be kept for processing.

SUNDAY PICNIC AND SATURDAY QUICK BREAKFAST: Guests coming Sunday to help with dropping of your unit and gear are welcome to buy tickets to the Sunday Unit Picnic at unit check-in. These tickets cost \$7.00 for adults and \$5.50 for children

under 11. Guests coming Saturday to help with your unit's departure may purchase tickets to the Saturday Quick Breakfast for \$3.00 at unit check-in. [A purchase form is available here.](#)

TROOP PHOTOS: Venture Crew 507 will take Troop Photos during the Dinner meal on Sunday. 8×10 color photographs and 5×7 color portraits of a Scout or Scout family will be available. All pictures are developed at the Ockanickon Photo Lab with photo proceeds funding the youth photography program. The current price of a 8×10 Troop photo is \$8.00 and \$6.00 for a 5×7 individual or family photo. *Be ready for camp, bring your order form!* The order form is available [here as a pdf](#) or [here as an doc](#).

Acceptable Payments for Camp Programs

Activity	Acceptable Payments
Camp Fees	Cash, Check to BCCBSA
Golf	Cash, Check to BCCBSA
Horseback Riding	Cash, Check to BCCBSA
Rafting	Cash, Check to Bucks County River Country
Diving	Check to O'Donnel Diving
CPR	Cash, Check to BCCBSA
Unit Photos	Check to Crew 507
Photography Merit Badge	Check to Crew 507
2011 Deposit	Cash, Check to BCCBSA, Visa or Mastercard

Program

WE ARE PROUD of the many Scouts and adult Scouters who serve on our staff. Listed here are the program departments of our summer camp and links to schedules and more information. We hope that you will have time to acquaint yourself with our Camp Program Director and the Department Heads as they are key to the camp program.

Ages & Stages

It is the goal of the Boy Scout program to offer appropriate challenges for each age group. Participating in an activity well above or well below a Scout's ability level often leads to disappointment. When advising your Scouts on which merit badges and activities to participate in at camp, please keep in mind this Ages & Stages format. Our departments offer programs appropriate for the different age groups in your troop. For example: The Dan Beard Program, some Handicraft and Scoutcraft badges are appropriate for first year campers. Second and third year campers may still be involved in the offerings of the Dan Beard, Handicraft and Scoutcraft Departments, but they should be ready for the new challenges in the Aquatics and Shooting Sports Departments. Third and fourth year campers may be ready for the more challenging activities offered in the Ecology, Eagle, Rock Climbing, Mountain Biking departments. Your older Scouts should be ready for just about anything we have to offer, including the required Eagle badges and the unique offerings of the Science Center.



Ages & Stages has not been designed arbitrarily. It involves constant feedback from Scoutmasters and members of our own staff as to what age Scouts tend to get the most fulfillment out of a specific program or merit badge. Ages & Stages has been designed to act as a guide. A particularly gifted or challenged Scout may move outside the normal range of activities of their peers. For some physically challenging areas like Aquatics, Adventure Sports or Climbing, the staff may request that a Scout not participate for the Scout's and other participants' safety.

A Special Note about Science Center Badges

Age requirements in the Science Center are mandatory. Many Science Badges assume a pre-requisite background knowledge for most badges that even the brightest Scout may find daunting. Scouts who've stayed with Scouting should be rewarded for their continuing participation in Scout as well as their advancement in school, and the challenging, involved, and fun activities of the Science Center are specifically designed for those Scouts.

Please consider this format when advising your Scouts about their plans for summer camp. We also recommend that Scouts not attempt more than THREE merit badges during a single week of camp. Make sure your Scouts have time for fun in their Summer Camp Plan!

Other Areas with Other Ability Considerations

Aquatics - Scouts attempting lake activities must be able to reasonably handle their canoe, kayak or row boat with little assistance. Badge sessions are 1.5 hours and can prove physically strenuous. Instructional Swim is available for Scouts who have not passed the swim test but is not recommended for Scouts with a severe aversion to swimming.

Dan Beard - The majority of Scouts in Dan Beard are 12 or under. Older Scouts who've entered Scouting lately can greatly benefit from the Dan Beard program but only if they believe they'll work well with a younger group.

Handicraft – Leatherworking and Woodcarving require both good hand strength and control. Scouts with poor knife or tool control can prove dangerous to themselves and those around them. Scouts that may have control troubles should look into less tool-centered badges like Art, Composite Materials, Fingerprinting or Textiles.

Rock Climbing – All campers that want to do any climbing at camp must get an okay from the Health Officer. The Health Officer may turn down any participant not believed to be healthy enough to climb. The recommended age for climbing is 13 but smaller or weaker Scouts may need to wait. Scouts under 13 can climb if they have both Health Officer and Climbing Director approval.

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Shooting Sports – Scouts must be large enough and mature enough to safely handle bows and firearms. Any Shooting Sports Staff Member may remove a Scout from the Shooting Sports Ranges if they believe the Scout may threaten the safety of the staff or other participants.

Ockanickon Program Overview

Each department offers activities in addition to merit badges. Each department header is clickable and will direct you to more information about that department. Below these lists are also individual activities that aren't offered by a specific department followed by Patrol and Troop Activities. By Appointment badges for each department are not listed and information about By Appointment badges is available in the Appointment badges section.

Each department name is hyperlinked to the program details for that area.

Department	Merit badges	Other Activities
<u>Adventure Sports</u>		High COPE Low COPE Mountain Biking Mountain Boarding
<u>Aquatics</u>	Canoeing Lifesaving Rowing Small Boat Sailing Swimming	Discover Scuba Evening Sailing Instructional Swim Kayaking BSA Mile Swim Open Boating Open Swim Polar Bear Swim Safe Swim Defense Training Safety Afloat Training Scuba BSA Snorkeling BSA
<u>Dan Beard</u>	Through Full Day Dan Beard: Mammal Study Swimming	Totin' Chip
<u>Eagle</u>	Citizenship in the Community Citizenship in the Nation Citizenship in the World Communications Emergency Preparedness First Aid Personal Fitness Personal Management	
<u>Ecology</u>	Animal Science Bird Study	First Class Requirement 6 Leave No Trace Training

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	Energy Engineering Environmental Science Fish and Wildlife Management Fishing Forest Geology Insect Study Landscape Architecture Mammal Study Nature Oceanography Reptile & Amphibian Study Soil & Water Conservation	Night Hike Second Class Requirement 5 Tenderfoot Requirement 11
<u>Handicraft</u>	Art Basketry Indian Lore Fingerprinting Leatherworking Pottery Textiles Woodcarving	
<u>Photography</u>	Photography	
<u>Rock Climbing</u>	Rock Climbing	
<u>Science</u>	Astronomy Chemistry Nuclear Science Weather	
<u>Scoutcraft</u>	Camping Cooking Orienteering Pioneering Wilderness Survival	Geocaching Lashing Competition Map and Compass Courses Orienteering Courses
<u>Shooting Sports</u>	Archery Rifle Shooting Shotgun Shooting	Open Archery Open Rifle Shooting Open Shotgun Shooting
<u>Woodburning</u>		Woodburning

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<p>No Specific Area or Offsite</p>	<p>DROP Program <u>Golf</u> <u>Horseback Riding</u> <u>Music</u> <u>Photography</u> <u>Radio</u></p>	<p><u>Ajapeu Award</u> CPR Training <u>Duty to God Program</u> OA Social Magic Tournament</p>
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Troop and Patrol Activities

More detail on these activities can be found in the [Other Troop Activities](#) area of the [Unit Program Page](#)

Activity	Can be Done By
<u>Airband Competition</u>	Troop
Bamboo Lashing Competition	Troop
Clean Campsite Award	Troop
Closing Campfire Program	Troop
Golden Skillet	Troop
Honor Camper	Troop
Honor Patrol	Patrol
Honor Troop	Troop
Inter-troop Games	Patrol, Troop
Map and Quiz Course	Patrol
GPS	Patrol
Open Games	Patrol, Troop
Orienteering and Compass Courses	Patrol, Troop
Service Projects	Patrol, Troop

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Troop Boating	Troop
Troop Games	Troop
Volleyball Tournament	Troop
Water Carnival	Troop

Other camp activities can be done as troop or patrol activities with proper arrangement such as the orienteering courses and Mountain Biking. Some activities cannot reasonably be done as a troop, most notably shooting sports. The ranges have limited capacity and there's simply too much demand to exclude other shooters and merit badge participants. There's nothing preventing a unit from visiting the ranges all at once but there is neither a guarantee of capacity nor availability.

Department Information

Remember: Badges are continually changing and when possible, Ockanickon always uses the most recent requirements. Please check resources like [usscouts.org merit badge requirements](http://usscouts.org/merit-badge-requirements). **Not all camp programs are listed below.** Only regular offerings from departments that run merit badges are listed.

Pre-Requisites: Many badges offered at Ockanickon have pre-requisites so please review our [pre-requisite policy](#).

Times: Many listed activities don't include an end time such as Cloths Inflation and the Volleyball Tournament. These activities run until they're done, weather interferes or the camp curfew of 10:00pm is reached.

Sessions: Merit badges and other activities often list multiple times for that activity. A Scout need only attend one of these sessions each day of the week rather than all. Once a Scout has picked a time, the Scout should return at that time each day but may switch after discussing it with the instructor. Some badges do not run the full week but may if deemed necessary by the instructor.

Clicking on the merit badge or activity name will take you to the usscouts.org page containing the merit badge requirements.

Quick Links to Departments: [2010 Historic Badges](#) | [Adventure Sports](#) | [Aquatics](#) | [Dan Beard](#) | [DROP](#) | [Eagle](#) | [Ecology](#) | [Fly Fishing](#) | [Golf](#) | [Handicraft](#) | [Horseback Riding](#) | [Law](#) | [Music](#) | [Photography](#) | [Radio](#) | [Sailing](#) | [Science](#) | [Scoutcraft](#) | [Shooting Sports](#) | [Woodburning](#)

2010 Historic Badges

For 2010 only, the BSA released four merit badges from the dawn of American Scouting. These badges are not formatted as badges are now and do not lend themselves to the camp model of skill instruction/skill demonstration so will not be offered as scheduled sessions. Scouts interested in completed the below badges must come to camp with all requirements complete and ready to present to an instructor. Each historic badge indicates the department that will oversee reviewing it and interested Scouts can have their work reviewed by arranging a review with the department head of that department.

Pathfinding: (Eagle) Scout should have required knowledge of requirements 1-6 upon arrival at camp. These cannot be "instructed" the requirements state they are to be "known." Requirement 7 SHOULD be brought to camp, but it can be done there if the scout has sufficient knowledge of the areas from requirements 1-6. This is a difficult badge. The required information cannot be sufficiently obtained and retained in a week of camp.

Signaling: (Scoutcraft) Morse code sending requirements can be done during radio merit badge. Working knowledge of morse code and semaphore code should be obtained before arriving at camp. Parts for requirement 1 should be brought, but can be obtained outside camp at a hardware store. Working knowledge of the codes cannot be sufficiently obtained and retained in a week of camp.

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Tracking: (Ecology) No prerequisites needed, but, it could take some time to complete requirements 3 and 4. Scouts should bring some sort of log book, completely or partially filled out for requirements 3 and 4. If the plan is to complete all requirements in camp, a digital camera would suffice for taking the photos needed.

Adventure Sports

Ockanickon's advanced outdoor activities are designed with your older scout in mind. We offer programs that are designed to physically and mentally challenge mature Scouts as they climb REAL rock walls at High Rocks, overcome obstacles in our tree top COPE course, pedal high quality Cannondale mountain bikes over rugged trails, and develop their balance as they ride mountain boards down a steep incline. Scouts will experience the best adventures Ockanickon offers. These programs are an adrenaline packed way to keep your older Scouts involved. The Adventure Sports curricula may even help Scouts recruit older troop members as Adventure Sporters brag about the awesome things did this summer. We are here to thrill!

The Adventure sports' Crew programs, Challenge & Endurance, offer physical activities designed to challenge Older Scouts (13+) who have mastered basic Scouting skills. Each half-day, week-long program, blends activities from Ockanickon's traditional Rock Climbing and COPE programs in a coherent week-long experience. Mountain Biking & Mountain Boarding's programs are a single session, half day commitment that are open to all Scouts.

Ages and Stages Recommendations – Adventure Sports Crew activities hold some of the most physically challenging activities offered at Ockanickon and this consideration is important when unit leaders help their Scouts determine appropriate activities. The recommended age for Challenge and Endurance Crew participation is 13. As always, Scouts with proven experience may try an activity if they are slightly younger while under-developed Scouts or those with no outdoor experience should seriously consider waiting before attempting these activities.

Unit Activities: Limited space is available for unit Adventure Sports activities like low COPE and Mountain Biking. Units interested should speak with the area director early in the week of their stay to arrange for activities. Adventure Sports' staff availability changes from week to week so unit activities may have limited availability. Units wanting to complete high COPE or Rock Climbing as a unit may want to register for COPE Weekends in the spring or fall.

Endurance and Challenge Crew Schedules

Challenge Crew (high ropes at the OSR COPE Course)- Scouts will develop their ability to work with a group to overcome physical challenges and solve problems. The focus of the Challenge Crew is the COPE course with a taste of rock climbing. Scouts completing this program will receive an Ockanickon COPE Certificate.

Endurance Crew (rock climbing at Ralph Stover State Park's High Rock)- Scouts will be asked to use their physical strength and mental awareness as they push through a program centered on climbing. The focus of this crew is rock climbing with one day on the COPE course. Scouts completing this program have the opportunity to complete Climbing merit badge.

Endurance and Challenge Crew Schedules

Adventure Crew	Monday	Tuesday	Wednesday	Thursday	Friday
Endurance Crew (9:00 AM to noon)	Low COPE/Belay Training/Equipment Basics	Rock Climbing	High COPE/Rappelling	Rock Climb	Rock Climbing
Challenge Crew (9:00 AM to noon)	Low COPE/Belay Training/Equipment Basics	High COPE	Rock Climbing	High COPE	High COPE
Endurance Crew (2:00 PM to 5:00 PM)	Low COPE/Belay Training/Equipment Basics	Rock Climbing	High COPE/Rapelling	Rock Climb	Rock Climbing

Preparedness – All participants must be prepared for each session with:

- Water – Arrive with a full water bottle.

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- Proper Footwear
 - Sneakers with good socks
 - Extra shoes for crossing the Tohickon Creek are recommended for Rock Climbing
 - Climbing Shoes: High-quality climbing shoes are available for rental and are strongly recommended for Rock Climbing participants. A week-long rental is only \$5.00 and is paid for at the trading post. Please bring the receipt to the climbing staff to claim your pair for the week. This option is far cheaper than buying climbing shoes and is also much cheaper than many rock gyms charges for only a day rental.
- Appropriate Clothing
 - Long pants are recommended for days when a crew will be doing High COPE activities
 - Many Adventure Sports activities are run rain or shine so participants should have appropriate rain gear

Mountain Biking and Boarding Schedules

Single Session Activities

Scouts who love speed and balance will benefit from these velocity based activities

Mountain Biking (meet at the COPE Course): Scouts will pedal our premier Cannondale mountain bikes across a variety of terrain including single track trails, open fields, and country roads. Mountain biking trips leave from the COPE course each morning at 9:00 and each afternoon at 2:00. Please check the chart for a trip with an appropriate challenge level. Trip sizes are limited based on the number of bikes available (about 10 per trip), so Mountain Biking Works on a first come, first served basis.

Mountain Boarding (meet at Totem Lodge): Mountain boarding is what you get when you take a skateboard, make it the size of a snowboard and add big stomper tires. Each afternoon & a few evenings, Scouts who meet at Totem Lodge can learn the basics of this new sport as they roll down our beginners' hill. The nice thing about these open sessions is that Scouts can board the whole time or just try one run.

Mountain Biking and Boarding Schedules

Adventure Crew	Monday	Tuesday	Wednesday	Thursday	Friday
Mountain Biking - (9:00 AM to 12:00 PM)	Basic Ride 1 – 9:00 AM Basic Ride 2 – 10:30 AM	Country Roads	Rugged Trail	Country Roads	Rugged Trail
Mountain Biking - (2:00 PM to 5:00 PM)	Basic Ride 1 – 2:00 PM Basic Ride 2 – 3:30 PM	Rugged Trail	Country Roads	Rugged Trail	Country Roads
Mountain Boarding - (2:00 PM to 5:00 PM)	Open Boarding	Open Boarding	Open Boarding	Open Boarding	Open Boarding
Open Adventures - (7:00 PM to 8:30 PM)	Mountain Boarding	Mountain Biking	None (Water Carnival)	None (Volleyball Tournament)	Mountain Boarding (until campfire)

Preparedness – All participants must be prepared for each session with:

- Water – Arrive with a full water bottle.
- Proper Footwear – Sneakers with good socks

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Rock Climbing

Activity Name	Time	Prerequisites	Items to Bring	Ages and Stages
<u>Climbing Merit Badge</u>	9:00-12:00noon 2:00-5:00pm	Belay Training	Soft soled shoes, water, day pack	13 and up
Climb On Safely	Weds 7:30pm	None		21 and up

Climbing Merit Badge: To complete climbing merit badge, each participant must participate complete at least three belays, three climbs, and three rappels within the week. This can take three or more all morning or all afternoon sessions, and can be seriously affected by weather.

Climbing Shoes: High-quality climbing shoes are available for rental and are strongly recommended for all participants especially those taking the merit badge. A week-long rental is only \$5. 00 and is paid for at the trading post. Please bring the receipt to the climbing staff to claim your pair for the week. This option is far cheaper than buying climbing shoes and is also much cheaper than many rock gyms charges for only a day rental.

Climbing Group Size: The BSA has provided very specific guidelines as to the number of climbers allowed at a time. Based on Ockanickon's projected staff that group size will be 12. Campers taking either Climbing Merit Badge or Instructor Certification will be given priority while all other slots will be first-come first-serve.

Instructor Certification: Adults interested in becoming a Climbing Instructor may earn this certification through the Ockanickon Climbing Department. This program shows learners how to properly set up ropes for climbing trips and more advanced safety concerns than covered in the simpler Climb On Safely program. This program is available only to leaders over 21 and may take significant time during the week and several climbing sessions. Please talk to the climbing director at the Sunday Leader Meeting to arrange meetings for this program.

Doylestown Rock Gym/Bad Weather Alternative: Climbing merit badge can be severely restricted by weather so in the case of a long period of inclement weather, Climbing may take place at the Doylestown Rock Gym but only if deemed necessary by the Climbing Director. Participants are strongly encouraged to complete and bring the Doylestown Rock Gym Hold Harmless Agreement so he can complete the badge there. Scouts that choose to participate in Rock Gym sessions are encouraged to arrange carpooling. The Rock Gym sessions cost \$12. 00 for a session.

Rock Climbing Training, For Leaders 21 and Up

Rock Climbing Training

Activity Name	Time	Training Summary
Climb-on Safely	Weds 7:30pm	Adults interested in arranging troop climbing may earn this certification through the Ockanickon Climbing Department. This program reviews BSA climbing policies for troop climbing trips This program is available only to leaders over 21.
Climbing Instructor BSA	Week Long During Endurance Crew	Adults interested in becoming a Climbing Instructor may earn this certification through the Ockanickon Climbing Department. This program shows learners how to properly set up ropes for climbing trips and more advanced safety concerns than covered in the simpler Climb On Safely program. This program is available only to leaders over 21 and may take significant time during the week. Please talk to the climbing director at the Sunday Leader Meeting to arrange meetings for this program, since participation in Monday's activities are a must.

Aquatics

Badge Name	Time	Prerequisites	Items to Bring	Ages and Stages
<u>Canoeing</u>	9:15-10:40am 2-3:30pm	Must complete swim test as a swimmer	knee pads (optional), cloths and shoes that can get wet	12 and up, physically able to handle a canoe
<u>Lifesaving</u>	9:15-11:00am	Must complete swim test as a swimmer	Long sleeve shirt, long pants, socks, shoes and belt for emergency clothing removal	13 and up or strong swimmer
<u>Rowing</u>	3:30-5pm	Must complete swim test as a swimmer	Cloths and shoes that can get wet	13 and up
<u>Swimming</u>	9:15-10:40am 10:40-12:00noon	Must complete swim test as a swimmer	Long sleeve buttoned shirt and long pants for cloths inflation	any age Scout

Other Aquatics Programs and Activities

Activity Name	Time	Prerequisites	Items to Bring	Ages and Stages
<u>Clothing Inflation</u>	Mon 7:30pm	Required for Swimming MB	Long sleeve buttoned shirt and long pants	Any age Scout
Bubblemakers (Discover Scuba)	Tues or Thurs 7:30pm		\$6. 00, payment and registration taken at pool	Any age and swim ability
Instructional Swim	9:15-10:40am 10:40-12noon		For weak swimmers who want to pass swim test as swimmer by end of week	Any age Scout or adult
<u>Kayaking BSA</u>	10:40-12noon	Must complete swim test as a swimmer	Only takes one or two session to finish does not take entire week	Any age Scout or adult
<u>Mile Swim Practice</u>	Mon-Thurs 4-5pm	Qualifying laps for Friday's Mile Swim held at same time		Any age Scout or adult
Polar Bear Swim	7-7:30am	Attend 3 of 5 sessions to earn certificate		Any age and swim ability

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Safe Swim Defense/ Safety Afloat	Mon 2:00pm			Any adult
<u>Scuba BSA</u>	Tues, Thurs or Fri 6:00pm		\$40. 00, payment and registration taken at pool	Any age Scout or adult
<u>Scuba Diving Merit Badge</u>	By Appointment	Open Water Dive Certification, must bring certification card or certificate. No other proof will be accepted.	Proof of Open Water Dive Certification	Any age Scout
<u>Snorkeling BSA</u>	4-5pm	Must complete swim test as a swimmer	Only takes one or two session to finish does not take entire week	Any age Scout or adult
Swimming and Water Rescue and Paddle Craft Safety	9-12noon	Must complete swim test as a swimmer		16 and up or strong swimmer
Troop Boating	Tues or Thurs 7:30-8:30pm	Participants must complete swim test as a swimmer	Reservations made at Sunday Leader Meeting or with Lake Director	Any age Scout or adult
Water Carnival	Wed 7:30pm			Any age and swim ability

Scuba Diving Merit Badge: Scouts who have an open water dive certification through an accredited organization may complete Scuba Diving merit badge by appointment. Scouts without an open water dive certification may not attempt this badge. Please see the Aquatics Director to arrange a time. The only accepted proof will be an open water dive certification card or certificate.

Swimming and Water Rescue and Paddle Craft Safety: The BSA has expanded water safety training available to Scouts and Scouters and Swimming and Water Rescue and Paddle Craft Safety training has replaced the previous offering of BSA Lifeguard. These programs run from 9-12noon each day.

Swim Tests: Questions about swim tests are answered in the [Camp Policy Section.](#)

On site Underwater Program



Discover Scuba

Discover Scuba is a wonderful introduction to diving available to even the non-swimmer. This program assembled by the Professional Association of Dive Instructors (PADI) and instructed by O'Donnel Diving is open to all Scouts and adults and has been enjoyed even by Scouts who don't normally enjoy the water. When you take the air with you, it's a lot harder to drown.

Time: Tuesday from 7:15 until finished or Thursday from 7:15 until finished.

Cost per Scout: \$10 for each Scout or adult (make checks out to O'Donnel Diving)

Transportation: Held at the Pool

Participation Limit: None.

Additional Information: Participant does not need to pass a BSA swim test but must complete the [Bubblemaker's Questionnaire](#). This form must be signed by a parent or guardian so it is strongly recommend this is completed by anyone interested in participating.

Before You Come to Camp: All participants must have a proper swim suit. We also encourage, but do not require, Scouts to participate with a buddy.

Scuba BSA

Scuba BSA is a great underwater experience for Scouts looking for an expanded experience compared to Discover Scuba. Scuba BSA offers significantly more time under water, at greater depth and with more expansive instruction into the fundamentals of Scuba diving. This program constructed by National with assistance from PADI is also run by O'Donnel Diving and as always in organized and presented with competent and charismatic dive instruction.

Time: offered Tuesday, Thursday or Friday, from 6:00 PM until finished.

Cost per Scout: \$45, covering all equipment and instruction (make checks out to O'Donnel Diving)

Transportation: Held at the Pool

Additional Information: Participants must pass BSA swim test. Please review the [Scuba BSA Packet](#).

Before You Come to Camp: All participants must complete a brief medical questionnaire. [BSA Scuba Medical Questionnaire](#). **Scuba BSA only requires completion of the 1st page.** If a potential participant is experiencing sinus problems during his stay at camp, he may have difficulty participating in this activity due to pressure changes.

Sailing

Activity Name	Time	Prerequisites	Items to Bring	Ages and Stages
Open Sailing	9:15-12:00noon Monday 9:15-12:00noon Wednesday	Must complete swim test as a swimmer	Water-friendly cloths, sunscreen, hat, sunglasses, water bottle	12 and up

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<u>Small Boat Sailing Merit Badge</u>	7:30-9:30pm Monday 9:15-12:00noon Tuesday, Wednesday, Thursday, Friday	Must complete swim test as a swimmer	Water-friendly cloths, sunscreen, hat, sunglasses, water bottle	12 and up
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Sailing Lottery Procedures: During check-in, Small Boat Sailing lottery entry forms will be available on the front counter in the Main Office. Complete one for each Scout interested in taking Sailing merit badge by 5:00 PM. Before 5:30 PM, if more than 6 Scout signed-up, 6 names will be drawn at random from submitted forms and a list containing these names will be posted at the main office.

Drivers for Sailing Merit Badge: To allow full participation, Sailing needs the assistance of two adults to provide transportation for a total of 10 participants, two instructors, six youth and the two drivers. If you have a vehicle that can fit five people and would like to spend some quality time at lake Nockamixon, please sign-up, sailing thanks you. Driving is first come first serve, if you'd really like to go, you may work any preferences out with the other listed drivers. Adults may participate in the badge if they like or simply enjoy quality time at Lake Nockamixon. Adults who volunteer to drive and don't choose to say may have the youth of their choice go in their place.

Additional Sailing Merit Badge Information: Groups that have been sailing at Nokamixon are often late back to camp. We always ensure that the group returns in time for their lunch, either Meal A or Meal B. Please make sure your Scout Master is aware of this. Merit badge requirements can be done during the free sail periods, but Scouts wishing to pursue the badge during these periods must attend the Monday evening merit badge session and tell the staff members present that you'd like to participate in the badge then. Like all sessions, free sail periods are limited by boat capacity and require drivers.

Dan Beard

The Dan Beard Department runs a full-week day-long first year Scout program to help new Scouts quickly fulfill many requirements for ranks up to First Class as well as gain experience with patrol camping and activities. The Full Day program is the cornerstone of the department and program is both fun and comprehensive.

Every day the Scouts meet in the Dan Beard field at 9:15 for the morning and 2:00 for the afternoon. For Tuesday through Friday in the afternoon there are four stations. A patrol goes to a different station everyday. Once the patrol has gathered in Dan Beard, they will go to a station with their Patrol Guide.

Dan Beard Daily Schedule

Monday

9:15-9:30 Introduction

9:30-10:15 Patrol Method

10:15 Line Up For Pool (Swimming Merit Badge/Instructional Swim)

2:00-3:00 Totin' Chip Part 1 (safety & sharpening)

3:00-4:00 Two Half Hitches, Taut Line, & Bowline

4:00-5:00 Totin' Chip Part 2 (ax yard)

Tuesday through Friday

9:15-10:15 Mammal Study

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- 10:15 Line up for pool (Swimming Merit Badge/Instructional Swim)
2:00 Meet at Dan Beard for stations

Stations

Lashings Station

- 2:15-3:00 Clove Hitch and Timber Hitch (At Scoutcraft)
3:00-4:00 Lashings (square, diagonal, shear)
4:00-5:00 Lashing Project

First Aid Station

- 2:15-3:00 First Aid (At Eagle)
3:00-4:00 First Aid Scenario

Orienteering Station

- 2:15-3:00 Map & Compass (At Dan Beard)
3:00-4:00 Orienteering Course

Team Building Station

- 2:15-4:00 Team Building Activities

Notes and Reminders:

Second Class 8abc (7abc in old Scout book) and First Class 9abc are covered during Swimming merit badge. Instructional swim is provided to those who have not passed the Swimmer test. Since participants go to the pool every morning, Scouts must bring their bathing suits and towels with them to Dan Beard. Scouts must bring two filled out merit badge cards for Swimming and Mammal Study to Dan Beard on Monday morning.

Totin' Chip will be offered in Dan Beard at 7:15pm Tuesday night for Scouts not in the full day program.

DROP (Delaware River Outdoor Program)

The DROP program is offered to units by request. Please contact Ockanickon to plan an expedition for your troop.

DROP is an advanced canoeing and outdoor skills program designed for experienced Scouts and Scouters. DROP takes place on the Delaware River where participants will enjoy nearly a week of special program not available elsewhere including Leave No Trace camping, 54 miles of river canoeing and treks involving some of the Mid-Atlantic's richest natural and cultural sites.

Time: Sunday Evening to Thursday Afternoon

Transportation: As provided by your unit, the camp will also need assistance in moving gear and canoes.

Additional Information: Participants must be physically and socially able to spend extended periods on the open water. Few facilities will be available and Scouts must have a strong background in canoeing and swimming (we recommend having completed both Swimming and Canoeing merit badges.)

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Before You Come to Camp: Each participant must complete a DROP registration form and we recommend brushing up on basic canoeing skills.

Eagle

Badge Name	Time	Prerequisites	Items to Bring	Ages and Stages
<u>Citizenship in the Community</u>	Wed 7:30 PM to completion	2b, 3a, 4a, 4b, 7	Map of Community(2a) Government Chart (2b) Meeting Minutes (3a) Interview Information (4a) Volunteer Information (7b, c) Community Presentation (8)	14 and up
<u>Citizenship in the Nation</u>	10:40 AM – 12:00 noon 2:00 PM – 3:30 PM	2	Monument/Facility Reports (2)	14 and up
<u>Citizenship in the World</u>	9:15 AM – 10:40 AM 2:00 PM – 3:30 PM	7	Proof of Requirement 7	15 and up
<u>Communications</u>	10:40 AM – 12:00 noon 3:30 PM – 5:00 PM	5, 7, 8	Meeting notes and your notes (5) Objective Report (5) Teaching Plan and Aids (6) Proof of Requirement 7 Campfire Program and Scripts (8)	13 and up
<u>Emergency Preparation</u>	3:30 PM – 5:00 PM	1, 2b, 2c, 6c, 8	Proof of having First Aid merit badge (1) Emergency Chart with Disaster Coordinator Info (2, 6c) Proof of Requirement 8 Photos of Family Emergency Kit (8c) Personal Mobilization Kit (8c)	13 and up
<u>First Aid</u>	9:15 AM – 10: 40 AM 2:00 PM – 3:30 PM	2d	Personal First Aid Kit (2d)	Must have First Class
<u>Pathfinding</u>	By Appointment	All		12 and up
<u>Personal Fitness</u>	9:15 AM – 10: 40 AM	1, 6, 7, 8	Explanations for Requirement 1 Dental Statement (1b) Fitness Logs and Programs (6, 7, 8)	15 and up
<u>Personal Management</u>	10:40 AM – 12:00 noon	1, 2, 8	Proof of Requirement 1 Budget (2)	15 and up

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	3:30 PM – 5:00 PM		To Do List, Calendar and Schedule (8) Project Plan (9)	
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Emergency Prep Checklist.

Ecology

Badge Name	Time	Prerequisites	Items to Bring	Ages and Stages
<u>Animal Science</u>	4-5pm	6		13 and up
<u>Bird Study</u>	2:00-3:00pm		Binoculars, notebook, pen, birding field guides	Any age Scout
<u>Energy</u>	9:15-10:10am	4	Notebook and pen	14 and up
<u>Engineering</u>	4-5pm	2		14 and up
<u>Environmental Science</u>	9:15-10:10am 2-3pm	3E	notebook and pen	14 and up
<u>Fish & Wildlife Management</u>	11:05-12noon	8	Camera or sketchpad	Any age Scout
<u>Fishing</u>	9:15-10:10am	9	Pictures of 2 fish you've caught (see note) and one you cleaned and cooked.	Any age Scout
<u>Forestry</u>	3-4pm	7		Any age Scout
<u>Geology</u>	10:10-11:05am 3-4pm			Any age Scout
<u>Insect Study</u>	3-4pm	7	Camera, blank scrapbook, pictures of the insect you raised from egg to adult	Any age Scout
<u>Landscape Architecture</u>	10:10-11:05am		notebook and pen	13 and up
<u>Mammal Study</u>	11:05-12noon			Any age Scout
<u>Nature</u>	11:05-12noon		notebook and pen	Any age Scout

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<u>Oceanography</u>	2-3pm	8	notebook and pen	Any age Scout
<u>Reptile and Amphibian Study</u>	10:10-11:05am	8	notebook and pen	Any age Scout
<u>Soil and Water Conservation</u>	4-5pm			Any age Scout
<u>Tracking</u>	By Appointment	All		12 and up

Other Ecology Programs and Activities

Activity Name	Time	Prerequisites	Items to Bring	Ages and Stages
Leave No Trace Intro.	Tues 7:30 PM	None		21 and up

Archeology and Plant Science offered by Appointment

Many Ecology badges involve extensive outdoor activities, many of which occur rain or shine. If instructed, please be prepared with good shoes for all sessions and rain gear or all-weather clothing if rain is expected.

Bird Study-At least once during the week, the session will go bird watching from 6:00 AM to 7:00 AM. The date will be announced during the first merit badge session and can change due to weather. Please allow additional time for bird watching on your own as the bird watching quota is not always met during the early morning bird watching session.

Fish and Wildlife Management – Requirement 5 requires Scouts to document 10 animals observed from a constructed blind. This may take considerable time during the week and it is the participants’ responsibility to allow for sufficient time to make observations.

Fishing-Fishing merit badge requires each Scout to catch two fish. While this can be done at camp with provided gear, there is no guarantee that this requirement can be completed in camp. Scouts with previous experience may bring pictures of two fish they have caught to receive credit for this requirement. Scouts are also welcome to bring their own fishing gear but some will be available to borrow.

Fishing Licenses – Campers 16 and over are required by state law to have a fishing license. These are available through the [state web page](#).

Geology-One day involves a hike to the Tohickon Creek and Scouts must bring appropriate footwear for this trip as well as a bottle of water. The date is weather-dependent and will be announced during the first or second day of this badge.

Fly Fishing

Badge Name	Time	Prerequisites	Items to Bring	Ages and Stages
<u>Fly Fishing</u>	7:00 PM at the Lake Grove on Monday, Tuesday, and Thursday.	None	None	12 and up

Golf

Now your Scouts can fulfill their dreams of getting Golf Merit Badge while camping at Ockanickon. Fairways Golf Course in Warrington, PA serves host to Ockanickon's Golf Program. Scouts have the opportunity to get a sometimes hard to get merit badge in the span of a single afternoon. This outing included basic instruction and a round of golf at Fairways and is available to youth as the merit badge program or to adults as a half-day excursion.

Time: Tuesday 12:45 PM – 6:45 PM (approximate) Scouts must arrive at Fairways at 12:45PM. Most participants choose to eat out after the event. Units that would like to eat dinner at camp must notify the office so food can be arranged.

Cost per Scout: \$40. 00, this includes greens fees, club rental, and lesson. Participants must register by Monday Lunch. If adults wish to play and provide their own equipment, please see <http://www.fairwaysgolfclub.com> for rates and fees.

Transportation: As provided by your unit, carpooling may be available but is not guaranteed.

Participation Limit: The Tuesday session can support at most 20 Scouts. Should there be more, a Thursday session will open to take the overflow. If a unit specifically wants to do the Thursday session, please speak with the Program Director to make this arrangement.

Additional Information: Get information about the greens and facilities at <http://www.fairwaysgolfclub.com>.

Before You Come to Camp: Each participant must have clean golf attire to play. This includes khaki shorts or pants, sneakers, and a polo shirt or better. This is a spikeless golf facility, if you wish to bring your own shoes, remove the spikes or wear sneakers. Also bring a wide-brimmed hat or visor, a water bottle, sunglasses and sunscreen.

Handicraft

CHANGED FOR 2010- New Handicraft Badge Formats

How Formats Work: (Monday + Open) Basketry, Leatherwork, Pottery and Woodcarving have moved to a new format where participants will attend a session on Monday at the time listed on the schedule to cover safety and non-crafting requirements, then the Scout will have the rest of the week to complete the badge at any time the Handicraft lodge is open. This will allow Scouts more flexibility to work at their own pace but puts the responsibility to attend and complete projects squarely on the Scout.

(Regular) Art, Fingerprinting, Indian Lore, Space Exploration, and Textiles will operate with a traditional schedule where participants will attend a session each day at the scheduled time until completion.

Badge Name	Time	Prerequisites	Items to Bring	Format
<u>Art</u>	11:05- 12noon 2-3pm	4	Items need to complete requirements 1, 2a and 3 at camp.	Regular
<u>Basketry</u>	9:15- 10:10am 10:10- 11:05am		money for two kits and a stool (\$4. 50-\$11. 00 each)	Monday + Open
<u>Fingerprinting</u>	11:05- 12noon		Current merit badge book	Regular
<u>Indian Lore</u>	2-3pm 3-4pm	4	Money for Projects, be prepared to discuss the Lenape Nation.	Regular
<u>Leatherwork</u>	2-3pm 3-4pm 4-5pm		Money for leather kit	Monday + Open

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<u>Pottery</u>	9:15-10:10am 10:10-11:05am	7	Money for pottery projects, current merit badge book	Monday + Open
<u>Space Exploration</u>	3-4pm 4-5pm		Money for model rocket kit and engines, current merit badge book	Regular
<u>Textiles</u>	4-5pm	2A, 2B	Fabrics needed for requirement 2A, current merit badge book	Regular
<u>Wood Carving</u>	9:15-10:10am 10:10-11:05am 11:05-12noon		Money for neckerchief slide project kit, Totin' Chip card	Monday + Open

Ages and Stages- Woodcarving has a minimum age of 13. The instructor may ask a participant to pursue another activity if the instructor believes the participant cannot complete the badge or if the participant is a danger to himself or other participants. All other Handicraft badges are open to all Scouts.

Open Evening Program – The Handicraft Lodge is open Tuesday, Wednesday and Thursday evenings from 7:30-9:00PM. Scouts may use this time to work on badge projects, other handicraft projects, or to do a troop or patrol handicraft project. Scouts may not start new badges during this time.

Horseback Riding

Horseback riding is once again an activity option for your Scouts and provides an opportunity to get Horsemanship merit badge. This sometimes demanding activity introduces Scouts to the world of equestrian activities few average youth get to experience. Our partner, Rainbow Ridge Farm Equestrian Center, has tailored a program specifically for Scouts that meet the requirements of both the BSA and Horsemanship merit badge.

Time: MWF 2:00PM – 4:00PM (we recommend Scouts leave after B Lunch at 1:30 PM and not take a 4:00 PM activity)

Cost per Scout: \$60. 00 payable by a check made to BCCBSA. Do not send payment to Rainbow Ridge Farms, all registration and payment is done through Ockanickon.

Transportation: As provided by your unit, carpooling may be available but is not guaranteed

Participation Limits: The participation limit is now 10. Many leaders mentioned that this program was tough to plan for because of the lottery system and registration has been modified to the following: The first 8 slots in a given week will be available through registration. Registration can be done either by phone or **email**, only the camp coordinator can place reservations and reservations placed will result in a unit being financially responsible for that slot. The remaining four slots and any further open slots will be determined normally through the lottery system. Both reserved and lotteried Scouts must have transportation and Ockanickon strongly encourages car-pooling. Adults may participate if youth from their unit are registered or if there are open slots after the lottery.

Additional Information: Get information about the facilities and horses at <http://www.rainbowridgefarmequestriancenter.com/>

Before You Come to Camp: Bring long pants, sun glasses and a shoe with a small heel like a boot. All participants must also complete a [Horseback Riding Release](#).

Law

Badge	Time	Prerequisites	Items	Ages and Stages
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Name			to Bring	
<u>Law</u>	Tuesday 7:00 PM – 9:00 PM and Thursday from 7:00 PM – 9:00 PM (participants must attend both sessions)	Requirements 1, 4, 5, 9, 11		Registration will be limited to the first 20 Scouts to sign-up who've completed the pre-requisites.

Music

Badge Name	Time	Prerequisites	Items to Bring	Ages and Stages
<u>Music</u>	7:30 PM Mon & Tuesday at the logs in front of Totem Lodge. This badge will not offer make-ups so any Scout wishing to complete it must attend both sessions	None	Instrument, if it can be safely brought to camp	All Scouts

Photography

Badge Name	Time	Items to Bring	Ages and Stages
<u>Photography</u>	Sunday 6:30pm and Wednesday by appt There are no makeups	A digital camera which writes to a common memory format (SD, CF, MMC, XD, SM). SDHC and SDXC users must bring an adapter. The camp will provide no docking stations and cameras that require drivers to connect to a PC that otherwise have no media card slot are not permitted. Cameras may not be part of multi-function devices like mobile phones, PDAs or video cameras. If two Scouts selected are in a single unit they may share a camera if needed. Participants should read the merit badge book before attempting this badge. \$5. 00 to cover cost of developing pictures and printing, checks must be made to Explorer Post 507	13 and up

Photography merit badge no longer requires a lottery. Scouts must sign-up at the main office so the Photography staff can have appropriate materials.

Radio

Badge Name	Time	Prerequisites	Items to Bring	Ages and Stages
<u>Radio</u>	7:30 PM to 9:00 PM and initially meets in the Totem Breezeway. Radio is done three evenings during the week but these days are subject to change.	None	None	12 and up

Science

Activity	Time	Prerequisites	Items to	Ages and Stages

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Name			Bring	
<u>Astronomy</u>	3:30-5pm	Ability to identify constellations in planetarium/outdoors extra time in evening	Pen and paper	<p>All Science Center badges may only be attempted by Scouts 13 and up. This is not a guideline for Scoutmasters but a requirement and Scouts under 13 will be denied.</p> <p>Each badge except Nuclear Science accepts 24 participants and if more than 24 Scouts attempt to enter a badge, they will be accepted starting with the oldest first. Please encourage Scouts to have alternatives available should a spot not be available in a Science badge.</p>
<u>Chemistry</u>	2-3:30pm		Pen and paper	
<u>Electricity</u>	9:15-10:40am			
<u>Electronics</u>	3:30-5pm	\$5.00-\$10.00 for Electronics kits		
<u>Nuclear Science</u>	10:40-12noon		Pen and paper	
<u>Weather</u>	9:15-10:40am	Extra time to do weather talk	Pen and paper	

[Check out the weather around the Science Center in realtime](#)

Telescope Observations for Astronomy Merit Badge: If weather, staffing, and light levels permit, the Science Director will determine if the Science Center telescopes will be used. An announcement will be made during both A and B Dinner if the telescopes will be out. No announcement will be made if they are not.

Note: Other special evening programs are available at the discretion of the Science Director. If your unit would like to arrange an evening please see the Science Director early in your stay to see what is available.

Scoutcraft

Badge Name	Time	Prerequisites	Items to Bring	Ages and Stages
<u>Camping</u>	10:10-11:05am 2-3pm 4-5pm	8c d, 9a b	Gear and clothing needed for an overnight campout (5e, 7b)	12 and up, previous camping experience with unit
<u>Cooking</u>	Mon-Thurs 11:05-2pm Fri 11:05-12pm	5abd, 6abc, 7abd		12 and up, previous cooking experience with your troop
<u>Orientteering</u>	9:15-10:10am	7	compass, waterproof shoes or boots	13 and up
<u>Pioneering</u>	9:15-11:00am 2-3:50pm	2a		Must have thorough knowledge of all knots and lashings required for

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				Tenderfoot to First Class
Signaling	By Appointment	All		
Wilderness Survival	10:40-12noon 3:30-5pm Thurs, 5pm to	5	Survival Kit	13 and up
<i>Other Scoutcraft Programs and Activities</i>				
Activity Name	Time	Prerequisites	Items to Bring	Ages and Stages
Wilderness Survival Overnighter	Weds 5pm			13 and up
Trek Safely Training	Thurs 7:30 PM, Totem Lodge			21 and up

Orienteering: Ockanickon has set up orienteering courses to complete requirement 7. These courses will not be completed in the normal course of the badge and Scouts that wish to complete this requirement in camp should dedicate at least 4 hours later in the week to complete these courses.

Wilderness Survival: Allow time early in the week to construct shelter for Wilderness Survival Overnighter. Additionally, Scouts taking Wilderness Survival must bring the following for the overnighter: pocketknife, personal first-aid kit, extra set of clothing, rain gear, water bottle, flashlight, matches or fire starters, compass, tarp and 50 feet of rope (3/8th inch or thicker)

Dietary Restrictions and Overnighters: Scouts with dietary restrictions can participate in the Wilderness Survival Overnighter but must give the badge instructor advance notice so he or she can request the right food. Please inform the instructor no later than Tuesday so help guarantee food availability.

Shooting Sports

Badge Name	Time	Items to Bring	Ages and Stages
Archery	<i>Lecture:</i> Sunday 6:30-7:30pm <i>Shooting Times:</i> 9:15-12noon and 2-5pm	Merit badge book \$3. 00 for arrow kit	able to pull back 30lb bow
Rifle Shooting	<i>Lecture:</i> Mon or Wed 7:45-8:30pm <i>Shooting Times:</i> 9:15-12noon and 4-5pm	Merit badge book	Must be able to safely handle a rifle
Shotgun Shooting	<i>Lecture:</i> Mon or Wed 7:45-8:30pm <i>Shooting Times:</i> 2-4pm	Merit badge book \$. 85/2 rounds	Must be able to safely handle a shotgun

<i>Other Shooting Sports Program and Activities</i>			
Activity Name	Time	Items to Bring	Ages and Stages
Leader Archery Competition	2pm, Archery Range	Determination	18 and up
Open Shoots	As listed for merit badges, must complete appropriate safety talks and pass safety quizzes		Must be able to safely handle bow or firearm

Thursday is reserved for merit badge work at all ranges. Scouts not shooting to complete requirements will be able to shoot if range spaces are need for badge participants.

By Appointment Evening Merit Badge Range Time - Thursday evening, Scouts taking Shooting Sports badges may arrange to shoot from 8:00 PM until sunset. Please speak with the Shooting Sports Director to arrange for the range to be open.

Shooting Sports Badge Time Requirements - There is no set time required to complete a Shooting Sports badge. Besides the mandatory lectures, please allow time early in the week to complete the accuracy components of each badge. Fridays are a very bad time to complete requirements due to the popularity of the Shooting Sports ranges one other activities have ended.

Shooting Sports Age and Size Requirements – The Shooting Sports department has a sterling safety record and unit leaders are vital to maintaining this. Scouts that are immature, too small, or physically weak can prove very dangerous when given firearms and the Shooting Sports staff will remove or deny any Scout in which the staff does not have full confident. In almost all cases, Scouts will one day be able to safely handle firearms so don't hesitate to recommend that small or weak Scouts try other activities. Also, these Scouts are being set-up to fail as even if an exception were made, progress is unlikely and the Scout may injure themselves.

Shooting Sports Lectures – Scouts attempting any Shooting Sports badges must attend the Sunday and Monday meetings and Shotgun Shooting and Rifle Shooting participants must attend the Tuesday meeting as well. Scouts interested in simply shooting must attend the Sunday meeting and pass the appropriate range safety test.

Guns in Camp - Camp provides unscoped rifles and shotguns for program participants. Campers may not bring their own shotguns and rifles nor scopes. **No one may bring a firearm to camp including leaders and Scouts attempting Shooting Sports badges.**

Additional Shooting Times - Additional shooting time may be available based on weather and range conditions. Extra times will be announced through the Summer Times or at meals.

Woodburning

Activity Name	Time	Items to Bring	Ages and Stages
Morning Open Woodburning	9:15-12noon	Money for the purchase of wood	Any age Scout or adult
Afternoon Open Woodburning	2-5pm	Money for the purchase of wood	Any age Scout or adult
Evening Open Woodburning	Mon and Weds 7-8:30pm	Money for the purchase of wood	Any age Scout or adult

Unit Program

Duty to God Program

As members of the Boy Scouts of America, each member pledges to “. . .do my duty to God . . .” and Ockanickon offers a variety of ways to do this duty. Our program includes two evening vesper services, one morning silent meditation and three daily devotionals. Each Scout and Scouter can earn a “Duty to God” patch by completing five simple requirements entirely doable during a week in camp. Each year, a new patch in a sequence of four will be offered that form a square as depicted below:



The first patch received will always be the kneeling Scout. Those who've participated in the program before will receive the mountain patch.

Requirements

Each Scout or Scouter that wishes to complete the first part of the “Duty to God” patch program must do the following:

1. listen to a presentation about the religious emblem program which will be done during the Monday morning meal.
2. attend one camp worship service (OSR services are Sunday and Monday evening)
3. attend 3 daily devotionals offered Wed, Thurs and Fri during both breakfasts.
4. say grace before meals.
5. fill out and return an evaluation survey form about the patch program.

Worship services and daily devotionals can also be done at the unit level. The patch will be available for purchase at the Ockanickon Trading Post for \$3.00 once the evaluation and participation sheet has been received. If you have any questions about the camp religious programs please speak with Ockanickon's Chaplain Betsy Lerch.

Schedule of Religious Services

- Scouts' Own Vespers Service – Sunday 7:30 to 7:55 PM at the Chapel, Monday 7:00 PM in Palmer B (handicapped accessible)
- Daily Devotionals – Wednesday, Thursday, and Friday. each is offered twice so Scouts may attend regardless of meal. 7:30-7:50 AM and 8:30-8:50 AM.
- Jewish Service – Friday 7:30 PM to 7:50 PM in Palmer B (handicapped accessible)

If a camper has mobility restrictions that prevent him or her from attending the Daily Devotionals they can be moved to Handicraft upon request.

All religious services by the OSR Chaplain are intended to be suitable for all Scouts and Scouters unless otherwise stated. Rev. Betsy Lerch attends the Sunday Leader Meeting to answer questions about the OSR religious services and Duty to God program.

Unit Rafting and Tubing

Ockanickon has offered rafting and tubing in the past, but now Ockanickon has worked with Bucks County River Country to provide a superior open water experience on the Delaware River. New opportunities include canoeing and kayaking as well as transportation provided by a premier outfitter. Ockanickon has worked to get the best price possible for Scout units and we believe we've succeeded. Ockanickon receives no income from Bucks County River Country.

Time: Weekday trips beginning between 8:30 AM and 2:00 PM

Cost per Scout: \$12 for tubing, \$15 for rafting. Other options available, contact Bucks County River Country.

Transportation: As provided by your unit or for an additional cost by Bucks County River Country

Participation Limits: None, as determined by each unit.

Additional Information: Please contact Bucks County River Country with specific questions or visit BCRC on the web at:

<http://www.rivercountry.net>. Pricing for BCRC's full range of river outing options is available at

<http://www.rivercountry.net/prices.html>

Before You Come to Camp: Each Scout participating in a BCRC must bring a signed copy of BCRC's [Rafting Release of Liability Form](#).

Airband Competition

Continuing Ockanickon's tradition of non-traditional program, a unit airband competition will be offered each week. This activity is open to both youth and adults and prizes of various degrees will be available to those who are particularly gifted at playing non-existent instruments.

What's an airband? An airband in the outgrowth of playing the air guitar. Air guitar, or air anything, is playing an imaginary instrument to the music of a song. The air guitar became popular with the first wave of British rock in 1970s. An airband is where a whole bunch people play different imaginary instruments, once again to a song being played in the background.

How can you score someone on playing an imaginary instrument? The judges for the airband competition will be looking for four things:

- 1) Enthusiasm – is your airband playing it's heart out? Even if the song isn't terribly loud or upbeat, Scout enthusiasm can still shine through. (5 points)
- 2) Technique – do the drummer's hands hit the imaginary drum hand at the right time or does he look like an someone that's being electrocuted? Part of airbanding is presenting that you have a passing familiarity with instrumentation or can at least fake looking like you do. (5 points)
- 3) Imitation – does your airband group take look and act like the group that's actually doing the song? If someone does Jethro Tull, does the flutist do the entire piece on one leg? Is your cover of the Beach Boys done by kids wearing Hawaii shirts? (5 points)
- 4) Enthusiasm – it's Scouting. Doing something loudly with energy only a teenage Boy Scout can muster can overcome even the greatest of obstacles. (5 points)

What's required for an airband team? Each team must have between three and six members.

Each unit may submit up to one all adult team, up to one all youth team or a single mixed team of youth and adult team. If a mixed team is submitted a unit may submit no other teams.

How can a group sign-up? Groups may sign-up ahead of time or in camp. No two groups can do the same song during the same week so it is wise to sign-up early. Before camp, email your unit number and week attending camp as well as what song(s) your group(s) would like to do to questions@ockanickon.org. Requests will be honored in the order they are received.

When is the competition? The airband competition will be held along side the volleyball tournament on Thursday.

Rules

- Each team must have between three and six members.
- Each unit may submit up to one all adult team, up to one all youth team or a single mixed team of youth and adult team. If a mixed team is submitted a unit may submit no other teams.

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- The camp will provide a hairbrush as a fake microphone for the lead singer and a stool for the drummer, no other props may be used to represent instruments or sound equipment.
- Teams may have costumes and props assuming that the items are Scout appropriate. Using inappropriate props or costuming will result in disqualification.
- Units must sign-up before Wednesday 5:00 PM.

Bonuses

- Any youth team in a troop where an adult team also performs will receive a two point bonus.
- Any team that performs a song deemed “rarely performed” will receive a two point bonus. No definitive “rarely performed” list exists so there’s some guessing involved.
- Teams whose lead singer is the opposite gender as the lead singer of the song will receive a two point bonus. The best of Heart looks a lot better now, doesn’t it?
- Your team may inadvertently score bonus points by selecting a favorite song of the judges.

Prizes

Official Ockanickon Associates degrees in Airbandry will be awarded to the top placers in each category as well as to the best over all score.

Song List

Ockanickon’s crack team of music experts has combed over the annals of rock music to find a collection of tunes that are under 4:30, include lyrics, have been approved for content by the FCC and that could be found in the “1000 Greatest Rock Songs” box set. In some cases, radio edits have been used to allow songs to be of appropriate length. Remember: Before camp, email your unit number and week attending camp as well as what song(s) your group(s) would like to do to questions@ockanickon.org. Requests will be honored in the order they are received.

Other Troop Activities

Units that succeed in offering quality, safe program can receive recognition in a number of ways. Please note, that these award are administered by the camp but units must submit complete awards forms to receive recognition.

Activity	Description
Bamboo Lashing Competition	Lashings have served as a basic Scout skill since Brownsea Island but rarely have they been used as more than mere tools. On Friday, in the Scoutcraft Field, units will have from 9:00 AM to 5:00 PM to lash a bamboo structure scored on artistry, lashing integrity and complexity. Constructs must fit with the theme that will be announced in the Daily Times on Monday of each week. Units may use any accepted lashings including the American Tressel and the Pacific Rim Tressel to construct their pieces. Bamboo will be provided and is the only allowable construction material except for rope that each unit must provide. Judging will occur Friday evening and units must take down their structures before the Friday Evening Campfire. See Scoutcraft for details.
Clean Campsite Award	An award is available that recognizes your Troop’s cleanliness in camp. Units will appraise their own performance under the guidance of the camp commissioners and units that maintain standards of cleanliness and safety will receive glory and praise.

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Closing Campfire Program	The Sunday Opening Campfire's program is provided by the Staff, the Friday Closing Campfire's program is provided by the units. Each unit may submit both a song or cheer and skit. Original or creative skits will be added to the program where unoriginal or repetitive skits will be excluded and units will be asked to do their cheer or short song.
Golden Skillet	A Scout is Hungry has always been the 13th point of the Scout Law, and executing this imperative has always been vital to Scouting. Now you can pit your cooking abilities against other units in camp and fight for the coveted Golden Skillet which has been passed down from generation to generation in celebration of the venerable tradition of competitive gastronomy. Your Troop may prepare and submit an entree and one dessert for review by our celebrity panel of experts, gadflies, commissioners, and fellow campers that will rate your culinary acumen against those others submitted. All entries must be prepared entirely during your stay at camp and ingredients may be brought or purchased at a local food store. If you are interested, please set inform the Program Director or respond in the entry form you will receive in your Check-In Packet. Please size your entries such that six (6) reviews could have a small sample of the dish. Please visit the main office to schedule an adjudication time.
Honor Camper	The basic unit in Scouting is the patrol and the basic unit in camp is the troop. Still, within these frameworks there is space for exceptional Scouts to rise and be recognized
<u>Honor Patrol</u>	The Honor Patrol Award recognizes patrols that participate in a variety of camp activities.
<u>Honor Troop</u>	The Honor Troop Award recognizes troops that plan and carry out a full Scouting program at summer camp.
Inter-troop Games	Troops are encouraged to participate in our weekly staff challenges. We look forward to repeating the volleyball tournaments of last year. Details of such events will be available upon your arrival to camp.
Map and Quiz Course	Ockanickon is a big place with lots of areas supplying lots of activities. The Map and Quiz course leads Scouts of all knowledge levels around Ockanickon and familiarized them with both the layout and offerings of each area. The course can be completed with a little investigation and be done at any time during the week by both youth and adults.
GPS	Add information on camp geocaching
Open Games	The volleyball court and parade field are always open, weather permitting, for games allowed by the Guide to Safe Scouting. Two tetherball poles are located next to the gazebo in front of the pool and the paved area in front of Eagle hosts two basketball hoops. Volleyballs and basketballs will be available at camp.
Orienteering and Compass Courses	The orienteering and compass courses provided by Scoutcraft can be used by anyone staying at Ockanickon. Maps and orienteering courses are available through Scoutcraft. Compasses will not be provided.

Service Projects	Service and conservation projects that benefit our camp are always available. Troops, Patrols, and individual Scouts are encouraged to seek out opportunities to do a good turn and check with the camp management to approve an idea
Troop Boating	Small groups interested in an evening activity can speak with the Lake Director the week of their stay to arrange evening boating. This activity is available Tuesday and Thursday
Troop Games	Units wanting semi-organized competition may sign-up for volleyball and ultimate frisbee games on the sign-up sheets outside the main office. Units may only sign up for one of each type of game session each week and all games are weather-permitting.
Volleyball Tournament	Each unit with under 50 Scouts may field a single team for the Volleyball Tournament and units with more than 50 Scouts may field two. These teams of up to six people compete in a single elimination tournament for the final match-up against the staff. This activity is run concurrently with the Airband Competition and units may participate in both. Sign-up forms will be placed in unit mailboxes and will be available in the main office.
Water Carnival	Activities for Scouts of all swimming skill levels let everyone get wet at the Water Carnival. Fun is the emphasis so the best swimmers winning is pure coincidence. The events are ridiculous and fun to watch so non-participant campers can have fun too. Sign-up forms can be picked up at the pool.

Recommended Packing List

Personal Hygiene (fragrant items attract insects, avoid)

- Soap
- Shampoo
- Deodorant
- Shaving Needs (if any)
- Towel

Clothing

- Complete Field/Class A uniform for dinner and retreat consisting of Scout socks, shorts, and khaki shirt
- Troop or Scout shirt for Activities/Class B uniform for retreats during high heat
- Swim Suit
- Close Toed Shoes
- Rain gear
- Sufficient clothing for 7 days (coin op laundry facilities are available at camp, detergent is available at the Trading Post)
- Water-proof boots or hiking shoes
- Jacket
- Sleeping Bag
- Bed sheet for hot evenings
- Pillow or bag to stuff with clothing to use as pillow
- Spare shoes
- Extra socks

Outdoor Protection

- Hat
- Water bottle
- Sunscreen
- Non-aerosol insect repellent

Other

- Flash light
- Extra batteries
- Pencil
- Paper
- Money for extra activities/Trading Post
- Items specifically required for specific activities (see Leader Guide)

Optional

- Compass/GPS unit
- Camera
- Playing Cards
- Fishing Equipment

Policies

Sunday Arrival Process

Before Leaving for Ockanickon

- Each camper should have his or her temperature taken. Campers with a temperature of 101°F or above should wait for their temperature to drop before going to Ockanickon. Campers that arrive with a temperature of 101°F or above will be sent home.

2:00 – 4:00 Plan to Arrive as a Troop

- Carpooling is a must! Please talk to your Scouts' parents about sharing rides.
- Gather your troop and meet your Site Manager in the parking lot, site managers will be waiting at the pine grove next to the lake and if you can't find them don't fear to ask.
- Only one vehicle per troop may enter the main camp area at a time.
- Pack all troop gear and any large personal gear into this vehicle and have your troop members carry any remaining gear to the site as directed by your site manager.

3:00 – 5:00 Medical Rechecks, Swim Tests and Camp Tour

- Send one leader to the camp office with a new roster (if any changes were made), a troop check (if any money is owed) and a copy of your Tour Permit and proof of insurance.
- All youth and remaining leaders will change into their swim suits and begin setting up their campsite. A staff member will call your unit to a med recheck site.

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- Your unit leaders will provide to each Scout their medical form if the Scout does not already have it along with any medication that camper takes.
- Each camper will see a member of the health recheck staff to verify the key areas of the medical form like medications, allergies and restrictions and check-in any medications.
- The Scout's temperature will also be taken and Scouts with a temperature 101°F or more will be sent home.
- Units will receive a basic shooting sports orientation. All participants who receive this orientation may attend any open shoot unless otherwise restricted.
- Once done, all Scouts will go to the pool for swim tests, if the unit has already done swim tests already, they will receive a brief pool orientation.
- Units will receive a basic shooting safety session for Scouts who wish to shoot but not take a merit badge. This talk also covers the safety talk requirements to shoot paintball.
- The unit will return to the campsite and finish setting up camp.
- Sign-ups for activities with a lottery for participation will end sign-ups at 5:00 PM. Interested Scouts must sign up or be signed up for at the main office.

5:00 – 6:30 Dinner, Photos and Lottery Drawings

- All food is served cafeteria-style. Your troop is responsible for bussing and cleaning its tables.
- Results for activity lotteries will be posted on the Camp Office door by 5:30 PM
- Troop photos will be taken on the grassy area next to the Dining Hall

6:30 Photography Merit Badge Meeting at the Photo Lab

6:30 Leader Meeting for 1 Leader from Each Unit at Dining Hall

- Leaders will be specifically dismissed from the campfire
- Brief program changes and details from some departments
- Emergency procedure and emergency drill information
- Sign-ups for troop activities and final Dan Beard counts
- Question and Answer time with management and departments

7:30 Scouts' Own Vespers Service at Camp Chapel

8:00 Flag Ceremony at Old Parade Field Immediately Followed by Campfire

Help During Your Stay

Leading your Scouts in a successful week may be trying at times. Discipline issues, weather or program misunderstandings can all put stress on you and your unit leaders and detract from your unit's stay. Ockanickon has several resources at your disposal to help you during your stay as well as to help inform the camp staff of your unit's needs.

Site Manager

Your site manager guides you through Sunday check in and your first day at camp but their utility does not end there. Your site manager will also lead your unit through emergency procedures and actual emergencies and communicate vital information to your unit should the camp-wide notification system fail. Beyond this, the site manager can help communicate problems with your site and stay to the appropriate persons but often doesn't have the power to solve *every* problem. If your unit has problems with their site manager, don't hesitate to tell the Program Director an any Assistant Camp Director.

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Camp Commissioners

The Camp Commissioners are National Camp School Trained experts in camp operations and expressly serve as a liaison between the troop and the camp. Their entire job is to help you solve problems and to maintain a safe camp. Your unit will be visited at least once a day by at least one camp commissioner who will perform health and safety inspections and check to see if your unit is having any problems or has any suggestions. Commissioners are not responsible for performing inspections for the Clean Camp Award but will offer guidance in what to check. The Camp Commissioners can also help solve simple program problems and direct you to whom you should work to solve any trickier problems. Issues with camp facilities such as problems with tent platforms or latrines should be brought to the attention of either the Camp Commissioners or any member of Camp Administration.

Area Directors

The first goal of every department head or area director is to see that their staff delivers a quality program and quality service. Should you encounter difficulties with a staff member the department head is there to help you. There are some things an area director won't do, like change merit badge requirements for Scouts without special needs, allow Scouts who present a health or safety risk in their area, or make exceptions to Ages and Stages requirements when dictated by National Scout Policies. Area Directors often have years of experience in both Scouting and camp operations and will often suggest creative fixes to help all parties and are usually available in their departments, can be contacted through the main office or camp mailboxes, and are present at their respective meals.

Program Director and Assistant Program Directors

Ockanickon offers a lot of program with different schedules, policies and personalities and the Program Director and his assistants are the coordinators of all camp program. Problems that haven't been solved by talking with Area Directors or Camp Commissioners, while rare, can be solved through the Program Director. The Program Director or an Assistant Program Director is present at every meal, every large camp-wide activity, Leader Meetings as well as in the Main Office during normal office hours.

Adult Leader Opportunities and Amenities

Being a leader results in an active week at camp. Beyond looking after your unit and Scouts, Leaders must look after themselves. A stressed or bored leader is unlikely to help anyone so Ockanickon strongly recommends that leaders take at least some program and take advantage of some of the leader facilities in camp. These facilities include use of the central showerhouse located opposite of Foster Hall. Additionally, leaders may always visit the kitchen and common area of Totem Lodge to grab some coffee, sit and enjoy some air conditioning, talk with other leaders or take in a movie during the evenings. The Totem Leader lounge is open each day from 7:00 AM to 10:00 PM. We recommend units who wish to have their 6:00 AM coffee consider bringing a perculator to camp. The second floor of Totem is off limits as it is a staff living area and the 1st floor bathroom is for building residents, the duty officer and the handicapped.

Service Opportunities

- Adult Leaders are welcome to help our staff with merit badge sessions with the permission of the staff running the session
- If a leader in your unit would like to offer a separate badge or program, please speak with the Program Director

Training Opportunities

- AHA CPR and AED certification (this service costs \$35.00 for both initial training and recertification and includes all materials)
- Belay Training
- Climb On Safely
- Climbing Instructor Certification
- Leave No Trace Orientation

- Safety Afloat and Safe Swim Defense
- Scuba BSA and Discover Scuba
- Trek Safely

The Fun Stuff

- Leaders who've completed the safety exams are welcome at the shooting ranges
- Leaders who've completed their swim test are welcome at the pool and lake
- The sauna and hot tub are open to leaders during all afternoons and Monday, Tuesday and Thursday evenings
- All COPE, Climbing and camp-wide activities are open to leaders
- Horseback Riding is open to leader participants if slots are available
- Leaders may participate in the Golf day trip as either free youth chaperones or may pay greens fees and take in a round of golf
- Adults are strongly encouraged to participate in the Airband Competition and may form Leader-Only teams
- Skits at the campfire may have adult participants
- While leaders are required to guide their Scouts during raft and canoe trips, we'll be impressed if you stay dry

Leader Tip: The hot tub is a great place to plan your unit's next year of program.

Saturday Departure

Sooner or later everyone has to go home. Please instruct the parents of your Scouts that we will be holding a camp wide flag ceremony at the old parade field at 9:30 AM, which they are invited to attend. After the awards are given out everyone is dismissed at approximately 10:00 AM. Camp officially closes at 11 AM.

Your unit's medications may be picked up between 7 AM and 10 AM Saturday after your Scouts have taken morning medications. Your unit's medical forms will not be returned. Please make copies of them before you arrive at camp.

Policies

Detailed information about the camp's policies on medications in camp, dealing with food allergies and dietary concerns, and Ockanickon's procedures on medical emergencies can be found on the [Camp Health Policies page](#).

Detailed information about camp fees can be found on the [Camp Fees page](#).

Accident Insurance-All troops attending camp are required to carry current accident insurance for their unit. Proof of insurance is required upon arrival at camp. Documentation is only needed for units in Councils who do not provide blanket coverage for their units.

Bicycles in Camp-Scouts may only bring bikes for the Mountain Biking program. Scouts may not ride around camp except as part of this program and must submit their bike to inspection by the Adventure Sports director. Leaders may bring a bike to ride around camp but must observe the 5 MPH camp speed limit, must submit their bike to inspection at the request of the Camp or Adventure Sports Director. Leaders may not ride after dark.

Daily Inspections-A safety checklist is provided to your unit, and your junior leadership is advised to inspect their camp each day for the items listed on it. The Camp Commissioner Staff may also conduct safety inspections of your campsite daily and as needed.

Emergency Procedures-All emergencies must be reported immediately to the Camp Management, Health Officer or the nearest staff member. In the event the camp emergency signal sounds, please return immediately to your campsite and begin accounting for each of your Scouts. Staff runners will report to each campsite to collect head-counts and to pass along any pertinent information. For more specific information concerning emergency procedures please refer to your campsite bulletin

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board. In the case of severe weather during the day campers may be retained in program areas, during the evening campers may be evacuated to camp buildings at the direction of the camp director.

Firearms in Camp-Personal firearms and bows are prohibited on camp property. We already have the finest target rifles available. Only camp arrows and ammunition may be used. B.S.A. policy forbids the use of handguns as part of a Boy Scout program

Fireworks in Camp-Fireworks are not permitted in camp. Violators will be expelled with no refund.

Fishing Licenses – Campers 16 and over who wish to fish at Ockanickon are required by state law to have a fishing license. These are available through the [state web page](#) and through some local merchants located approximately 25 minutes from camp.

Hazing in Camp-Hazing will not be tolerated at camp. Your unit leadership is responsible to see that it does not occur.

Illegal Drugs & Alcohol in Camp-Illegal drugs and alcohol are prohibited on camp property. The use of or the possession of any illegal drugs or alcohol on camp property will result in immediate expulsion from the property. Local and state authorities will be contacted. All prescription medication must be kept with the Health Officer who may grant exceptions for fast-acting drugs for severe conditions like Epipens, fast-acting inhalers and emergency heart medication..

Knives & Axes in Camp-Those Scouts using knives and axes at camp will be required to carry a Totin' Chip card signifying that they have completed a basic axe and knife safety course. Sheath knives are not permitted in camp. The purchase of knives at the Trading Post requires the possession of a current Totin' Chip card.

Leaving Camp-Anyone, Scout or leader, who is leaving camp MUST first check out at the Camp Office (or at Totem Lodge with the Duty Officer, between 5PM & 8AM) and check in upon returning. Scouts are not permitted to leave camp unless they are signed out by their adult leader at the Camp Office in the presence of either parent or legal guardian. All visitors picking up Scouts at camp must also sign in and sign out.

Liquid Fuels in Camp-Cooking and lighting equipment that run on a liquid fuel such as white gas, unleaded gas, or kerosene are not permitted in camp. Propane gas products are permitted with adult supervision.

Lost & Found-All lost and found items should be turned into the camp office. Leaders are encouraged to have each Scout label his belongings with his name and troop number before his arrival at camp. Lost and found items are located at Totem Lodge or the camp office. Scouts should also check the program areas they may have visited for lost items.

Off Limits Areas-For safety reasons, certain areas of camp are off limits. The rifle range, shotgun range and archery range are off limits except to participants who have been given permission to enter by the area director. The pool and boating areas are off limits when unstaffed. The maintenance area and staff quarters are restricted access areas.

Parking-All vehicles must be parked at the camp parking lot located near the lake. Permits to park in camp are available for handicapped persons through the Health Officer.

Personal Hygiene-The camp environment is often very conducive to the transmission of illness. Due to this, all campers and staff are encouraged to shower regularly and always wash their hands before meals. It is important that everyone keep themselves reasonably clean. Hand sanitizer is also available at most of the latrines in camp.

Pets in Camp-State health and safety codes specifically forbid dogs and other pets at camp during the camping season. No exceptions.

Quartermaster-The QM is located at the Maintenance Area (behind the Dining Hall) and has hours listed on the [Master Schedule](#). All equipment and supplies must be signed out. Damaged or lost equipment will be charged to your unit. (Emergency toilet paper supplies may be obtained at Totem Lodge at all other times.)

Requesting a Campsite-Units can request a campsite for one of two reasons, either out of facilities needs like having access to power or because of simple preference. Units may request a site for either reason but units with facility necessities will get first choice of campsites. Campsite submissions can be submitted any time after the May 3rd Leader Meeting and can be emailed to questions@ockanickon.org with the subject line "Campsite Request" or called in. Please include your name, unit, week and preferred campsite with all requests. Units may also request to stay with a particular unit staying their week and those requests can be submitted via the same channels. Please remember that meeting a site request is not guaranteed and medical needs will receive priority where possible.

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Swim Tests – Units are strongly encouraged to administer swim tests before camp. If a unit completes swim tests before arriving, properly printing buddy tags can be ready for the unit on arrival and can save a good bit of time during Sunday Check-In. Swim tests can be administered by a BSA Aquatics Instructor, BSA Aquatics Supervisor, BSA Lifeguard or Red Cross Lifeguard. Test details are included as part of the Swim Test Record itself and this document can be mailed or faxed to Ockanickon once complete. [Swim Test Record \(PDF\)](#) – [Swim Test Record \(Editable RTF\)](#)

Telephone, Faxes, Mail & Email -Ockanickon Scout Reservation's telephone number is to be used for emergencies and camp business only. The camp telephone number is: (215) 297-5290. The camp's fax number, (215) 297-8702, is also to be used for business purposes only. Faxes sent to individual campers will not be delivered. Mail service is provided to all campers and staff. Outgoing mail should be deposited by 10:00AM each morning and stamps are available at the camp Trading Post. The mailbox is located on the Camp Office porch. Letters to campers should be addressed as follows:

Scout's Name
Troop #, Campsite Name
Ockanickon Scout Reservation
5787 State Park Road
Pipersville PA 18947

The camp's email address is for business use only and emails addressed to campers can not be delivered. Thank you for your understanding.

Tobacco Policy-The use of tobacco products is discouraged by the B.S.A. Adults who use these products are asked to refrain from smoking in the presence of Scouts, in doorways or on porches. Please use the designated areas.

Trees-Trees are a valuable resource. No tree, living or dead, may be cut down without the permission of the Camp Director. Units will be charged if they violate this policy.

Troopwide Restrictions-Unit leaders have the prerogative to not allow their Scouts to participate in some activities or deny Scouts usage of specific departments, facilities or tools. These policies will not be expressly enforced by the Ockanickon Camp Staff but we will support you in these decisions.

Uniforming-Articles of clothing that exhibit slogans or products that are against Scouting principles are prohibited on camp property. The official Boy Scout Field Uniform (worn correctly) which includes the uniform shirt, socks and shorts, is proper dress for dinner (unless otherwise announced). During the week, uniform parts can be obtained through Bucks County Council by making a request at the Trading Post. During the day, dress may be shorts and t-shirts. No tank tops, sleeveless shirts or bathing suits are to be worn during meals. Footwear is required at all times. Scouts seen wearing open-toed shoes will be sent to their camp site to change footwear.

Visitors in Camp, Sundays and Saturday Mornings Only-Parents may accompany their Scouts to camp on Sunday and leave by 7:00PM. No visiting during the week is permitted. Leadership changes must check in at the Camp Office when they arrive. All visitors (who are here to pick up a Scout) must sign in and out at the Camp Office or with the Duty Office after 5:00 PM. Prior approval or check-in/check-out is not required for visitors on Saturday morning. All leadership changes, late arrivals, early departures and any other event requiring a Scout to leave between check in Sunday and check out on Saturday for more than a day must be made no later than closing time on Sunday.

Cancellation Insurance

Even with the best intentions, sometimes things get in the way of your Scouts' coming to camp. Family emergencies and medical emergencies can stop even the most diehard Scout from completing Swimming Merit Badge and singing songs at campfires. Things happen and Ockanickon recognizes this. So, while unable to protect your Scouts' and Scouts' Parents time investment in camp, there is an option to protect the financial investment. By teaming up with TravMark, a leisure insurance specialist, parents can now purchase protection against their child's inability to attend Summer Camp. This coverage does not include everything. If your Scout suddenly doesn't want to go to camp or is restrained by certain obligations like Summer School this coverage will not take effect. Please read the TravMark Policy Specifics Here to get exact details as to what is covered and what is not. ([TravMark Cancellation Insurance Program Details](#)) Additionally, this coverage extends to emergencies that happen while a covered Scout is in camp such as medical evacuation and also covers lost and stolen personal items.

If a parent chooses to invest in a policy with TravMark, that parent will need the following information:

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1. The dates of the protected Scout's stay
2. Organization name: Ockanickon
3. Organization ID: ocka11
4. Program Name: Summer Resident Camp

If you or a parent have questions about this program, please do not contact Ockanickon but TravMark's Mark Ceslowitz at 800.358.0779 x221 or at info@travmark.com. Please note that this program is not administered in any way by Ockanickon Scout Reservation. This is not an exception to Ockanickon's no refund policy nor does this program constitute a subrogation for camp fee payment.

Health Policies

Our current Health Officer is a Registered Nurse with many years of experience. She will be available by phone before and during the season to answer any medical questions or discuss your concerns. She may also be reached at healthlodge@ockanickon.org.

Annual Health and Medical Record Forms

No medical record forms will be returned. Please make copies BEFORE you come to camp.

Accepted Medical Forms

The new **Annual Health and Medical Record Form** is the only allowed medical form. Class 1,2, or 3 medicals will not be accepted even if they have not expired. **Other forms such as sports physicals or physicals for non-Scout camps will not be accepted!**

Medical Record Reminder

All physical forms require more than one signature and many blank spaces to complete, during check in our staff will check for the following:

- Physician signature and date
- Parent signature (where appropriate) and date
- Immunization history
- Allergies and chronic conditions
- Current medication
- Any other conditions of which the health officer should be aware

Physicals are merely an overview of a Scout's health. Remember to ask Scouts how they're feeling before they come to camp and take appropriate action. ***Don't let a sick Scout ruin your troop's stay.*** Scouts that miss camp due to illness that purchase the Travmark Camp Insurance are covered and will receive a refund.

Medications in Camp

NEW! For the 2010 Season

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Units may now have their campers' medication stored either at the health lodge or units in a unit-provided locking container stored by a unit leader in the unit's site. In either case, Ockanickon is not responsible to make sure that a camper receives his or her medication or that the medication is taken once dispensed, only that a storage location is provided. Units must specify during medical rechecks if they will be storing and dispensing any of their unit's medications. If the unit does not specify, the camp will assume that all unit medications will be stored and dispensed from the health lodge.

Medication Stored by Unit

Units who wish to oversee the storage and dispensing of medications to their campers must meet the following requirements:

- All medications must be stored in a lockable container that remains locked except when the unit is dispensing medication.
- All medications will be dispensed by an adult leader.
- Storage containers may be inspected by the camp.
- Medications shall be stored in their original containers in the unit storage container.
- A camper shall not bring more than a one week supply of a medication.

Units may choose to have some medications stored and dispensed by the health lodge and some stored and dispensed by the unit. Unit leaders overseeing medication storage and dispensing for their unit do not need to be medical professionals. Units do not need to bring common medications like aspirin, these will be available at the health lodge.

Medication Stored by Health Lodge

During check-in, Scouts with medication will have their medications placed into a gallon size plastic bag labeled with their name, troop number and campsite, all of which will be known upon arrival to the med recheck site. There are several stock medications in the Health Office so you do not have to pack basic medication (this does not include over the counter allergy medication). The nurse asks that if someone is on emergency inhalers or has an epi-pen that they provide one for the Health Office and keep one on their person and please let their unit leader know. Storing camper medication is a National Policy not a choice of Ockanickon and we are not permitted to allow campers to hold their medications except in the case of emergency medications like an epipen or fast-acting heart medication.

Medications Storage-All medication must be checked in at the Health Lodge upon arrival at camp. Each person must check in his or her own medication which will be kept in the Health Lodge under lock and key. The Health Lodge has refrigerated storage facilities for medicines that must be kept cold.

Medication Times – Morning medications will be given out from 7:00 AM to 9:00 AM and evening medications will be given out from 7:00 PM to 9:00 PM. Campers who need medication at other times please review your medication schedule with the Health Officer on the first full day of your stay. Each Camper who checks their medication into the Health Lodge will have a medication number written on their bracelet. Campers can speed up receiving their medication by using this number. Troops will receive a list of what campers take medication when within a day of arrival. Having a leader check with their Scouts that they've taken their medication is strongly recommended.

Returning Medications – All medications and the plastic bags will be returned to one adult leader from the Troop on Saturday morning from 7AM to 9AM.

Allergies and Special Diets

Scouts with severe allergies who normally carry an Epipen the Scout should do so at all times at camp. If the Scout brings an extra Epipen, this extra unit must be stored in the Health Lodge. Scouts that suffer from an allergy attack must report this to the Health Lodge. Campers may seek treatment for non-emergency food reactions at the Health Lodge.

Camp Menu - Tentative menus may be available to aid Scouts with significant dietary needs in planning alternative food for their stay. Please note that the menu may change on short notice as supplies vary and seasonal goods become available. Otherwise, the menu for the day is posted in the Dining Hall and Scouts with allergies should consult this menu to determine what, if any, replacements need to be made at meals. Peanut butter and jelly sandwiches are available at every meal, and every meal has food available beyond the entree if a single meal or course is not appropriate for a camper. The kitchen can attend to simple menu changes like an uncommon ingredient allergy, the need for a vegetarian alternative, or a common allergy that's regularly planned around if properly informed during med rechecks. Scouts who need simple replacements to single or rare ingredients should visit the kitchen counter during meal setup (15 minutes before the meal starts) to inform the kitchen staff of

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the needed substitution and if this need was reported during med rechecks the kitchen will prepare a replacement that will be available early in the meal time. Scouts with very stringent food requirements such as being allergic to large classes of foods or digestive issues should contact the Health Lodge before the week of their arrival. While the camp will make reasonable efforts to accommodate dietary needs, resources are finite, and campers with stringent dietary requirements may need to bring food to supplement camp's offerings. This food must be marked with the camper's name and unit and must be packaged for refrigerated storage. A medium-sized Igloo cooler or large lunchbox can be easily accommodated, anything larger may require special arrangements. Campers who need these special replacements must also inform the kitchen during meal setup (15 minutes before the meal starts) so they may prepare the alternative from the provided food in a timely manner. Please note, picky eating is not a sufficient reason to request alternate meals for a Scout. The Ockanickon Dining Hall efficiently serves nutritious meals to hundreds of campers and staff a week with little extra staff to prepare alternatives. Should a camper need a last minute replacement, an alternative beyond what's available in the Dining Hall may not be possible. Questions about food allergies may be discussed with the Health Officer prior to your camp week.

Medical Emergencies

All injuries and/or illnesses *must* be reported to the Camp Health Officer as soon as possible. In the event that an injury requires emergency medical transportation, 911 may be dialed from any phone in camp. Emergency transportation should be requested through the Health Officer or Camp Management if at all possible and/or as soon as possible. Once an emergency has been reported and any initial care has been delivered, the parents or guardians of the injured Scout will be contacted based on the information on the provided health form. If a Scout needs to be transported to receive non-emergency care, this will be done preferentially by any parents at camp followed by a unit leader if no parent is available.

Temperature Screening Policy

Any Scout who arrives at camp with a temperature of 101°F or above will be sent home. Temperatures will be taken during medical rechecks and parents should take their Scout's temperature before leaving for camp. Scouts who have a temperature of 101°F or above may return later in the week when their temperature has dropped but their temperature will be taken when the Scout enters camp property.

Pre-Requisites and Partial

Certain merit badges cannot be completed in a single week of camp. While a specific requirement cannot be completed at camp, this should not prevent a Scout from undertaking that Badge experience.

For this reason, Ockanickon uses a pre-requisite system.

Why We Use Pre-Requisites:

- So we can offer more badge activities
- To allow Scouts to leave with badges instead of partials
- As a guide for Scouts who may not know how much work a badge requires
- To give Scouts more time for activities at camp rather than paperwork
- As a reward for Scouts who don't mind doing a little preparation

What the Scout Needs to Do:

Before attempting a badge, Scouts should check the [Department Schedules](#) page for pre-requisites. Please note that pre-requisites change as merit badge requirements change. Please re-visit the Ockanickon webpage, frequently, for any changes to merit badge pre-requisites. We make all reasonable efforts to ensure that the pre-requisite information is timely. There may be a small delay between Ockanickon receiving new requirements and updated pre-requisites.

How to Prove a Scout Completed a Pre-Requisite:

Pre-requisites fall into three basic categories. Each one requires different proof of completion. Many Scouts are surprised to learn that a Scoutmaster's note won't always do. Some requirements are complicated or require knowledge in a field to properly evaluate work. Sometimes a leader has these skills, sometimes they don't. For example, most unit leaders are not familiar with Environmental Impact Statements. They would have a difficult time evaluating such a statement for the Environmental Science Pre-requisite #6. Leaders can definitely lend support and guidance to Scouts.

Three Types of Pre-Requisites and What They Require

Activity Participation

These requirements simply ask the Scout to participate in some activity. The requirement doesn't ask the Scout to make anything, document or analyze something to get feedback from an instructor. These requirements are straight forward and just about any leader can verify them.

Examples- Taking a year of Spanish, visiting your State Capital, taking part in a group sport, or attending an orienteering competition are all excellent examples of activity participation.

Validation- Something that proves a Scout did it; this could be a report card, a picture or perhaps a note from a Scoutmaster.

Activity Participation with Results

These requirements ask a Scout to do something that must be evaluated by the merit badge instructor. These requirements often ask the Scout to analyze, collect something, or ask for feedback from an instructor.

Examples- Make an ecosystem in a bottle and monitor it for 7 days, perform an energy audit of your home and track ways that you have saved energy for 14 days, make a budget and try to stick to it or collect 10 rocks and minerals and properly identify them are all examples of requirements that ask Scouts to participate in activities with results.

Validation- If the requirement asked the Scout to make something, the Scout needs to bring what they made, whether it is a rock collection, an ecosystem in a bottle, a copy of your letter to a Congressman, or your budget for the last three months. If the requirement asked you to do something with what you made, bring that too. Observations of your bottle, a paragraph on how you stuck to your budget, the response from your Congressman all fit this category. Sometimes, a requirement asks you to make something that isn't easily brought to camp like the 230 lb lake sturgeon you caught for fishing merit badge. In these cases, a photo is sufficient or a nice drawing and a Scoutmaster's note.

Paperwork

These requirements ask the Scout to write something, whether it is report, letter, drawing, or essay.

Examples- Drawings for Art, reports for Environmental Science, or essays for Communications all fit this category.

Validation- The Scout must bring whatever they produced. What the Scout wrote will be reviewed by merit badge instructor to see if the work meets the instructor's expectations.

Revisions, Changes and Misses

Just like everywhere else, an attempt doesn't always bring success. A rock may be misidentified, a report may leave out important information or what the Scout did may not be what the requirement asked. If this happens, the Scout may make arrangements with their instructor to see what can be done to complete the requirement.

A Note About Pre-Requisites

Scouts are a diverse group with different abilities and sometimes special needs. Special learning needs may come into play with information-based badges such as those in Ecology or Eagle. The staffs in these departments are ready to help make sure the spirit of a requirement can be met by the efforts of a Scout with special needs. Modifications and alternate completion criteria to requirements based on special needs will be determined by each department head and requests for a modification should be addressed to him or her.

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Partials

Partials refer to merit badges that for whatever reason are not completed during the summer camp session. The Scout has done work towards being awarded a merit badge but for one reason or another, has not been able to cover all requirements. A partial is a written record of what has and has not been done. At a later date, Scouts can complete partials in a number of ways:

- When attending another summer camp session at Ockanickon
- With another instructor for the same merit badge.

Partials are used when a Scout can't finish his stay at camp, when weather or when other natural factors interfere with merit badge completion or when pre-requisites simply don't meet the instructor's expectations and the Scout is unable to meet them. Partials are not for Scouts who arrive at camp unprepared.

With this in mind, we try very hard to make sure that if your Scout has made the effort to complete pre-requisites that your Scout leaves camp with the merit badge. This may involve revising work, adding missing work or other additional work outside of the normal merit badge session. What needs to be done to finish a pre-requisite is up to the discretion of the merit badge instructor.

Policy on Accepting Partials

The decision to accept all or part of a partial is at the discretion of the merit badge instructor with guidance from the area director. Often, the instructor will request proof of competence, such as tying a knot or explaining the water cycle to demonstrate understanding of the requirement. This may be the basis for acceptance. The instructor may request the Scout complete requirements outside the normal time scheduled for a badge or attend certain sessions to complete the required work.

If a merit badge has changed, the merit badge instructor may choose to complete the badge under either the original requirements or under the revised requirements and this decision will be made with guidance from the area director.

My Camp

The My Camp program is an opportunity for skilled Scouters to receive recognition for the projects they complete at camp. The many buildings, facilities and program sites at Ockanickon Scout Reservation require the periodic attention of skilled craftsman including plumbers, carpenters, masons, electricians, locksmiths and others skilled in construction tasks. Under the My Camp program, these volunteers will have their expertise properly used in their trade avoiding the more mundane camp service projects and receive a My Camp Ockanickon shirt upon completion of their project. Also, contractors, foremen and materials vendors with extra stock normally useless in Scout may be able to find a home for construction and maintenance-related items at Ockanickon.

Camp projects will be coordinated by [Ken Gramiccioni](#) who has planned and executed skill-intensive projects at Ockanickon for almost a decade. Skilled volunteers who'd like to see their skills put to best use or owners of construction materials looking to give these items put to use in Scouting should contact Ken at mycamp@ockanickon.org at least a week before their unit arrives in camp. Even if you think your extra materials are useless or your project is too ambitious please contact Ken, his resourcefulness and knowledge of camp may help you realize your interest in helping camp in a way you hadn't considered.

Got an idea for a camp project, the materials to complete one, or the skills to implement something great? Contact [Ken](#)!

Summer Camp Documents

Document Formats: Many documents are available as both PDFs and RTFs. RTF is a cross-platform format that most word processing software can read including Microsoft Word, Apple Pages, OpenOffice, StarOffice, Word Perfect, and dozens of others.

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Registration and Payment Documents

- [100% Ockanickon Information and Registration Form \(DOC\)](#)
- [100% Ockanickon Information and Registration Form \(PDF\)](#)
- [Annual Health and Medical Record \(link to BSA form\)](#)
- [Camp Scholarship Application \(PDF\)](#)
- [Provisional Camper Application \(PDF\)](#)
- [Provisional Camper Application \(RTF\)](#)
- [Provisional Camper Information \(PDF\)](#)
- [Swim Test Record \(PDF\)](#)
- [Swim Test Record \(RTF\)](#)
- [Sunday Picnic and Saturday Quick Breakfast Extra Tickets \(PDF\)](#)
- [Troop Photo Order Form \(DOC\)](#)
- [Troop Photo Order Form \(PDF\)](#)
- [Unit Roster \(spreadsheet\)](#)
- [Unit Roster – Adult \(PDF\)](#)
- [Unit Roster – Youth \(PDF\)](#)
- [Week 8 Returning Camper Rate \(PDF\)](#)

Program Documents

- [Bubblemaker's Questionnaire – For Discover Scuba \(PDF\)](#)
- [Doylestown Rock Gym Hold Harmless Agreement \(PDF\)](#)
- [Emergency Preparedness Preparation Checklist \(PDF\)](#)
- [Horseback Riding Release Form \(PDF\)](#)
- [Master Schedule \(Rotated PDF\)](#)
- [Master Schedule \(Spreadsheet\)](#)
- [Unit Rafting Release of Liability Form \(PDF\)](#)
- [Scuba BSA Information Packet \(PDF\)](#)
- [Scuba BSA Medical Questionnaire – For Scuba BSA complete first page \(PDF\)](#)

Family Camp Documents

- [2010 Family Camp Registration Form](#)