

CAMP JOHN H. WARE, 3RD

Horseshoe Scout Reservation

239 Jubilee Road

Peach Bottom, PA 17563

(610) 696-2900 ext. 125

Camp Guides

**Cub Scout Resident Camp
Leader's & Program Guides**

Summer 2024

Version 1.0

UPDATES

To ensure you have the most up-to-date version of our guides, this “Updates” sheet has been added. If you see any discrepancies or mistakes, or if you have any questions about the guides, please email campware@hsr-bsa.org.

Thank you!

Version	Publication Date	Changes
Version 1.0	January 1, 2024	Original Publication by Matt Cecchini, Camp Director
Version 2.0	March 14, 2024	Inclusion of Program Guide
Version 3.0	March 25, 2024	Adjustment to Adult Cub Scout Overnight Summer Camp Policy
Version 4.0	April 23, 2024	Update of Activities at Camp Ware
Version 4.5	May 1, 2024	Update of Activities at Camp Ware

SOURCES

IMAGES

Program Guide cover photo is of Corvin Castle in Hunedoara, Romania.

All images of campers were used directly in conjunction with the official Instagram page for Camp John H. Ware, 3rd. You can find all camper images at www.instagram.com/warebsa/.

All images relating to Cub Scouting, such as advancement and adventures, are directly associated with the Boy Scouts of America for the direct promotion of Cub Scouting.



WHAT GUIDES US

MISSION STATEMENT OF THE HORSESHOE SCOUT RESERVATION

Provide and maintain quality outdoor program facilities, which will foster the development of advanced summer and year-round Scouting programs for Cub Scouts, Scouts BSA and Venture Scouts, in the Chester County Council, BSA.

It is the mission of the entire Camp Ware staff to support and foster the Boy Scout Oath. We pledge to encourage all Scouts attending summer camp 'to do their best' while having fun and learning skills they will carry with them through the rest of their lives.

THE SCOUT OATH

On my honor I will do my best
to do my duty to God and my country and obey the Scout Law;
to help other people at all times;
to keep myself physically strong, mentally awake, and morally straight.

THE SCOUT LAW

A Scout is:
Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind,
Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent

THE CUB SCOUT MOTTO

Do Your Best

THE SCOUT SLOGAN

Do a good turn, daily.



SCOUT ME IN™



MAP OF CAMP JOHN H. WARE, 3RD

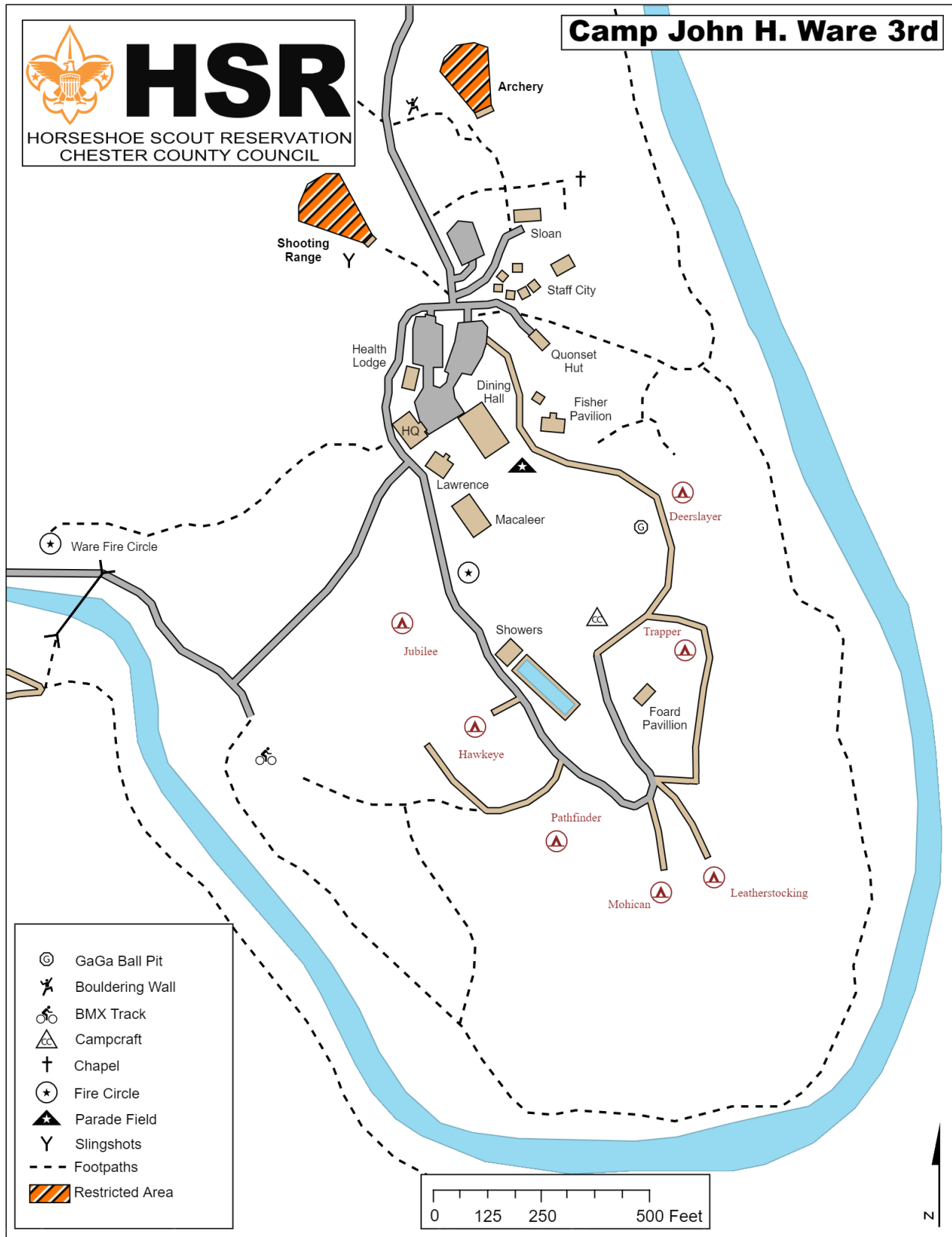


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REGISTRATION DETAILS

DATES & RATES

	5-DAY Arrival	4-DAY Arrival	3-DAY Arrival
SESSION #1 <i>June 26 – 30, 2024</i>	June 26	June 27	June 28
SESSION #2 <i>July 3 – 7, 2024</i>	July 3	July 4	July 5
SESSION #3 <i>July 10 – 14, 2024</i>	July 10	July 11	July 12
SESSION #4 <i>July 17 – 21, 2024</i>	July 17	July 18	July 19
SESSION #5 <i>July 24 – 28, 2024</i>	July 24	July 25	July 26

EARLY BIRD RATE
<small>If paid on or before APRIL 15, 2024</small>
5-Day = \$410.00
4-Day = \$385.00
3-Day = \$360.00
Adults = \$80.00
Den Chiefs = \$150.00

FULL RATE
<small>If paid after APRIL 15, 2024</small>
5-Day = \$460.00
4-Day = \$435.00
3-Day = \$410.00
Adults = \$100.00
Den Chiefs = \$150.00

NOTE: *The number of Scouts & Leaders on your final roster determines the final number for which you will be charged. Adjustments will be made accordingly.*

CAMPERSHIPS

Camperships are available for Scouts needing assistance to pay for summer camp. The Campership application will open as a form in the BlackPug registration portal by the end of February 2024. Chester County Council will provide camperships in an amount not to exceed 50% of the total cost of camp. It is required that the youth, their family and/or the unit make some contribution.



PLANNING FOR CAMP

PRE-CAMP ORIENTATION MEETING

A pre-camp orientation meeting for pack Leaders, conducted by the program and camp directors, will be held virtually and in-person preceding the start of camp. The link to our online orientation meeting will be emailed to the email address used for registration prior to the meeting. You are not required to attend this specific date; however, it is most important that you attend at least one meeting prior to your session. If you would like to attend a different meeting other than the one just before your session, please contact the Camp Director.

This meeting provides an excellent opportunity for Leaders to ask questions and meet the camp staff. In addition, we will cover any changes in our program published in this guide. This could include additions or revisions of the program schedule.

This is also the ideal time to communicate any special needs (i.e., food requirements, sleeping, medical) of any members of your unit, if they have not already been communicated via your registration in [BlackPug](#). This provides the staff opportunity to prepare to meet these needs.

PRE-CAMP ORIENTATION MEETINGS		
SESSION	DATE	TIME
SESSION #1	Wednesday, June 19, 2024	6:40 pm
SESSION #2	Wednesday, June 26, 2024	6:40 pm
SESSION #3	Wednesday, July 3, 2024	6:40 pm
SESSION #4	Wednesday, July 10, 2024	6:40 pm
SESSION #5	Wednesday, July 17, 2024	6:40 pm

NOTE: Please send the following items to camp prior to this meeting:

1. A copy of the unit's my.scouting.org roster to verify that adults staying overnight are registered with the Pack
2. A copy of Annual Health and Medical record for all Scouts and Leaders attending camp
3. Changes to Pack summer camp rosters
4. Special dietary concerns submitted through [BlackPug](#)
5. For PA Packs - A signed copy of the Confirmation of Compliance of PA Act 153 and BSA Registration Policies for your unit available in the Forms Appendix of this guide



PLANNING

Due to the nature of the program, packs most likely will be sharing campsites with other packs. We encourage the Leaders/adults and Scouts alike to become familiar with each other and work together, rather than operating as individual units.

Starting with the pre-camp meeting or check-in for Leaders, summer camp presents an incredible opportunity to make new friends and contacts, as well as to trade ideas, methods, and experiences. Please cooperate with others in your campsite, making the most of your time together while participating in programs, attending meals, and after hour activities.

Discipline and organization of your pack is the responsibility of unit leadership; however, camp staff such as site leaders and the Commissioner are available to assist and support you. Camp is meant to augment your annual program; it is never the staff's mission to take over your role as Leader of your pack. The camp staff will, however, work as your advisers and helpers, and will provide an environment in which your Scouts can grow.

ADULT LEADERSHIP

It is the responsibility of the pack committee to provide the most qualified leadership for Cub Scout resident camp. All packs in camp must be under the leadership of at least two adults (one must be at least 21 years of age, and all must be registered with BSA) at all times. Resident Camp requires 2 deep leadership; Leaders may rotate, if necessary, but at least two Leaders must be with the pack 24 hours a day. Any children other than those registered with a pack and registered with the camp may NOT accompany Leaders. Cub Scout packs must have a ratio no less than one adult for each four scouts and must have 2 deep leadership. At least one Leader must be the same sex as any youth attending.

It is the policy of the Chester County Council, BSA that any attendee, 18 years and older, that is attending Cub Scout Overnight Camp must complete Youth Protection Training (YPT). YPT is a free, online course that can be completed through the BSA Learn Center at: www.my.scouting.org. Additionally, pursuant to PA Act 153, Pennsylvania Residents, 18 years and older, will be required to complete additional clearances. Complete details on how to obtain these clearances are available at: <https://www.cccbsa.org/resources/pa-background-checks/clearances/>. Verification of YPT and clearances will be required before any adult is allowed to stay overnight at Cub Scout Summer Camp.

VISITORS

Visitors are welcome to join us Sunday, the final day of the camping week. If a ticket has been purchased from the Trading Post, visitors are welcome to partake in lunch with us that day. Under no circumstances, may a youth or adult who is not a registered scouting stay in camp overnight.

Violators will be immediately escorted from camp. If an emergency arises at any time and someone must come to the camp, they will need to contact the camp by phone (610) 696-2900 ext. 125 in advance and check-in at Headquarters when they arrive. ***Under no circumstances may a youth or adult who is not registered in scouting stay in camp overnight.***



ANNUAL HEALTH & MEDICAL RECORD

Any youth or adult members participating in any program, spending more than 6 hours in camp, or staying overnight in camp must have a completed, up-to-date Annual Health and Medical Record part A, B, and C on file. **According to BSA policy, Part C is required for staying overnight or participating in *any* activities since the event lasts longer than 72 hours regardless of how long the participant is on site (This INCLUDES 3-day participants).**

According to BSA policy, only the Boy Scouts of America, Annual Health and Medical Record Med form updated in 2018 and available at [Annual Health and Medical Record | Boy Scouts of America](#) is valid. We will not be able to accept school sports exams or old (pre-2017) BSA med forms.

According to BSA policy, the med form “is valid through the end of the 12th month from the date it was administered by your medical provider. For example, a physical administered March 3, 2014, would be valid until March 31, 2015. The AHMR in use before March 1, 2014, will be valid only until April 1, 2015, and only if it was completed before April 1, 2014.” (For more information, please see [Frequently Asked Questions Concerning the Annual Health and Medical Record | Boy Scouts of America](#))

Please bring all medical records to the pre-camp meeting. This will allow time for the health officer to review all health records prior to camp, providing opportunity to make corrections if necessary. Ideally, to ensure receipt on time, the health records should be brought to the pre-camp meeting rather than be mailed.

Scouts/Leaders registering or arriving late **MUST** bring a medical form to camp. No Scout or Leader may stay in camp for more than 6 hours or stay overnight without a medical form. Scouts and Leaders without medical forms cannot participate in *any* activities until the health officer receives them. Even though all medical forms will be returned at the end of camp, Scouts and parents should be urged to keep the original medical form, providing only a copy to the health officer. Medical forms left at camp will be destroyed and cannot be mailed.

Please be sure to include parents/guardians and Leaders on Part B "Adults Authorized to Take Youth to and From Event"

Part A: Informed Consent, Release Agreement, and Authorization

Full name: _____ High-adventure base participants: _____
 Date of birth: _____
 Signature: _____
 Signature: _____

Part B1: General Information/Health History

Full name: _____ High-adventure base participants: _____
 Date of birth: _____
 Sex: _____ Gender: _____ Height (inches): _____ Weight (lbs.): _____
 Address: _____
 City: _____ State: _____ Zip code: _____
 Cell number: _____ (parent's mobile #)
 Email address: _____
 School name: _____
 Health insurance company: _____ Policy No.: _____

Health History

Year	No.	Condition	Notes	Expires
<input type="checkbox"/>	1	Current prescription drug use	Last filled (month/year)	month/year (MM/YY)
<input type="checkbox"/>	2	Current over-the-counter drug use	Last filled (month/year)	month/year (MM/YY)
<input type="checkbox"/>	3	Current medical conditions	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	4	Current allergies	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	5	Current immunizations	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	6	Current dental care	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	7	Current vision care	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	8	Current hearing care	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	9	Current mental health care	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	10	Current substance use	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	11	Current chronic conditions	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	12	Current surgical history	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	13	Current hospitalizations	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	14	Current anesthesia	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	15	Current blood transfusions	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	16	Current organ donation	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	17	Current organ transplant	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	18	Current organ donation recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	19	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	20	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	21	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	22	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	23	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	24	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	25	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	26	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
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<input type="checkbox"/>	38	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
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<input type="checkbox"/>	40	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	41	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	42	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	43	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	44	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	45	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	46	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	47	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	48	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	49	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)
<input type="checkbox"/>	50	Current organ transplant recipient	Last checked (month/year)	month/year (MM/YY)

WHAT TO BRING TO CAMP

PACKING LIST	
<i>CLOTHING & BEDDING</i>	<i>ADDITIONAL ITEMS</i>
Field Uniform (Class "A")	Medication (Listed on Med Form and with Leader)
Activity Uniform (Class "B")	Flashlight
Sleeping Bag with Pillow	Spending Money (Suggested \$75.00)
Sweater or Jacket	Scout's Own Fishing Gear
Sturdy Shorts (Cargo Shorts) or Pants (Jeans)	Sunglasses & Hat
T-Shirts	Crazy Hat (For Crazy Hat Day)
Raincoat or Rain Poncho	Sports Jersey (For Sports Jersey Day)
Socks & Underwear (At least 6 Pairs)	Water Bottle
Comfortable CLOSED-TOE Walking Shoes	Small Backpack
Hiking Boots	Multiple Swimsuits (One-Piece)
Water Shoes	Multiple Towels (Showering & Pool)
<i>TOILETRY ARTICLES</i>	<i>PACK GEAR</i>
Toothbrush & Toothpaste	Cub Scout Handbooks
Soap	Pack Flag
Deodorant	Outpost Supplies
Sunscreen	Water Cooler/Cooler

WHAT NOT TO BRING TO CAMP

ANY items listed below may be confiscated. If deemed necessary, the owner will be asked to leave the Horseshoe Scout Reservation. The Chester County Council, BSA reserves the right to enforce the prohibition of these items on camp property.

Hunting and sheath knives (folding pocketknives only allowed AFTER Scouts have earned Whittling Chip), alcoholic beverages, fireworks and firecrackers, firearms and ammunition, radios, video games, and any other electronic equipment which is used in a way that is detrimental to the camp experience, pets, and bicycles.



THE WEEK AT CAMP WARE

CHECK-IN/OUT PROCEDURE

VEHICLES IN CAMP

Because of limited space in the Camp Ware parking lot, it is encouraged that each pack use as few vehicles as possible. Due to safety concerns, vehicles will not be able to drive to the campsites. An exception may be made for one vehicle carrying Pack gear (possibly with a trailer), which should drop off the gear and/or trailer and then exit the site as early as possible. All drivers must be over 18 years old. Drivers must comply with a speed limit within the Camp Road Gate of 3 miles per hour or “no faster than a scout can walk.”

ARRIVAL

NO EARLY ARRIVALS ARE PERMITTED. Each pack will receive a window of time for their arrival. The entire pack must arrive together and will be checked in at the main parking lot. **Please plan to arrive at camp during your assigned arrival window.** It is imperative the check-in process goes smoothly. To expedite this process, please submit your med forms at our pre-camp meeting and plan to arrive with the entire pack. Vehicles will be greeted in the main parking lot and directed to the drop-off point for each campsite. Staff members will be onsite to help move equipment.

PACK LEADER CHECK-IN

Come prepared with:

- Multiple copies of accurate Pack attendance rosters as listed on [BlackPug](#).
- Annual Health and Medical Records (see [Annual Health and Medical Record | Boy Scouts of America](#)) for all (Scout & Leaders/adults) campers if they have not already been submitted at a pre-camp orientation meeting.
- Once parked, send one Leader with all pertinent paperwork to headquarters. It is important that we have a correct head count of every camper. We also need to know if Leaders will be participating full or part-time.
- Your pack will be given a “Check-in Scavenger Hunt” where the Pack can take control of its own check-in process. For the process to go smoothly, the scavenger hunt must be completed promptly in the order listed.

NOTE: All members of the pack will be staying in the same tent site. Depending on the size of your pack, you will share a campsite with one or more other packs to accommodate everyone in camp.

HEALTH CHECK

*Once your entire unit is present and you’ve been given direction by the Commissioner, units will proceed to the medical check-in. Every Scout and Leader must check in at the health lodge upon arriving at camp. **Take ALL medication to the health check-in immediately upon arrival (during med check-in). The health officer will review all prescription drugs to determine how and when they are to be dispensed during the week, utilizing the HSR Medication Administration Record in the Forms section of this guide.***

SWIM CHECK

Each Scout will be issued a “buddy tag” at the medical inspection station upon arriving at camp unless such activity is restricted by doctor’s orders. Each camper will be required to take a swimming test upon arrival to determine



their swimming ability and classification. Aquatics facilities are for the use of registered campers only. Scouts unable to swim are encouraged to enroll in the “non swimmer instruction.” All campers, including Leaders who plan to use the pool, must be tested. Leaders must use the buddy system as well as the Scouts. Prior certifications or tests from outside Horseshoe Scout Reservation may not be used, each swimmer must take the swim check each year.

NOTE: To use the Aquatics facilities campers must complete **PART C** of the Annual Health and Medical Record



Non-Swimmer (White tag): No test

Beginner (Red/White tag): Jump feet-first into water over your head, level off, and swim 25 feet; make a sharp turn and return to the starting point.

Swimmer (Red/White/Blue tag): Jump feet-first into water over your head, level off, and swim 75 yards using any strong stroke on your stomach or side, swim 25 yards using a resting backstroke, rest by floating.

CHECK-OUT AND PICK-UP PROCEDURES

On Sunday, every site is assigned a common area of camp to help clean, please listen for this announcement at breakfast and plan for your scouts to complete this service for the next packs coming in. Utilize free time throughout the morning to pack gear and clean your campsite in preparation for a late morning final inspection by the camp Commissioner or their designee. Following lunch will be a brief awards ceremony followed by the exciting conclusion of our theme! All campers should be picked up by 2:00 PM.

DINING HALL

Our meals are served family style for many reasons. The sit-down meals offer a break from the other activities around camp while teaching the scouts manners and how to be a citizen of the family. By acting as the table’s waiter, scouts learn how to set and clear a table and about service to each other. Meal program gets the scouts excited about the themes and activities happening around camp.

DINING HALL OPERATIONS

Accuracy of the pack’s roster is also critical since it will determine table assignment. Prior to lunch on the day of arrival, packs should see the steward about their seating arrangements, how many waiters to send as well as where the pack should assemble.

Dining hall conduct should reflect the habit of courtesy that is the mark of a Scout. It is an expectation that both staff members and Leaders will aid in establishing proper table manners as well as see that all are served. Please **DO NOT BRING CELL PHONES TO MEALS!** We as adults need to set a good example for the scouts and be attentive during mealtime. This means keeping the phones away!

Mealtimes are one of the most active and fun times of the day. Packs are encouraged to lead cheers and sing while in the dining hall. Please remember that appropriate attire is required in the Dining Hall. For example, shirts with sleeves are required and hats are not to be worn.

WAITERS

Select one Scout per table for your site (8 campers per table) to serve as the waiter for each meal. Waiter duty should rotate between campers, and each day they should report to the dining hall with an adult Leader 15 minutes before breakfast, 15 minutes before lunch and a full half hour before dinner to prepare. The waiter is responsible for setting the



table with enough forks, knives, plates, napkins, and other utensils for EIGHT people. At the direction of the Dining Hall Steward, they will report through the “In” door to get the next course of the meal and bring it back to the table.

Waiters are also responsible for getting second helpings for their table, as well as cleaning the table and surrounding area after the meal. Clean up includes bringing dishes to the dishwasher, wiping tables and benches clean, sweeping the floor around the table, and putting benches back up on the table. The Dining Hall Steward will guide the waiters in successfully setting the tables, bringing out food, and cleaning up following the meal.

OUTPOST DAY

All packs will cook a meal in their campsite on Saturday evening. This meal is a simple-to-cook, simple-to-eat meal that will be prepared over a hot campfire. Your campsite will send a Leader and Scouts to the Dining Hall to collect materials and food for the meal, and then take it back to the campsite, where your pack will cook. If your pack is new to cooking outside, don’t worry, your site staff will be happy to assist. You will also be encouraged to invite camp staff to eat dinner with you. Additional food will be provided for your pack based on the number of staff that you invite.

SPECIAL DIETARY CONCERNS

The food service staff will prepare special meals for those with medical or religious dietary concerns. Please address these needs to the Food Service Director, via [BlackPug](#) prior to coming to camp. Though we will do everything in our power to meet your special needs, we make no guarantee about allergen or ingredient information. Please consider our special meal preparation simply a best faith effort to serve our participants.

QUARTERMASTER & MAINTENANCE

MAINTENANCE

Any repairs to site facilities should be referred to Headquarters, so we can follow up with the Maintenance Director and Ranger Corps. Please help us keep the camp in good shape by reporting repair needs promptly.

TRASH & RECYCLING

Containers in the campsite should be emptied daily and the bags deposited at the gateway of the campsite for pickup. New can liners are available from the commissary. The maintenance staff will do trash runs daily.

QUARTERMASTER’S STORE (QUONSET HUT)

Long tools (rakes, shovels, picks), wheelbarrows, woods tools, and site supplies (toilet paper, can liners, disinfectant) can be issued by the Quartermaster at the Quonset Hut. The Quonset Hut is open after each meal or by appointment. Tools must be returned promptly and undamaged. A fee will be assessed for any damages beyond normal wear and tear. Supplies like toilet paper, trash bags, and charcoal can also be obtained through the Quartermaster.

SERVICE PROJECTS

There are numerous opportunities for service projects for youth and adults around camp. Feel free to stop by Headquarters for a list of projects including cost, materials, man-hours, tools required, and a point person.



HEADQUARTERS & TRADING POST

LEADER'S LOUNGE

The staff maintains the second floor of Macaleer Lodge as a Leader's Lounge. Leaders should feel free to enjoy accommodations such as a couch, work from home, bunks for napping, a device charging station, games, books to share, a popcorn maker, and a Keurig Coffee maker. This is an area where Leaders from all packs as well as staff are welcome but please: *do not allow scouts to enter!*

TELEPHONES

Camp John H. Ware, 3rd no longer has a pay phone in headquarters for Scout and Leader use. A camp phone can be used in the case of an emergency. Please discourage phone calls to Scouts while in camp. Remind families that the Scout is not near a phone so messages will have to be taken and calls returned. Also, Scouts will often get more homesick when they get calls and text messages reminding them of their parents or family back home. Please keep this in mind when working with parents and scouts.

Cell phone reception in camp is relatively poor. Electrical power for recharging is limited in the campsites. We strongly encourage all campers to leave their cell phones turned off while in camp, using them only in the case of an emergency.

MAILBOXES

Each campsite/pack has a mailbox in the headquarters building that should be checked regularly during the week. Mail can only be issued to adult Leaders.

LOST AND FOUND

Found items should be brought to HQ. Please inquire about lost items at the desk.

TRADING POST

Scouts and Leaders love visiting the trading post. Please let parents know their Scouts will have an opportunity to visit during their stay. Items of varying as well as affordable prices are available; they do not need to send their Scouts with a lot of money, but something would be good to avoid disappointment when they see their friends buying a souvenir from their stay at camp.



HEALTH & SAFETY

EMERGENCY PROCEDURES

EMERGENCY DRILL

An emergency drill will be conducted within 24 hours of arrival at camp. It is done the first full day of camp, after lunch, during siesta. Scouts should report directly to their campsite after lunch on that day. Trading Post is closed before and during the drill. Staff will come to your site for a headcount. Drill is over when “all clear” is given.

We have included this information about emergency procedures because the best defense against any emergency is being prepared. By understanding the policies and procedures, the Leaders in camp will help to ensure safety and protocol during emergency situations. Safety is our primary concern for every participant, thus each of these procedures is not optional and must be followed.

In any emergency, the first step is to notify the camp director. Any staff member with a two-way radio can reach the camp director and all program areas have a phone line. If he is not present in camp, you should notify the program director, ranger, or health officer. Once the emergency is established, the alarm will be sounded to notify staff and campers to assemble in their designated locations. The designated area for all participants is in their campsite. In case of inclement weather, participants should move to the closest hardcover.

SEVERE WEATHER, HARDCOVER PROCEDURE

Emergency Procedures/Severe Weather/Hardcover Alert Procedure to be used for severe (lightning producing) thunderstorms, tornadoes, floods, and hurricanes as follows:

- In the event of severe weather or expected severe weather either by visual or media observation, the Camp administration will activate a Hard Cover Alert. The Program Areas will be notified by PA system. The alert is activated through the continuous sounding of the camp siren, with intermittent announcements over the camp public address system. In the event of a power failure, the backup generator will be used to power the emergency equipment. In the event a flood is imminent, immediately move all persons and equipment to high ground (parking lot). Temporary shelter will be provided in the dining hall
- If the alert is activated during program hours, the Staff will move the campers to a secure hardcover location, where roll call will be taken. The Leaders in the campsites will be responsible for taking roll call within their respective units and staff members will report to sites to relay the roll call to headquarters
- If the alert is activated during mealtime, the campers and staff will remain in the dining hall. The Headquarters staff will report to Headquarters to facilitate the alert and to monitor the situation. Roll call will be taken in the dining hall
- If the alert is activated during a period when campers are in their sites, or are not located in program, all campers are to report to their Leaders in the sites for roll call. Camp staff will report to headquarters. They will be assigned as follows:
 - Headquarters and administrative staff will report to headquarters
 - Medical Staff and the First Aid/ Emergency Preparedness staff will report to the Health Lodge



- The maintenance staff will report directly to their assigned campsite with one or two assistants with radios. Upon arriving to the campsite, Campsite staff will assist in gathering the campers together and leading them to the dining hall, making sure that the campsite is empty
- The food service director or his designee will report to the dining hall
- All remaining staff will report to the dining hall

Each unit Leader will take roll call. The number of campers and adults will be reported to the campsite staff in their site. The campsite staff will then report those numbers to headquarters. The dissemination of information related to the emergency will follow the same channels in reverse.

COMMUNICABLE DISEASE PREVENTION

Chester County Council BSA is determined to do everything it can to prevent any occurrence of an outbreak of an infection like norovirus or COVID-19, but with many campers each summer, we need your assistance. To that point, we ask Scoutmasters and Unit Leaders to have a discussion with the parents, guardians, and leadership of their units regarding the following:

- Know the signs and symptoms of Norovirus, MRSA, influenzas, and infections in general
- Consider any possible recent exposure just prior to coming into camp, this means; Scouts, Leaders, or anyone dropping off or picking up
- Use common sense. The best course of action is not to send your Scout to camp with stomach flu, nausea, vomiting, or a temperature
- If you have any doubts, please consult your physician before sending your son, daughter, scout, or family member onto the reservation

In addition, due to COVID-19 precautions, scouts will need to self-monitor for 5 days before coming to camp. No one with contact with anyone with COVID-19 or with symptoms should be coming to camp.

In the past, it has been the policy to have our camp health and medical staffs do all they could to assist a sick Scout in the health lodge until they were able to return to their unit and program. Again, in consultation with the Chester County Health Department, we were advised to change that policy.

- When a viral infection is suspected, it may be required for the Scout to be removed from camp as not to infect others
- This does not mean that every sick Scout will be sent home. Health and medical staff will make appropriate and rational decisions
- Parents who are planning vacations during the week their scout is at camp need to be aware of this policy
- If parents or guardians cannot be available to pick up a sick scout, they need to have a backup plan in place (remember that BSA policy requires a written document for anyone other than a parent or guardian to remove a scout from camp)

Be assured that Chester County Council continues to work with the Chester County Health Department on ways to control the initiation and spread of contagious viruses and bacteria. We know this is a difficult, but also necessary,



conversation to have with the parents and guardians of your Scouts. If it becomes necessary to send a scout home, every effort will be made to reschedule them to return to camp with a provisional unit later in the summer.

GENERAL HEALTH & SAFETY INFORMATION

FIRST AID

All significant accidents and illnesses must be reported to the Health Lodge as soon as they are detected. Whenever possible an adult Leader should accompany the injured or ill Scout to the health lodge. It is incumbent on Leaders to monitor their Scouts for health problems and to report them promptly. It is the responsibility of an adult Leader to accompany a Scout to the hospital when deemed necessary by the health lodge officer.

HEALTH CONCERNS

Daily bathing prevents illness and promotes cleanliness. Showers are marked clearly for adults and staff with separate facilities for youth staff members and for Scouts. **No Scouts may use the adult showers or vice versa.** The Scout showers are open from 6:30 AM to 10:30 PM daily. Adult showers are always open. Leaders/adults are encouraged to remind Scouts that daily bathing prevents illness and promotes cleanliness. Pool house showers are marked clearly for Adult Male and Female, Staff, and youth Scouts. An adult is anyone 18 years of age or older.

DEHYDRATION

Dehydration is caused from over-exposure to the sun and inadequate water. This accounts for most visits to the health lodge. Adults and Scouts should consume a minimum of two quarts of water daily in the summer heat and take appropriate precautions against sunburn.

WILDLIFE

Scouts should be informed that all wildlife encountered on the reservation must be left undisturbed. If an animal's presence presents a problem in your campsite, please inform headquarters staff. Please do not attempt to remove or capture any animal or allow any Scouts to do so.



CAMP POLICIES

PRESCRIPTION & OVER-THE-COUNTER (OTC) MEDICATIONS BROUGHT FROM HOME

All medications (exceptions noted in procedure) will be collected from campers when they arrive at camp. Those medications not turned into the troop medication distribution Leader will be stored in a locked cabinet in the health lodge. Those being distributed in the campsite by the unit will be kept in a locked box. Locked boxes are made available to any unit who needs one. Appropriate records must be kept as to all medication distribution.

An individual may keep with them emergency medications such as EpiPens and albuterol inhalers, nitroglycerin, insulin, and Lactaid. These medications *must* be listed on the [Annual Health and Medical Record \(AHMR/Med Form\)](http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx) (<http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx>). Exception can also be made for a limited amount of medication approved for use in a first-aid kit in accordance with the unit Medication Distribution Policy.

Units may distribute prescription and over-the-counter (OTC) medication according to their own Medication Distribution Policy (generally this policy is in place all year and approved by the unit committee) provided:

- The unit's Medication Policy is approved by the Camp Health Officer
- The unit's Medication Policy is aligned with BSA Guide To Safe Scouting Policies (<http://www.scouting.org/scoutsource/HealthandSafety/GSS.aspx>) and Medication Use in Scouting, No. 680-036 (http://www.scouting.org/filestore/HealthSafety/pdf/SAFE_USE_OF_MEDICATION_IN_Scouting.pdf)
- Medication is stored securely (Units are encouraged to supply their own locked box to be used all year and on all trips)
- Medication distribution is monitored by a responsible adult
- Medication distribution is documented and kept in accordance with BSA Policy

Please provide a copy of your unit's Medication Distribution Policy to the Health Officer for approval along with the unit's med forms. For a Medication Administration Record Sheet, please see the "Forms" section of this guide.

HAZING & INITIATIONS

Any action or situation which recklessly or intentionally endangers the mental or physical health or safety of a scout for the purpose of initiation or admission into or affiliation with any organization is considered hazing.

The term shall include, but not be limited to, any brutality of a physical nature, such as whipping, beating, branding, forced calisthenics, exposure to the elements, forced consumption of any food, liquor, drug or other substance, or any other forced physical activity which could adversely affect the physical health and safety of the individual, and shall include any activity which would subject the individual to extreme mental stress, such as sleep deprivation, forced exclusion from social contact, forced conduct which could result in extreme embarrassment, or any other forced activity which could adversely affect the mental health or dignity of the individual.

NOTE: *Unit leadership should be especially vigilant that no hazing or initiations are practiced at camp.*



CAMPSITE PREFERENCES

No guarantee is given under any circumstance to any unit that they will be in any specific campsite. There is no guarantee of availability of electricity in any campsite or to any unit, Leader, or Scout. Camp Ware does not provide extension cords for use in campsites by units to provide electricity for any reason. Electricity may only be available at a location separate from the rest of your unit. In the event special needs require electricity available at the sleeping arrangements of any participant, please contact the Camp Director directly.

Scouts with Disabilities: Many of our facilities are handicapped accessible. Tent platforms with ramps are available if needed. Every effort will be made to meet the needs of your Scout(s). If a member of your Unit has a need for special accommodations, please inform the Camp Director prior to your arrival.

ALCOHOL, TOBACCO, AND DRUGS

Alcoholic beverages and controlled substances are not allowed on camp property. Violators will be asked to leave, and the proper authorities will be informed if deemed necessary. It is the responsibility of the Boy Scouts of America to protect the health and safety of the young people in our program.

It is the policy of the Boy Scouts of America those Leaders should not use tobacco products (***including vape products***) in any form in the presence of youth members. In addition, extreme care should be exercised to provide smoke-free environments for all Scouting participants. All buildings and facilities under the control of the council are designated non-smoking facilities. Smoking outside entrance/exit or at any location, is not permitted. In addition, all Scouting functions, meetings, or activities are conducted on a smoke free basis with permitted smoking areas located away from all participants. For smoking areas, please see the camp or program director.

CAMPFIRES

The danger of fire in camp is very serious. There can be no allowance for carelessness with a danger this great.

- All fires in the sites must be in a fire ring placed by camp administration
- No flames, matches, candles, lanterns, stoves, etc. in tents
- The fireguard chart provided must be posted, carefully monitored, and signed each day before inspection
- Fire buckets and barrels are for firefighting only and must be topped off each day
- Propane stoves and lanterns can only be used under close adult supervision
- No liquid fuels are permitted
- No fires are to be left unattended by an adult

WATER CONSERVATION

Our water supply is adequate but may be limited by weather conditions. Showers, faucets, spigots, fountains, and all other outlets should be shut off when not in use. Please report leaks promptly.



PERSONAL PROPERTY

The camp does not assume responsibility for damage or loss of any personal property. Scouts are encouraged to secure all personal belongings in a lockable container. All automobiles should be locked.

PERSONAL CONDUCT

The Scout Oath and Law are the camp rules of personal conduct for Scouts, Leaders, and staff. Please note that the following items are prohibited in camp and will be confiscated immediately: fireworks, water balloon launchers, skateboards, mini-bikes, motorcycles, all-terrain vehicles, pets, and firearms. Additional action, including expulsion from camp, may accompany confiscation.

SCOUTER CODE OF CONDUCT

On my honor I promise to do my best to comply with this Boy Scouts of America Scouter Code of Conduct while serving in my capacity as an adult leader:

1. I have or will complete my registration with the Boy Scouts of America, answering all questions truthfully and honestly.
2. I will do my best to live up to the Scout Oath and Scout Law, obey all laws, and hold others in Scouting accountable to those standards. I will exercise sound judgment and demonstrate good leadership and use the Scouting program for its intended purpose consistent with the mission of the Boy Scouts of America.
3. I will make the protection of youth a personal priority. I will complete and remain current with Youth Protection training requirements. I will be familiar with and follow:
 - [BSA Youth Protection Policies and Guidelines, including mandatory reporting \(scouting.org\)](#)
 - [Guide to Safe Scouting \(scouting.org\)](#)
 - [SAFE Checklist \(scouting.org\)](#)
4. When transporting Scouts, I will obey all laws, comply with Youth Protection guidelines, and follow safe driving practices.
5. I will respect and abide by the Rules and Regulations of the Boy Scouts of America, BSA policies, and BSA-provided training, including but not limited to those relating to:
 - Unauthorized fundraising activities
 - Advocacy on social and political issues, including prohibited use of the BSA uniform and brand
 - Bullying, hazing, harassment, and unlawful discrimination of any kind
6. I will not discuss or engage in any form of sexual conduct while engaged in Scouting activities. I will refer Scouts with questions regarding these topics to talk to their parents or spiritual advisor.
7. I confirm that I have fully disclosed and will disclose in the future any of the following:



- Any criminal suspicion, charges, or convictions of a crime or offense involving abuse, violence, sexual misconduct, or any misconduct involving minors or juveniles
 - Any investigation or court order involving domestic violence, child abuse, or similar matter
 - Any criminal charges or convictions for offenses involving controlled substances, driving while intoxicated, firearms, or dangerous weapons
8. I will not possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies:
- Alcoholic beverages or controlled substances, including marijuana
 - Concealed or unconcealed firearms, fireworks, or explosives
 - Pornography or materials containing words or images inconsistent with Scouting values
9. If I am taking prescription medications with the potential of impairing my functioning or judgment, I will not engage in activities that would put Scouts at risk, including driving or operating equipment.
10. I will take steps to prevent or report any violation of this code of conduct by others in connection with Scouting activities.

VANDALISM / DESTRUCTION OF CAMP PROPERTY

Vandalism and pranks are not only contrary to the values of Scouting, but can result in significant financial loss, injury, loss of program, and potentially closing the camp, affected facility, or program area. There is a fine line between harmless fun and taking things too far.

Any Scout or unit that takes part in vandalizing, destruction or theft of camp property will be held financially responsible for all losses incurred, and possibly may face legal prosecution and expulsion from camp without refund of camping fees.

Our entire staff strives to instill a sense of pride and stewardship in our campers. As a unit Leader, we hope that you will support us in our efforts to eliminate pranks and vandalism. The result will allow us to utilize our dollars for the benefit of the campers rather than unnecessary maintenance, thus keeping the camp fees at a reasonable level.





CAMP JOHN H. WARE, 3RD

Program Guide

Summer 2024

MEDIEVAL!





CAMP WARE CUB SCOUT ADVANCEMENT POLICY

Summer camp is a great way for scouts to experience everything that the Boy Scouts of America has to offer. As you begin to plan your summer camp experiences with Camp John H. Ware, 3rd, we understand it is important to know what advancement will be offered at camp this summer. The following guide outlines the program and advancement opportunities offered; the more opportunities you can take advantage of, the more memories you can create.

On the Advancement Trail, a Cub Scout progresses from rank to rank, learning new skills as they go. Each of the ranks and awards in Cub Scouting has its own requirements. As Scouts advance through the ranks, the requirements get more challenging to match the new skills and abilities they learn as they get older.

Although the focus of a great camp experience is not solely on advancement, many Scouts and their families do, indeed, like to complete requirements while having fun! It gives them a great sense of accomplishment to check a few boxes at the end of their camp adventure.

The Camp Ware staff works very hard to ensure that every camper has an unforgettable camp experience; because of this goal, there are times that we are unable to complete all the achievements that we initially planned. Please be mindful of what is covered during our session and remember that these are just our proposed achievements.

As you spend your week at camp, please make sure you take advantage of as many of our new and exciting opportunities as possible this summer, to make the most of your Scouting experience here at Camp Ware.






SCHEDULE OF ACTIVITIES

TIME	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	
7:00 AM		Polar Bear				
7:30 AM						
8:00 AM		BREAKFAST (Waiter Call @7:45)				
8:30 AM						
9:00 AM	5-Day Check-In	4-Day Check-In & Morning Activities	3-Day Check-In & Morning Activities	Morning Activities	Morning Activities	
9:30 AM						
10:00 AM						
10:30 AM						
11:00 AM						
11:30 AM						
12:00 PM						
12:30 PM	LUNCH (Waiter Call @12:15)					
1:00 PM	SIESTA				CHECK-OUT	
1:30 PM						
2:00 PM	Afternoon Activities	Afternoon Activities	Afternoon Activities	Afternoon Activities		
2:30 PM						
3:00 PM						
3:30 PM						
4:00 PM						
4:30 PM						
5:00 PM						
5:30 PM	Evening Retreat @5:45					
6:00 PM	DINNER (Waiter Call @5:30)			OUTPOST		
6:30 PM			Vespers	Inter-Faith Service		
7:00 PM	Special Interest Programs					
7:30 PM						
8:00 PM	Evening Program	Evening Program	Camp-Wide Game	Camp-Wide Game		
8:30 PM						
9:00 PM						
9:30 PM	Call to Quarters @9:50					



ACTIVITIES AT CAMP WARE

NOTE: All activities are subject to change. Please visit Headquarters for the most updated list of activities.

	 TIGERS	 WOLVES	 BEARS		
AQUATICS (Pool)	Tigers in the Water 1, 2, 3, 4, 5, & 6	Paws for Water 1, 2, 3, 4, 5, & 6	Salmon Run 1, 2, 3, 4, 5, & 6		
AQUATICS (Waterfront)			(If passed BSA Swimmer's Test) Bears Afloat 1, 2, 3, 4, 5, 6, 7, & 8		
ARCHERY	Archery Tiger 1, 2, 3, 4, 5, 6, & 7	Archery Wolf 1, 2, 3, 4, 5, 6, & 7	Archery Bear 1, 2, 3, 4, 5, 6, & 7		
ART ACADEMY	Stories in Shapes 1,2,3, & 4	Good Knights 1,2,3, & 4	Code of the Wolf 1, 2, 3, & 4	Finding Your Way 1, 2, 3, 4, & 5	Whittling 1, 2, 3, & 4
BB	BB Gun Tiger 1, 2, 3, 4, 5, 6, 7, & 8	BB Gun Wolf 1, 2, 3, 4, 5, 6, 7, & 8	BB Gun Bear 1, 2, 3, 4, 5, 6, 7, & 8		
BMX	Rolling Tigers 1, 2, 3, 4, & 5	Pedal with the Pack 1, 2, 3, 4, 5, & 6	Bears on Bikes 1, 2, 3, 4, & 5		
CAMP CRAFT	Let's Camp Tiger 1, 2, 3, 4, & 5	Let's Camp Wolf 1, 2, 3, 4, & 5	Let's Camp Bear 1, 2, 3, 4, & 5		
CUB ADVENTURE	Curiosity, Intrigue, and Magical Mysteries 1, 2, 3, & 4	Digging in the Past 1, 2, 3, & 4	Balancing Bears 1, 2, 3, & 4		
FISHING	Fish On 1, 2, 3, & 4	A Wolf Goes Fishing 1, 2, 3, 4, & 5	A Bear Goes Fishing 1, 2, 3, 4, 5, & 6		
INNOVATION	Sky is the Limit 1, 2, 3, & 4	Designed by Tiger 1, 2, 3, 4, & 5	Air of the Wolf 1, 2, 3, & 4	Super Science 1, 2, 3, & 4	Forensics 1, 2, 3, 4, 5, & 6
LOW C.O.P.E & SPORTS	Tiger Tag 1, 2, & 3	Paws of Skill 1 & 2	Unique Camp Program for Bear Scouts		
NATURE	Champions for Nature 1, 2, 3, & 4	Champions for Nature 1, 2, 3, & 4	Champions for Nature 1, 2, 3, 4, & 5		





	WEBELOS	ARROW OF LIGHTS	ELECTIVES
AQUATICS (Pool)	Aquanaut 1, 2, 3, 4, 5, & 6	Swimming 1, 2, 3, & 4	
AQUATICS (Waterfront)	(If passed BSA Swimmer's Test) Paddle Onward 1, 2, 3, 4, 5, 6, 7, 8, & 9	(If passed BSA Swimmer's Test) Paddle Craft 1, 2, 3, 4, 5, 6, 7, 8, & 9	
ARCHERY	Archery Webeles 1, 2, 3, 4, 5, 6, & 7	Archery AoL 1, 2, 3, 4, 5, 6, & 7	Pro Archer - Archery competition for Cub Scouts. Score enough points and become a Camp Ware Pro Archer. Action Archery - Scouts will take aim at alternative targets on the Archery Range.
ART ACADEMY	Chef's Knife 1, 2, 3, & 4	Knife Safety 1, 2, 3, 4, & 5	Art for the Modern World - Scouts will view historical art and recreate it for today's world. Webeles will complete Art Explosion (Req. 1, 2, 3, & 4)
BB	BB Gun Webeles 1, 2, 3, 4, 5, 6, 7, & 8	BB Gun AoL 1, 2, 3, 4, 5, 6, 7, & 8	Top Shot - BB competition for Cub Scouts. Score enough points and become a Camp Ware Top Shot. Sling Shot Web/AoL - 1, 2, 3, 4, 5, 6, 7, & 8
BMX	Pedal Away 1, 2, 3, & 4	Cycling 1, 2, 3, & 4	Pedal Carts - Scouts will hit the BMX track in style using pedal carts. (Scouts don't need to know how to ride a bike)
CAMP CRAFT	Let's Camp Webeles 1, 2, 3, 4, 5, 6, 7, & 8	Outdoor Adventurer 1, 2, 3, 4, 5, 6, & 7	Webeles Walkabout - 1, 2, 3, 4, 5, 6, & 7 Cast-Iron Chef - Scouts will develop safe outdoor cooking habits while preparing a meal over a campfire. Survive the Wild - Scouts will develop basic outdoor survival skills such as building a fire, shelter, and a survival kit.
FISHING	Catch the Big One 1, 2, 3, 4, 5, 6, & 7	Fishing 1, 2, 3, 4, 5, 6, & 7	Pro Angler - Fishing competition for Cub Scouts. Scouts will compete to catch the largest fish at camp.
INNOVATION	Modular Design 1, 2, 3, 4, & 5	Engineer 1, 2, 3, 4, & 5	Game Master - Scouts will create, demonstrate, and guide a game of their own design. Bridge the Gap - Scouts will examine various types of bridges to bridge a gap at Camp Ware. On the Big Screen - On the Big Screen gives scouts the opportunity to direct and star in a short film of their own.
LOW C.O.P.E & SPORTS	Unique Camp Program for Webeles Scouts	Unique Camp Program for AoL Scouts	9-Square in the Air - 9-Square is the combination of Volleyball and 4-Square, but on a whole new level. Bouldering - Scouts will learn climbing and spotting techniques in their climb along the bouldering wall. GAGA - Jump into the octagon and compete to be the GAGA champion of the week. Initiative Games - Scouts will use teamwork to accomplish problem solving and creative thinking challenges.
NATURE	Champions for Nature 1, 2, 3, 4, & 5	Into the Woods 1, 2, 3, 4, & 5	Super Sustainability - Scouts will learn about sustainable practices in nature and how we can apply them to our own lives. Geology: Rock On! - Scouts will explore the unique geology of Camp Ware and how rocks impact our nation's development.



SPECIAL ACTIVITIES AT CAMP WARE

SPECIAL INTEREST PROGRAMS

From 7:00 to 8:00 pm, Wednesday through Saturday, Camp Ware offers the opportunity for Scouts to participate in a Special Interest Program (SIP) in several different program areas. The purpose of the SIP is to develop a Scout's interest in a particular program area, and to expand the Scout's knowledge above and beyond the normal Cub Scout program. These programs are not only educational but have also been designed to be exciting and fun. Each evening you will encounter a new skill or challenge associated with that program area. Below were some examples of SIPs offered:

EXAMPLES OF SPECIAL INTEREST PROGRAMS			
AQUATICS	Paddle Boat Tug-O-War	HEALTH & FITNESS	BMX Time Trials
ARCHERY	Tic-Tac-Toeseye	INNOVATION	Edible Science
ART ACADEMY	Pet Rocks	NATURE	Snake Feeding
BB	Plinko Pie	CAMP CRAFT	Rope Obstacle Course

CAMP WARE ACTIVITY SEGMENTS

By completing certain challenges throughout the week, Scouts can earn unique award segments for their Camp Ware patch. These patches accompany the year segments that Scouts earn for camping at the Horseshoe Scout Reservation. To earn the unique segments, you need to do the following:

Polar Bear:

- Leaders and scouts who attend all but one of their available mornings of Polar Bear earn the Polar Bear segment. Make sure they dipped more than just their toes in the water!

Special Interest Programs (SIP):

- To earn a segment, scouts must have attended the SIP offered by that department **EVERY** evening they were at camp. Please note that it is not often that a scout earns more than two SIP segments.

Unique Awards:

- **Green Trail Hike** - To earn the Green Trail Hike segment, leaders and scouts are required to hike the ENTIRE Green Trail.
- **Disc Golf** - If throughout the week any leaders and/or scouts completed our disc golf course they earn the special segment.



OTHER ACTIVITIES AT CAMP WARE

CUB SCOUT OUTDOOR ACTIVITY AWARD

Every scout who joins us this summer will have the opportunity to work towards this award. The requirements are many of the exciting activities we offer at camp. Even if you have already earned this award, you may earn Wolf Tracks for additional time.

CAMPFIRES

In the evening of Webelos Wednesday, a social campfire is planned, so use this time to meet other Webelos and Arrow of Lights and join the staff for a fun night of skits, songs, cheers, and marshmallows. On Thursday evening a themed campfire program is planned. After lunch on Sunday, we will have a brief Awards Ceremony to fully recognize the achievements earned throughout the week.

CAMP-WIDE EVENTS

On Friday and Saturday evening we will host two camp-wide events with a focus upon the aims and means of Scouting as they tie into the theme of the program.

FLAG CEREMONIES

Each morning there is an assembly at 7:40am to raise the flags. There will also be a retreat ceremony at 5:45pm. Scouts are encouraged to sign up to participate. Packs and Dens are encouraged to hold their own flag ceremonies in their campsites.



INTER-FAITH SERVICE

An Inter-Faith service is offered Saturday Evening at 6:45 at the Ware Chapel. All are welcome to attend. SIPs and Trading Post operations begin after Chapel.

VESPERS

A short vesper gathering is held Friday after dinner on the parade field. Everyone is welcomed and encouraged to attend regardless of religious belief. An uplifting message will accompany fun singing. SIPs and Trading Post operations begin after Vespers.

MAIL DAY

Your parents would like to hear about your adventure here at Camp Ware. For your lunch ticket Friday, bring a properly addressed letter or postcard with postage to send. Postcards and postage are available in the Trading Post.

CRAZY HAT DAY

Every Friday, at lunch, scouts are invited to wear the craziest hat they can find.

SPORTS JERSEY DAY

Every Saturday, at lunch, Scouts are encouraged to wear a jersey of their favorite sports team.

SATURDAY OUTPOST

On Saturday night, you will cook in your campsite. This experience allows scouts to learn how to prepare their own meals in the campsite. It is recommended that you bring cooking and dining equipment to help you prepare your dinner. We will provide two dinner options for you depending on your comfort level.

POLAR BEAR

Are there any Polar Bears out there? Come join your fellow campers to take an early morning dip in the Camp Ware pool from 7:00 a.m. until 7:25 a.m. Any camper or leader who attends the Polar Bear Swim all but one of the days will receive a segment to go around their Camp Ware patch.



DEN CHIEFS



You will not be bored! Your primary responsibility is to the Pack or Den that you accompany to camp. Your Cubmaster or Den Leader will give you tasks that they want you to do to support the Scouts. In addition to being a positive influence and guiding light for your Cub Scouts, you will also have awesome opportunities to work with the Camp Ware Staff and Scouts BSA advancement!

INDEPENDENT MERIT BADGE PROGRAM

Camp Ware offers independent study Merit Badges. This program allows you to complete a Merit Badge during the week without limiting your other opportunities and responsibilities. As they are independent study, you are encouraged to work on Merit Badges in your free time. Along with Camp Staff, many adult leaders who join us throughout the week are also merit badge counselors. When you arrive, we can share with you a list of any adult leaders who are interested in being a counselor for the week. We will be sure to make the introductions but be mindful that it falls to you take it from there.



“CHIEFS OF STAFF” PROGRAM

As Den Chiefs, it is our privilege to work with the pack and develop the skills and spirit of Scouting. We foster these ideals in a unique way here at Camp Ware by encouraging you to express your interests in scouting and sharing them with all packs. So, why not create your own schedule for the week? You could spend time working on a merit badge, leading pack time, or **even instruct and assist alongside the Camp Ware Staff**. If interested, ask for a blank schedule in Headquarters and complete a schedule, like the example below, with the approval of your Cubmaster.

EXAMPLE “CHIEF OF STAFF” SCHEDULE			
MORNING ACTIVITIES (9:00am-Noon)		AFTERNOON ACTIVITIES (2:00-5:00pm)	
THURSDAY	Merit Badge & Pack Time	THURSDAY	Health & Fitness Assistant
FRIDAY	Innovation Assistant	FRIDAY	Merit Badge & Pack Time
SATURDAY	Merit Badge & Pack Time	SATURDAY	Aquatics Assistant
SUNDAY	BB Range Assistant		



ADULT LEADER PROGRAMS

PACK MASTER PASSPORT

Adult leaders do not need to be worried about being bored throughout the week. The Camp Ware Leader Passport is an award that may be earned by any adult camper. The passport shares an introduction to summer camp for our new adult campers, while continuing to challenge our more tenured leaders. Please stop by Headquarters or the Program Office to find out more. Any adult leader that completes the requirements will receive a certificate and a special segment for their Ware patch.

ADULT LEADER TRAININGS



BASIC ADULT LEADER OUTDOOR ORIENTATION – “BALOO”

The course will provide Cubmasters with the basic information and tools they need to lead successful Cub Scout packs. Cubmasters, assistant Cubmasters and Den Leaders who complete this course, Introduction to Outdoor Leader Skills, and Youth Protection Training are considered "trained" for those positions. The course will be led by a team of experienced Cubmasters.

NOTE: Participants must show proof of completion of online prerequisite from my.scouting.org.

SAFE SWIM DEFENSE

Adult leaders supervising a swimming activity must have completed Safe Swim Defense training within the previous two years. Safe Swim Defense standards apply at backyard, hotel, apartment, and public pools, at established waterfront swim areas, such as beaches at state parks, and at all temporary swimming areas such as a lake, river, or ocean. Safe Swim Defense does not apply to boating or water activities such as waterskiing or swamped boat drills that are covered by Safety Afloat guidelines. Safe Swim Defense applies to other non-swimming activities whenever participants enter water over knee deep or when submersion is likely, for example, when fording a stream, seining for bait, or constructing a bridge as a pioneering project



SAFETY AFLOAT

Adult leaders supervising activities afloat must have completed Safety Afloat training within the previous two years. Cub Scout activities afloat are limited to council, district, pack, or den events that do not include moving water or float trips (expeditions). Safety Afloat standards apply to the use of canoes, kayaks, rowboats, rafts, floating tubes, sailboats, motorboats (including waterskiing), and other small craft.



NOTE: All trainings are subject to change due to trainer availability. Please visit Headquarters for the most updated list of available trainings.



APPENDIX

Hyperlinks - Chester County Council

- [Cub Scout Overnight Camp Registration \(cccbsa.org\)](https://cccbsa.org)
- [Annual Health and Medical Record \(scouting.org\)](https://scouting.org)
- [BSA Youth Protection Policies and Guidelines, including mandatory reporting \(scouting.org\)](https://scouting.org)
- [Guide to Safe Scouting \(scouting.org\)](https://scouting.org)
- [SAFE Checklist \(scouting.org\)](https://scouting.org)
- [Trainings - my.scouting.org](https://my.scouting.org)

Page 34 - Medication Administration Record

Page 35 - PA ACT 153 and BSA Youth Protection Compliance Form

- (PA Residents only)

Page 36 - Horseshoe Scout Reservation Refund Policy

Page 38 - Pack Resources

- Waiter Schedule
- Evening Retreat Ceremony Overview



MEDICATION ADMINISTRATION RECORD

Name of Camper		Unit Number	
Medication		EXP Date	
Prescription Instructions			

DATE	TIME ADMINISTERED	DOSE	INITIALS
/ /	: AM / PM		
/ /	: AM / PM		
/ /	: AM / PM		
/ /	: AM / PM		
/ /	: AM / PM		
/ /	: AM / PM		
/ /	: AM / PM		
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All medications must be in the original container with the original label prepared by the pharmacy or physician which provides all of the customary information such as the patient’s name clearly marked, drug name, dosage and instructions. All non-prescription medication must be marked with the patient’s name and any instructions. All medications (except EpiPens, Lactaid and albuterol inhalers) must be turned in to the Pack Leaders at the start of the patient’s stay in camp.

EPIPENS AND RESCUE INHALERS should be carried by the scout at all times while at camp, in accordance with the prescription or instructions from the patient’s physician

Printed Name of Responsible Adult

Signature of Responsible Adult





BOY SCOUTS OF AMERICA
HORSESHOE SCOUT RESERVATION

CHESTER COUNTY COUNCIL, BSA

CONFIRMATION OF COMPLIANCE

PA Act 153 and BSA Registration Policies

As the primary Leader of the pack / troop / crew (circle one) I am confirming that, while in camp, all adult Pennsylvania residents in our unit who have a supervisory role over youth or who will spend a night are in compliance with PA Act 153 and 2015 Act 15 and have completed all necessary background certifications.

INITIALS

As the primary Leader of the pack / troop / crew (circle one), I am confirming that anyone 18 years of age or older, and who will be in camp for over 72 hours, is a registered adult in the BSA thus having completed youth protection training and an adult application.

INITIALS

SIGNATURE

UNIT TYPE & NUMBER

PRINTED NAME

COUNCIL



HORSESHOE SCOUT RESERVATION REFUND POLICY – CUB SCOUTS

The Chester County Council Horseshoe Scout Reservation makes financial commitments for the hiring of staff and purchasing of supplies and other materials many months prior to camp; therefore, participants should make a financial commitment of at least \$50.00 by the deposit deadline March 31, 2024.

Based on this fact, refund amounts are dependent on time of submission and reason for refund. Please note that if an entire unit cancels after deposits are paid, then all deposits are non-refundable. If a unit should cancel after all payments have been made in full, any refund will be made at the discretion of the Reservation Director. The Chester County Council does reserve the right to cancel any reservation if payments are not received in full by each of the payment due dates.

Below you will find the conditions required to be met for a refund to be processed. To ensure consistency in this process, no refund will be issued if any of the conditions are not met (no exceptions). In addition, you will find the amount that will be issued is based on the reason for the refund request as well as date of submission.

- All refund requests must be submitted in writing either by mail to the Chester County Council Service Center, Camping Administration or by email to camping@cccbsa.org. Remember the date of submission will affect the amount of refund issued.
- Refund requests should include the following information:
 - Unit type and unit number (i.e., Pack 555)
 - Name of Scout
 - Date of attendance
 - Reason for request
 - Supportive documentation for a reason entitling a full refund
- Full refund of the amount paid will be issued for the following reasons (if cancelling prior to attending):
 - Medical illness or injury of Scout
 - Medical illness, injury, or death of immediate family member
 - Approved family emergency (at the discretion of the Council)
 - Required attendance to summer school **during** the time the Scout is scheduled to attend camp

Any of the above reasons will **require** supportive, written documentation to be submitted along with the written refund request. For medically related reasons, a letter from the Scout's physician; for attendance to summer school, a letter from the Scout's teacher or school administration; for family emergency, a letter from the family as well as (where applicable) a letter from the Cubmaster or other BSA registered unit Leader verifying he was contacted prior to camp about the emergency.

Any Scout or Leader/adult released and sent home by the camp director or health officer due to medical reasons will be issued a pro-rated partial refund. Refunds issued to campers choosing to leave early will be at the discretion of the Reservation Director. **The due date to submit a refund request based on one of the above reasons is August 31, 2024.**



Partial refund of the amount paid will be issued for all other reasons based on the date of submission. Requests must still be made in writing with a reason given, but written supportive documentation is not required.

REFUND DATES	
REFUNDED REQUEST MADE BY	AMOUNT TO BE REFUNDED
May 1, 2024	Total Amount Paid Less \$50.00
May 15, 2024	Total Amount Paid Less \$100.00
June 1, 2024	50% of the Amount Paid
June 15, 2024	25% of the Amount Paid
REFUND REQUEST MADE AFTER	AMOUNT TO BE REFUNDED
June 15, 2024	No Refund

No refunds or credits will be issued at camp. If fewer Scouts attend than have paid, money will only be refunded based on a viable reason (medical, summer school attendance or family emergency) and after the required letters and documents are submitted to the Council Service Center. **No refunds will be issued for unsupported requests.**

Refunds will be issued to the pack within two weeks of receipt of the request or within two weeks after the scheduled date of attendance, whichever comes first, unless registration was made and paid directly by the parent for the Scout and/or adult. The pack will be responsible for refunds to the family. Only if requested and approved by a key unit Leader will a refund be made directly to the family.

Submit all refund requests to:

Chester County Council, BSA
 Attn.: Camping Administration
 1 Scouting Way
 Exton, PA 19341
 Council Office: 610-696-2900, ext. 129

Or email camping@cccbsa.org



WAITER SCHEDULE

Waiter Call is sounded over the PA system 15 minutes before breakfast and lunch and 30 minutes before dinner. Waiters should report to the Dining Hall at that time. Packs must send one waiter for each assigned table.

BREAKFAST					
TABLE	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
#1					
#2					
#3					
#4					
#5					

LUNCH					
TABLE	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
#1					
#2					
#3					
#4					
#5					

DINNER					
TABLE	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
#1					
#2					
#3					
#4					
#5					



EVENING RETREAT CEREMONY OVERVIEW

A camp-wide Retreat Ceremony begins at 5:45pm, daily, on the Parade Field. All attendees must be in Class A (Field) Uniform. Although full uniform is preferred, a Uniform Shirt is the minimum standard. Staff will be available to assist those who are unfamiliar with the ceremony.

Packs should line up according to their campsite and by patrol

Camp Director: *Camp Attention*

Program Director: *Camp Report*

Lead Scout: (Salute) *"Pack #, Town, State, # on- line, Campsite reporting Sir."* (Drop salute after you have been saluted by the program director)

After all Packs have reported in and the state flags have descended

Camp Director: (as the American Flag is about to descend) *Camp Salute*

Camp Director: (after the American Flag has been removed from the flagpole) *Two*

Camp Director: *Camp Dismissed*

