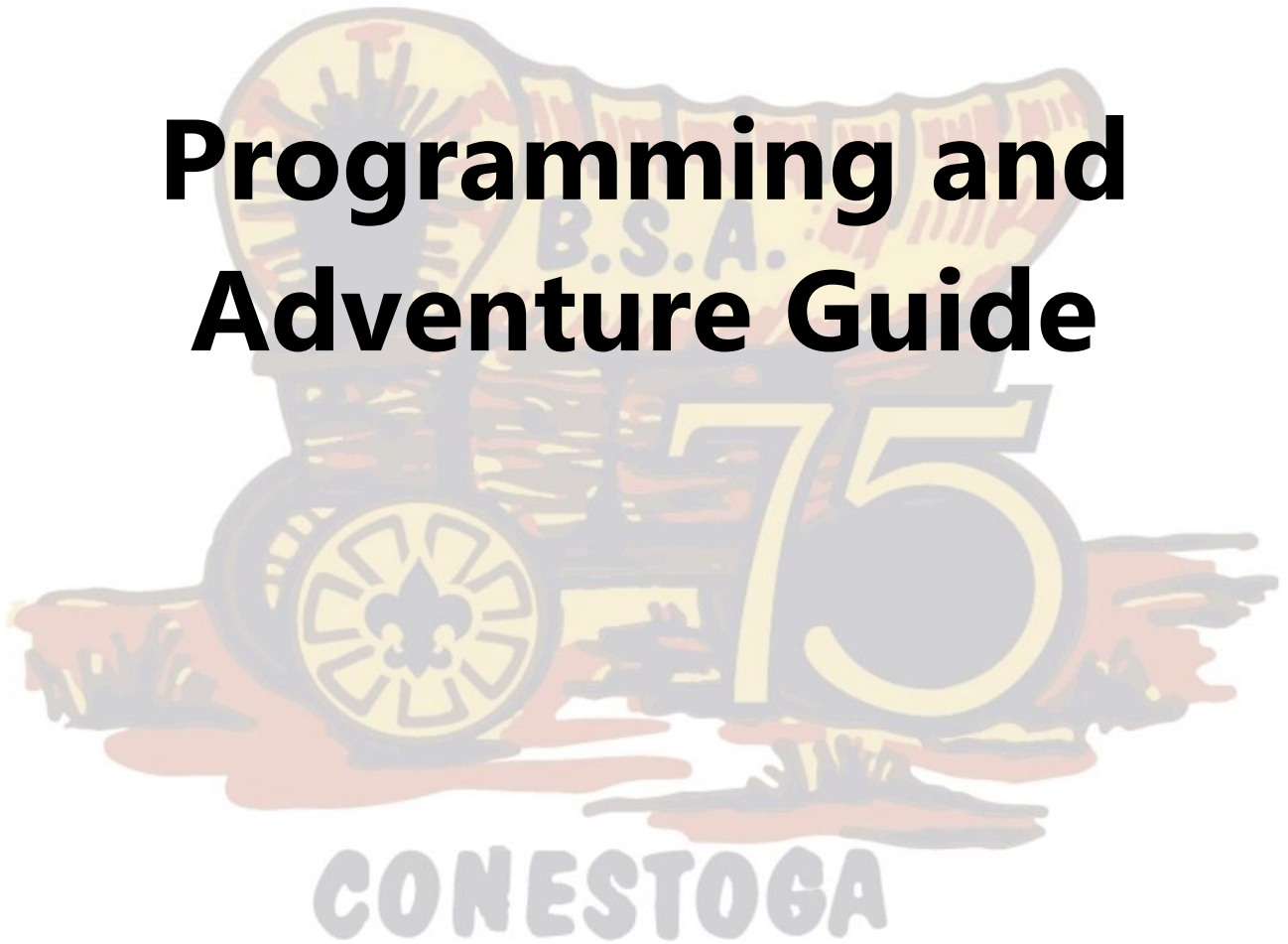


CAMP

Programming and Adventure Guide



Dear Scout Leaders and Units,

I hope this message finds you well. My name is Nanina Grund, and I am honored to serve as one of the Co-Program Directors for the 2025 camping season. For the past two years, I have had the privilege of being the Nature Director at Conestoga, where I have genuinely enjoyed being part of the Conestoga Family. It is with this experience that I want to personally thank you for bringing your troop to camp this year.

Your leadership and unwavering dedication to your scouts are what make programs like ours so impactful. It is truly a privilege to have you and your scouts with us, and we are grateful for your commitment to fostering a positive, enriching experience for your troop.

As a graduate student at Slippery Rock University, currently studying Student Affairs with a concentration in College Counseling and currently having a B.A. in Clinical Psychology from Point Park University. I also work at a Residential Treatment Facility for youth and at SRU's counseling center. This background has deepened my understanding of the importance of creating a safe, welcoming, and engaging environment for young people. I am excited to work alongside dedicated leaders like you, who give so much of themselves to help shape the future of scouting.

Thank you for your vital role in making this camp experience possible. The growth, skills, and memories created here will last a lifetime, and it is because of leaders like you that such experiences come to life. Your passion for scouting is clear, and your positive impact on your scouts' lives is immeasurable.

In Best Regards,
Nanina Grund
Co - Program Director

Camp Conestoga Daily Schedule

(Please note that this is 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 |
| Mile Swim | 6:45 am |
| Waiter Call | 7:35 am |
| Camp Wide Colors | 7:45 am |
| Breakfast <i>SERVED FAMILY STYLE</i> | 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 |
| Lunch <i>SERVED in the CAMPSITES!</i> | 12:15 pm to 1:00 pm |
| <i>ALL UNITS: Need to pick-up Lunches at the Dining Hall between 11:30 am to 12 pm!</i> | |
| 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 Call | 5:35 pm |
| Dinner <i>SERVED FAMILY STYLE</i> | 6:00 pm |
| <i>(WEDNESDAY ONLY- DINNER: ALL-5:30 pm to 6:30 pm cafeteria style)</i> | |
| Camp Wide Retreat | 6:50 pm |
| Evening Programs | 7:10 pm |
| Program Areas Close | 9:30 pm |
| Quiet Time Starts | 11:00 pm |

CAMPFIRES:

Sunday Starts at 8:30pm, **Wednesday** follows OA Ceremonies, **Friday** Starts at 8:30 pm with Leaders Blue Card meeting immediately following at Rohrbacher’s!

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. 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 January 31st 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 the Sunday evening Leaders Meeting. A list of events may not be available ahead of time as certain things may come up weekly that cause us to change the programs, but we will do our best.

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 their 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 their responsibility to attend the program sessions daily 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 their Scout properly choose the merit badges that are right for them. The Scoutmaster should use their discretion when allowing their 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 their 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 their 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 14-16. 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.

2025 Camp Conestoga Merit Badges

| Badge Name | Difficulty Level | Prerequisites | Comments |
|------------------------------|------------------|-------------------------------|--|
| Archeology | 2 | 10, 11a | |
| Archery | 2 | | Earning the necessary target score is time consuming |
| Art | 1 | 6 | |
| Astronomy | 2 | 8 | Weather dependent – if nights are cloudy, Scouts may receive a partial. |
| Automotive Maintenance | 2 | | |
| Aviation | 2 | | Cost not associated. |
| Basketry | 1 | | The cost of the kit for this badge is between \$18.99 to \$24.99 |
| Bird Study & Insect Study | 1 | Insect Study - 9 | Both badges are offered on 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. |
| Cooking | 3 | 2c, 4a, 4b, 4c, 4d, 4e | \$10.00 cost for food supplies |
| Disability Awareness | 1 | 2 | |
| 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 |
| 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 |
| Farm Mechanics | 2 | 5 | |
| 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 | | |
| Home Repairs | 2 | | |
| Inventing | 3 | | |
| Kayaking and Paddleboard | 2 | RWB Swimmer | Class time is two summits 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 | The cost associated with this badge is \$10.00. Must be 14+ to take a badge and class size of Four is limited by age then rank. (This is a 3-Summit Class) |
| Model Design & Building | 3 | | A \$5.00 ticket pays for materials obtained at handicraft. Recommend for older scouts. |
| Nature & Mammal Study | 2 | | Select and carry out a project benefiting animals. Both badges are offered in the same summit. |
| Nuclear Science | 3 | | |
| Oceanography | 2 | | |
| Orienteering & Geocaching | 2 / 2 | None / 7 & 8 | Must have your own compass |
| Personal Fitness | 2 | 1b, 6, 7, 8 | |
| Photography | 2 | | Have a phone with camera ability/camera |
| Pioneering | 3 | | |
| Pottery | 1 | | The cost of the kit for this badge is: \$10.00 |
| Public Speaking | 2 | | |
| Reptile and Amphibian Study | 2 | 8 | |
| Rifle | 2 | 1f | Earning the necessary target 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. |
| Rowing | 2 | RWB Swimmer | Class time is 2 Summits per day. |
| Sculpture | 2 | 2c | The cost of the kit for this badge is: \$10.00 |

| | | | |
|--|---|--------------------|--|
| Search and Rescue | 3 | | |
| Shotgun | 3 | | Target scoring is time consuming. Scouts must score to complete badge. The cost associated with this badge is 5 shots for \$1.00. The final cost could be between \$10 and \$20. Must be 14 or + to take badge. |
| Signs, Signals, & 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 |
| Space Exploration | 2 | | Do NOT bring model rockets to camp. Cost associated with this badge is \$12.99 to \$15.99 |
| Swimming | 2 | RWB Swimmer | Class time is 1 hour per day. Swimming attire is required. |
| Weather | 2 | | |
| Welding | 4 | | The 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 <i>2025 Scouts BSA Requirements Books as of January 31, 2025</i> | | | |
| <i>YOU MUST PROVIDE PROOF OF PREREQUISITES TO THE INSTRUCTORS ON MONDAY!</i> | | | |

2025 Camp Conestoga Merit Badge and Program Costs

| <i>Activity / Merit Badge</i> | <i>Supplies to Purchase</i> | <i>Cost</i> | <i>Comments</i> |
|--------------------------------------|--|--|--|
| Basketry | Merit Badge kit with all necessary materials to complete merit badge | \$18.99 to \$24.99 | |
| Cooking | Materials to complete badge | \$10.00 | Food & Supplies |
| Electronics | Materials to complete badge | \$10.00 to \$12.00 | |
| Leatherwork | Merit Badge kit with all necessary materials to complete merit badge | \$13.99 to \$15.99 | |
| Model Design & Building | Materials Needed | \$5.00 | Glue & Misc. Materials |
| Metalwork | Metal Supplies | \$10.00 | |
| Pottery | Clay and Glaze | \$10.00 | |
| Sculpture | Clay and materials to complete badge | \$10.00 | |
| Shotgun or Open Shotgun | Ammo and Clay Pigeons | \$1.00/5 shots | |
| Space Exploration | Rocket Kits | \$12.99 to \$15.99 | |
| Welding | Metal and Supplies | \$10.00 | |
| YOUTH Henry Rifle Competition | Scouts enter to win a Henry Rifle | \$5.00 | You can enter as many times as you like at \$5 per entry! |
| ADULT Henry Rifle Competition | Adults enter to win a Henry Rifle | \$5.00 | You can enter as many times as you like at \$5 per entry! |
| Cowboy Action Competition | 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 Pay at the COPE Climbing Tower | 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, open to adults also! |

****All Prices are subject to change based on cost of goods and availability of the supplies for year from the suppliers! / ALL Tickets are bought at the Trading Post! 1/11/2025***

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

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 programs 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 swimming 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 yearly arch patch, Scouts will need to come on at least 4 of the 5 mornings. If the 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 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!

Swampathon and Leader's Swim

This is a competition where 2 scouts will be in a canoe and attempt to swamp opponents' canoes using a bucket. The last one floating wins! This takes place on Tuesday evening. Stop at the pool to register. In addition, Leader's Free swim will take place Tuesday evening concurrently with the Swampathon. There will also be a leader's swim Monday 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 rowers and swimmers must be RWB Swimmers. This event will take place on Monday evening. Questions concerning the Triathlon should be directed to the Aquatics Director.

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. 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 marksmanship skills in archery, rifle, or shotgun? Come on by to the Shooting Sports areas! Scouts will have the opportunity to learn about marksmanship skills and gun safety in three of our offered merit badges (Rifle, Shotgun, and Archery). Scouts and leaders are encouraged to participate in all other Range & Target Sports activities consisting of William Tell competition, Tomahawk throw, slingshots, and our popular Cowboy Action competition. Please do not forget our "open shoots" each day!! Rifle - third summit; Shotgun - sixth summit and Archery - third & sixth summits. The "open shoots" are open to all.

Scouts must be 14 years of age or older and have a signed cowboy action parent permission form to participate in the Cowboy Action competition. Shotgun 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 three Eagle required merit badges: First Aid, Emergency Preparedness, and Camping. Each of these are a fantastic way to have a blast while developing core Scouting skills.

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 Cook-off and for leaders trying to catch their breath, we have our weekly 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

Plumbing, welding, metal working, home repairs, and automotive maintenance! 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 soldering water pipes, working and welding with metal, learning the basic electrical skills, and demonstrating minor auto repairs that may include changing oil, filling fluids, changing tires, and detailing vehicles. 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! NEW for the Adults this summer, summits 1, 2, & 3, we are offering "Leader's Wood Working".

STEAMcraft

STEAM! Science Technology Engineering, Art, and Math. Scouts that come down to the STEAMcraft 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!

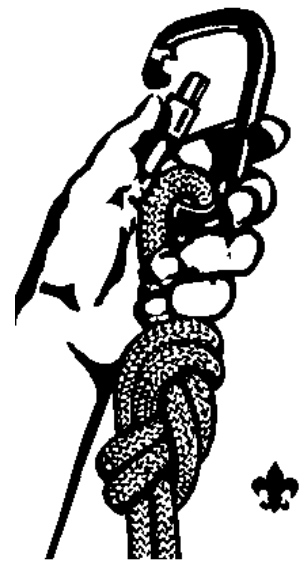
COPE & Climbing

Challenging Outdoor Personal Experience

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 a 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

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

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.



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 Scouting 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 a unique opportunity to immerse themselves in a variety of foundational scout skills, spanning from Scout Rank all the way to First Class. This program is designed to help scouts build confidence and proficiency in essential skills, such as knot tying, basic navigation, first aid, outdoor survival techniques, and more. In addition to these technical skills, scouts will also have the chance to develop leadership abilities, teamwork, and problem-solving skills, all while navigating camp and participating in real-world scenarios.

The Pathfinder Program follows a morning-only schedule, which allows scouts the flexibility to choose from a wide range of merit badges in the afternoon based on their interests. This structured time encourages scouts to take responsibility for their own learning, pursue personal goals, and further enhance their scouting knowledge. In the mornings, scouts will be divided into 3-4 patrols, fostering a collaborative environment where they will work closely together. As a team, they will engage in hands-on learning, solve challenges, and embrace the patrol method—an essential component of scouting that promotes leadership, communication, and camaraderie. By the end of the program, scouts will have not only honed their individual skills but also deepened their connection to the scouting community.

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 their troop may, with the approval of their 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 Scouting 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 2025. They must have completed the camping requirements, as well.

Units in Westmoreland-Fayette Council may contact the 2025 Unit Elections Chairman, Jack Jeffries, to schedule an Order of the Arrow election. Please contact him by phone: 724-570-5314 or by email at: jack.jeffries@gmail.com, remember to follow YPT when contacting!

Call-Out Ceremony

A Call-Out Ceremony will be held each Wednesday at the 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 council, 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 Climbing 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, Scouts are dismissed back to their sites.
- 5:30 pm to 6:30 pm – Dinner. (Families may buy their meal at the Dining Hall for \$7.00 each)
- 5:30 p.m. to 6:55 p.m. Open Zip Line (Zip line stops at 7:00 pm / NO EXCEPTIONS)
- 6:50 p.m. – Troops will assemble on the upper parade field for the Parade of Flags. (PLEASE HAVE YOUR UNIT’S FLAGS WITH YOU!)
- 7:05 p.m. –Parents and Visitors will gather on the lower lake-side parade field.
- 7:05 p.m. – The celebration will begin with the Troops Marching the Parade of Flags to the lower parade field to complete the evening retreat.
- 7:15 - (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 27th- August 2nd, 2025

CAMP CONESTOGA

TOTAL FEE:

- If this is the Scouts first week at camp - \$420
- If Scout had a prior week at camp - \$385
- Registration Fee: \$50.00 due upon registration
- The remainder of the balance must be paid by May 2nd, 2025, or arranged by the Camp Director.

DEADLINE FOR REGISTRATION: May 2nd, 2025 (Registration will be excepted throughout the Summer by contacting the Camp Director @ 814-445-2018 or campconestoga@gmail.com)

*****Note, we will accept Scouts through the end of Week 4.***

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, Family Life, 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

2025 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 2nd, 2025.

The costs are as follows: If this is your first week, the cost is \$420.00, if it is your second week at Camp Conestoga the cost is \$385.00. Provisional Camping will be held during each week of the 2025 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 3rd, 2025.

Provisional Camp/ Eagle Camp Registration Form

_____ I would like to register for **EAGLE CAMP- July 27th-August 2nd, 2025**

OR

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

_____ June 22 - 28 _____ July 6 – July 12 _____ July 13 - 19

_____ July 20 - 26 _____ July 27 – August 2

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 2nd, 2025, unless approved by the Camp Director/Camp Advisor.

Mail to:

Westmoreland-Fayette Council

c/o Camp Conestoga

2 Garden Center Drive

Greensburg, Pa 15601

Chaplain Services

Camp Chaplain

A chaplain/chaplain's aid will 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/chaplain's aid 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 the evening flag ceremony, at Hagan's Chapel, (across from the archery range).

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 at 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 the 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.