

Programming and Adventure Guide

Dear Scout Leaders of all Units,

My name is Sanjar Birdseye, and I am greatly honored to be serving as your Program Director for 2022. I have been involved with the scouting program for many years in my life. I earned my Eagle Rank in 2015 and continued to serve as an assistant scoutmaster for my troop and a brotherhood member of the Wagon Lodge 6. I started as the camp's commissioner and worked with the Pathfinder program for a couple years. The scouting program has extremely helped me in building leadership and self-confidence while being a part of the program for several years as a camper and a valued staff member for three years at Camp Conestoga. Outside of scouting, I'm currently a full-time student pursuing a business major for Management of Information Systems at University of Pitt-Greensburg.

Camping has been a huge part of my life since I was young. I enjoy fishing, backpacking, and swimming. I'll always continue to be available to educate our scouts and advancing them through ranks by sharing my knowledge I have gained from my scouting background. We have so much fun and exciting new things planned for this program at a camp near you! Our program at Conestoga continues to offer a safe learning environment for all merit badges, camp activities, and certifications. We continue to have our sessions taught in Aquatics, Handicraft, Scoutcraft, Nature, Skills Trade at the maintenance building, Shooting Sports, COPE, and in two of our newly added areas at STEMcraft and Heritage and Performing Arts from year 2021.

In addition, I would like to introduce our seven **new** merit badges to our program of which are American Cultures, Electronics, Engineering, Exploration, Graphic Arts, Programming, and Public Health! Our returning merit badges are Entrepreneurship, Sculpture, Chess, Painting, Home Repairs, and Pioneering. In our Pathfinder program aside from their patrol rotations, we will give our first-year campers an option to choose one of the following merit badges offered only at the last summit of which are Sculpture, Sports/Athletics, Search and Rescue, Space Exploration or Chess.

I strive for our scouts to **HAVE FUN** and will attempt to make every opportunity available to ensure our scouts have the most exhilarating experience they deserve to put in their camp memories! Your time for reading my address for the program is much appreciated. I look forward to seeing you and your unit at camp. A great program is waiting for you to be a part of and cannot be possible without your involvement and commitment to the scouting program!

Yours in Scouting,
Sanjar J. Birdseye
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
(Unit Leaders/Waiters Pick Lunches up at Dining Hall) ..	12:05-12:30 pm
Lunch (At Camp Sites)	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.....	7:10 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 cannot 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 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 at Camp without prior announcement.

2022 Camp Conestoga Merit Badges

Badge Name	Difficulty Level	Prerequisites	Comments
American Cultures	1	1	
Archeology	2	10, 11a	
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 Repair	3		
Aviation	2		Cost not associated.
Basketry	1		The cost of the kit for this badge is between \$13.99 to \$15.99
Bird Study / Insect Study	1	Insect Study - 9	Both badges are offered in the same summit. For Req. #9 of Insect Study; this process may take up to couple weeks to several months.
Camping	2	8d, 9	
Canoeing	2	RWB Swimmer	Class time is 2 hours per day. 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.
Chess	2	6	Must be familiar with the board game to fulfill all requirements.
Cooking	2	4a, b, c, d, e	Class time is 3 hours per day. Scouts will be preparing their own meals over lunch
Disability Awareness	1	2	
Electronics	3		
Emergency Preparedness	2	1, 2c, 8b	Earn First Aid merit badge before completing this badge. Please bring a picture or list of contents of your home's First Aid kit and ready to discuss with the counselor.
Engineering	3	4, 6	Interview with an engineer
Entrepreneurship	2	3	Interview with a business owner
Environmental Science	3		Completing observations is time consuming. Class time is 2 hours per day.
Exploration	2	6, 7, 8	Plan, prepare, and go on an expedition at camp
First-Aid	2	5a	Class time is 2 hours per day. For Req. 5a: Please bring a picture or list of contents of your home's First Aid kit and ready to discuss with the counselor.

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		
Geology	2		
Graphic Arts	2	6	
Home Repairs	3		
Journalism	2	A2, B2	
Kayaking and Paddleboard	2	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 between \$13.99 to \$15.99
Lifesaving	3	2a	Blue Jeans, Long sleeve shirt, shoes, and belt that can get wet are required. RWB Swimmer and must have Swimming merit badge.
Metal Working	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-Summit Class)
Model Design & Building	3		\$10.00 ticket pays for materials obtained at handicraft. Recommend for older scouts.
Moviemaking / Photography	2 / 1		Both badges are offered in the same summit. Have current Cyber Chip for photography.
Nature / Mammal Study	2		Select and carry out a project benefiting animals. Both badges are offered in the same summit.
Nuclear Science	3		
Orienteering	2		Must have own compass
Painting	1		
Personal Fitness	2	1b, 6, 7, 8	
Pioneering	3		
Pottery	1		The cost of the kit for this badge is: \$5.00
Programming	3		Run a sample program for project requirement 5
Public Health	1	5a, 7	
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		
Rowing	2	RWB Swimmer	Class time is 2 Summits per day.
Scouting Heritage	3	4, 5	Must hold knowledge with their unit's scouting history
Sculpture	2	2c	The cost of the kit for this badge is: \$10.00
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, and Codes	3		Scouts will be going on a one-mile hike and willing to learn the basics of multiple forms of communication.
Small Boat Sailing	4	RWB Swimmer	Class time is 2 hours per day. Class size is limited by age then rank
Soil & 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. Must have a physical examination within the last 12 months before completing requirements 4 and 5.
Swimming	2	RWB Swimmer	Class time is 1 hour per day. Swimming attire is required.
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). Required to wear long pants
Wilderness Survival	2		Class time is 2 Summits per day. Scouts will build shelters which they must stay in overnight while at camp; weather dependent.
**All requirements are based on the 2021 Scouts BSA Requirements Books as of January 2021			

2022 Camp Conestoga Merit Badge and Program Costs

<i>Activity/ Merit Badge</i>	<i>Supplies to Purchase</i>	<i>Cost</i>	<i>Comments</i>
Sculpture	Clay and materials to complete Badge	\$10.00	
Basketry	Merit Badge kit with all necessary materials to complete merit badge	\$13.99 to \$15.99	
Leatherwork	Merit Badge kit with all necessary materials to complete merit badge	\$13.99 to \$15.99	
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 or Open Shotgun	Shots and Clay Pigeons	\$1.00/5 shots	
Space Exploration	Rocket Kits	\$10.00	
YOUTH Henry Rifle Shoot	Scouts enter to win a Henry Rifle	\$5.00	NEW!! You can enter as many times as you like at \$5 per entry!
ADULT Henry Rifle Shoot	Adults enter to win a Henry Rifle	\$5.00	You can enter as many times as you like at \$5 per entry!
Cowboy Action Shoot	MUST attend 1 of the 2 Safety Briefings!	No Cost, but other requirements!	ALL MUST have a signed waiver, Youth need Parent/Guardian Signature!
Wednesday Night Zip	Participant Fee and Must meet age/weight requirements.	\$5.00	ALL MUST have a signed waiver, Youth need Parent/Guardian Signature
Stained Glass	Glass and Sauter	\$10.00	Must be 14 years old or older
Safety Equipment (Welding/Metal Working/ Shooting Sports/Etc.)	Welding Gloves, Safety Glasses, & Ear protection	\$5.00	You may bring your own or purchase them if needed!
*All Prices are subject to change based on cost of good and available supplies for year/ ALL Tickets are bought at the Trading Post!			

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 troop's roster to the Program 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. 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!

BSA Lifeguard

This is a certification program that enables Scouts ages 15 and above and Scouters to be trained and certified as a lifeguard there are some prerequisites including 1. Submit proof of age. 2. Submit written evidence of fitness for swimming activities (signed health history), 3. Swim continuously for 550 yards in good form using the front crawl or breaststroke or a combination of either, but swimming on the back or side is not allowed, 4. Immediately following the above swim, tread water for two minutes with the legs only and the hands under the armpits, 5. Starting in the water, swim 20 yards using a front crawl or breaststroke, surface dive 7 to 10 feet, retrieve a 10-pound object, surface, swim on your back with the object 20 yards back to the starting point with both hands holding the object, and exit the water, all within 1 minute, 40 seconds. This class meets M-F during Siesta and summits 4-6.

Swampathon and Leader's Swim

This a competition where 2 scouts will be in a canoe and attempt to swamp opponents' canoes using a bucket. Last one floating wins! This takes place Monday evening following Vespers. Stop at the pool to register. In addition, Leader's Free swim will take place Monday evening concurrently with the Swampathon. There will also be a leader's swim Tuesday evening AFTER the Triathlon time and daylight permitting.

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 Tuesday evening. Questions concerning the Triathlon should be directed to the Aquatics Director.

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.

Nature

Here at Nature, scouts learn about the incredible natural world that surrounds us at camp. On our Star Hike, we see and learn about the stars and planets perched light-years away from us. You can bring supplies of your choice to our Birdhouse Building Competition and have fun while making a home for wildlife. Come learn all about nature, from the birds in the sky to the frogs in the lake!

Shooting Sports

Have you ever wanted to improve your handling skills in archery, rifle, or shotgun shooting? Come on by to the Shooting Sports area! Scouts will have the opportunity to learn about and shoot for a score in three of our offered merit badges including Rifle, Shotgun, and Archery. Scouts and leaders are encouraged to participate in all other shooting sports activities consisting of William Tell shoot, Tomahawk throw, slingshots, and our world-famous Cowboy Action shoot.

Scouts must be 14 of age or older to participate in the Cowboy Action shooting. Archery and Shotgun Shooting both require a small fee. Refer to Cost Breakdown.

Scoutcraft

Scoutcraft gets to the heart of scouting: becoming an outdoorsman. We fish, we build, we cook, we orienteer, and much more. We don't just live-in nature, we master it! Within our Scoutcraft program, we offer four Eagle required merit badges: Cooking, First Aid, Emergency Preparedness, and Camping. Each of these are a fantastic way to have a blast while developing core Scouting skills and anyone who earns all four will receive the prestigious Scoutcraft badge.

In addition, your scout will be given the opportunity to work towards their Angler Award for Fishing, Fly Fishing, and Fish and Wildlife management. For those looking for some extra Scoutcraft fun, we also offer tons of evening activities such as the famous Dutch Oven Cookoff and for leaders trying to catch their breath, we have our annual Cook for the Leaders. So, if you're someone who loves to make the outdoors their home or someone just looking to sharpen their Scouting skills, be sure to swing by and check it out!

Fishing and Fly-Fishing Merit Badge

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

Handicraft

Throw a pot, stamp a wallet, or weave a basket. If you're looking to learn more about the crafty side of Scouting, take badges at Handicraft. Scouts who make their way down here will learn some of the necessary skills for things like sculpture or even flip-book animation. Show your creative potential in a multitude of ways at Handicraft!

Stained Glass Making

You 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 Scouts 14 years old or older. Leaders are welcome to attend.

Please note: Many merit badges and activities at Handicraft require a small fee and purchase of supplies at the Trading Post. Please refer to the Merit Badge Outline and Cost Breakdown included in this guide for details!

Skills Trade

Painting, welding, metal working, home, and automotive repair! What more could one ask for in the Skills Trade area! Scouts will have the opportunity to improve their skills in all our offered merit badges for accomplishing various tasks from painting on applied surfaces, working and welding with metal, improving on home projects, and demonstrating minor auto repairs that includes changing oil, filling fluids, changing tires, and detailing vehicles. We are proud to introduce Electronics as our newly added merit badge that'll allow scouts to build, alter, or repair electronic devices. If you ever want to learn the essentials of repairing and reconditioning on things, stop on by at Skills Trade located at the camp's maintenance building!

STEMcraft

STEM! Science Technology Engineering and Math. Scouts that come down to the STEMcraft will get the opportunity to try their hands in everything from robotics and programming to launching rockets. Learn how technology and physics work in a fun and hands-on way!

Heritage and Performing Arts

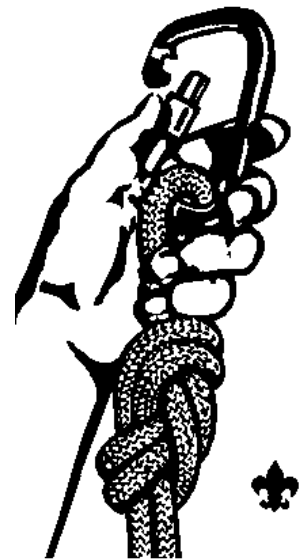
Cultural differences and perspectives can be freely expressed with visual thinking through skills of performance in public speaking, journalism, American cultures, moviemaking, and photography. Heritage and Performing Arts outlines history of examination on archeology studies, scouting heritage, and the importance of serving in a diverse society.

COPE & Climbing

Challenging Outdoor Personal Experience

P R O J E C T
C O P E

Project COPE is a specialty program designed for Scouts aged 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.

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 participate as a group at Handicraft, Nature, Aquatics, Scoutcraft, and STEMcraft area. The program will last all six summits for each day and leaders are highly encouraged to keep their scouts in the program for the full day. Scouts will be divided into 4 patrols and each patrol will follow a different schedule throughout the day accomplishing the same objectives given by the program.

During the pathfinder program, scouts will have the opportunity to fulfill basic requirements on knot tying, lashings, and outdoor skills included in the Scout, Tenderfoot, Second Class, and First-Class rank. Additionally, scouts will have the ability to earn Art, Mammal Study, and Swimming or Personal Fitness merit badge. The program will also allow the scouts to choose one of the following merit badges offered during sixth summit only; Sculpture, Sports/Athletics, Search and Rescue, Space Exploration or Chess. Please keep aware there is cost associated for Sculpture and Space Exploration.

The Order of the Arrow

What is the 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.



What are the requirements to join the Order of the Arrow?

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.
3. Adult leaders may be nominated by the Scoutmaster by filling out the appropriate form. No more than 2 adults may be nominated for every 3-youth elected, per the eligibility requirements in 2021. They must have completed the camping requirements, as well.

Units in Westmoreland-Fayette Council may contact the 2022 Unit Elections Chairman, Kyle Collamer, to schedule an Order of the Arrow election. Please contact him by emailing t205kcollamer@gmail.com or calling 724-980-3524.

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.



Ice Cream Social

Wagon Lodge #6, Westmoreland-Fayette Council's Order of the Arrow lodge, hosts an ice cream social for all members of the OA after Wednesday night campfire. There is no cost associated with this event; though, it is expected all Wagon members that participate have paid their dues.

Brotherhood Discussions

All Wagon Lodge #6 members both youth and adult will have the opportunity to participate in a Brotherhood Discussion during their stay at Camp Conestoga. This is the first step in becoming a Brotherhood member in the Order of the Arrow. All campers wishing to participate in the Discussion will meet immediately following the ice cream social. All candidates who successfully complete the Brotherhood Discussion 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 also be signed by participant’s parent or guardian.
- Purchase tickets at the COPE Tower (\$5.00).

The time scheduled for the Wednesday night zip-line is from 5:30pm to 6:55 pm. 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 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 6:55 p.m. Open Zip Line (Zip line stops at 7:00 pm / NO EXCEPTIONS)
- 7:05 p.m. – Troops will assemble on the upper parade field for the Parade of Flags. (PLEASE HAVE YOUR UNIT’S FLAGS WITH YOU!)
- 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 24- July 30, 2022

CAMP CONESTOGA

TOTAL FEE:

- If this is the Scouts first week at camp - \$390
- If Scout had a prior week at camp - \$355
- Registration Fee: \$50.00 due upon registration
- Remainder of balance of must be paid by May 6, 2022

DEADLINE FOR REGISTRATION: May 6th, 2022 (Registration will be excepted throughout the Summer by contacting the Camp Director @ 814-445-2018 or campconestoga@gmail.com)

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, Citizenship in Society, Communications, and Personal Management.

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

2022 Season

All Scouts can 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 6th, 2022.

The costs are as follows: If this is your first week, the cost is \$390.00, if it is your second week at Camp Conestoga the cost is \$355.00. Provisional Camping will be held during each week of the 2022 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, 2022.

Provisional Camp/ Eagle Camp Registration Form

_____ I would like to register for **EAGLE CAMP- July 24-July 30, 2022**

OR

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

_____ June 19 - 25 _____ June 26 – July 2 _____ July 10 - 16

_____ July 17 - 23 _____ July 24 – 30 _____ July 31-August 6

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 6th, 2022, unless approved by the Camp Director.

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

Chaplain Services

Camp Chaplain

A chaplain can be made available as needed 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 week to week*)

Thursday Night- Troop Cooking Night

On Thursday evenings, each unit will be provided with ingredients for their dinner meal. Your Troop will cook this meal in your campsite. You and your patrol leader's council should plan the cooking method: What cooking equipment, eating utensils, and extra items are needed to bring to camp. This evening will also be set aside for Troop program. Troops are asked to pick up dinner ingredients 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 Kitchen Manager or Dining Hall Stewarts at breakfast Thursday a.m. so that no food is set aside for you.