2027 CAMP GUIDE



CAMP JOHN H. WARE, 3RD

Night at the Ware-useum

HORSESHOE SCOUT RESERVATION

239 Jubilee Road • Peach Bottom, PA 17563

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VERSION HISTORY

Check the version and date below to see whether you have the latest guide.

Version	Date	Changes
1	October 1, 2026	Initial release

WHAT GUIDES US

HORSESHOE SCOUT RESERVATION MISSION

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

CAMP WARE MISSION

Camp Ware's mission is to give every Scout a place to belong, opportunities to grow, and adventures to remember.

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 • Reverent

CUB SCOUT MOTTO

Do Your Best

SCOUT SLOGAN

Do a good turn daily.

THE OUTDOOR CODE

As an American, I will do my best to:

Be clean in my outdoor manners.

Be careful with fire.

Be considerate in the outdoors.

Be conservation minded.

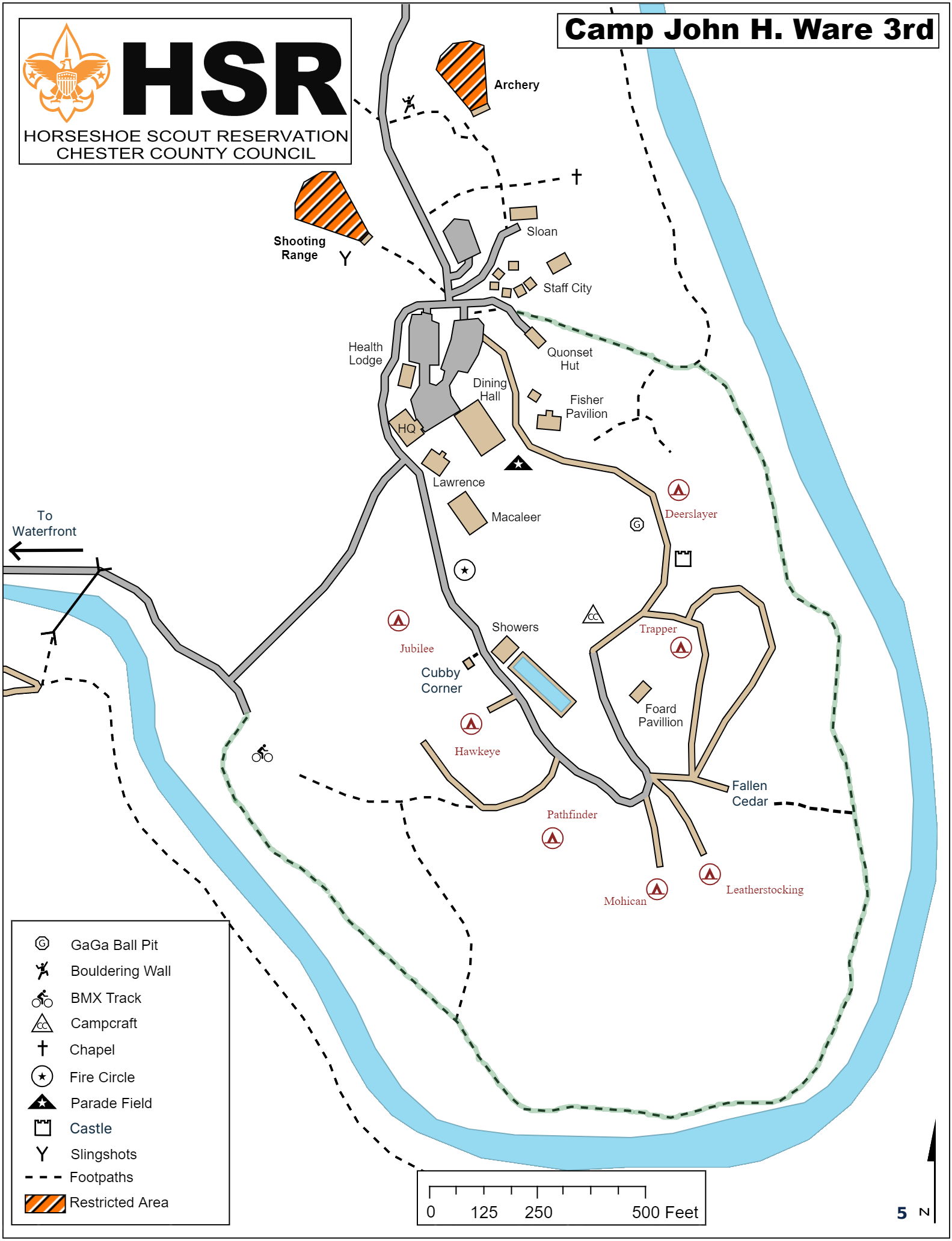
LEAVE NO TRACE SEVEN PRINCIPLES

1. Plan ahead and prepare
2. Travel and camp on durable surfaces
3. Dispose of waste properly
4. Leave what you find
5. Minimize campfire impacts
6. Respect wildlife
7. Be considerate of other visitors

Camp John H. Ware 3rd

HSR

HORSESHOE SCOUT RESERVATION
CHESTER COUNTY COUNCIL



WELCOME TO CAMP WARE

Questions?

We understand that while reading our Camp Guide, you may have a few questions. Please don't hesitate to contact us at campware@cccscouting.org. Thank you!

REGISTRATION DETAILS

BEFORE YOU REGISTER

Review the dates, rates, campership information, and registration requirements before registering for Camp Ware.

DATES & RATES

PROGRAM	BEFORE APRIL 15 2027	AFTER APRIL 15 2027
Scouts - 3-Day	$360.00	$410.00
Scouts - 5-Day	$420.00	$470.00
Adults - 3-Day	$100.00	$120.00
Adults - 5-Day	$120.00	$140.00
Den Chiefs (any time)	$175.00	$175.00

EARLY BIRD DEADLINE: APRIL 15, 2027

READY TO REGISTER?

Register for Camp Ware 2027

CAMPERSHIPS

Campership are available for Scouts who need assistance paying for summer camp. The Campership application will become available when participants are added to an existing registration. The deadline to apply for a campership is April 1, 2027. Chester County Council will provide camperships in an amount not to exceed 50% of the total cost of camp based on need. It is required that the youth, their family and/or the unit make some contribution.

REFUND POLICY

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 February 28, 2027. 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 Camping Director. Chester County Council reserves the right to cancel any reservation if payments are not received in full by each payment due date.

REFUND REQUESTS

Refund requests will be considered only when all requirements and applicable deadlines outlined in this policy are met. The amount of any refund will be determined by the reason for the request and the date on which the request is submitted.

REFUND REQUESTS SHOULD INCLUDE

- 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

Full refund of the amount paid will be issued for the following reasons (if canceling prior to attending):

- Medical illness or injury of Scout
- Medical illness, injury, or death of an 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

Documentation must be submitted with the refund request for any of the reasons listed above. Medical requests require a letter from the Scout’s physician; summer school requests require a letter from the Scout’s teacher or school administration; and family emergency requests require a letter from the family and, when applicable, a letter from the Cubmaster or other Scouting America registered unit leader confirming that the leader was notified before camp.

PARTIAL REFUNDS

Scouts or leaders/adults who are released and sent home by the camp director or health officer for medical reasons will receive a pro-rated partial refund. Refunds for campers who choose to leave early are at the discretion of the Reservation Director. Refund requests for these reasons must be submitted by August 31, 2027.

Partial refunds for all other reasons will be issued based on the date the refund request is submitted.

REFUND DATES

REFUND REQUEST MADE BY	AMOUNT TO BE REFUNDED
May 1, 2027	Total Amount Paid Less $50.00
May 15, 2027	Total Amount Paid Less $100.00
June 1, 2027	50% of the Amount Paid
June 15, 2027	25% of the Amount Paid
REFUND REQUEST MADE AFTER	**AMOUNT TO BE REFUNDED**
June 15, 2027	No Refund

ADDITIONAL REFUND INFORMATION

No refunds or credits will be issued at camp. If a Scout does not attend, a refund will be issued only when the request meets the eligibility requirements and documentation requirements outlined in this policy.

Approved refunds will be issued to the pack or, when applicable, directly to the individual who made the payment. The pack is responsible for providing refunds to the family unless direct payment to the family has been requested and approved by a key unit leader.

SUBMIT ALL REFUND REQUESTS TO:

Chester County Council
Attn.: Camping Administration
1 Scouting Way
Exton, PA 19341
Council Office: 610-696-2900, ext. 125
Email: camping@cccscouting.org

PLANNING FOR CAMP

BEFORE YOU LEAVE HOME

- Complete camp registration and confirm each camper's 5-Day or 3-Day attendance.
- Confirm that attending adults have completed required registration, Safeguarding Youth Training, and Pennsylvania clearances, as applicable.
- Prepare Annual Health and Medical Records and medication information for everyone attending.
- Submit the Outpost Meal form before camp. [Add 2027 form link or QR code before publication.]
- Review arrival information, the packing list, and the list of items not to bring with families.
- Share the camp schedule and expectations with your pack.
- If a Den Chief wants to work on a merit badge, email campware@cccscouting.org before arrival with the specific badge. Staff will discuss prerequisites and preparation by email.
- Bring a self-addressed, stamped letter or postcard for Friday Mail Day.
- Pack a button-down shirt for Thursday lunch, a crazy hat for Friday lunch, and a sports jersey for Saturday lunch.
- Bring ice if your unit or family wants it for personal use; camp does not provide personal ice.
- For Saturday Outpost, bring cooking and eating utensils, paper products or mess kits, and charcoal if your unit plans to use charcoal.

PRE-CAMP ORIENTATION

Every unit must send at least one leader to a pre-camp orientation meeting before arriving at camp. We strongly encourage leaders to attend in person. At a minimum, a leader must join the meeting on Zoom. Leaders may attend any available session. Meeting details will be sent to the email used for registration.

Meet camp staff, ask questions, and review program updates. Tell camp staff about dietary, sleeping, medical, accessibility, or other special needs in advance so they can prepare for your Scouts.

PRE-CAMP ORIENTATION MEETINGS

SESSION	DATE	TIME
Session 1	Wednesday, June 30, 2027	6:40 pm
Session 2	Wednesday, July 7, 2027	6:40 pm
Session 3	Wednesday, July 14, 2027	6:40 pm
Session 4	Wednesday, July 21, 2027	6:40 pm

CAMPSITE PLANNING AND LEADERSHIP

SHARING A CAMPSITE

Your pack may share a campsite with another pack. Introduce Scouts and adults to the other campers, agree on shared use of the site, and work together throughout the week. Meals, programs, and evening activities offer chances to build friendships across units.

Your unit leaders remain responsible for the organization, supervision, and discipline of their Scouts. Site leaders, the Commissioner, and other camp staff are available to advise and support you.

ADULT LEADERSHIP

Plan for at least two registered adult leaders age 21 or older to be present with the unit at all times, including overnight. Leaders may rotate, but the unit must maintain continuous coverage. Camp Ware also requires at least one adult for every four Scouts. A registered female adult leader age 21 or older must be present for an activity involving female youth.

Parents or legal guardians attending an overnight Cub Scout program with only their own child may qualify for Scouting America's registration exception. They do not replace the required registered leaders. An adult accompanying youth other than their own child must follow the applicable registration and supervision requirements. Children who are not registered for camp may not accompany adults.

TRAINING AND CLEARANCES

Confirm that every adult has completed the training, registration, and clearances applicable to their role before camp. Youth Protection training is available through my.scouting.org. Pennsylvania residents should follow the council's PA clearance instructions. Camp will verify required records before an adult stays overnight.

Safeguarding Youth policies and guidelines: Scouting America Safeguarding Youth

Council clearance information: https://cccscouting.org/clearances/

VISITORS

Visitors must check in at Headquarters. Someone from your pack must meet them there and escort them to the campsite; visitors may not roam camp on their own. If a visitor plans to eat with your pack, notify camp before arrival so a meal can be arranged. [Confirm 2027 visitor meal prices before publication.]

HEALTH AND MEDICAL INFORMATION

ANNUAL HEALTH AND MEDICAL RECORD

Every Scout and adult staying in camp for more than six hours must have a current Scouting America Annual Health and Medical Record, Parts A, B, and C. This includes 3-Day participants. A participant without the required record cannot join camp activities until the Health Officer receives it.

Get the current form: Annual Health and Medical Record

Submit forms at pre-camp orientation when possible. Check for missing signatures and incomplete information before arrival. Camp returns submitted forms at the end of the week; forms left behind will be destroyed and cannot be mailed.

HEALTH CHECK AT ARRIVAL

Every Scout and adult checks in at the Health Lodge upon arrival. Bring all medications to medical check-in for review. The Health Officer reviews prescription medications, and camp uses the HSR Medication Administration Record in the appendix on page 36.

MEDICATION STORAGE AND DISTRIBUTION

Medications not assigned to the unit medication distribution leader are stored in a locked cabinet at the Health Lodge. Units distributing medication at their campsite must use a locked box and keep a record of every dose. Camp can provide a locked box if needed.

Emergency medications may remain with the person who needs them when listed on the medical record and approved at medical check-in. The guide names epinephrine auto-injectors and rescue inhalers, along with certain other time-sensitive medications. Bring all medications in their original labeled containers.

A unit that plans to distribute prescription or over-the-counter medication must give its Medication Distribution Policy to the Health Officer for approval with its medical forms. The policy must address secure storage, a responsible adult, and documentation. Use the Medication Administration Record on page 36.

Scouting America medication guidance: Medication Use in Scouting

ILLNESS AND FIRST AID

Do not bring a Scout or adult to camp with fever, vomiting, or a suspected contagious illness. Tell families before camp that a sick Scout may need to be picked up, and arrange a backup authorized pickup adult if a parent or guardian will be unavailable. Camp health staff will decide whether an ill camper can remain at camp.

Report significant illness or injury to the Health Lodge promptly. Whenever possible, an adult leader should accompany an ill or injured Scout. An adult leader must accompany a Scout to the hospital when the Health Officer determines that outside care is needed.

Scouting America health guidance: Medical Information and First Aid

DAILY HEALTH

Encourage Scouts to wash hands, bathe regularly, drink water throughout the day, and protect themselves from the sun. Leaders should monitor their Scouts for signs of illness or dehydration and report concerns promptly. Use the shower facilities designated for each age group and gender.

WHAT TO BRING TO CAMP

Use this checklist as you pack. Label personal gear. Bring enough clothing and towels for your full stay, including wet-weather days.

This is not an exhaustive list. Bring other items that are important to your comfort at camp; those needs vary from person to person. Please follow the What Not to Bring rules below.

CLOTHING AND BEDDING

- Field uniform and activity uniform
- Sleeping bag and pillow
- T-shirts and sturdy shorts or pants
- One or two long-sleeve shirts or a jacket
- Raincoat or poncho
- Socks and underwear (at least six pairs)
- Closed-toe walking shoes; hiking boots and water shoes
- Multiple swimsuits and towels
- Button-down shirt for Thursday lunch
- Crazy hat for Friday lunch
- Sports jersey for Saturday lunch

TOILETRIES

- Toothbrush and toothpaste
- Soap and deodorant
- Sunscreen and bug spray

PERSONAL ITEMS

- Water bottle and small backpack
- Flashlight or headlamp
- Sunglasses and hat
- Self-addressed, stamped letter or postcard for Friday Mail Day
- Spending money (suggested $75)
- Personal fishing gear, if desired
- Medications in original labeled containers (see Health and Medical Information)

PACK GEAR

- Cub Scout handbooks and pack flag
- Outpost cooking and eating supplies, including paper products or mess kits
- Charcoal if your unit plans to use it
- Water cooler and regular cooler
- Ice if desired; camp does not provide personal-use ice

WHAT NOT TO BRING

Do not bring hunting or sheath knives, alcohol, illegal or unlabeled drugs, fireworks or firecrackers, firearms or ammunition, pets, sleeveless shirts, or bicycles. Scouts may bring folding pocketknives only after earning the knife adventure for their level. Camp may confiscate prohibited items and may require a person to leave for a serious violation.

MY ADDITIONAL ITEMS

ARRIVAL AND CHECK IN

Your pack will receive an assigned arrival time. Plan to arrive together so camp staff can welcome your group, confirm attendance, and guide you through check-in.

VEHICLES AND PARKING

Parking at Camp Ware is limited, so please use as few vehicles as practical. Staff will greet your pack in the main parking lot and direct drivers where to park. Vehicles generally may not drive to campsites. Camp may allow one vehicle carrying pack gear, including a trailer, to unload at the site; it must leave the site promptly afterward.

Every driver must be over 18. Inside the Camp Road Gate, the speed limit is 3 mph—no faster than a Scout can walk. Camp has four wagons available to move gear, and packs are encouraged to bring their own wagon.

ARRIVING AT CAMP

Do not arrive before 8:40 a.m. Arrive at your pack's assigned time with the entire pack in the main parking lot. This helps staff complete check-in smoothly and keeps the group together for the next steps.

PACK LEADER CHECK IN

Once your pack has parked, send one leader to Headquarters with multiple copies of the current pack attendance roster as recorded in BlackPug or Scoutbook. Be ready to confirm the headcount of every camper and identify which leaders are attending full time or part time. Bring any Annual Health and Medical Records that were not submitted at a pre-camp orientation; see Health and Medical Information on page 11 for the record requirements.

Your pack will receive a Check-in Scavenger Hunt. Follow its steps in the listed order so each required stop is completed. Camp staff and the Commissioner will direct your group through the process.

CAMPSITE AND LATER ARRIVALS

All members of your pack will stay at the same tent site. Depending on pack size, you may share a campsite with one or more packs. If campers are joining your pack for the three-day session, send a leader to Headquarters after breakfast on Friday to check in those arrivals.

HEALTH AND SWIM CHECKS

After your group receives directions from the Commissioner, every Scout and leader checks in at the health lodge. Take all medications to the health check upon arrival. The Health and Medical Information section explains the required records and medication procedures.

Campers who plan to use the pool must complete a swim check at camp to establish their swimming classification. Leaders who plan to swim must also be tested, and everyone using the aquatics areas follows the buddy system. Camp staff will direct your group to the appropriate check-in stations.

DINING AT CAMP WARE

Camp Ware serves meals family style. Scouts take turns as waiters, helping set tables, serve their pack, and clean up together. Meals also give everyone time to gather for camp announcements, songs, and cheers.

DINING OPTIONS

Meals will be held in the Dining Hall and Fisher Pavilion. Packs should expect to eat two meals in Fisher Pavilion.

DINING HALL CHECK IN

An accurate pack roster determines table assignments. Before lunch on arrival day, check with the Dining Hall Steward about your seating, the number of waiters needed, and where your pack should assemble. Please follow staff directions and help ensure everyone at your table is served.

MEALTIME EXPECTATIONS

At least one adult must sit at every table for every meal. Wear appropriate clothing in the dining hall: closed-toe shoes are required, and sleeveless shirts and swimsuits are not appropriate. Remove hats before meals, except for religious observance or Crazy Hat Day. Adults should help Scouts practice courteous table manners. Campers and adults are encouraged to put phones away during meals.

WAITERS

Select one Scout waiter for each assigned table of eight, and rotate the duty so more Scouts have a turn. A waiter reports to the dining hall with an adult 15 minutes before breakfast and lunch and 30 minutes before dinner. A blank Waiter Schedule is in the appendix on page 34.

For every meal, waiters must set eight places at every assigned table, even when fewer than eight people from their pack are eating there: eight plates, eight forks, eight knives, eight spoons, and eight cups, plus one pair of tongs and one serving spoon. They serve food as directed by the Dining Hall Steward and clean their table and surrounding area afterward. This includes returning dishes when called, wiping tables and benches, sweeping around the table, and putting benches back. The steward will guide waiters through each meal.

Adults can complete waiter duties faster, but doing the work for Scouts takes away their chance to learn and grow. Please let Scout waiters do their assigned tasks. The waiter schedule also helps the dishwasher stay on time.

SATURDAY OUTPOST MEAL

On Saturday evening, each pack prepares its meal in the campsite. Adults pick up the food at the dining hall and bring it back to the site. Your unit brings its own cooking and eating gear, including paper products or mess kits, as noted on the packing page. If weather prevents cooking over a campfire, use a camp stove under a pavilion as directed by camp staff. Packs new to outdoor cooking can speak with the Commissioner for help.

SPECIAL DIETARY NEEDS

Submit medical or religious dietary needs through BlackPug before camp. Camp food service prepares special meals for those needs and provides a purple wristband during check-in to identify campers receiving them. The Food Services Director can discuss arrangements during dining hall check-in. If you plan to bring your own food, email campware@cccscouting.org before arrival.

CAMPSITE CARE AND DEPARTURE

Keep your shared campsite clean throughout the week and report anything that needs repair. On Sunday, leave the site ready for inspection before your pack departs.

REPAIRS AND TOOLS

Report needed repairs to Headquarters promptly so the Maintenance Director and Ranger can follow up. Long tools such as rakes, shovels, and picks may be issued by the Quartermaster at the Quonset Hut. The hut opens by appointment; contact Headquarters to arrange access. Return borrowed tools promptly and undamaged. Damage beyond normal wear and tear may result in a fee.

CAMPFIRES AND FIRE SAFETY

Build fires only in camp administration placed fire rings, with a shovel, rake, and filled water bucket nearby. An adult must attend each fire; extinguish it completely until cool to the touch. Use propane stoves and lanterns under close adult supervision. Liquid fuels are prohibited. Keep flames, matches, candles, lanterns, and stoves out of tents.

TRASH AND RECYCLING

Empty campsite containers daily. New liners are available at Headquarters. On Wednesday and Thursday, take trash bags to the trash trailer behind the dining hall fence. On Friday, Saturday, and Sunday, tie bags and place them by your campsite entrance gate for the maintenance trash run. Do not leave trash cans at the gate. Double-bag any leaking bags.

SERVICE PROJECTS

Youth and adults may help with service projects around camp. If your pack wants to choose a project and bring supplies or tools, email campware@cccscouting.org before camp. You may also ask Headquarters about projects that can be completed with supplies available at camp.

CLEAN CAMPSITE AWARD

The Commissioner checks campsites for cleanliness and care on Thursday morning, Friday afternoon, Saturday morning, and Sunday morning. An adult leader may be present during an inspection, but does not need to be. Post the “Scout Is Clean” guidelines on your campsite bulletin board and have the pack ready for each visit.

Keep shelters and bedding neat, store personal and pack gear, and clear trash from trails and grounds. Clean the latrine and washstand daily. Keep the fire ring tidy, maintain the fire water, and post and sign the daily fireguard chart before the inspection. Report damage promptly. These areas are considered for the Clean Campsite Award.

SUNDAY CHECK OUT AND PICKUP

Each campsite will be assigned a shared camp area to help clean on Sunday; assignments are given at the Saturday morning leader meeting. Use available time Sunday morning to pack gear and clean your campsite. The Commissioner or a designee will complete a final site inspection late in the morning.

After lunch, camp holds a brief awards ceremony and the conclusion of the week’s theme. All campers should be picked up by 2:00 p.m.

CLEAN CAMPSITE CHECKLIST

Use this checklist to prepare for campsite inspections. An adult leader may be present but is not required. Post the “Scout Is Clean” guidelines on the campsite bulletin board.

SHELTERS CLEAN AND UNDAMAGED

- ☐ Sweep tent platforms and Adirondack floors daily.
- ☐ Roll tent flaps up during program time unless rain is forecast; keep flaps down on unused tents.
- ☐ Report damage to shelters or tents immediately.

BUNKS AND BEDDING

- ☐ Lay out or roll up bedding neatly; do not use sleeping bags as laundry bags.
- ☐ Keep cots and bunks free of damage beyond normal wear.

PERSONAL AND PACK GEAR

- ☐ Stow equipment properly and keep picnic tables clear.
- ☐ Hang wet articles to dry on clotheslines between trees.
- ☐ Display the United States flag appropriately.

TRAILS AND GROUNDS

- ☐ Keep trails, shelters, and grounds free of trash.
- ☐ Report damage to trees or property immediately; unreported damage earns an unacceptable (U) rating and may result in repair costs.

LATRINE/BATHROOM

- ☐ Wash floors, interior walls, and seats with disinfectant daily.
- ☐ Remove cobwebs, close seats, and clear trash and toilet paper from the surrounding grounds.

WASHSTAND

- ☐ Wash the floor and sink with disinfectant daily; sweep the floor.
- ☐ Keep the sink draining freely and free of toothpaste and soap suds.

FIREGUARD AND FIRE RING

- ☐ Post, follow, and sign the pack fireguard chart before the inspector arrives; an unsigned chart earns a U rating.
- ☐ Clear food scraps, trash, and partly burned logs from the fire ring.
- ☐ Fill and top off the large fire drum daily with clean water.
- ☐ Keep candles and flame-type lanterns out of tents; either earns a U rating.

Inspection note

If tent flaps are not rolled up when rain is not forecast, the inspector cannot check bunks and personal equipment; this affects the rating.

INSPECTION NOTES

Thursday morning

Friday afternoon

Saturday morning

Sunday morning

SERVICES AROUND CAMP

Headquarters can help with questions during your stay. The services below are available to leaders throughout the week.

LEADER LOUNGE

The Leader Lounge is on the second floor of Macaleer and is for adults and Camp Ware staff only. It has air conditioning, Wi-Fi, work space, device charging, and a place for a daytime nap. The room also has a refrigerator/freezer, microwave, stove, and sink. Label personal food and drinks clearly and clean up after yourself. Do not store medication in the lounge refrigerator/freezer; follow the procedures in the Health and Medical Information section.

Overnight sleeping is not permitted. Adults and staff may use the room overnight as a quiet work or gathering space, but must remain silent after 10:00 p.m. The lounge has no bathroom; use the bathroom at Headquarters.

PHONES AND ELECTRONIC DEVICES

A camp phone is available for emergencies, and cell reception may be limited. The best Wi-Fi is at Headquarters or in the Adult Leader Lounge. Campers are encouraged to limit phone use, and youth should not use personal electronic devices during scheduled program time. Adults and staff may charge devices in the Leader Lounge. Extension cords and electrical cords are prohibited in campsites.

SHOWERS

Use the showers marked for your age group and gender; Scouts may not use adult showers, and adults may not use Scout showers. The Pool Shower House has separate Adult Male, Adult Female, Youth Male, and Youth Female areas. Scout showers are open daily from 6:30 a.m. to 10:30 p.m. The adult female bathroom on Macaleer's second floor is closed from 10:00 p.m. to 8:00 a.m. so adult male staff can shower. During those hours, adult women may shower at the Pool Shower House and use the restroom at Headquarters.

MAILBOXES

Each campsite or pack has a mailbox in Headquarters. Check it regularly; camp issues mail only to adult leaders.

LOST AND FOUND

If you lose something, retrace your steps and look in the places you have been. Camp staff do not pick up items left around camp until after campers go home on Sunday. Bring any items you find to Headquarters, and ask at the desk about anything you have lost.

TRADING POST

Scouts and leaders may visit the Trading Post for souvenirs and other items. Let families know about the opportunity so they can decide whether to send spending money. The Trading Post sells some items containing nuts. If a Scout has a nut allergy, an adult should accompany them when they shop.

EMERGENCY PROCEDURES

Follow staff and public address system instructions during every emergency or drill. Know where your pack members are, and be ready to account for them when staff comes to your site.

REPORT AN EMERGENCY

Notify the Camp Director immediately. Any staff member with a two-way radio can reach the Camp Director, and program areas have phones. If the Camp Director is unavailable, notify the Program Director, Ranger, or Commissioner. For a missing person, fire, severe weather, or flooding, report the situation to Headquarters without delay.

Leaders should not call 911. The Ranger, Camp Director, or Health Officer will contact emergency services when needed. Report the situation to camp staff immediately and follow their directions.

WHEN THE ALARM SOUNDS

Follow the announcement. Unless staff directs otherwise, leaders, Scouts, and guests report to their campsite, take attendance, and give the count to the staff member assigned to the site. If conditions prevent you from reaching your campsite, go to the nearest safe area and follow staff directions. Wait for the official “all clear.” Public address instructions take priority over general procedures.

THURSDAY EMERGENCY DRILL

Camp will conduct an emergency drill Thursday after lunch. Scouts should return directly to their campsite after lunch. The Trading Post is closed before and during the drill. Staff will visit each site for a headcount. The drill ends only when the “all clear” is given.

SEVERE WEATHER

Camp uses different instructions for Seek Hardcover and Seek Shelter. Listen carefully to the announcement and use the location chart on the next two pages to find the assigned location for your campsite or program area. Follow any differing public address instructions, including instructions issued at night.

BATHROOMS DURING SEEK HARDCOVER

Leaving the assigned hardcover area creates a serious risk. If there is a bathroom in that area, alternate its use between Scouts and adults every 30 minutes. Adult leaders and camp staff must monitor the bathroom so Scouts and adults do not use it at the same time or cross paths there.

If your hardcover area has no bathroom and someone has an urgent need, radio or call Headquarters. A member of the camp administration team will come to help. Do not leave the assigned area to find a bathroom on your own.

WHERE DO I GO FOR INCLEMENT WEATHER?

During camp there is always the threat of inclement weather. In the event of inclement weather the PA system will call out with ***"Seek Hardcover"*** or ***"Seek Shelter."***

Location	*Hardcover* (High Winds, Hail, Thunder, etc.)	*Seek Shelter* (Tornado, Hurricane, etc.)
Macaleer	Macaleer	1st Floor Macaleer Bathrooms, overflow to HQ Basement
Camp Craft	Foard Pavilion	Back of Pool House
Sports Field/Pool	Macaleer	Back of Pool House
Lawrence	Lawrence	Basement of Health Lodge
BB	BB Line	Basement of Health Lodge
Health Lodge	Health Lodge	Basement of Health Lodge
Cubby Corner	Cubby Corner	Basement of HQ
Headquarters	Headquarters	Basement of HQ
BMX, Waterfront	Lawrence, then Macaleer	Basement of HQ
Dining Hall	Dining Hall	Dining Hall Kitchen
Archery, COPE, Chapel	Archery Line	Staff City Shower House
Staff City, MT	Staff City Cabins	Staff City Shower House
Sloan	Sloan	Staff City Shower House

WHERE DO I GO FOR INCLEMENT WEATHER?

During your stay at camp there is always the threat of inclement weather. In the event of inclement weather, the PA system will call out with ***"Seek Hardcover"*** or ***"Seek Shelter."***

	Hardcover (High Winds, Hail, Thunder, etc.)	***Seek Shelter*** (Tornado, Hurricane, etc.)
Jubilee	**Jubilee Campsite Pavilion**	**Jubilee Shower House**
Hawkeye	**Hawkeye Campsite Pavilion**	**Hawkeye Shower House**
Pathfinder	**Mohican Campsite Pavilion**	**Hawkeye Shower House**
Mohican	**Mohican Campsite Pavilion**	**Mohican Shower House**
Leatherstocking	**Mohican Campsite Pavilion**	**Mohican Shower House**
Trapper	**Trapper Campsite Pavilion**	**Back of Pool House**
Deerslayer	**Deerslayer 8-Person Adirondack**	**Dining Hall Kitchen**

CAMP SAFETY AND CONDUCT

The Scout Oath and Law guide conduct at camp. Leaders help their packs care for one another, protect camp property, and follow staff directions throughout the week.

WILDLIFE

Leave all wildlife undisturbed. If an animal creates a problem in your campsite, tell Headquarters. Do not try to capture or remove it, and do not allow Scouts to do so.

MOVING AROUND CAMP

Wear closed-toe shoes when traveling around camp, except at the pool or shower house, and keep a shirt on. Stay on designated trails, including the route between the dining hall and Headquarters. Swimming in the creek is prohibited. If you leave camp, sign out at Headquarters; sign in again when you return.

QUIET HOURS AND CAMPSITE USE

Lights out is at 10:00 p.m. Remain in your campsite and keep noise down after that time. Use lower bunks before upper bunks. The Camp Commissioner, Ranger, or Camp Director must approve the location of any personal tent. Do not build structures without written approval from the Camp Director, and leave natural objects where you find them.

HAZING AND INITIATIONS

Hazing and initiations are prohibited. Do not allow activities that endanger or humiliate a Scout, including forced physical activity, exposure to the elements, exclusion, sleep deprivation, or embarrassing tasks. Horseplay is not permitted in camp facilities. Unit leaders should watch for these behaviors and stop them promptly.

CAMPSITES AND ACCESSIBILITY

Specific campsite assignments and electricity in a campsite cannot be guaranteed. Do not run extension cords to campsites. If a camper needs electricity or another accommodation at their sleeping area, contact the Camp Director before arrival. Accessible facilities and tent platforms with ramps are available; advance notice helps camp plan for individual needs. Camp has batteries for CPAP users, or campers may bring their own.

ALCOHOL, TOBACCO, AND VAPING

Alcohol and controlled substances are prohibited on camp property. Adults must not use tobacco or vape products in the presence of youth. Camp buildings and activities are smoke-free; ask the Camp Director or Ranger about any designated smoking area away from participants.

PROPERTY AND CONSERVATION

Our water supply is adequate but may be limited by weather conditions. Shut off showers, faucets, spigots, fountains, and all other outlets when not in use. Please report leaks promptly to Headquarters. Secure personal belongings and lock vehicles; camp cannot assume responsibility for lost or damaged personal property.

Pranks, vandalism, theft, and destruction of camp property are not acceptable. A Scout or unit involved may be responsible for repair or replacement costs and may be removed from camp. Leaders should help Scouts care for the camp and report damage immediately.

Safety resources: Guide to Safe Scouting • SAFE Checklist

PROGRAM

Camp Ware gives Scouts time to try new activities, practice skills, and enjoy camp with their group. The following pages show the weekly schedule, rank programs, and available choices. Unit leaders should review the schedule with their Scouts and help them arrive at each activity on time.

ALL ACTIVITIES ARE OPTIONAL. If a Scout would like to relax or take part in a self-guided activity, they are welcome to do so. Please inform the Program Director and your pack's leadership that the Scout will not attend their scheduled activity. A Scout who does not attend their group's rotation may not join another group's lesson.

RANK GROUPS AND SCHEDULES

Scouts follow an assigned group schedule based on their rank. Scheduled lessons take place in program areas across camp. Leaders should use their group's current schedule when planning the day; the examples and charts in this guide explain the program but do not replace the schedule provided at camp.

ELECTIVES

Webelos and Arrow of Light Scouts have elective periods in which they choose from available activities. These are separate from their assigned group lessons. Select electives in BlackPug before coming to camp, using the link in your registration email. Each elective is limited to 16 Scouts; places go to those who sign up first.

You may sign up for only one Pro Archer or one Top Shot time slot. If you sign up for the Hike to Horseshoe, you cannot take any other electives on Wednesday afternoon.

ON YOUR OWN TIME

"On Your Own Time" appears on each rank group's schedule as time without an assigned lesson. It is separate from an elective period. An adult can use this time to take their Cub on the full Green Trail hike, play disc golf, or visit the Trading Post together.

SCHEDULE CHANGES

Activities and locations may change during the week. Check with Headquarters for the current schedule and follow staff directions when a change affects your group.

PROGRAM LOCATIONS

Program	Location
Aquatics	Ware Pool
Archery	Archery Range
Art Academy	Cubby Corner
BB/Slingshot	BB Range
BMX	BMX Course
Camp Craft	Foard Pavilion
Fishing	BMX Course – Shed
Innovation	Macaleer Lodge
Low C.O.P.E.	Bouldering Wall
Nature	Lawrence Lodge
Sports	Ball Field
Waterfront	Waterfront (Trail Past the Bridge)

WEEKLY SCHEDULE

TIME	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
7:00 AM		POLAR BEAR			
7:30 AM					
8:00 AM		*BREAKFAST* (Waiter Call @7:45am)			
8:30 AM					
9:00 AM	5-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 @12:15pm)				
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	Special Interest Programs				
4:30 PM					
5:00 PM					
5:30 PM	EVENING RETREAT @5:35pm				
6:00 PM	*DINNER* (Waiter Call @5:30pm)			*OUTPOST*	
6:30 PM			Vespers	Interfaith Service	
7:00 PM	Camp-Wide Activity	Camp-Wide Activity	Camp-Wide Activity	Camp-Wide Activity	
7:30 PM					
8:00 PM					
8:30 PM	Pack Time in Campsites				
9:00 PM					
9:30 PM	CALL TO QUARTERS @9:50pm				

ADULT ACTIVITIES

LEADER MEETINGS

Welcome to Camp
Wednesday @1:00pm
Headquarters

Emergency Drill
Thursday @1:00pm
Headquarters

Leader Meeting
Friday @1:00pm
2nd Floor Macaleer

Outpost Procedures
Saturday @8:45am
Headquarters

Check-Out Procedures
Saturday @8:45am
Headquarters

TRAININGS

BALOO
Saturday @9:00am
2nd Floor Macaleer

EVENTS

Horseshoe Classic
Friday @2:00pm
Sign-up in HQ

Shoot & Social
Friday @8:15pm
Archery Range

Disc Golf Open
Saturday @2:00pm
Sign-up in HQ

QUESTIONS?

If you have any other questions regarding the schedule, please feel free to stop by HEADQUARTERS.

TIGER–BEAR SAMPLE SCHEDULE

This example follows one Bear group in the 2027 master schedule. Tiger and Wolf groups have different activities and times. Use the schedule assigned to your Scout's group at camp.

SAMPLE PROGRAM BLOCKS

Day	Time	Activity
Wednesday	2:00–3:00 p.m.	Art Academy
	3:00–4:00 p.m.	Innovation
Thursday	9:00–10:00 a.m.	Archery Range
	10:00–11:00 a.m.	Low C.O.P.E.
	11:00 a.m.–noon	Nature
	2:00–3:00 p.m.	Pool
	3:00–4:00 p.m.	On Your Own Time
Friday	9:00–10:00 a.m.	Innovation
	10:00–11:00 a.m.	Nature
	11:00 a.m.–noon	Low C.O.P.E.
	2:00–3:00 p.m.	On Your Own Time
	3:00–4:00 p.m.	BB Range
Saturday	9:00–10:00 a.m.	BMX
	10:00–11:00 a.m.	Waterfront
	11:00 a.m.–noon	Art Academy
	2:00–3:00 p.m.	On Your Own Time
	3:00–4:00 p.m.	Fishing
Sunday	9:00–10:00 a.m.	On Your Own Time
	10:00–11:00 a.m.	Foard Pavilion
	11:00 a.m.–noon	Fire Circle

The weekly schedule on page 23 shows meals, siesta, Special Interest Programs, and evening events. "On Your Own Time" is explained on page 22.

WEBELOS/AOL SAMPLE SCHEDULE

This example follows one Webelos group in the 2027 master schedule. Arrow of Light groups have different lesson times and locations. Choose elective activities in BlackPug before camp; see page 22 for signup rules.

SAMPLE PROGRAM BLOCKS

Day	Time	Activity
Wednesday	2:00–3:00 p.m.	Elective
	3:00–4:00 p.m.	Elective
Thursday	9:00–10:00 a.m.	Pool
	10:00–11:00 a.m.	BB Range
	11:00 a.m.–noon	Art Academy
	2:00–3:00 p.m.	On Your Own Time
	3:00–4:00 p.m.	Sports Field
Friday	9:00–10:00 a.m.	Elective
	10:00–11:00 a.m.	Elective
	11:00 a.m.–noon	BMX
	2:00–3:00 p.m.	Waterfront
	3:00–4:00 p.m.	Nature
Saturday	9:00–10:00 a.m.	Elective
	10:00–11:00 a.m.	Elective
	11:00 a.m.–noon	Archery Range
	2:00–3:00 p.m.	Fallen Cedar
	3:00–4:00 p.m.	On Your Own Time
Sunday	9:00–10:00 a.m.	Fishing
	10:00–11:00 a.m.	Innovation
	11:00 a.m.–noon	BMX

The weekly schedule on page 23 shows meals, siesta, Special Interest Programs, and evening events. “On Your Own Time” and elective signups are explained on page 22.

CUB SCOUT ADVANCEMENT POLICY

Summer camp is a great way for scouts to experience many things that Scouting 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.

ACTIVITIES AT CAMP WARE

***NOTE**: All activities are subject to change. Please visit Headquarters for the most up-to-date 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	Unique Camp Program for Tiger Scouts	Digging in the Past 1, 2, 3, & 4	Balancing Bears 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	Spirit of the Water 1, 2, 3, & 4	Champions for Nature 1, 2, 3, 4, & 5

	WEBELOS	ARROW OF LIGHTS	WEBS & AOL 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 Webelos 1, 2, 3, 4, 5, 6, & 7	Archery AoL 1, 2, 3, 4, 5, 6, & 7	Pirate Pro Archer - Archery competition for Cub Scouts. Score enough points and become a Camp Ware Pro Archer. Tiki Target Practice - 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	Rescue Raft - Scouts use basic tools to plan and build a carpentry project. (Build It - 1, 2, 3, & 4) Liberty in Action - Celebrate America's 250th anniversary with a red, white, and blue party!
BB	BB Gun Webelos 1, 2, 3, 4, 5, 6, 7, & 8	BB Gun AoL 1, 2, 3, 4, 5, 6, 7, & 8	Tropical Top Shot- BB competition for Cub Scouts. Score enough points and become an Island Masksman. Sling Shot Web/AoL - 1, 2, 3, 4, 5, 6, 7, & 8
BMX	Pedal Away 1, 2, 3, & 4	Cycling 1, 2, 3, & 4	Coconut Carts - Scouts will hit the pedal cart track. (Scouts don't need to know how to ride a bike)
CAMP CRAFT	Let's Camp Webelos 1, 2, 3, 4, 5, 6, 7, & 8	Unique Camp Program for AoL Scouts	Webelos Walkabout - 1, 2, 3, 4, 5, 6, & 7 Castaway Cooking - Scouts will develop safe outdoor cooking habits while preparing a meal over a campfire. Survivor - Scouts will develop basic outdoor survival skills, including 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	Pirates of the Ware-ibbean - Fishing competition for Cub Scouts.
INNOVATION	Modular Design 1, 2, 3, 4, & 5	Engineer 1, 2, 3, 4, & 5	Earthquake Engineers - Scouts will build and test earthquake-resistant structures. Destroy, Build, Destroy - A competition where two teams destroy stuff, and use the wreckage to build awesome machines to compete with. Lava Lab - Scouts will model Volcanos by experimenting with materials and methods.
LOW C.O.P.E & SPORTS	Unique Camp Program for Webelos Scouts	Unique Camp Program for AoL Scouts	9-Square in the Air - 9-Square is a 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 - Step into the octagon and compete to be the GAGA champion of the week. Ware Sports Resort - Scouts will use teamwork to solve problem-solving and creative-thinking challenges.
NATURE	Champions for Nature 1, 2, 3, 4, & 5	Into the Wild 1, 2, 3, 4, & 5	Animal Tracking Expedition - Scouts identify animal tracks and signs, then create their own animal tracks to take home. Eco-Engineers - 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.

RECOGNITION AND AWARDS

Scouts and leaders can earn Camp Ware segments by taking part in activities throughout the week. The actual 2027 segment designs are shown below.

CAMP WARE SEGMENTS



Polar Bear

For campers and leaders brave enough to start the day with an early-morning swim. Must attend every morning but one during your stay.



Green Trail

Recognition for completing Camp Ware's Green Trail experience.



Disc Golf

Earned by taking on Camp Ware's disc golf course.



Adult Passport

For adult leaders who complete the activities in the Adult Passport.



Den Chief of Staff

Recognition for Den Chiefs who serve and support their den throughout camp.



2027

The annual Camp Ware segment for the 2027 camping season.

SIP SEGMENTS BY DEPARTMENT



Aquatics

Earned through participation in the Aquatics SIP program.



Archery

Earned through participation in the Archery SIP program.



Art Academy

Earned through participation in the Art Academy SIP program.



BBs

Earned through participation in the BBs SIP program.



Campcraft

Earned through participation in the Campcraft SIP program.



Health & Fitness

Earned through participation in the Health & Fitness SIP program.



Innovation

Earned through participation in the Innovation SIP program.



Nature

Earned through participation in the Nature SIP program.

Department segments are earned by attending that department's SIP all but one evening during your stay. SIP is offered 4:00–5:00 p.m. Wednesday–Saturday. Free Swim does not count as Aquatics SIP.

Department segments are earned by attending that department's SIP all but one evening during your stay. SIP is offered 4:00–5:00 p.m. Wednesday–Saturday.

CAMP STANDARD PATCHES





These two patches were designed to represent not just two camps, but two distinct moments in a Scout's journey.

The Camp John H. Ware 3rd patch centers on the idea of beginning. The rising sun reflects the sense of possibility that defines a Scout's first experience at camp; new surroundings, new challenges, and the first steps toward independence. The bold "W" stands as both an anchor and a starting point, symbolizing the foundation built during those early experiences.

The Camp Horseshoe patch shifts the focus from beginning to continuity. Framed by the horseshoe, a symbol long associated with strength and tradition, the design emphasizes connection between Scouts, across years, and through shared experiences. The campfire at its center represents gathering, reflection, and the passing of knowledge, marking the moments where growth becomes meaningful and lasting.

While each patch stands on its own, they are intentionally connected. One represents the start of the journey; the other reflects what that journey becomes over time. Together, they tell a broader story of progression within Scouting from first experiences to lasting traditions.

The goal of these designs is to create more than visual identity. They are meant to capture the feeling of beginning, of belonging, and of carrying something forward.

The Horseshoe design is a 3" round patch on a WHITE TWILL background with the center feature fully embroidered. The Ware design is a 3" round patch on an ORANGE TWILL background with the center feature fully embroidered. The anniversary editions will be given to ALL camp participants in the summer of 2027. They have a Gold Mylar border and Blue Mylar border and feature a 100 and a 70 representing each camp's milestone camping season.

CAMPWIDE EVENTS AND TRADITIONS

Campwide activities bring packs together outside their rank rotations. The weekly schedule on page 23 has the current times; watch for announcements at camp if an activity changes.

EVENING EVENTS

Campwide activities are scheduled Wednesday through Saturday evenings. The program varies by day, so check the camp announcements for that evening's location and activity. After the activity, packs have time together in their campsites. Call to quarters is at 9:50 p.m.

FLAG RETREAT

Evening retreat begins promptly at 5:35 p.m. Packs should arrive early enough to be in place before it begins. Scouts are encouraged to participate; let camp staff know if your pack would like a role in the ceremony.

WORSHIP AND REFLECTION

Friday vespers follows dinner. An interfaith service is scheduled for Saturday evening. Everyone is welcome, regardless of religious belief. See the weekly schedule and camp announcements for the meeting place and exact time.

POLAR BEAR SWIM

Early risers may join the Polar Bear Swim at the pool at 7:00 a.m. The attendance requirement for the Polar Bear segment is on page 29.

SATURDAY OUTPOST

Packs prepare Saturday dinner in their campsites. Leaders should attend the Saturday morning outpost procedures meeting at Headquarters and bring their own cooking and dining equipment. Meal pickup and rain arrangements are covered in the dining section on page 14.

SUNDAY RECOGNITION

After Sunday lunch, camp recognizes the week's achievements. Segment requirements and the Clean Campsite Award reference are on page 29.

ADULT LEADER OPPORTUNITIES

Your first responsibility at camp is to support your pack and its Scouts. There are also meetings, activities, and a recognition challenge designed for adult leaders. Check the weekly schedule on page 23 for the full camp timetable.

LEADER MEETINGS

Attend the welcome meeting Wednesday at 1:00 p.m. in Headquarters. The emergency drill is Thursday at 1:00 p.m. in Headquarters, and the Friday leader meeting is at 1:00 p.m. on the second floor of Macaleer. On Saturday, outpost and checkout procedures are reviewed at 8:45 a.m. in Headquarters.

ADULT PASSPORT

The Camp Ware Adult Passport gives leaders a way to explore camp and earn recognition. Pick up the current passport and requirements at Headquarters. Complete the required levels and return your passport there; qualifying leaders receive a certificate and a segment for the Camp Ware patch. The segment is also listed on page 29.

LEADER ACTIVITIES

The 2027 weekly schedule lists the Horseshoe Classic on Friday at 2:00 p.m. and Disc Golf Open on Saturday at 2:00 p.m.; sign up in Headquarters. Shoot & Social is listed for Friday at 8:15 p.m. at the Archery Range. Participation should fit around your pack responsibilities.

BALOO TRAINING

BALOO is listed for Saturday at 9:00 a.m. on the second floor of Macaleer. Bring proof of completion of the required online prerequisites. Training availability and details may change; confirm them at Headquarters when you arrive.

DEN CHIEFS AT CAMP

Den Chiefs support their pack throughout the week and may also help Camp Ware staff. Make a plan with your Cubmaster before taking on camp duties.

PLAN YOUR WEEK

Blank schedules are distributed to leaders at the start of the week. With your Cubmaster, decide when you will help your pack and when you would like to assist in a camp program area. Give your completed schedule to the Program Director for approval before working with camp staff.

WAYS TO HELP

A Den Chief may help lead pack time, support Scouts during the day, or assist alongside staff in an area of interest. Follow the approved schedule and check with your Cubmaster and the Program Director before changing it.

DEN CHIEF OF STAFF RECOGNITION

A Den Chief who completes an approved schedule and serves as a junior staff member may qualify for the Den Chief of Staff segment. The Program Director must approve the schedule. See the awards overview on page 29.

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

A camp-wide Retreat Ceremony begins at 5:35 pm, daily, on the Parade Field. All attendees must be in the 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 pack

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



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		
/ /	: AM / PM		
/ /	: AM / PM		
/ /	: AM / PM		
/ /	: AM / PM		
/ /	: AM / PM		
/ /	: AM / PM		

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 Scouting America thus having completed youth protection training and an adult application.

_____
INITIALS

_____ _____
SIGNATURE **UNIT TYPE & NUMBER**

_____ _____
PRINTED NAME **COUNCIL**

Guide to Safe Scouting

THE "ONLINE" (NOT PDF) VERSION
IS ALWAYS THE MOST RECENT VERSION

Age Appropriate Guidelines

FOR SCOUTING ACTIVITIES

Transportation/Pre-Trip

CHECKLISTS & INSPECTION

Incident & Near Miss Reporting

1. Take care of the injured/find a safe place
2. Preserve & document the evidence/take photos if appropriate
3. Complete an incident report and notify your Scout Executive

Scouting Safety Moments

EVERY MEETING. EVERY EVENT. EVERY ACTI VITY.
EVERY TIME.

SAFE Checklist

INCLUDING GUIDANCE & ADDITIONAL INFORMATION

CAMP WARE WISH LIST

Our wish list highlights supplies that help Camp Ware staff prepare program areas and keep activities ready for Scouts throughout the week. If you would like to support camp, the wish list will show the items currently needed.

WISH LIST QR CODE

To be added before publication

Thank you for helping make Camp Ware possible.

venmo

Chester County Council, Scouting America

@ChesterCountyCouncil

Support Scouting



Connect With Us!



WEBSITE

Parent / Volunteer Information
Program Updates
Council Calendar + Much More!

www.cccscouting.org

FACEBOOK

facebook.com/CCCScouting

Event Information
Scouting Stories
Latest Updates





INSTAGRAM

Event Photos
Announcements
Reel Videos

@chestercountycouncil

YOUTUBE

@cccscouting

Event Videos
Scouting Stories
Support Appeals





LINKEDIN

Event Announcements
Networking / Sharing Posts

tinyurl.com/3pkutkaw

TRAILBLAZER

tinyurl.com/y8vs4u4f

Council Newsletter - Sign Up!
Program and Event Updates
Achievement Stories

chestercounty@scouting.org
Chester County Council, Scouting America



Cub Day Camp

https://www.facebook.com/CCCBSADayCamp539

Connect for Cubs!



Cub Leader Group

https://www.facebook.com/groups/627679418171742