

# CAMP JOHN H. WARE, 3RD

Horseshoe Scout Reservation

239 Jubilee Road

Peach Bottom, PA 17563

(610) 696-2900 ext. 125

# Camp Guide

Cub Scout Overnight Camp

Program Guide

Summer 2026

Version 1.1





## 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 planning your summer camp experiences with Camp John H. Ware, 3rd, we understand it is important to know what advancement opportunities will be offered at camp this summer. The following guide outlines the program and advancement opportunities offered; the more you take advantage of them, 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 rank and award 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				



# SAMPLE SCHEDULES FOR SCOUTS

Throughout the week, scouts will follow a preset schedule based on their rank. Following this schedule, scouts will experience all that Camp Ware has to offer. The list of Cub Scout Adventures to be completed can be found on pages 31, 32, and 33.

As part of the transition to Scouts BSA, Webelos and Arrow of Light scouts will construct part of their camping experience through our Elective Program. Webelos and Arrow of Light Scouts will register for electives through BlackPug. A description of each elective offered can be found on page 32 and 33.

Below are sample schedules of Tigers and Webelos for the 5-day, 4-day, and 3-day programs. Please note, all schedules are subject to change, so the Pack will receive the most up-to-date schedules upon arrival to camp.

<i>Tiger (5-Day)</i>				
WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Check-in	Archery	Art Academy	Aquatics	Art Academy
Swim Checks & Campsite Setup	Low C.O.P.E.	BMX	BB	Sports
	Camp Craft	PACK TIME	PACK TIME	PACK TIME
Lunch (Waiter Call - 12:15)				
Siesta				Check-out
Aquatics	Nature	Innovation	Nature	
Cub Adventure	BB	Archery	Camp Craft	
Innovation	FREE SWIM	FREE SWIM	FREE SWIM	
Retreat - 5:45				

<i>Tiger (4-Day)</i>			
THURSDAY	FRIDAY	SATURDAY	SUNDAY
Check-in	Art Academy	Aquatics	Art Academy
Swim Checks & Campsite Setup	BMX	BB	Sports
	PACK TIME	PACK TIME	PACK TIME
Lunch (Waiter Call - 12:15)			
Siesta			Check-out
Nature	Innovation	Nature	
BB	Archery	Camp Craft	
FREE SWIM	FREE SWIM	FREE SWIM	
Retreat - 5:45			

<i>Tiger (3-Day)</i>		
FRIDAY	SATURDAY	SUNDAY
Check-in	Aquatics	Art Academy
Swim Checks & Campsite Setup	BB	Sports
	PACK TIME	PACK TIME
Lunch (Waiter Call - 12:15)		
Siesta		Check-out
Innovation	Nature	
Archery	Camp Craft	
FREE SWIM	FREE SWIM	
Retreat - 5:45		

<i>Webelos (5-Day)</i>				
WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Check-in	Art Academy	Elective	Elective	Elective
Swim Checks & Campsite Setup	BMX	Elective	Elective	Elective
	Sports	FREE SWIM	FREE SWIM	FREE SWIM
Lunch (Waiter Call - 12:15)				
Siesta				Check-out
Elective	Aquatics	Camp Craft	Waterfront	
Elective	Innovation	Low C.O.P.E.	BMX	
Elective	Archery	Nature	BB	
Retreat - 5:45				




<i>Webelos (4-Day)</i>			
THURSDAY	FRIDAY	SATURDAY	SUNDAY
Check-in	Elective	Elective	Elective
Swim Checks & Campsite Setup	Elective	Elective	Elective
	FREE SWIM	FREE SWIM	FREE SWIM
Lunch (Waiter Call - 12:15)			
Siesta			Check-out
Aquatics	Camp Craft	Waterfront	
Innovation	Low C.O.P.E.	BMX	
Archery	Nature	BB	
Retreat - 5:45			

<i>Webelos (3-Day)</i>		
FRIDAY	SATURDAY	SUNDAY
Check-in	Elective	Elective
Swim Checks & Campsite Setup	Elective	Elective
	FREE SWIM	FREE SWIM
Lunch (Waiter Call - 12:15)		
Siesta		Check-out
Camp Craft	Waterfront	
Low C.O.P.E.	BMX	
Nature	BB	
Retreat - 5:45		



# ACTIVITIES AT CAMP WARE

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

	 <b>TIGERS</b>		 <b>WOLVES</b>		 <b>BEARS</b>	
<b>AQUATICS (Pool)</b>	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	
<b>AQUATICS (Waterfront)</b>					(If passed BSA Swimmer's Test) Bears Afloat 1, 2, 3, 4, 5, 6, 7, & 8	
<b>ARCHERY</b>	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	
<b>ART ACADEMY</b>	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	
<b>BB</b>	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	
<b>BMX</b>	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	
<b>CAMP CRAFT</b>	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	
<b>CUB ADVENTURE</b>	Unique Camp Program for Tiger Scouts		Digging in the Past 1, 2, 3, & 4		Balancing Bears 2, 3, & 4	
<b>FISHING</b>	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	
<b>INNOVATION</b>	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
<b>LOW C.O.P.E &amp; SPORTS</b>	Tiger Tag 1, 2, & 3		Paws of Skill 1 & 2		Unique Camp Program for Bear Scouts	
<b>NATURE</b>	Champions for Nature 1, 2, 3, & 4		Spirit of the Water 1, 2, 3, & 4		Champions for Nature 1, 2, 3, 4, & 5	





	WEBELOS	ARROW OF LIGHTS	WEBS & AOL ELECTIVES
<b>AQUATICS (Pool)</b>	Aquanaut 1, 2, 3, 4, 5, & 6	Swimming 1, 2, 3, & 4	
<b>AQUATICS (Waterfront)</b>	(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	
<b>ARCHERY</b>	Archery Webelos 1, 2, 3, 4, 5, 6, & 7	Archery AoL 1, 2, 3, 4, 5, 6, & 7	<b>Pirate Pro Archer</b> - Archery competition for Cub Scouts. Score enough points and become a Camp Ware Pro Archer. <b>Tiki Target Practice</b> - Scouts will take aim at alternative targets on the Archery Range.
<b>ART ACADEMY</b>	Chef's Knife 1, 2, 3, & 4	Knife Safety 1, 2, 3, 4, & 5	<b>Rescue Raft</b> - Scouts use basic tools to plan and build a carpentry project. (Build It - 1, 2, 3, & 4) <b>Liberty in Action</b> - Celebrate America's 250th anniversary with a red, white, and blue party!
<b>BB</b>	BB Gun Webelos 1, 2, 3, 4, 5, 6, 7, & 8	BB Gun AoL 1, 2, 3, 4, 5, 6, 7, & 8	<b>Tropical Top Shot</b> - BB competition for Cub Scouts. Score enough points and become an Island Marksman. <b>Sling Shot Web/AoL</b> - 1, 2, 3, 4, 5, 6, 7, & 8
<b>BMX</b>	Pedal Away 1, 2, 3, & 4	Cycling 1, 2, 3, & 4	<b>Coconut Carts</b> - Scouts will hit the pedal cart track. (Scouts don't need to know how to ride a bike)
<b>CAMP CRAFT</b>	Let's Camp Webelos 1, 2, 3, 4, 5, 6, 7, & 8	Unique Camp Program for AoL Scouts	<b>Webelos Walkabout</b> - 1, 2, 3, 4, 5, 6, & 7 <b>Castaway Cooking</b> - Scouts will develop safe outdoor cooking habits while preparing a meal over a campfire. <b>Survivor</b> - Scouts will develop basic outdoor survival skills, including building a fire, shelter, and a survival kit.
<b>FISHING</b>	Catch the Big One 1, 2, 3, 4, 5, 6, & 7	Fishing 1, 2, 3, 4, 5, 6, & 7	<b>Pirates of the Ware-ibbean</b> - Fishing competition for Cub Scouts.
<b>INNOVATION</b>	Modular Design 1, 2, 3, 4, & 5	Engineer 1, 2, 3, 4, & 5	<b>Earthquake Engineers</b> - Scouts will build and test earthquake-resistant structures. <b>Destroy, Build, Destroy</b> - A competition where two teams destroy stuff, and use the wreckage to build awesome machines to compete with. <b>Lava Lab</b> - Scouts will model Volcanos by experimenting with materials and methods.
<b>LOW C.O.P.E &amp; SPORTS</b>	Unique Camp Program for Webelos Scouts	Unique Camp Program for AoL Scouts	<b>9-Square in the Air</b> - 9-Square is a combination of Volleyball and 4-Square, but on a whole new level. <b>Bouldering</b> - Scouts will learn climbing and spotting techniques in their climb along the bouldering wall. <b>GAGA</b> - Step into the octagon and compete to be the GAGA champion of the week. <b>Ware Sports Resort</b> - Scouts will use teamwork to solve problem-solving and creative-thinking challenges.
<b>NATURE</b>	Champions for Nature 1, 2, 3, 4, & 5	Into the Wild 1, 2, 3, 4, & 5	<b>Animal Tracking Expedition</b> - Scouts identify animal tracks and signs, then create their own animal tracks to take home. <b>Eco-Engineers</b> - Scouts become nature's best engineers: beavers! Using natural materials, they'll work together to build a miniature dam and learn how beavers help ecosystems.



## 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 rare for a scout to earn more than 2 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. Maps can be found in HQ.
- Disc Golf** - If throughout the week any leaders and/or scouts complete our disc golf course, they earn the special segment.



## OTHER ACTIVITIES AT CAMP WARE

### CAMPFIRES

On Wednesday evening, a social campfire is planned, so use this time to meet other Scouts and join the staff for a fun night of songs, skits, 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 Thursday, Friday, and Saturday evenings, we will host camp-wide events focused on the aims and methods of Scouting as they relate to the program's theme.

### FLAG CEREMONIES

Each morning, there is an assembly for staff at 7:40 am to raise the flags. There will also be a retreat ceremony at 5:45 pm. Retreat will start promptly at 5:45, so units should arrive at 5:35 to practice. Scouts are encouraged to sign up to participate in our retreat. Packs and Dens are encouraged to hold their own flag ceremonies in their campsites.



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**INTER-FAITH WORSHIP SERVICE**

An Inter-Faith service is offered Saturday Evening at 6:45 at the Camp Ware Chapel. All are welcome to attend. Meet at 6:40 at the parade field for a staff escort. SIPs and Trading Post operations begin after Chapel.



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**VESPERS**

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

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**MAIL DAY**

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



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**HAWAIIAN DAY**

Every Thursday, at lunch, Scouts are invited to wear Hawaiian shirts!

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**CRAZY HAT DAY**

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

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**SPORTS JERSEY DAY**

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

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**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.



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**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 until 7:25. Any camper or leader who attends the Polar Bear Swim on all but one of the days they are in camp 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 studies, 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 a list of available merit badges with you. Availability is determined by our instructors. We will make the introductions, but be mindful that it falls to you to take it from there.



### “DEN 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**. Blank schedules will be distributed to leaders at the start of the week. Fill out the 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

### CUB MASTER PASSPORT

Adult leaders can rest assured—they won't be bored throughout the week! The Camp Ware Leader Passport is an exciting award available to all adult campers. Designed to introduce new leaders to summer camp while continuing to challenge seasoned veterans, the passport offers a rewarding experience for everyone. Stop by Headquarters or the Program Office to learn more. Those who complete the requirements will earn 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 the online prerequisites from [my.scouting.org](https://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 \(cccbsa.org\)](http://cccbsa.org)
- [Annual Health and Medical Record \(scouting.org\)](http://scouting.org)
- [BSA Youth Protection Policies and Guidelines, including mandatory reporting \(scouting.org\)](http://scouting.org)
- [Guide to Safe Scouting \(scouting.org\)](http://scouting.org)
- [SAFE Checklist \(scouting.org\)](http://scouting.org)
- [Trainings - my.scouting.org](http://my.scouting.org)

**Page 34** - Medication Administration Record

**Page 35** - PA ACT 153 and BSA Safeguarding Youth 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

<b>Name of Camper</b>		<b>Unit Number</b>	
<b>Medication</b>		<b>EXP Date</b>	
<b>Prescription Instructions</b>			

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.

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**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.

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**INITIALS**

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**SIGNATURE**

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**UNIT TYPE & NUMBER**

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**PRINTED NAME**

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**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](mailto: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, 2025	Total Amount Paid Less \$50.00
May 15, 2025	Total Amount Paid Less \$100.00
June 1, 2025	50% of the Amount Paid
June 15, 2025	25% of the Amount Paid
REFUND REQUEST MADE AFTER	AMOUNT TO BE REFUNDED
June 15, 2025	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](mailto: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. Campsites 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 5:45 pm, daily, on the Parade Field. All attendees must be in Class A (Field) Uniform. Although a 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 #, All present and accounted for, 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*

