

Programming and Adventure Guide

Dear Scout Leaders,

My name is Conor Lydic and I am excited to be serving as your Program Director for 2020. Scouting has been a part of my life since I joined as a Tiger Cub, and I have held several positions in Scouting. I worked as a Scoutcraft counselor in 2015, and I was treasurer for Wagion Lodge 6. In addition, I am currently serving in the United States Army Reserve where I hold the rank of Specialist. Summer Camp is a special place for me. A week I could spend with my friends, earning merit badges, and making memories. As a youth, and a counselor, Summer Camp is one of my favorite places to be.

Our program areas are full of learning opportunities for the Scouts, from learning a physical skill, knowledge set, or a combination of the two. We have seven main areas where this occurs in, those being Pathfinder, Scoutcraft, Aquatics, Handicraft, Nature, Shooting Sports, and COPE. However, some merit badges are offered at the Trading post, Maintenance shed, and the Camp Office. These are the places Scouts will learn valuable life-long skills and make memories.

We always strive to ensure our programs are updated and improved not only year to year but week to week. Part of the process is bringing new merit badges and programs to camp. New to camp we have Metalwork, Model Design & Building, and Signs, Signals, & Codes. All designed to give Scouts real skills to use later in life. We also have several newer badges returning to camp. We understand how popular Automotive Repair was last year, and it will be returning to camp this year. Painting, and Home Repair also return this year. In addition to these merit badges Handicraft will be offering extra activities. Stained glass making and wood burning will be offered at Handicraft as well.

With these new and returning Merit badges and programs Camp will be incredible this year. Thank you for taking the time to read this, and I hope to see you and your Unit at camp!

Yours in Scouting,

Conor Lydic

Program Director

Camp Conestoga Daily Schedule

(Please note: subject to change. Use supplemental schedules for Sunday check-in,
Wednesday Family Night, and Saturday check-out)

Run for Your Life & Polar Bear Swim.....	6:30 am
Reveille	6:45 am
Mile Swim.....	7:00 am
(Waiter's Call)	7:35 am
Camp Wide Colors	7:50 am
Breakfast	8:00 am
Program Areas Open.....	9:00 am
Skill Summit #1	9:00- 9:50 am
Skill Summit #2.....	10:00-10:50 am
Skill Summit #3.....	11:00- 11:50 am
(Waiter's Call).....	12:05 pm
Lunch	12:30 pm
Camp Wide Break	1:10 pm – 2:00 pm
Skill Summit #4.....	2:10-3:00 pm
Skill Summit #5.....	3:10- 4:00 pm
Skill Summit #6.....	4:10- 5:00 pm
(Waiter's Call).....	5:35 pm
Dinner	6:00 pm
Camp Wide Colors	6:45 pm
Evening Programs.....	7:30 pm
Program Areas Close.....	10:00 pm
Lights Out.....	11:00 pm

Camp Conestoga Merit Badge Program

Camp Conestoga is a terrific place to participate in fun activities, learn new skills, and conquer amazing challenges, all the while earning rank advancements and merit badges! While camp is so much more than merit badges, they are the core of our programming and this guide is designed to help Scouts understand all the ins and outs of the Camp Conestoga “Skills Summit” merit badge program.

Skill Summits

Using our printed schedule, Scouts can enroll in the skill summit corresponding to the merit badge they wish to explore and develop proficiency in. During the week, Scouts will have fun learning and working towards the requirements found in the merit badge pamphlets.

- 🔥 Most merit badge skill summits will run on a five-day schedule (M-F). All skill summits will run 50 minutes in length, giving Scouts time to walk between program areas. Some Merit Badges require two Summits a day to complete.
- 🔥 Some merit badges require Scouts to devote long hours to obtain needed scores and observations. Please review the “Merit Badge Outline” for additional details.
- 🔥 Leaders who wish to independently offer an additional merit badge during their week at camp should notify the Program Director at the Sunday leaders meeting.

Program and Area Directors

Each program area is under the direction of a highly trained, nationally certified Area Director. However, when issues arise, the Program Director serves as the final authority on merit badges while at camp. Any and all questions concerning requirements, special needs exceptions, interpretation, and official protocol should be brought to the attention of the Program Director. Ultimately, the current edition of the Scouts BSA Requirements Book, Merit Badge pamphlets, and Scouts BSA Handbook will serve to interpret uncertainty, along with the Camp Key 3 and Council Executive. *All Merit badges are based on the books current as of November 30th of each Year!

When outside of Camp during the “off-season,” the Conestoga Staff is NOT permitted to sign any Merit Badge Applications (blue cards) unless recognized as Merit Badge Councilors in their local District. This includes all Instructors, Area Directors, and the Program Director.

Evening Programs

A comprehensive list of evening programs will be distributed to the Leaders/SPL’s at Sunday evening Leaders Meeting. A list of events can not be made available ahead of time as certain things may come up weekly that cause us to change the programs.

Senior Patrol Leader Training

Senior Patrol Leader Training will take place each day after lunch in the center room of Rohrbacher’s. If the SPL cannot make it, another member of the Troop Leadership Corp must attend. It does not need to be the same Scout each day. Sunday’s SPL meeting will take place immediately following Camp Wide Colors in the center room of Rohrbacher’s alongside the Leader’s Meeting.

Counselors in Training

C.I.T.s are an important part of developing future staff members. If a Scout turns 14 during any part of the camping season, he or she may be eligible to participate in the C.I.T. program. After successfully serving in the program, the Scout will be eligible for one half of their paid camp fee to be refunded at the end of the camp Season. Refunds will be disbursed to the Unit’s Scout Account and Unit Leaders will handle refunds to the C.I.T.s/Parents.

Camp Conestoga Merit Badge FAQ

Merit badges are the thrilling program centered activities Scouts look forward to each summer! In order to ensure each Scout has a fun time earning his badges, here are a several Frequently Asked Questions about our merit badge program at Camp Conestoga.

“How many badges should I choose?”

Each Scout that is not participating in the COPE or the Pathfinder Program should choose at least 3 or 4 merit badges to earn and be ready for the activities that ensue. Scouts can choose to partake in more than 4 merit badges, however their ability to complete that many badges depend on the time commitment for each badge.

“What is a prerequisite?”

A prerequisite is a requirement for a merit badge that **must** be completed prior to the Scout arriving at camp. Simply put, if a Scout does not have the requirements for a prerequisite completed, the Scout **will not complete the badge at camp**. Any person with questions concerning the prerequisites for a specific merit badge should contact the Council Service Center, the Camp Program Director, or a local Merit Badge counselor.

“What is a partial?”

A partial is a badge that was not found to be completed by the Scout while at camp. Once the Scout has arrived at camp, it will be his responsibility to attend the program sessions on a daily basis and to complete all assignments as set forth by the program staff. All Scouts must participate actively during Merit Badge sessions. Partial issued never expire until the Scout is 18 years of age. That means that a Scout can either find a counselor at home or return to camp next year and pick up right where he left off. However, a merit badge counselor may require the Scout to show proficiency in completed requirements, especially if a significant amount of time has passed. All merit badge records are kept on file at camp until the end of the camping season. After the season, has ended, all merit badge records can be obtained by contacting the Council Service Center.

“What is the Camp Conestoga ‘blue card’ policy?”

All Scouts will be required to turn in a ‘blue card’ to their instructor on the first day of the program. Please ensure all Scouts have a properly filled out ‘blue card’ including a signature from the Scoutmaster proving that the Scout has approval to participate in the program for that badge. All ‘blue cards’ are returned to the Scoutmaster following the closing campfire. Troops can obtain ‘blue cards’ at camp by visiting the camp office.

Camp Conestoga Merit Badge Outline

The following is a list of all merit badges offered at Camp Conestoga. This list has been created in order to help the Scoutmaster and his Scout properly choose the merit badges that are right for them. The Scoutmaster should use his discretion when allowing his Scouts to choose their merit badges; not all Merit Badges are suitable for all Scouts. All Scouts should be made aware of all prerequisites and comments before choosing his Merit Badge.

Difficulty Key

1 = "Easy" - These merit badges are better suited for first or second year scouts with some or little experience. Ages 11 - 12. Scouts will be able to earn this badge at camp with some simplicity.

2 = "Moderate" - These merit badges are geared more for First Class Scouts that have attended camp before. Ages 13-14. With proper preparation and enthusiasm, these badges are earned with ease.

3 = "Difficult" - These merit badges require Scouts to complete more difficult and complicated tasks and are often time consuming. Ages 14-15. Scouts must commit extra time to gain the full experience of the badge. The difficult merit badges are only appropriate for older Scouts with a few years of camping experience.

4 = "Challenging" - These merit badges are for the strongest and most experienced Scouts. Ages 16+. Some Scouts may not be able to complete the requirements during one week of camp without full dedication. The counselor may suggest a Scout is not ready to participate in this badge, with Scoutmaster approval.

Additional merit badges not found on the following list may be offered without prior announcement.

2021 Camp Conestoga Merit Badges

Badge Name	Difficulty Level	Prerequisites	Comments
American Heritage	3		Must have a knowledge of family history
Archeology	2		
Archery	2		Earning the necessary shooting score is time consuming.
Art	1	6	
Astronomy	2	8	Weather dependent – if nights are cloudy, Scouts may receive a partial.
Athletics	2	3, 5, 6b	Athletic attire required
Automotive Maintenance	3		
Aviation	2	4	The cost of the kit for this badge is: \$10.00
Basketry	1		The cost of the kit for this badge is: \$13.99
Bird Study / Insect Study	1		Both badges are offered in the same summit
Camping	2	8d, 9	
Canoeing	2		Class time is 2 hours per day. RWB Swimmer. Must bring clothes and shoes that can get wet.
Chemistry	1		Bring an empty Soda or Water bottle
Climbing	4		Class time is 3 hours per day.
Cooking	2	4^a, b, c, d, & e	Class time is 3 hours per day. Scouts will be preparing their own meals over lunch.
Disabilities Awareness	1	2	
Electricity	2		
Emergency Preparedness	2	1, 2c	
Environmental Science	3		Completing observations is time consuming. Class time is 2 hours per day.
First-Aid	2		Class time is 2 hours per day.
Fish and Wildlife Management	2		With completion of Fishing and Fly-fishing scouts can earn the Angler Award
Fishing	2		Must provide fishing tackle. Must have PA fishing license if of age.
Fly Fishing	2		Must provide fishing tackle. Must have PA fishing license if of age.

Forestry	2		
Game Design	2		
Geocaching	1		
Geology	2		
Journalism	2	A2 or B2	
Kayaking and Paddleboard	2		Must be RWB swimmer. Class time is two hours a day.
Law	3	7	Scouts will need to have Thursday Evening Program open for a mock trial.
Leatherwork	1		The cost of the kit for this badge is: \$11.99
Lifesaving	3	1a	Blue Jeans, Long sleeve shirt, shoes, and belt that can get wet are required. RWB Swimmer
Metalwork	3	4	Cost associated with this badge is \$10.00. Must be 14+ to take badge and class size of Four is limited by age then rank. (This is a 3 Summits Class)
Model Design & Building	3		10\$ ticket pays for materials obtained at handicraft. Recommend for older scouts.
Movie Making and Photography	2 / 1		Both badges are offered in the same summit
Nature / Mammal Study	2		Both badges are offered in the same summit
Nuclear Science	3		
Orienteering	2		Must have own compass
Personal Fitness	2	1b,6,7,8	
Plant Science	2		
Plumbing			
Pottery	1		The cost of the kit for this badge is: \$5.00
Public Speaking	2		
Radio	2		
Reptile and Amphibian Study	2	8	
Rifle Shooting	2	1f	Earning the necessary shooting score for this badge is time consuming. Class time is 2 hours per day. Scouts must bring a copy of their states hunting laws or Proof they passed a Hunter's Safety Course.
Robotics	3		The cost of the kit for this badge is: \$15.00

Safety	2		
Rowing	2		RWB Swimmer. Must bring clothes and shoes that can get wet.
Search and Rescue	3		
Shotgun Shooting	3		Shooting is time consuming. Scouts must shoot for score to complete badge. Cost associated with this badge is 5 shots for \$1.00. Final cost could be between \$10 and \$20. Must be 14+ to take badge.
Signs, Signals, & Codes	2		Scouts will be going on a one-mile hike and willing to learn the basics of multiple forms of communication.
Small Boat Sailing	4		Class time is 2 hours per day. Class size is limited by age then rank. RWB Swimmer
Soil and Water Conservation	2		
Space Exploration	2		DO NOT bring model rockets to camp. Cost associated with this badge is \$10.00
Sports	2	4,5	Athletic attire required
Swimming	2	RWB Swimmer	Class time is 2 hours per day. Blue Jeans, Long sleeve shirt, shoes, and belt that can get wet are required items.
Theatre	2		
Weather	2		
Welding	4		Cost associated with this badge is \$10.00. Must be 14+ to take badge and class size of Eight is limited by age then rank. (This is a 3 Summits Class)
Wilderness Survival	2		Class time is 2 Summits per day. Scouts will build shelters which they must stay in overnight while at camp
All requirements are based on the 2020 Scouts BSA Requirements Books as of 11/30/20			

2021 Camp Conestoga Merit Badge and Program Costs			
Activity/ Merit Badge	Supplies to Purchase	Cost	Comments
Aviation	Merit Badge kit with all necessary materials to complete merit badge	\$10.00	
Basketry	Merit Badge kit with all necessary materials to complete merit badge	\$14.99	
Leatherwork	Merit Badge kit with all necessary materials to complete merit badge	\$11.99	
Model Design & Building	Materials Needed	\$10.00	
Pottery	Clay and Glaze	\$5.00	
Metalwork	Metal Supplies	\$10.00	
Welding	Metal Supplies	\$10.00	
Shotgun Shooting	Shots and Clay Pigeons	\$1.00/5 shots	
Space Exploration	Rocket Kits	\$10.00	
Robotics	Robot Kit	\$15.00	
Henry Rifle Shoot		\$5.00	Scouts enter a summer long contest.
Cowboy Action Shoot		Nothing	
Open Shotgun	Shots and Clay Pigeons	\$1.00/5 shots	
Wednesday Night Zip		\$5.00	
Stained Glass	Glass and Sauter	\$10.00	Must be 14+ years old
Safety Equipment (Welding/Metal Working/ Shooting Sports/Etc.)	Welding Gloves/Goggles, Ear protection	\$5.00	Added due to protentional COVID Restrictions
<i>*All Prices are subject to change based on cost of good and supplies for year/ ALL Tickets are bought at the Trading Post!</i>			

Program Area Overviews



This section is designed to give Scoutmasters and Scouts a brief overview of each program area at Camp Conestoga and what to expect in the way of fun additional opportunities!

The Program Area

The program areas are the locations throughout camp where all the fun and adventure of Scouting take place! Nationally certified and specially trained “Area Directors” will be supervising the “Instructors” in each program area. From 9am until 10pm, each program area is open for you to take advantage of the knowledgeable staff and whatever fun Scouting opportunities that area offers!

Troop Involvement

Finishing Scoutmaster conferences, completing Troop boards of review, participating in camp-wide activities, making new friends, getting involved with service/conservation projects, and other opportunities are important parts of the camp program that Scoutmasters will want to consider!

Open Program

In order to facilitate more fun, more action, and more programs, “Open Program” has been added to the daily schedule. Each program area still offers the more formalized skill summits, but also maintains an open atmosphere so Scouts and Leaders alike can visit the area to participate in both planned and impromptu activities, work on additional Badges, catch up on requirements, or simply partake in the atmosphere of the program. Nature, Scoutcraft, and Handicraft offer open program during all periods, whereas Aquatics, and the Ranges offered designated times.

Listed on the following pages are other program opportunities for Scouts and Leaders outside the daily merit badge schedule. These awards, events, and activities promise lots of fun and excitement! All leaders should check the daily newsletter and announcements for the specific starting times and locations.

Aquatics

Aquatics is a key program element both during summer camp and as part of the unit's year-round program. During summer camp, most Scouts will participate in an Aquatics activity, whether it is the non-swimmer starting to learn how to swim or the older scout learning a new Aquatics skill. A unit's involvement in Aquatic activities should not end when campers leave camp. The objectives of Scouting's Aquatics can be accomplished by making aquatics a regular part of the unit's year-round program.

Swim Tests

It is not required, but highly recommended, that you email a copy of your troops roster to the Aquatics Director; Including which week you are attending, Troop number, name of Scout, name of leader, and, if swim tests were taken prior to camp, which rank they achieved. This will help to speed up swim tests. A signed copy of the prior tests will be needed, or tests will have to be redone at camp.

Polar Bear Swim

What a great way to wake up the troop! Come join us down at the pool. Starts at 6:30 a.m. and ends at 7:00 a.m. To earn the Polar Bear certificate, Scouts will need to come to at least 4 of the 5 mornings. If weather does not permit us to swim, then everyone will get credit for that day.

Mile Swim

This program is open to all Scouts and leaders. Both Scouts and leaders will spend the week training each morning after Polar Bear Swim. All participants must attend each morning from 7:00 a.m. to 7:30 a.m. in order to be eligible to earn the Mile Swim Award. All Scouts and leaders who want to participate in the program must be a Red, White, and Blue swimmer. The actual Mile Swim event will take place on Friday morning during Mile Swim. Breakfast will be provided. All Scouts and leaders who successfully complete the Mile Swim will receive a certification card at campfire.

Paddle Craft Safety, Swimming & Water Rescue

Training with this program will provide BSA leaders with information and skills to prevent, recognize, and respond to swimming and boating emergencies during unit activities. It expands the awareness instruction provided by Safe Swim Defense and Safety Afloat. The BSA recommends that at least one person with this training to be present to assist with supervision whenever a unit practices at a location that does not provide lifeguards. This

training is open to any adult leader, Scout, Venture, or Explore who is age 16 or older. It's a week-long course, swimsuits, **clothes, and shoes will get wet**, please bring extra!

The Conestoga Triathlon

This race is a competition between your troop and other competitors for the fastest time. It consists of 100 yards of swimming, nearly 1 mile of running, and 100 yards of rowing. Your team may consist of up to three Scouts. You can also decide to participate as an Iron Man and do the whole race yourself. The rower and swimmer must be RWB Swimmers. This event will take place on Thursday evening. Questions concerning the Triathlon should be directed to the Aquatics Director.

Nature

Nature Director Presents

Are you a Scout who likes to hang out at the Nature Area, even after your badges are done? Maybe you would like to learn a little about nature, but not spend all week taking a badge. Then come to the Nature Area to explore the ecosystems of Camp with the Nature Staff.

Shooting Sports

Shooting Sports features three merit badges: Archery, Rifle Shooting, and Shotgun Shooting. Each badge requires Scouts to shoot for a score, so some skill is required. Archery and Shotgun Shooting also involve a small fee.

Fitness

The Fitness program offers a tremendous opportunity for Scouts to hone their physical strengths. The Fitness area offers three merit badges: Personal Fitness, Athletics, and Sports. Scouts participating in any of these three Badges must bring athletic attire (sneakers, gym shorts, etc.) appropriate for running and exercising.

Scoutcraft

Geocaching

With our new GPS units, this will soon become a popular activity at camp. Is your Troop or Patrol interested in finding one of camp's caches? Talk to the Scoutcraft Director.

Leave No Trace Awareness

Learn the principles of Leave No Trace and put them into practice in the sessions and on your next campout. Scouts and leaders are welcome to attend. You will learn the principles of

LNT and how to use them on a campout. This will put you on the path to earning the Leave No Trace Award.

Fishing and Fly-Fishing Merit Badge

All rules still apply (appropriate PA licensing, delayed harvest fishing in Laurel Hill Stream).

Handicraft

Many Badges at Handicraft require a small fee and purchase of supplies at the Trading Post. Please refer to the Merit Badge Outline included in this packet for details!

Stained Glass Making:

Scouts will have the opportunity to cut, shape, and Sauter pieces of glass together to make beautiful works of art. This is a program designed for older scouts over the age of 14.

Handicraft – Director Presents...

Throw a pot, stamp a wallet, or weave a basket. Improve your technical skill in the handicraft area, or let your creative side run wild. Work with the handicraft staff to make your projects better than what the kit intended. Learn skills not covered in the badges to give your work a truly personal touch or brush up on skills you haven't used in a while. Scouts and leaders are welcome to attend.

Skills Trade

Plumbing

Scout will learn the basics of minor plumbing repair and will put their skills to use on a project within the Camp.

Electricity

Scout will learn the basics of minor electrical repairs, like outlet replacements, lamp sockets and cords, and will put their skills to use on a project board designed by the camp.

Auto Repair

Scout will learn the basics of minor auto repairs and will put their skills to use on a project selected each week. This can include changing oil, filling fluids, changing tires, and detailing vehicles.

Metal Working

NEW this year, Scouts will learn how to use a small forge and get to put those skills learned to use by completing a project to meet the MB requirements.

STEMcraft

NEW This Season!

Heritage and Performing Arts

NEW This Season!

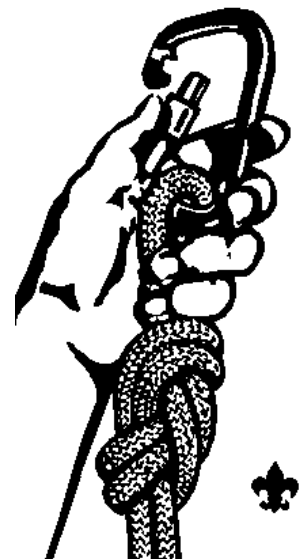
COPE & Climbing

Challenging Outdoor Personal Experience

Project COPE is a specialty program designed for Scouts age 14 and up and who have completed the requirement for First Class. The COPE program helps Scouts build confidence and positive attitude towards life's challenges. The COPE program accomplishes these goals through themed activities and initiative games. Scouts are put to the test as they work together in teams to complete the various elements in Camp Conestoga's low elements COPE course. All Scouts in the COPE program will have the opportunity to conquer Camp Conestoga's 50 ft. climbing and rappelling tower and experience camp's 550-foot zip-line!

Since this program requires much time, all Scouts participating in this program will have limited merit badge choices. Make sure that the Scout wishing to participate in the COPE program is made aware of the time requirement. The COPE program also requires the cooperation of the weather, as the tower and low-elements course cannot be safely managed during rain.

P R O J E C T
C O P E



C L I P I N T O
A D V E N T U R E



Climb-On Safely

The Climb-On Safely program teaches adult leaders the safety fundamentals in planning BSA sponsored climbing/rappelling activities. Climb-On Safely is a one-time session offered weekly. Leaders should refer to the daily newsletter and meal-time announcements for scheduled times. Those completing the program will receive a certification card.

"And I don't think there's any organization in the world, certainly not in the United States, that better prepares young men for leadership in this country than the Boy Scouts of America--in teaching leadership skills, in teaching values, in teaching

importance of standing up for what's right." – Former Defense Secretary Robert Gates

Pathfinder

Scouts participating in the Pathfinder Program will have the opportunity to explore and engage in nearly every program area in camp. This program will allow scouts to engage as a group with Handicraft, Nature, Aquatics, Outdoor Skills, and Shooting Sports. The program last all seven summits of the day and leaders are highly encouraged to keep their scouts in the program for the full day.

During the program scouts will be working on both basic scout skills and merit badges. Scouts will have the opportunity to fulfill most cooking, knot tying, lashing, first aid, and nature requirements included in the Scout, Tenderfoot, Second Class, and First-Class requirements. Additionally, scouts will have the ability to earn the First Aid, Leatherworking, and Swimming merit badge.

To help create as troop like environment as possible, scout leaders are encouraged to attend the Pathfinder Program throughout the course of the day. This helps add recognizable leadership and authority for scouts who may be having a hard time away from home, as well as assist the Pathfinder Staff with running programs and activities.

The Order of the Arrow



Purpose of the Order of the Arrow

- Recognize those who best exemplify the Scout Oath and Law in their daily lives and through that recognition cause others to conduct themselves in a way that warrants similar recognition.
- Promote camping, responsible outdoor adventure, and environmental stewardship as essential components of every Scout's experience, in the unit, year-round, and in summer camp.
- Develop leaders with the willingness, character, spirit and ability to advance the activities of their units, our Brotherhood, Scouting, and ultimately our nation.
- Crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.

Eligibility of Election

The Order of the Arrow membership is wholly democratic. Candidates are elected by their unit rather than by members of the Order of the Arrow. Qualifications are as follows:

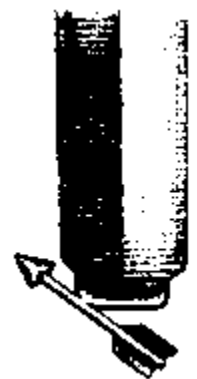
1. A Scout, under the age of 21, who holds the First-Class rank and is registered as an active member of his troop may, with the approval of his unit leader, be nominated for election.
2. To be eligible, a Scout must have completed at least 15 days and nights of camping under the auspices of the Boy Scouts of America during the 1-year period prior to the election. The 15 days and nights must include one long-term camp (6 consecutive days and nights). The balance of camping must be overnight, weekend, or short-term camps.

Call-Out Ceremony

A Call-Out Ceremony will be held each Wednesday of summer camp. If your troop has candidates to be called out, this will be done during your troop's stay at camp. If you are from another Lodge, your unit may participate in our Call-Out Ceremony with permission from your Lodge in writing.

Brotherhood Interviews

All Wagion Lodge #6 members both youth and adult will have the opportunity to participate in a Brotherhood Interview during their stay at Camp Conestoga. All campers wishing to participate will sign-up with the Summer Camp Chief at the beginning of the week. Interviews will occur later in the week. All participating will be charged a fee. All candidates who successfully complete the Brotherhood Interview will then be eligible to receive their Brotherhood at the next OA weekend.



Wednesday “Family Night”

“Oh, the magic of the campfire! No unkind feeling long withstands its glow. For men to meet at the same campfire is to come closer, to have better understanding of each other, and to lay the foundations of lasting friendship. ‘He and I camped together once!’ is enough to explain all cordiality between the men most wide apart, and Woodcraft days are days of memories happy, bright and lifelong.” – Ernest Thompson Seton

Visitor Night Open Zip-Line

During each week’s Family Night, we will allow others the use of the zip-line. The requirements for participants are as follows:

- At least 14 years’ old
- Must have a signed and completed waiver (see Forms section). If under 18, the waiver must be also be signed by participant’s parent or guardian.
- Purchase tickets at the Trading Post (\$5.00).

The time scheduled for the Wednesday night zip-line is from 5:30pm to 7:00pm. Please be on time as there will be a lot of activities at the lakefront on Family Night. Note that all events and activities will stop at 7:00pm in order to allow for Evening Colors and the OA Calling Out Ceremony.

WEDNESDAY NIGHT SCHEDULE OF EVENTS:

- 5 pm Final Summit Ends, Scout are dismissed back to their sites.
- 5 pm to 6 pm – Dinner. (Families may buy their meal at the Dining Hall for \$5.00 each)
- 5:30 p.m. to 7:00 p.m. Open Zip Line
- 7:05 p.m. – Troops will assemble on the upper parade field for the Parade of Flags.
- 7:10 p.m. –Parents and Visitors will gather on the lower lake-side parade field.
- 7:15 p.m. – The celebration will begin with the troops assembled on the lower parade field to complete evening colors. This involves ceremonious proceedings.
- 7:20 - (Approx.) – The ceremony is turned over to Order of the Arrow who will continue with the Call-Out Ceremony.
- 8:00 (Approx.) –Immediately following the Call Out Ceremony, Troops will partake in Wednesday night campfire. Troops are expected to perform at least one skit or song at the campfire. Skits and songs should be tasteful and entertaining to parents and guests. Camp Staff will ensure safety and wholesome family fun.
- 9:30pm – Trading Post extended hours’ end. All parents and visitors must depart camp.

Specialty Camps

Eagle Camp

July 25- July 31, 2021

CAMP CONESTOGA

TOTAL FEE:

- If this is the Scouts first week at camp - \$385
- If Scout had a prior week at camp - \$350
- Registration Fee: \$50.00 due upon registration
- Remainder of balance of must be paid by May 7, 2021

DEADLINE FOR REGISTRATION: May 7, 2021

REGISTRATION: Limited to First Class, Star and Life Scouts.

PROGRAM: Merit badges offered: Citizenship in the Nation, Citizenship in the Community, Citizenship in the World, Communications, Personal Management, and Family Life. (Scouts must sign up to take a minimum of 2-3 of these badges.)

Scouts are required to prepare for camp by initiating the time requirement sections of any merit badges before camp to avoid the partial completion of the badges.

During their stay at Eagle Camp, the Scouts will be going on a variety of field trips that are specifically designed to meet the requirements of those badges offered. The scouts shall be required to attend specific program sessions designed for the Eagle Camp and will not be participating in other merit badges other than the six required ones offered in Eagle Camp.

Further program information of the Eagle Camp shall be forwarded to the individual campers following registration.

Provisional Camp

2021 Season

All Scouts have the opportunity to participate in our provisional camp. Provisional camp gives all Scouts the chance to experience twice as much camping fun by offering Scouts a second week at camp. The camp will provide all adult leadership for the provisional camp.

If any Scout is interested in the provisional camp, they must register with the Council Service Center by May 7th, 2021.

The costs are as follows: If this is your first week, the cost is \$385.00, if it is your second week at Camp Conestoga the cost is \$350.00. Provisional Camping will be held during each week of the 2021 season. Scouts attending provisional camp should report to the camp office at 1PM on the Sunday of their week at camp. As with all camps, advanced registration is required, and payment is due May 7th, 2021.

Provisional Camp/ Eagle Camp Registration Form

_____ I would like to register for **EAGLE CAMP- July 18-July 24, 2021**

_____ I would like to register for **PROVISIONAL CAMP** during these dates:

_____ June 20 - 26 _____ June 27 – July 3 _____ July 11 - 17
_____ July 18 - 24 _____ July 25 – 31 _____ August 1-7

Scout Name _____

Address _____

Phone _____ Unit _____ District _____

Parent/Guardian Signature _____

Scoutmaster Approval (Eagle Camp only) _____

Registration fee (\$50.00) enclosed. Balance must be paid before May 7, 2021.

**Mail to:
Westmoreland-Fayette Council
2 Garden Center Drive
Greensburg, Pa 15601**

Chaplain Services

Camp Chaplain

A full-time chaplain is available at Eberly Scout Reservation to provide counseling, religious services, assistance, and visitation to the sick. The chaplain is there to be that "friendly ear" when personal problems arise. The chaplain is fully approachable by all in camp that may have difficulties or questions. Both leaders and campers are encouraged to contact the chaplain when a problem arises. In other words, the chaplain is on 24-hour call and may be reached by contacting the main office at Rohrbacher Lodge.

Church Service

A non-denominational church service will be available on Monday night, immediately following evening flag ceremony, in Hagan's Chapel.

Chaplain Aide Training

The Camp Conestoga chaplain will lead a discussion for any Scouts interested in learning more about the requirements and duties of a chaplain aide. Included in the discussion will be how to run a prayer service on a camping trip, how to promote religious emblems in your troop, and how to keep prayers interfaith and inclusive. Training will be offered on a week to week basis. (Availability may vary)

Thursday Night- Troop Cooking Night

On Thursday evenings, each unit will be provided with ingredients for a meal. Your Troop will cook this meal in your campsite. You and your patrol leader's council should plan cooking methods: What cooking equipment, eating utensils, and extra items are needed. This evening will also be set aside for Troop program. Troops are asked to pick up dinner from the kitchen at a time announced that day. Due to a lack of natural firewood, it might be a good idea to bring a couple bags of charcoal with you. NOTE: If you are not going to require food from the dining hall for your Thursday evening meal, (i.e. you have leftovers from Wednesday's Family Night) please advise the dining hall steward or cook at breakfast Thursday a.m. so that no food is set aside for you.