



“Where to Go Camping” Guide



Produced By:
Order of the Arrow
Guneukitschik Lodge 317
Mason-Dixon Council

Where, but in the great outdoors, can a boy hear the midnight hush of the deep woods...breathe the sweetness of distant wood-smoke...look down in awe at where he's been, and look up in wonder at where he still must go...glimpse the deer drinking at first light...watch eagles soaring in a cloudless sky...feel the warmth of the campfire as it glows orange against the thickening darkness...and at the end of a long day, hear the hooting owl under a sky flashing with stars? Who can say that in such an atmosphere a boy's mind is not reached, his faith not freshened, or his heart not stirred? Or that, in ways that are a mystery to us all, he will not grow closer to the man he is becoming? When you witness these experiences that help start a young boy on his journey into manhood, who can say that you his guide and mentor, will not be changed in some small way, as well? To be a part of that experience is one of the greatest rewards that adults can reap from their leadership roles in the Boy Scouts of America. Don't miss out—share the adventures of Scout camping with your unit!

2nd Edition

Updated and Published August 2011

by Guneukitschik Lodge, Mason-Dixon Council #221, BSA

Dear Scout Leaders,

The Guneukitschik Lodge of the Order of the Arrow, Boy Scouts of America, Mason-Dixon Council #221 has prepared this —Where to Go Camping Guide as a service to units in our council. This guide will give you a multitude of options for local places to go camping. In addition, the guide will provide you tips regarding trip planning, standard equipment, tour permits, safety measures, and many more topics.

The main purpose of this guide is to provide you a consolidated listing of information regarding local camping opportunities. These include areas suitable for short and long term camping, hiking, canoeing, cycling, boating, and many others. In addition to local camping opportunities, high adventure opportunities are included in this guide. There is information on fees, rules of use, facilities, and contact information. We hope you use these resources and remember “*Scouting is three-quarters-outing.*”

There is also a section of the guide devoted to various camping tips and tricks. You probably know many of these already, but we hope we found some unique ideas to share with you to help you and your unit. There is also a section outlining various awards you or your Scouts can earn. In addition, there is a segment outlining how to use the *Guide to Safe Scouting* to make sure all your trips are safe and fun.

Each year this guide will be updated and distributed to all the unit leaders in the Council. This guide is constantly a work-in-progress and we need your help. If there is any place your unit or you go camping and you think should be added to the guide, then fill out the form provided and mail it in or email the information directly to guneukitschik317@gmail.com. The only way we can make the guide better in later editions is with your help.

Yours in Cheerful Service,

David Mellott
2010-2011 Lodge Chief
Guneukitschik Lodge 317

Table of Contents

Safe Scouting	5
Outdoor Training Guide	14
Standards of Conduct	21
Council Programs	27
High Adventure	39
Camping Locations and Recreational Areas	48
Awards and Recognitions	81
Camp Tips and Trick	101
Order of the Arrow	106
Annotated Website Listing	110
Suggestion Form	111

Safe Scouting



When planning a trip of any type for your unit make sure you reference the *Guide to Safe Scouting* to ensure that you conduct your trip within Scouting's safety guidelines.

Tour Permits

The tour plan is an important tool for conducting local, national, or international activities and is a checklist for best practices to be prepared for safe and fun adventure. Completing the tour plan may not address all possible challenges but can help to ensure that appropriate planning has been conducted, that qualified and trained leadership is in place, and that the right equipment is available for the adventure. In addition, the plan helps to organize safe and appropriate transportation to and from an event, and defines driver qualifications and minimum limits of insurance coverage for drivers and vehicles used to transport participants.

Times when a tour plan must be submitted for council review include:

- Trips of 500 miles or more
- Trips outside of council borders not to a council-owned property
- Trips to any national high-adventure base, national Scout jamboree, National Order of the Arrow Conference, or regionally sponsored event
- When conducting the following activities outside of council or district events:
 - Aquatics activities (swimming, boating, floating, scuba, etc.)
 - Climbing and rappelling
 - Orientation flights (process flying plan)
 - Shooting sports
 - Any activities involving motorized vehicles as part of the program (snowmobiles, boating, etc.)
- At a council's request

Please complete and submit this plan at least 21 days in advance to ensure your council has enough time to review the plan and assist you in updating the plan if it is found defective. When review is complete, the second half of the plan is returned to you to carry on your travels.

An electronic copy of this form can be found at <http://mason-dixon-bsa.org/openrosters/viewDocLibrary.asp?orgkey=1835>

Medical Forms

In order to provide better care for its members and to assist them in better understanding their own physical capabilities, the Boy Scouts of America recommends that everyone who participates in a Scouting event have an annual medical evaluation by a certified and licensed health-care provider—a physician (MD or DO), nurse practitioner, or physician assistant.

Providing your medical information on this four-part form will help ensure you meet the minimum standards for participation in various activities. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

Parts A and B are to be completed at least annually by participants in all Scouting events. This health history, parental/guardian informed consent and hold harmless/release agreement, and talent release statement is to be completed by the participant and parents/guardians.

Part C is the physical exam that is required for participants in any event that exceeds 72 consecutive hours, for all high-adventure base participants, or when the nature of the activity is strenuous and demanding. Service projects or work weekends may fit this description. Part C is to be completed and signed by a certified and licensed health-care provider—physician (MD or DO), nurse practitioner, or physician assistant. It is important to note that the height/weight limits must be strictly adhered to when the event will take the unit more than 30 minutes away from an emergency vehicle—accessible roadway, or when the program requires it, such as backpacking trips, high-adventure activities, and conservation projects in remote areas. See the FAQs for when this does not apply.

Part D is required to be reviewed by all participants of a high-adventure program at one of the national high adventure bases and shared with the examining health-care provider before completing Part C.

An electronic copy of this form can be found at <http://mason-dixon-bsa.org/openrosters/viewDocLibrary.asp?orgkey=1835>

Safe Swim Defense

Before BSA groups may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training, have a commitment card (No. 34243) with them, and agree to use eight defenses in this plan. The eight defenses are:

1. Qualified Supervision

All swimming activities must be supervised by a **mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the wellbeing and safety of youth members in his or her care**, who is experienced in the water and confident of his or her ability to respond in the event of an emergency, and who is trained in and committed to complying to the eight points of BSA Safe Swim Defense. (It is strongly recommended that all units have at least one adult or older youth member currently trained as a BSA Lifeguard to assist in the planning and conduct of all swimming activities.)

2. Physical Fitness

Required evidence of fitness for swimming activity with a complete health history from physician, parent, or legal guardian. The adult supervisor should adjust all supervision, discipline, and protection to anticipate any potential risks associated with individual health conditions. Those with physical disabilities can enjoy and benefit from aquatics if the disabilities are known and necessary precautions are taken.

3. Safe Area

When swimming in areas not regularly maintained and used for swimming activity, have lifeguard and swimmers systematically examine the swimming area to determine varying depths, currents, deep holes, rocks, and stumps. Mark off area for three groups: not more than 3 ½ feet deep for nonswimmers; from shallow water to just over the head for beginners; deep water not over 12 feet for swimmers. A participant should not be permitted to swim in an area where he cannot readily recover and maintain his footing or cannot maintain position in because of swimming ability or water flow.

4. Lifeguard on Duty

Swim only where there are lifeguards on duty. For units swims in areas where lifeguards are not provided by others, the supervisor should designate two capable swimmers as lifeguards. **Provide one guard for every 10 Scouts in the water and one guard for every 5 Cub Scouts in the water**, and adjust the number and positioning of guards as needed to protect the particular area and activity.

5. Lookout

Station the lookout on the shore where it is possible to see and hear everything in all areas. The lookout may be an adult in charge of the swim and may give the buddy signal.

6. Ability Groups

Divide into three ability groups: nonswimmers, beginners, and swimmers. Nonswimmers do not have to pass a swimmers test. Beginners must pass this test: jump feet first into water over the head in depth, level off and swim 25 feet on the surface. Stop, turn sharply, and resume swimming as before and return to the starting place. Swimmers pass this test: jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: side-stroke, breast-stroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must including at least one sharp turn. After completing the swim, rest by floating. **These classification tests should be renewed annually, preferably at the beginning of the season.**

7. Buddy System

Pair every youth with another in the same ability group. Buddies check in and out of the area together. Emphasize that each buddy lifeguards his buddy.

8. Discipline

Be sure that everyone understands and agrees that swimming is allowed only with proper supervision and use the complete Safe Swim Defense.

Safety Afloat

Safety Afloat guidelines must be followed if taking a group of scouts on a float trip.

1. Qualified Supervision

All swimming activities must be supervised by a **mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the wellbeing and safety of youth members in his or her care**, who is experienced in the water and confident of his or her ability to respond in the event of an emergency, and who is trained in and committed to complying to the eight points of BSA Safe Swim Defense. (It is strongly recommended that all units have at least one adult or older youth member currently trained as a BSA Lifeguard to assist in the planning and conduct of all swimming activities.)

2. Physical Fitness

Required evidence of fitness for swimming activity with a complete health history from physician, parent, or legal guardian. The adult supervisor should adjust all supervision, discipline, and protection to anticipate any potential risks associated with individual health conditions. Those with physical disabilities can enjoy and benefit from aquatics if the disabilities are known and necessary precautions are taken.

3. Swimming Ability

A person who is classified as a nonswimmer may ride as a passenger in a rowboat or motorboat with an adult swimmer, or in a canoe, raft, or sailboat with an adult who is trained as a lifeguard or a lifesaver by a recognized agency. In all other circumstances, **the person must be a swimmer to participate in an activity afloat.**

4. Personal Flotation Equipment

Properly fitted U.S. Coast Guard approved personal flotation devices (PFDs) **must be worn by all persons engaged in activity on the open water.** Type II and III PFDs are recommended.

5. Buddy System

All activities afloat necessitates using the buddy system. Not only must every individual have a buddy, but every craft should have a buddy boat when on the water.

6. Skill Proficiency

All participants in activities afloat must be trained and experienced in watercraft handling skills, safety, and emergency procedures.

7. Planning

Create a float plan that includes all the details of your trip included. File a float plan with parents of participants and a member of the unit committee. **A float plan must be filed with the council when traveling on moving water.** Make sure you check local rules for the area you will be traveling in and the weather for the duration of the trip. Planning must also identify possible emergencies and other circumstances that could force a change in plans. Appropriate alternative plans must be developed for each.

8. Equipment

All equipment must be suited to the craft, to water conditions, and to the individual; must be in good repair; and must satisfy all state and federal requirements. Spare equipment or repair materials must be carried. Appropriate rescue equipment must be available for immediate use.

9. Discipline

All participants should know, understand, and respect the rules and procedures for safe unit activity afloat.

See the *Guide to Safe Scouting* Chapter II for complete text.

Safe Swim Defense and Safety Afloat Trainings are available online at www.myscouting.org

Guidelines for Safely Using Chemical Stoves and Lanterns

1. Use compressed or liquid-gas stoves or lanterns only with knowledgeable adult supervision and in Scout facilities only where and when permitted.
2. Operate and maintain according to manufacturer's instructions included with the stove or lantern.
3. Both gasoline and kerosene shall be kept in well-marked, approved containers and stored in a ventilated, locked box at a safe distance from buildings and tents. Keep all chemical fuel containers away from hot stoves and campfires, and store below 100 degrees (F).
4. Let hot stoves and lanterns cool before changing cylinders of compressed gases or refilling from containers of liquid gas.
5. Refill liquid-gas stoves and lanterns a safe distance from any flames, including other stoves, campfires, and personal smoking substances. A commercial camp stove fuel should be used for safety and performance. Pour through a filter funnel. Recap both the device and the fuel container before igniting.
6. Never fuel a stove, heater, or lantern inside a cabin; always do this outdoors. Do not operate a stove, lantern, or charcoal grill in an unventilated structure. Provide at least two ventilation openings, one high and one low, to provide oxygen and exhaust for lethal gases. Never fuel, ignite, or operate a stove, heater, or lantern in a tent.
7. Place the stove on a level, secure surface before operation. On snow, place insulated support under the stove to prevent melting and tipping.
8. Periodically check fittings on compressed-gas stoves and on pressurized liquid-gas stoves for leakage, use soap solution before lighting.
9. To avoid possible fires, locate gas tanks, stoves, etc., below any tents since heavy leakage of gas will flow downhill the same as water.

10. When lighting a stove, keep fuel containers and extra canisters well away. Do not hover over the stove when lighting it. Keep your head and body to one side. Open the stove valve quickly for two full turns and light carefully, with head, fingers, and hands to the side of the burner. Then adjust down.
11. Do not leave a lighted stove or lantern unattended.
12. Do not overload the stovetop with heavy pots or large frying pans. If pots over 2 quarts are necessary, set up a separate grill with legs to hold the pot, and place the stove under the grill.
13. Bring empty fuel containers home for disposal. Do not place in or near fires. Empty fuel containers will explode if heated and should never be put in fireplaces or with burnable trash.

Versions of the Guide To Safe Scouting

In addition to a printed version, the *Guide to Safe Scouting* is available online at www.scouting.org. Go to the Site Map; it is listed under Activities.

Two Versions area available:

- One for reading on-line this version is divided into chapters and includes a search engine.
- Another for reading off-line the entire publication is presented in a single interface to facilitate print-out

To obtain printed copies of this printed book, contact your local council or call 1-800-323-0732 to request an Official Boy Scout Catalog.

Outdoor Training Guide



The Boy Scouts of America offer a wide range of outdoor training course to ensure the leaders of your unit are fully prepared to have a fun filled but safe trip with your scouts. In this chapter we highlight some of the training opportunities that are offered to better educate you as a leader on the polices and procedures of the BSA.

The two aquatics supervisor course are designed to put the qualified in qualified supervisor under both Safe Swim Defense and Safety Afloat. These courses are not required to go on aquatics outing with a unit but are highly recommended.

Aquatics Supervisor: Swimming and Water Rescue

BSA Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards.

This training is open to any registered adult leader or Scout who is age 16 or older. Although the training is consistent with training provided professional lifeguards, the Swimming & Water Rescue course is not a lifeguard training course and is not a substitute for BSA Lifeguard. On the other hand, this course addresses important information that may not be covered in generic lifeguard training programs such as: preventative measures, including the buddy system and swim classification tests; how to set up a safe swim area in diverse situations; the use of non-standard rescue equipment; and emergency action plans in remote settings. Participates must pass a BSA Swimmer Test before starting the course.



Aquatics Supervisor: Paddle Craft Safety

Float trips are popular Boy Scout and Venturing activities. Safety Afloat awareness training provides guidelines for safe float trips and is required of unit leaders, but does not provide the skill training mandated by those guidelines. BSA Paddle Craft Safety expands

Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water. The training is open to any registered adult leader or Scout who is age 16 or older. It is recommended that at least one person with this training is present to assist in supervising a unit float trip. Participants must pass a BSA Swimmer Test before starting the course. Previous canoeing and kayaking experience is recommended but not required.



Introduction to Outdoor Leadership Skills (IOLS)

Instructors will help you learn how to set up camp, cook, work with woods tools and about ropes, first aid, planning campfire programs, map reading and compass skills, hiking and packing techniques, nature identification, running outdoor events using Patrol Method, and Leave No Trace. Each outdoor session will bring to life the pages of the Boy Scout Handbook to help you deliver the promise of Scouting to yourself and the youth you serve. It will increase your comfort level and give you confidence as a trained, skilled leader. The program will also give you the opportunity to work with other Scout leaders from your area, meet new friends, and reinforce skill techniques with fellow unit leaders.

Powder Horn

The Powder Horn course is designed to introduce and expose Venturing and Boy Scouting adult unit leaders to the activities and resources necessary to operate a successful outdoor/high adventure unit-level program. It is based on the eight core and eighteen electives found in the Venturing Ranger program. It is intended to help adult leaders get out of the box in finding and using resources and in the way they lead their unit-level high adventure programs. No high adventure skills are taught in this course. It is designed to have some disciplines introduced with a hands-on segment. Example: For scuba if a pool is available, it is suggested to do a Discover Scuba (PADI) session where participants get into a shallow pool and wear scuba gear. It is not scuba certification. Participants will not learn how to rock climb or shoot a skeet course, but will learn where to go to find those who can teach these skills to Boy Scouts and Venturers.



Trek Safely

Trek Safely is the Boy Scouts of America's recommended procedure for organizing and carrying out outdoor treks that involve Boy Scouts, Varsity Scouts, and Venturers. Trek Safely applies to all types of outdoor experiences that involve trekking, including hiking, backpacking, canoeing, horseback riding, caving, rafting, kayaking, sailing, ski touring, mountain climbing, and mountain biking.

Trek Safely is designed to help youth and adult leaders plan and carry out a safe trekking experience for the members of their unit. Similar to Safe Swim Defense, Safety Afloat, and Climb On Safely, it is not designed to teach the skills of trekking. Units that choose to engage in activities requiring specialized outdoor skills should seek qualified instructors to help members learn and acquire these skills prior to the outing.

Climb on Safely

Climb On Safely is the Boy Scouts of America's recommended procedure for organizing BSA climbing/rappelling activities at a natural site or a specifically designed facility such as a climbing wall or tower.

Young people today seek greater challenges, and climbing and rappelling offer a worthy challenge. The satisfaction of safely climbing a rock face is hard to top. While introduction of the Climbing merit badge in spring 1997 spurred interest in these activities through the BSA, the proliferation of climbing gyms and facilities has also made climbing and rappelling readily available throughout the United States.

This increased interest has made the BSA more aware of the inherent risks of climbing and rappelling. More accidents occur during unit rappelling than during council-managed climbing or rappelling, and more accidents have occurred during rappelling than climbing. Many climbing rappelling accidents could be avoided by having qualified instruction from a conscientious adult who has the attention and respect of the youth entrusted to his or her care. Supervision by a caring adult who fully understands and appreciates the responsibility he or she assumes helps assure safety when youth engage in or prepare for climbing or rappelling.

Wood Badge

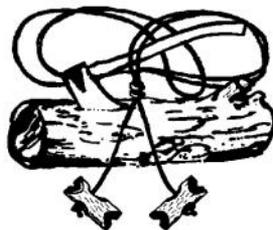
Wood Badge is a training course for Scouters which finally results in their receiving a certificate, a small neckerchief, a leather slide, and two small wooden beads on a leather thong. Lord Baden-Powell, the founder of Scouting, directed the first course in 1919 and gave each of the participants one of the beads which he had captured from the African chieftain Dinizulu. Thus did the course name develop, for its symbol was literally a badge of wood.

Wood Badge is, further, Scouting's premier training course. Baden-Powell designed it so that Scouters could learn, in as practical a way possible, the skills and methods of Scouting. It is first and foremost, learning by doing. The members of the course are formed into patrols and these into a troop. The entire troop lives in the out-of-doors for a week, camping, cooking their own meals, and practicing Scout skills.

The Objectives of Wood Badge

Wood Badge has four specific objectives: As a result of attending Wood Badge, participants will be able to:

- View Scouting globally, as a family of interrelated, values-based programs that provide age-appropriate activities for youth.
- Recognize the contemporary leadership concepts utilized in corporate America and leading government organizations that are relevant to our values-based movement.
- Apply the skills they learn from their participation as a member of a successful working team.
- Revitalize their commitment by sharing in an overall inspirational experience that helps provide Scouting with the leadership it needs to accomplish its mission on an ongoing basis.



Kodiak

The Kodiak leadership trek is unique in that it is offered in an exciting and challenging atmosphere . A unit or council may offer a Kodiak Trek centered around a challenging 5 day or two 3 day weekend trek. Kodiak teaches leadership skills in a fun way that is internalized by the participants. In other words, it is a challenging trek with simple and fun leadership skills included. Kodiak is not taught indoors or in a classroom; it is done completely outdoors using nature's examples of leadership.

It is ...

1. Fun!
2. Relevant to each participant's life.
3. Internalized by participants.
4. Based on nature.
5. Based on the servant leader concept.

Course Methods

- It is taught by two Guides (one adult and one youth if possible) working together as a team.
- It is based on symbolism using the Kodiak bear.
- Leadership skills are introduced with a hands-on exercise followed by a short presentation, then reinforced with one or more exercises.
- It uses constant reinforcement.
- It creates an older teen leadership fraternity.



Standards of Conduct



leave no trace

CENTER FOR OUTDOOR ETHICS

Instilling values in young people and preparing them to make moral and ethical choices throughout their lifetime is the mission of the Boy Scouts of America. Leave No Trace helps reinforce that mission, and reminds us to respect the rights of other users of the outdoors as well as future generations. Appreciation for our natural environment and a knowledge of the interrelationships of nature bolster our respect and reverence toward the environment and nature.

Outdoor Code

As an American, I will do my best to
Be clean in my outdoor manners,
Be careful with fire,
Be considerate in the outdoors,
And
Be conservation-minded.

What the Outdoor Code Means

The Outdoor Code reminds Scouts of the importance of caring for the environment. Its ideals take on special meaning whenever you are camping, hiking, and taking part in other out-door events.

Being clean in your outdoor manners, careful with fire, and considerate means you can enjoy the outdoors in ways that do the environment no harm. For example, using the principles of Leave No Trace, you can hike and camp in an area without leaving any signs that you were there.

Being conservation-minded encourages the protection and thoughtful use of natural resources. You also can do your part in service projects that improve the condition of wildlife, water, air, forests, and the land itself.

Wisdom you gain about the outdoors through your Scouting experiences can direct your actions wherever you are, whatever you do, and at every stage of your life. Your commitment to the Outdoor Code will make a positive difference in the quality of the environment today and for generations to come.

Leave No Trace

Frontcountry Ethics

Know Before You Go

- Be prepared! Remember food and water, and clothes to protect you from cold, heat and rain.
- Use maps to plan where you're going. Check them along the way so you'll stay on course and won't get lost.
- Remember to bring a leash for your pet and plastic bags to pick up your pet's waste.
- Learn about the areas you plan to visit. Read books, check online and talk to people before you go. The more you know, the more fun you'll have.

Stick to Trails and Camp Overnight Right

- Walk and ride on designated trail to protect trailside plants.
- Do not step on flowers or small trees. Once damaged, they may not grow back.
- Respect private property by staying on designated trails.
- Camp only on existing or designated campsites to avoid damaging vegetation.
- Good campsites are found, not made. Don't dig trenches or build structures in your campsite.

Trash Your Trash and Pick Up Poop

- Pack it in, pack it out. Put litter-even crumbs, peels and cores in garbage bags and carry it home.
- Use bathrooms or outhouses when available. If not available, bury human waste in a small hole 6-8 inches deep and 200 feet or 70 big steps from water.
- Use a plastic bag to pack out your pet's poop to a garbage can.
- Keep water clean. Do not put soap, food, or human or pet waste in lakes or streams.

Leave It As You Find It

- Leave plants, rocks and historical items as you find them so others can enjoy them.
- Treat living plants with respect. Carving, hacking or peeling plants may kill them.

Be Careful with Fire

- Use a camp stove for cooking. Stoves are easier to cook on and create less impact than a fire.
- If you want to have a campfire, be sure it's permitted and safe to build a fire in the area you're visiting. Use only existing fire rings to protect the ground from heat. Keep your fire small.
- Remember, a campfire isn't a garbage can. Pack out all trash and food.
- Before gathering any firewood, check local regulations.
- Burn all wood to ash and be sure the fire is completely out and cold before leaving.

Keep Wildlife Wild

- Observe wildlife from a distance and never approach, feed or follow them.
- Human food is unhealthy for all wildlife and feeding them starts bad habits.
- Protect wildlife and your food by securely storing your meals and trash.

Share Our Trails and Manage Your Pet

- Be considerate when passing others on the trail.
- Keep your pet under control to protect it, other visitors and wildlife.
- Listen to nature. Avoid making loud noises or yelling. You will see more wildlife if you are quiet.
- Be sure the fun you have outdoors does not bother anyone else. Remember, other visitors are there to enjoy the outdoors too.



Principles of Leave No Trace

Backcountry Ethics

1. Plan Ahead and Prepare

- Know the regulations and special concerns for the area you'll visit.
- Prepare for extreme weather, hazards, and emergencies.
- Schedule your trip to avoid times of high use.
- Visit in small groups when possible. Consider splitting large groups into smaller groups.
- Repackage food to minimize waste.
- Use a map and compass to eliminate the use of marking paint, rock cairns or flagging.

2. Travel and Camp on Durable Surfaces

- Durable surfaces include established trails and campsites, rock, gravel, dry grasses or snow.
- Protect riparian areas by camping at least 200 feet from lakes and streams.
- Good campsites are found, not made. Altering a site is not necessary.

In popular areas:

- Concentrate use on existing trails and campsites
- Walk single file in the middle of the trail, even when wet or muddy.
- Keep campsites small. Focus activity in areas where vegetation is absent.

In pristine areas:

- Disperse use to prevent the certain of campsites and trails.
- Avoid places where impacts are just beginning.

3. Dispose of Waste Properly

- Pack it in, pack it out. Inspect your campsite and rest areas for trash or spilled foods. Pack out all trash, leftover food, and litter.
- Deposit solid human waste in catholes dug 6 to 8 inches deep at least 200 feet from water, camp, and trails. Cover and disguise the cathole when finished.
- Pack out toilet paper and hygiene products
- To wash yourself or your dishes, carry water 200 feet away from streams or lakes and use small amounts of biodegradable soap. Scatter strained dishwater.

4. Leave What You Find

- Preserve the past: examine, but do not touch cultural or historic structures and artifacts.
- Leave rocks, plants and other natural objects as you find them.
- Avoid introducing or transporting non-native species.
- Do not build structures, furniture, or dig trenches.

5. Minimize Campfire Impacts

- Campfires can cause lasting impacts to the backcountry. Use a light-weight stove for cooking and enjoy a candle lantern for light.
- Where fires are permitted, use established fire rings, fire pans, or mound fires.
- Keep fires small. Only use sticks from the ground that can be broken by hand.
- Burn all wood and coals to ash, put out campfires completely, then scatter cool ashes.

6. Respect Wildlife

- Observe wildlife from a distance. Do not follow or approach them.
- Never feed animals. Feeding wildlife damages their health, alters natural behaviors, and exposes them to predators and other dangers.
- Protect wildlife and your food by storing rations and trash securely.
- Control pets at all times, or leave them at home.
- Avoid wildlife during sensitive times: mating, nesting, raising young, or winter.

7. Be Considerate of Other Visitors

- Respect other visitors and protect the quality of their experience.
- Be courteous. Yield to other users on the trail.
- Step to the downhill side of the trail when encountering pack stock.
- Take breaks and camp away from trails and other visitors.
- Let nature's sounds prevail. Avoid loud voices and noises

More information can be found on pages 247-256 in *The Boy Scout Handbook*, ed. 12 or visit the Leave No Trace website at www.LNT.org

Council Programs



The Mason-Dixon Council offers a variety of different camping activities throughout the year for Cub Scouts, Boy Scouts, and Venturers. For more information and dates of these events check the Council Calendar or contact the Council Service Center at 18600 Crestwood Drive, Hagerstown, MD 21742. 301-739-1211.

Camp Sinoquipe is the highlight of the Council's camping program. Camp Sinoquipe offers more than just summer camp programs, it offers a wide variety of year round activities including Project COPE, cabin rentals, and more.

Camp Sinoquipe is located at 677 Boy Scout Road, Fort Littleton, PA 17223.



Note that all prices listed in this section are subject to change at any time per council approval.

Project C.O.P.E.

Mason-Dixon Council's Off-Season COPE and Climbing Program is held at Camp Sinoquipe and runs from April 1st through June 1st when it breaks for summer camp and picks back up following the end of summer camp through November 1st. Initiative Games can take place at a location of your choosing and are a year round activity.

To set up an off season event, contact the Council COPE and Climbing Chair to find a date that works for your unit and one of our instructors. Once a date is set, payment can be made at the council office. Payment must be received one week before the event is scheduled. Our staff will then meet you at camp (or at the location of your choosing for Initiative Games) for your activity.

All events at Camp Sinoquipe have an eight participant minimum. We will take groups smaller than eight, but will still charge you for eight Scouts. If your unit is staying at Sinoquipe for the weekend, you will need to rent a cabin or campsite through the council office in addition to the cost of the climbing activity.

Initiative Games

(3 hours) \$15 / participant

Fun and exciting games centered on team building and personal growth.

Low COPE Course

(3 hours) \$15 / participant

Challenging outdoor elements requiring problem solving and teamwork.

Climbing Tower

(3 hours) \$25 / participant

Instruction and practice on the climbing tower and rappelling wall.

High COPE Course

(3 hours) \$25 / participant

Exciting and challenging high rope elements.

Fun and Games

(6 hours) \$30 / participant

Includes 3 hours of initiative games and 3 hours of low course elements.

Heights Delight

(6 hours) \$50 / participant

Includes 3 hours of climbing tower and 3 hours of the high rope course.

Portable Climbing Wall

The Portable Climbing Wall is available to rent for unit activities and recruiting events. The wall is free for recruiting events, but there is a \$200 fee for renting the wall for non-recruiting events. To use the portable climbing wall, call the Mason-Dixon Council Office and speak with the Scout Executive to schedule a date.

In order to run the wall, you must have a fully trained Portable Wall Instructor. This training is offered twice a year by the council. Once you complete the training you must assist with two events before you can take out the wall by yourself. If your unit has no one trained, we can try and find an Instructor who is available.

In order to transport the wall, the council must have on file a copy of your driver's license, a copy of your driving record (which does not need to be certified copy), and a copy of your insurance policy with coverage listed of at least \$100,000/300,000/100,000.

Camp Rentals

Camp Sinoquipe has several cabins that can be rented for year round use along with other facilities.

Lodge	Capacity	In Council Rate	Out of Council Rate
Altenderfer	20	\$60	\$125
Wherrett	30	\$75	\$125
Wells Valley	30	\$75	\$125
Kerstein	20	\$75	\$125
Tent Camping Weekend Fees (your tents)		\$30	\$40
Mike Callas Memorial Dining Hall- No Kitchen		\$75	\$100
Mike Callas Memorial Dining Hall- w/ Kitchen		\$150	\$200

Additional Facilities

Waterfront - \$25 Half Day usage

Use of Waterfront requires adult leader provide certification as a BSA Lifeguard. A copy of the credentials must be submitted with registration.

Chapel, Council Ring, Rifle Range, Shotgun Range, and Archery Range (see requirements for ranges)

Camp Sinoquipe Rental Policy

Reservation Policy: Camp use will be reserved on the basis of the date the completed application and fees are received at the Scout Service Center. Phone reservations cannot be accepted. The Scout Shop will provide information on availability of sites, and can temporarily “hold” a site for two weeks, pending receipt of application and appropriate fees. **If the application and fees are not received within 10 days, the site will be released without further notice.**

Refund Policy: As camp facilities are frequently completely booked, others units may have been turned away, as such, please make sure you are committed to your camping plans. There are no refunds for cancellations within 2 weeks of the camp date. Arrangements can be made to transfer fees already paid to another weekend only if the Scout Service Center is notified at least 2 weeks in advance of the camp date. If you choose not to attend camp within two weeks of your camp date, there will be no refund or transfer regardless of the reason. If it is necessary to close camp due to inclement weather, you will be notified. Do not assume the camp will be closed. To check if camp is open, call the Scout Service Center at 301-739-1211.

Building Capacities: Capacities are set by the local Board of Health and/or Fire Marshall and are not to be exceeded under any circumstances. A unit with campers exceeding the listed building capacity must tent overflow campers outside or rent other facilities.

Insurance: Unit Accident Insurance information is required from all out of council units at time of application. This is either a primary or excess benefits policy that works in conjunction with family medical insurance. Local hospitals will require insurance company name, policy number, and expiration date in the event of an emergency. The Mason-Dixon Council BSA is not responsible for medical expenses incurred while at camp. Do not send medical bills to the council or camp. Mason-Dixon Council cannot complete the form or submit the claim for you. If you have any question regarding Health Special Risk, Inc. Contact them at 1-866-726-8870.

Age Limits: No children younger than Boy Scout age are to attend camp with a troop unless they are Webelos attending a parent/son activity. They will be sent home. Youth members may only participate in age appropriate activities.

Cub Scout & Webelos Camping: Cub Scout and Webelos may participate in Pack Overnights involving more than one family from a single pack, focused on age-appropriate Cub Scout activities. If non-members (siblings) participate, the event must be structured accordingly to accommodate them. BSA health and safety and youth protection guidelines apply. In most cases, each youth member will be under the supervision of a parent or guardian. In all cases, each youth participant is responsible to a specific adult. Adults give leadership to a pack overnighiter must complete Basic Adult Outdoor Orientation (BALOO) training. Webelos dens are encouraged to have several one or two night camping experiences. At least one adult must have completed Webelos Leader Outdoor Training. All Cub Scouts and Webelos weekend camping activities should occur as parent/son activities. The adult/boy ratio should be 1:1.

Note: Following BSA standards, Packs/Webelos Dens may not use the BB, Rifle, Shotgun, or Archery ranges for non-council events.

Two Deep Leadership: Two deep leadership is required on all trips and outings. Separate facilities are required for females participating in an overnight activity. Leaders responsible for the group must be registered members of the BSA and remain in camp with the unit the entire time the unit is in camp.

Vehicles: All vehicles will be parked in the assigned parking areas. Only two vehicles per lodge are permitted beyond the parking lot. All vehicles must be covered by public liability and property damage liability policy.

Prohibited Items: The following items are prohibited in camp. Violators will be asked to leave. Alcoholic beverages, firearms/fireworks, electric or kerosene heaters, sheath knives, pets (other than service animals), drugs (other than labeled prescription or non-prescription medications).

Rifle Range: The rifle range may be available for troop use. You must provide one NRA certified Rifle Instructor for each 8 firing positions. All rifle activities must be supervised by that NRA-certified instructor and when on the range, must be supervised by a currently NRA-certified Range Safety Officer. Current certifications must be presented to the Scout Service Center 30 days before your camp date and again to the Campmaster or Ranger at the time of range use. You must provide your own targets and ammunition and guns. Only .22 bolt action, single shot rifles may be used. **Guns must be secured upon arrival and after use with the camp ranger/Campmaster for safe keeping. Clip or tubular magazines are not permitted. Use of unauthorized guns or violation of the BSA shooting Sports Guide will result in immediate loss of shooting range privileges.** Webelos and Cub Scout may not participate.

Shotgun Range: The shotgun range may be available for troop use. You must provide one NRA certified Shotgun Instructor. All shotgun activities must be supervised by that NRA-certified instructor and when on the range, must be supervised by a NRA-certified Range Shotgun Safety Officer. Current certifications must be presented to the Scout Service Center 30 days before your camp date and again to the Campmaster or Ranger at the time of range use. You must provide your own clays, ammunition and guns (the camp will provide a thrower). Only single barrel 20 or 12 gauge shotguns may be used. **Guns must be secured upon arrival and after use with the Camp Ranger/Campmaster for safe keeping. Use of unauthorized guns or violation of the BSA shooting Sports Guide will result in immediate loss of shooting range privileges.** Webelos and Cub Scout may not participate.

Archery Range: The archery range may be available for troop use. You must provide a qualified instructor for each 8 firing positions. Current certifications must be presented to the Council Service Center 30 days before your camp date and again to the Campmaster or Ranger at the time of range use. You must provide your own targets, bows, and arrows. The camp will provide backstops. If you have any questions or concerns please contact the Council Service Center at 301-739-1211

Canoe Rentals

Units may rent Council canoes, life jackets, and paddles.

	In Council	Out of Council/Other
Canoes	\$7/day \$15/weekend	\$10/day \$20/weekend
Trailer	\$15	\$15
Lifejacket	No Charge	No Charge
Paddles	No Charge	No Charge

Weekend defined as pick up noon Friday till return on Monday morning.

Guidelines:

1. Tour Plan (National Document Number 680-014) is required with the rental application for all groups along with a float plan.
2. Insurance certification and hold harmless agreement required with the rental application for non-scout groups.
3. Appropriate fees must accompany the rental application.
4. Damages are the responsibility of the unit and will be assessed when equipment is returned to the council.
5. Use aquatic equipment requires the wearing of a life jacket.
6. Non-swimmers will not be allowed to use canoes.
7. Use of equipment will be governed by the guidelines and policies of the BSA.
8. No refunds will be made of any canoe rental fees.

Kayaking Rentals

The Council now has Kayaks available for rental by units along with paddles and lifejackets.

	In Council	Out of Council/Other
Kayaks	\$15/day \$20/weekend	\$20/day \$25/weekend
Trailer	\$15	\$15
Lifejackets	No Charge	No Charge
Paddles	No Charge	No Charge

Guidelines:

1. Tour Plan (National Document Number 680-014) is required with the rental application for all groups along with a float plan.
2. Insurance certification and hold harmless agreement required with the rental application for non-scout groups.
3. Appropriate fees will accompany application.
4. Damages are the responsibility of the unit and will be assessed when equipment is returned to the council.
5. Use of aquatic equipment requires the wearing of a life jacket.
6. All occupants of Mason-Dixon Council Kayaks MUST have passed the BSA Swimmers Test.
7. Use of equipment will be governed by the guidelines and policies of the BSA.
8. No refunds will be made of any kayak rental fees.

Kelly's Cove

Kelly's Cove is a campsite located behind the Council Service Center that is available for units for day activities or overnights. Kelly's Cove also has an amphitheater great for a Pack Meeting or Troop Court of Honor.

Additional fees of \$25 will be charged for use of the Council building/restrooms.

Guidelines:

1. Damages are the responsibility of the unit.
2. Use of all facilities will be governed by the guidelines and policies of the BSA and the Mason-Dixon Council.

For more information contact the Mason-Dixon Council Service Center at 301-739-1211.



Sinoquipe Scout Reservation

For six weeks during the summer, Sinoquipe serves hundreds of Scouts from the Mason-Dixon and surrounding councils. An 11 acre lake is the center piece of the aquatics program which includes many water front merit badges. They also offer merit badges in Scoutcraft, Handicraft, Ecology, and Shooting Sports, as well as several additional merit badges in various fields. They also offer a great First Year Camper Program for new Scouts that includes merit badge and rank skills work.

In addition to Merit Badges, Scouts attending summer camp at Sinoquipe can work on BSA Lifeguard, Kayaking BSA, Mile Swim, Polar Bear, Paul Bunyan Woodsman, Project COPE, Pioneering College, Geocaching courses, and numerous other activities.

There are 13 campsites, each with running water, washstand and a latrine. Campsites vary in size accommodating 16 to 60 campers. Each campsite is equipped with platforms, a tent for every two campers, and a bunk and mattress for each camper. A newly renovated dining hall, camp office and trading post, quartermaster and health lodge help support the campers and staff with their needs.

Specialty week falls at the end of every summer camp season. Specialty week hosts Camp Akela, a half week Cub resident camp, and the Council's National Youth Leadership Training course. There are also plans for new, exciting Boy Scout and Venturing programs during specialty week.

Please call the Mason-Dixon Council at 301-739-1211 for more information on Sinoquipe Scout Reservation or visit the Council's website. www.mason-dixon-bsa.org



the Summit

BECHTEL RESERVE



High Adventure



The Boy Scouts of America offers three excellent National High Adventure bases with a new one under construction that provide a wide range of experiences that can be an adventure of a lifetime.

Philmont Scout Ranch. Philmont Scout Ranch in Cimarron, New Mexico challenges Scouts and Ventures with more than 200 square miles of rugged New Mexico wilderness. Backpacking treks, horse-back cavalcades, and training and service programs offer young people many ways to experience this legendary country. Adults have opportunities of their own at the Philmont Training Center. World-class courses and seminars cover all aspects of Scouting—all amid Philmont’s dramatic scenery. Learn more at www.scouting.org/philmont

Florida Sea Base. The Florida National High Adventure Sea Base operates nine different adventures out of three different locations: two in the Florida Keys, and one in Marsh Harbour, Bahamas. The adventures Core Reef Sailing, Sea Exploring Adventure, Scuba Ad-venture, Scuba Certification, and Live Aboard Scuba Adventure operate out of the Florida Keys at Mile Marker 73.8 at Sea Base on Lower Matecumbe Key located 75 miles south of Miami (Lower Matecumbe Key). Out Island Adventure and Keys Adventure programs operate in the Florida Keys on Summerland Key at Mile Marker 23.8 at the Brinton Environmental Center located 125 miles south of Miami (Summerland Key). Bahamas Adventure and Bahamas Tall Ship Adventures operate out of the Bahamas Sea Base at Marsh Harbour, Abaco, Bahamas, located about 100 miles east of Fort Lauderdale. Scouting’s most complete aquatic facility offers a complete variety of water activities from scuba diving to sailing “Tall Ships.” All Sea Base participants have the opportunity to swim, snorkel, and fish among the most beautiful coral reefs in the northern hemisphere. For more information visit www.bsaseabase.org

Northern Tier. The Northern Tier High Adventure Base offers Scouts and Ventures the world's best wilderness canoeing. Beginning in December, you may participate in the challenging cold-weather camping program called Okpik (OOK' pick). The Northern Tier offers adventures, each geared to the goals and desires of your group. Come to the Northern Tier for an unforgettable journey through the heart and soul of Canoe Country. For more information see www.ntier.org

The Summit

The Summit: Bechtel Family National Scout Reserve in Glen Jean, West Va., will become the BSA's permanent home for the National Scout Jamboree as well as the organization's fourth high-adventure base. High-adventure activities such as whitewater rafting, rappelling, mountain biking, and hiking will be available at this site. It will also host leadership development training year-round and has the potential to host World Scout Jamborees.

Work on the new site has already begun, thanks to a \$50 million contribution from the Stephen D. Bechtel Jr. Foundation. The 2013 National Scout Jamboree is scheduled to be held at The Summit. More information can be found at www.summitbechtelreserve.org

Many councils also offer high adventure programs. See <http://www.scouting.org/scoutsource/Media/Publications/Passport%20to%20High%20Adventure.aspx> for an online searchable database of council high adventure programs.



Order of the Arrow High Adventures Opportunities

The Order of the Arrow offers numerous high adventures opportunities for its members between the ages of 16-20. The ten day or two week service adventures are operated during the summer at all three national high adventure bases. This is a great, cheap, and rewarding way to enjoy the very best Scouting has to offer while giving back at the same time.

OA Trail Crew

The Order of the Arrow is offering Arrowmen an opportunity to join other Arrowmen in cheerful service and the formation of lasting brotherhood on the trails of Philmont Scout Ranch. Under the direction of the Philmont Conservation Department, experienced Philmont staff members with strong OA backgrounds will lead participants on the two week trail crew and trek.

The program is a fourteen-day experience. The first week focuses on trail construction and maintenance under the guidance of Philmont trail crew foremen. The second week is a seven-day backpacking trek that is designed by the participants. The program is not simply building trail and hiking through, the OA Trail Crew is ultimately a journey that challenges Scouts mentally, physically, and spiritually.

OA Ocean Adventure

The Order of the Arrow, in cooperation with the Florida Sea Base, is offering you an opportunity to provide cheerful service while experiencing the adventure and fun of one of the greatest ecosystems on our planet - the Florida Keys and the waters which surround them. This ten day program will provide an array of service opportunities that include work helping to develop the Florida Keys Heritage Trail, removing invasive species in and around the Sea Bases's Big Munson Island, and supporting both the Crane Point Nature Center and Marathon Wild Bird Center in preserving the Keys flora, fauna and wildlife.

You will be camping at both Big Munson Island and Crane Point during the service portion of the program, after which you will

move aboard a 40-50' sailing yacht for four days at sea. While afloat, you will experience the fun and excitement of life in the Keys from the unique perspective of a sailor as you sail, snorkel on pristine coral reefs, troll for sportfish, and swim in the warm waters of the Keys.

The program is a 10-day experience in which you will experience wilderness camping, kayaking, sailing, fishing, snorkeling, team building (including a trip on a war canoe) and of course cheerful service. The program will be conservation based and will seek to help protect the eco-system of the Florida Keys.

OA Wilderness Voyage and OA Canadian Odyssey

The Order of the Arrow is offering Arrowmen an opportunity to join other Arrowmen in cheerful service and the formation of lasting brotherhood on the pristine US/Canadian Boundary Waters. Under the direction of the United States Forest Service, experienced Charles L. Sommers staff members with strong OA backgrounds will lead participants on a two week voyage into the Boundary Waters Canoe Area Wilderness (BWCAW).

The program is a fourteen-day experience inspired by the traditions of the French and Canadian Voyageurs who ventured the northern wilderness during the 1700-1800's. Traveling thousands of miles by water and portage, these Voyagers were hired to haul goods and furs to trade with the Native Americans and Europeans. In the spirit of these adventures, Arrowmen will embark on a voyage that is twofold. One-half of the OA Northern Tier Wilderness Voyage focuses on portage trail and campsite maintenance within the Boundary Waters. The remaining expedition is spent on a canoeing adventure that is planned and chosen by the participants in the program. In other words, each crew plans their own voyage! However, the program is not simply portage trail work, camping, and canoeing. The OA Northern Tier Adventures are ultimately a journey that challenges Scouts mentally, physically, and spiritually.

World Scout Jamboree

The World Scout Jamboree is the largest regular event organized by the Scout Movement. It takes place every four years in a different country. It is above all an educational event to promote peace and understanding among young people all over the world. Like any Scout event, the World Scout Jamboree offers participants a program that enables them to develop all facets of their character. The program proposes a wide variety of activities and also places great importance on the way the young people take part, by offering them interaction and real participation in everyday life on their camp-site.

The first World Scout Jamboree took place in England in 1920 and since then 20 such events have been held. The next World Scout Jamboree will be held in Japan. The Jamboree will be located on Kirarahama or Kirara Beach in Yamaguchi Prefecture. The Japanese word "kirara" means mica: Kirara Beach offers a beautiful landscape in front of which the Seto Inland Sea glitters in the sunlight just like mica.

Located in the westernmost part of the Honshu Island, Yamaguchi Prefecture has been active in trade with the Asian continent from ancient times, representing a meeting point of Japanese culture and foreign cultures. Access to the site is easy by high-speed transportation systems such as airplanes and Shinkansen bullet trains.

The theme for the event is "Wa: A Spirit of Unity," of which the Japanese kanji symbol is also a part. In Japanese symbol means unity, harmony, a spirit of unity, cooperation, friendship, peace, and total, and also encapsulates the culture of Japan. This theme was proposed because it can be incorporated into all the aspects of the Jamboree, and specifically that the following be the key words for this theme:

- Peace
- Harmony
- Solidarity

For more information visit www.scout.org or contact your local council service center.



World Scout Moot

World Scout Moots are gatherings of members of senior branches of National Scout Associations (traditionally called Rovers) and other young adult members.

Participants range in age from 18 to 26. Moots provide an opportunity for young adults in Scouting to meet together with the objective of improving their international understanding as citizens of the world.

The first World Scout Moot was in 1931 and following ones were held almost every four years until 1961. Originally entitled the "World Rover Moot", the Moot was replaced by World Moot Years between 1965 and 1982. This was done with the aim of increasing the number of events and accessibility to Rovers.

In 1985, the World Scout Conference decided to reinstate the World Scout Moot and, in 1993 decided to hold the Moot every four years. Exceptionally, the 13th World Scout Moot in Kenya in 2010 - the first ever such event to take place in Africa - was held 6 years after the previous Moot in Taiwan and three years before the forthcoming Moot, scheduled to take place in Canada in 2013.

The 15th World Scout Moot will take place in Iceland in 2017.



For more information visit the www.mootcanada2013.ca/en/

National Scout Jamboree

The National Scout jamboree is a gathering of thousands of members of the Boy Scouts of America, usually held every four years and organized by the National Council of the Boy Scouts of America. Scouts from all over the nation and world have the opportunity to attend. They are considered to be one of several unique experiences that the Boy Scouts of America offers. The first jamboree was scheduled to be held in 1935 in Washington, D.C. to celebrate the 25th anniversary of Scouting, but was delayed two years. The 1937 jamboree in the Nation's Capital attracted 25,000 Scouts, who camped around the Washington Monument and Tidal Basin. The event was covered extensively by national media and attended by President Franklin D. Roosevelt.



Following the disruption of World War II, the next jamboree was not held until 1950 in Valley Forge, Pennsylvania. Subsequent jamborees have been held around the country as a means to promoting Scouting nationally. Since 1981, the jamboree has been located Fort A.P. Hill, Virginia. Future jamborees will be held at The Summit: Bechtel Family National Scout Reserve in West Virginia.

A jamboree is held for several consecutive days and offers many activities for youth participants and the 300,000 members of the general public who visit it. It is considered to be Scouting at its best.

2013 National Jamboree

July 15-24, 2013

Get ready! The 2013 National Scout Jamboree is coming and it ain't your father's jamboree. We're talking seriously high adventure, people! Whitewater rafting, zip-lining, rappelling, mountain biking, hiking, and more - with 50,000 of your closest friends at the brand new Summit Bechtel Reserve in the wilds of West Virginia.

The Summit: Bechtel Family National Scout Reserve in Glen Jean, West Va., is the BSA's permanent home for the National Scout Jamboree. High-adventure activities such as whitewater rafting, rappelling, mountain biking, and hiking will be available at this site. It will also host leadership development training year-round and will host the 2019 World Scout Jamboree.

More information can be found at www.scouting.org



Camping Locations And Recreational Areas

Outdoors

Boy Scouts is designed to take place outdoors. It is in the outdoors that Scouts share responsibilities and learn to live with each other. It is here that the skills and activities practiced at troop meetings come alive with purpose.

From *The Aims & Methods of Boy Scouting*

Throughout this section you will find a multitude of different parks and other locations for you to consider when planning your unit's annual activity calendar. We have labeled each location so you may see which one is appropriate for your unit.

Maryland

Greenbrier State Park

Cub Scouts Boy Scouts Venturing

Located in the Appalachian Mountains, this state park offers many recreational opportunities. The 42-acre man-made freshwater lake offers swimming, sunbathing, boating and fishing opportunities. There are also hiking trails which meander through a variety of wildlife habitats and afford a view of the area's geological history. Picnic tables, grills and playgrounds are available in the day-use area. A portion of the Appalachian Trail enters the eastern edge of the park on Bartman's Hill.

Features available include: bath house, camping, hiking, food and drink, hunter parking, park office, playground, restrooms, swimming and a visitors center.

Contact Information:
Greenbrier State Park
21843 National Pike
Boonsboro, MD 21713-9535
(301) 791-4767

Call 1-888-432-CAMP(2267) for reservations

<http://www.dnr.state.md.us/publiclands/western/greenbrier.html>

Washington Monument State Park

Cub Scouts Boy Scouts Venturing

In Washington County, four miles east of Boonsboro and 1 1/2 miles north of Alternate Route 40 on Monument Road, Washington Monument State Park is named for the first monument in the country erected to the "father of our country," George Washington. A rugged stone tower was dedicated to the first president by the citizens of Boonsboro in 1827. Washington traveled through Western Maryland in his early years as a surveyor. The Appalachian Trail winds through this park and passes the base of the monument. There are youth group campsites available by reservation. The park offers picnic shelters, playing fields and superb bird watching since the Cumberland Valley is a migratory bird flyway. An annual count of migrating hawks and eagles is made at the monument by bird enthusiasts.

Features available include: Hiking, park office, parking, picnicking, playground, restrooms, shelters, Washington Monument and Youth Group camping.

Contact Information:
Greenbrier State Park
21843 National Pike
Boonsboro, MD 21713
(301)791-4767

Call 1-888-432-CAMP(2267) for reservations

<http://www.dnr.state.md.us/publiclands/western/washington.html>

Gathland State Park

Cub Scouts Boy Scouts Venturing

Gathland State Park was once the mountain home of George Alfred Townsend, a Civil War journalist. It is the site of a unique collection of buildings and structures that he designed and constructed, some of which have been restored. A large, stone monument dedicated to war correspondents is an outstanding attraction at this day use park. The Appalachian Trail traverses the park and passes the monument base. Maryland has 41 miles of the interstate hiking trail. The park includes all of Crampton's Gap, which was the southern most gap fought over during the battle of South Mountain. Fought September 14, 1862, it was the first major battle of the Civil War fought in Maryland.

Features available include: Memorial arch, hiking trail, parking, picnicking, restrooms, visitor center.

Contact Information:

Gathland State Park

c/o Greenbrier State Park

21843 National Pike

Boonsboro, MD 21713-9535

Phone (301) 791-4767

<http://www.dnr.state.md.us/publiclands/western/gathland.html>

Cunningham Falls State Park

Cub Scouts Boy Scouts Venturing

Cunningham Falls State Park, located in the Catoctin Mountains, is known for its history and scenic beauty, as well as its 78-foot cascading waterfall. The Falls are located one half mile from the lake in the Houck Area via the Falls Trail. Before the first Europeans arrived, many small Native American tribes farmed, hunted and fished the area. Tradition says the name Catoctin came from the tribe, the Kittoctons, who once lived at the foot of the mountains near the Potomac River. By the time the settlers began to arrive in the Monocacy River Valley, Native Americans were seldom seen.

Early settlers used timber from the forests to make charcoal to fuel the Catoctin Iron Furnace. Due to many years of clear-cutting and unscientific farming practices contributed to the overuse and destruction of the land. In 1954 the area was divided into two parks, divided by Maryland Route 77. The northern 5,000 acres is now Catoctin Mountain Park, a unit of the National Park Service. The remaining 5,000 acre parcel was named Cunningham Falls State Park.

Features available include: Bath house, boat launch, boat rental, camping, Catoctin Furnace, fishing, park office, picnicking, restrooms, shelters, swimming, and hiking

Contact Information:

Cunningham Falls State Park

14039 Catoctin Hollow Road

Thurmont, MD 21788

(301) 271-7574

Call 1-888-432-CAMP(2267) for reservations

<http://www.dnr.state.md.us/publiclands/western/cunninghamfalls.html>

Fort Frederick

Cub Scouts Boy Scouts Venturing

The site of Maryland's frontier defense during the French and Indian War (1754-1763), the Fort's stone wall and two barracks have been restored to their 1758 appearance. Historic displays are in the Fort, barracks and Visitor Center. The park annually holds military reenactments and other special events. Park lands adjoin the Potomac River and the Chesapeake and Ohio Canal passes through park acreage. Tours are available by request. Daily Living History programming is available from Memorial Day through Labor Day and on weekends in the spring and fall.

Fort Frederick saw service again during the American Revolution as a prison for Hessian (German) and British soldiers. In 1791, the State of Maryland sold the fort. For the next 131 years, the fort and surrounding lands were farmed. During the Civil War, Union troops were often stationed around the fort to guard the C & O Canal.

In 1922, the State of Maryland re-purchased the fort. Through-out the 1920's, the State began development of Maryland's first state park. During the Great Depression of the 1930's, a company of the Civilian Conservation Corps was assigned to the park to reconstruct the dilapidated stone wall, perform archaeology and locate the foundations of the original interior buildings. Restoration continued in 1975. Future plans include reconstruction of the Officer's Quarters and other defensive works.

Features available include: Boat launch, camping, concessions, fishing, Fort Frederick, hiking trail, parking, picnicking, shelters, visitors center and youth group camping.

Contact Information:

Fort Frederick State Park
11100 Fort Frederick Road
Big Pool, MD 21711
(301) 842-2155

Call 1-888-432-CAMP(2267) for reservations

<http://www.dnr.state.md.us/publiclands/western/fortfrederick.html>

C & O Canal National Park Cub Scouts Boy Scouts Venturing

184 1/2 Miles of Adventure

Preserving America's colorful Canal era and transportation history, the Chesapeake & Ohio Canal National Historical Park is 184.5 miles of adventure. Originally, the C&O Canal was a lifeline for communities and businesses along the Potomac River as coal, lumber, grain and other agricultural products floated down the canal to market. Today millions of visitors hike or bike the C&O Canal each year to enjoy the natural, cultural and recreational opportunities available.

The park is open during daylight hours. Some of the park's six visitor centers operate on a seasonal schedule. Contact one of the visitor centers for current hours of operation.

Georgetown: 1057 Thomas Jefferson St., NW, Washington, DC 20007 202-653-5190

Great Falls Tavern: 11710 MacArthur Blvd, Potomac, MD 20854 301-767-3714

Brunswick: 40 West Potomac Street Brunswick, MD 21716 301-834-7100

Williamsport: 205 W. Potomac St., Williamsport, MD 21795 301-582-0813

Hancock: 326 E. Main St., Hancock, MD 21750 301-678-5463

Cumberland: Western Maryland Railway Station, Room 100, 13 Canal St., Cumberland, MD 21502 301-722-8226

Contact Information:

C&O Canal NHP Headquarters

1850 Dual Highway, Suite 100

Hagerstown, MD 21740-6620

Headquarters (301) 739-4200

Visitor Information (301) 739-4200

Fax (301) 739-5275

<http://www.nps.gov/choh/index.htm>

Rocky Gap State Park

Cub Scouts Boy Scouts Venturing

Rocky Gap State Park encompasses over 3,000 acres of public land for guests to enjoy. Rugged mountains surround the park which features 243-acre Lake Habeeb. The lake is fed by Rocky Gap Run which winds its way through an impressive mile long gorge displaying sheer cliffs, overlooks and a hemlock forest dense with rhododendron. Overlooking the lake is Evitts Mountain, named for one of the first European settlers in Allegany County.

Features available include: Bath house, boat launch, boat rental, camp store, camping, Evitt's homesite, fishing, hiking trails, park office, shelters and swimming.

Contact Information:

Rocky Gap State Park

12500 Pleasant Valley Road

Flintstone, MD 21530

301-722-1480 (park headquarters)

Call 1-888-432-CAMP(2267) for reservations

<http://www.dnr.state.md.us/publiclands/western/rockygap.html>

Antietam National Battlefield (ANB)

Cub Scouts Boy Scouts Venturing

The Bloodiest One Day Battle in American History, 23,000 soldiers were killed, wounded or missing after twelve hours of savage combat on September 17, 1862. The Battle of Antietam ended the Con-federate Army of Northern Virginia's first invasion into the North and led to Abraham Lincoln's issuance of the preliminary Emancipation Proclamation.

The Battle of Antietam was part of what is known as the Maryland Campaign of 1862. Joining a Ranger program, driving, hiking, and biking are just a few of the ways to experience the battlefield. Start at the park visitor center which includes two films, exhibits and a museum store.

Rohrbach Campground is part of the Antietam National Battlefield. It is a walk-in, primitive camping area available to Scouts and other organized groups, and is open each year from March 1- November 30.

In addition, the Scouts can do a 10-mile hike on the battlefield and earn a patch. For patches, the guidebook and information contact the ANB museum store at (301) 432-4329 or purchase them on the new ANB online bookstore. The campground has 10 sites, each of which is provided with a fire ring and picnic tables and space to accommodate a maximum of 30 people.

Campground reservations are made by mail only and are awarded on a first-come, first-served basis. Campground assignments will be made by Antietam National Battlefield staff. Each site is assessed a \$25 charge for either a one- or two-night stay. Extended stays are charged at a rate of \$10 per night per campsite. Additionally, all scouts and scout leaders ages seventeen and older are required to pay the park entrance fee of \$4 per person to be paid at the Park Visitor Center.

Contact Information:

Antietam National Battlefield

P.O. Box 158

Sharpsburg, MD 21782

Call the park visitor center at 301-432-5124

<http://www.nps.gov/anti/index.htm>

Pen Mar Park

Cub Scouts Boy Scouts Venturing

Located on High Rock Road at the Mason-Dixon Line, this site was selected in 1871 by Colonel J. M. Hood of the Western Maryland Railroad and approved by the WMRR directors as the location for the development of an amusement park. After the acquisition and clearing of the land, the area was developed for the proposed park, including the building of a pavilion and a dining hall. Attractions in the park include a scenic lookout, picnic shelter, children's playground and multipurpose pavilion have been reconstructed on their original sites. The locations of former attractions are identified with numbered markers.

Contact Information:

Washington County Parks, Recreation and Facilities

(240)-313-2700

Western Maryland Rail Trail

Cub Scouts Boy Scouts Venturing

The WMRT is a 20+ mile asphalt paved trail that follows the bends and curves of both the C&O Canal and the Potomac River. The WMRT is perfect for hiking, biking, inline skating (roller blading) or weather permitting, cross country skiing. And it's handicap accessible. From Hancock, Maryland, the trail travels 10 miles to the east to about 1/2 mile from Fort Frederick State Park and another ten miles to the west to Polly's Pond (a small body of water where canal boats would winter). The trail is especially suited to families, novice cyclists (it's almost completely flat), and for anyone seeking a pleasant, leisurely ride.

Contact Information:

Western Maryland Rail Trail
c/o Fort Frederick State Park
11100 Fort Frederick Road
Big Pool, MD, 21711
(301) 842-2155
<http://www.westernmarylandrailtrail.org/WMRT/>

Maryland Heights

Cub Scouts Boy Scouts Venturing

Discover ruins of old Civil War forts and campsites and savor the spectacular views. From The Point in Lower Town (*where the Potomac and Shenandoah rivers meet*) to the Overlook Cliffs is 4.2 miles round-trip. From The Point to the Stone Fort is 6 miles round-trip. The Combined Trail is marked with green blazes; the Overlook Cliff Trail is marked with red blazes; the Stone Fort Trail is marked with blue blazes. There is no water supply and no restrooms on Maryland Heights. The trails include some strenuous uphill sections.

Contact Information:

Harpers Ferry National Historic Park
P.O. Box 65
Harpers Ferry, WV 25425
(304) 535-6298
<http://www.nps.gov/archive/hafe/maps/maryland.htm>

Mt. Briar Wetland Preserve

Cub Scouts **Boy Scouts** **Venturing**

This thirty acre natural area, located along Millbrook Road off Maryland Route #67 near Rohrersville, contains approximately one mile of floating boardwalk which meanders through one of Maryland's most unique non-tidal wetlands. The size of this wetland, believed to be among the best in this geographic region, makes its protection important not only to wildlife, but to humans interested in the preservation of non-renewable resources for nature and scientific study. The wetland is a wonderful location for watching birds and animals. In order to safeguard the wetland, the entrance gates are open by appointment only. Walk-in traffic is permitted.

Contact Information:

Washington County Parks Department
(240) 313-2700

http://www.washco-md.net/public_works/parks/mtbriar.shtm

Devil's Backbone Park

Cub Scouts

Devil's Backbone is the second oldest of Washington County's parks. This nine acre park includes a footbridge across the Antietam Creek, which divides the park, providing access to the "island" section of the park as well as to a nature trail which ascends to the summit of the ridge from which the park takes its name. The park also offers fishing and an access for canoes to the Antietam Creek.

Contact Information:

Washington County Parks Department
(240) 313-2700

http://www.washco-md.net/public_works/parks/devils.shtm

Cedar Ridge Adventures

Boy Scouts Venturing

Since 1982, Cedar Ridge Adventures has offered quality adventure programming services to all ages throughout the Quad-State area. Accredited since 1993 with Project Adventure, Inc., CRA's professional staff have challenged thousands of participants to achieve personal growth over the years. Goal setting, team building, decision making and problem solving are just a few of the topics their highly trained challenge course facilitators incorporate into each day's experience. Whether at the Cedar Ridge Adventures Challenge Course near Williamsport, Maryland, or bringing the adventure to you through their portable initiatives, let them custom-tailor a challenge course experience for your students, residents, church youth, scout troop, civic club or employees.

Contact Information:

Cedar Ridge Ministries
P.O. Box 439
Williamsport, MD 21795
(301) 582-0282
Email: adventures@cedarridge.org
<http://www.cedarridge.org>

Hagerstown Ice and Sports Complex

Cub Scouts **Boy Scouts** Venturing

This is a great indoor ice skating rink. Bring your Cub Scout pack or Boy Scout troop to the rink and learn to skate.

Contact Information:

Hagerstown Ice & Sports Complex
580 Security Road
Hagerstown, MD 21740
(301) 766-9122
<http://www.hagerstownice.org/> 51

Hagerstown Fairgrounds Park

Cub Scouts Boy Scouts Venturing

Fairgrounds Park (formerly known as Hagerstown Fairgrounds) is an open land park restored from fairgrounds located off Cleveland Avenue in Hagerstown, Maryland. The park is home to Hagerstown BMX, a biking track, Hagerstown Ice & Sports Complex, a public in-door ice skating complex, and Hagerstown Fairground Softball Association who play at softball fields on the premises. Fairgrounds Park also features walking trails.

Contact Information:

2 South Cleveland Ave.
Hagerstown, MD 21740
(301) 739-8577

Hagerstown Roundhouse Museum

Cub Scouts Boy Scouts Venturing

The Hagerstown Roundhouse Museum is dedicated to the preservation of our railroad heritage and to the men and women who worked for the railroads and made Hagerstown the Hub City. The collection of historical equipment includes the #132 Diesel-Electric Locomotive built by the Baldwin Locomotive Works in Philadelphia, PA in 1944, two Western Maryland cabooses built in the Western Maryland shops during the 1930's, and Hagerstown & Frederick trolley #168 built in 1918. The Museum is filled with artifacts, photos, rail-road art, model railroads, a library, a roster of Western Maryland employees, and a gift shop. There is something for everyone at the Museum. There are trains for kids to run and specials events include the Trains of Christmas and Railroad Heritage Days. A small admission price is required.

Contact Information:

300 S. Burhans Blvd (US Rt. 11)
P.O. Box 2858
Hagerstown, MD 21741
Telephone 301-739-4665
Hours: Friday - Sunday 1PM-5PM
<http://www.roundhouse.org/>

Hager House

Cub Scouts

Situated in Hagerstown's City Park, the Hager House is built of uncut fieldstones carefully fitted by the young German immigrant who had traveled to the wilderness of Western Maryland in search of adventure and possible fortune. Jonathan Hager had arrived on the shores of the new colonies in 1736, debarking at the Port of Philadelphia. Eventually, he chose to make his home in Maryland, where Charles Calvert, proprietor of the colony, was offering cheap land to those willing to settle in the western frontier. Hager has been called the "Father of Washington County" due to his having laid the groundwork for its separation from Frederick County in 1776 and the subsequent creation of Hagerstown as a city. Throughout the year, the Hager House sponsors a variety of activities and special events focusing on aspects of eighteenth and nineteenth century life. A small admission price is required.

Contact Information:

Key Street

Hagerstown, MD

(301) 739-8393

<http://www.hagerhouse.org/>

Washington County Agricultural Center

Cub Scouts Boy Scouts Venturing

A wide variety of events are held at the facility such as the Washington County Ag Expo, Mason Dixon Dog Show, Antique Tractor Show, Farm Toy Show, MiHi Craft Show, Pygmy Goat Show, Car Show for Children, Sales and many other Community Activities. The Rural Heritage Museum is located on the Ag Center Grounds. It is open April through October, Saturday and Sunday from 1pm to 4pm.

Contact Information:

Site Event Reservations: Phone: (240) 313-2807

Museum Information: Phone: (240) 420-1714

http://www.washco-md.net/public_works/parks/agctr.shtm

Deep Creek Lake State Park

Cub Scouts Boy Scouts Venturing

The park includes approximately 1 mile of shoreline on this, Maryland's largest man-made lake. Access is available for fishing, swimming, and boat launching. Several picnic areas offer excellent views of the lake with easy access to the beach and other facilities. Interpretive programs, consisting of evening campfire programs, and talks and hikes on the natural and cultural resources of the park, are led by a park naturalist and are available at various times throughout the year and by special request. Meadow Mountain campground has 112 campsites that are available by reservation from the spring through the fall. The boat launch facility is open most of the year except when winter weather or ice conditions prohibit access. Fishing is generally good on the lake with stocked trout, walleye, bass, and yellow perch being the most abundant.

Meadow Mountain offers opportunities for hiking. Trail difficulties range from moderate to difficult. A trail guide is available at Park Headquarters and at the Discovery Center or you may purchase one online. Four season opportunities exist for mountain biking, cross country skiing & snowmobiling.

Nestled along the shores of Deep Creek Lake at Deep Creek Lake State Park, the Deep Creek Discovery Center is an educational/interpretive center for people of all ages to enjoy and learn. Through hands-on exhibits that showcase the natural resources of Western Maryland, families can learn about the flora and fauna, wildlife, cultural and historical heritage that have turned this former logging and coal mining region into a popular modern day vacation destination.

Features Include: Boating, snowmobiling, camping, fishing, swimming, hiking, picnicking, biking, and visitors center.

Contact Information:

Deep Creek Lake State Park
898 State Park Road
Swanton, Maryland 21561
(301) 387-5563

Call 1-888-432-CAMP(2267) for reservations

<http://www.dnr.state.md.us/publiclands/western/deepcreeklake.html>

Gambrill State Park

Cub Scouts **Boy Scouts** **Venturing**

Three native stone overlooks, strategically located on the 1600-foot summit of High Knob, midway between the Mason-Dixon Line and the Potomac River, offer excellent and exciting views of the surrounding area. On a clear day, looking north, a visitor can see the rugged tree-covered mountains of the Frederick City Municipal Forest, one of the State's best managed watersheds. Looking south, one can see Crampton's Gap, a Civil War Landmark and the site of Gathland State Park, and the Middletown and Monocacy Valleys. South Mountain, where many engagements between Confederate and Union troops took place during the Civil War, can be seen to the West.

Two separate areas of Gambrill State Park provide recreational facilities and activities for visitors of all ages. The Rock Run area is located at the park entrance. The High Knob area is located at the top of Catoclin Mountain.

Features Included: Picnic areas, shelters, camping, hiking and nature trail, and interpretive program.

Contact Information:

Gambrill State Park
c/o Cunningham Falls State Park
14039 Catoclin Hollow Road
Thurmont, Md 21702
(301) 271-7574

Call 1-888-432-CAMP(2267) for reservations

<http://www.dnr.state.md.us/publiclands/western/gambrill.html>

Assateague State Park

Cub Scouts **Boy Scouts** **Venturing**

Assateague State Park is Maryland's only ocean park. It is located on Assateague Island, a barrier island bordered on the east by the Atlantic Ocean and on the west by Sinepuxent Bay. Two miles of ocean beaches offer swimming, beachcombing, sunbathing, surfing and fishing. The island's bayside offers visitors the chance to explore secluded coves by canoe or kayak. The marsh areas have a variety of wildlife, including deer, waterfowl and feral horses.

Assateague was selected by National Geographic Travel magazine in 1994 as one of the 10 best state parks in the United States.

Features Include: Bike trail, boat launch/marina, nature programs, camp sites, swimming, fishing, nature center, and kayak rentals.

Contact Information:

Assateague State Park
7307 Stephen Decatur Highway
Berlin, MD 21811
(410)641-2120

Call 1-888-432-CAMP(2267) for reservations

<http://www.dnr.state.md.us/PublicLands/Eastern/Assateague.html>

Calvert Cliffs State Park

Cub Scouts Boy Scouts Venturing

The cliffs which dominate the shoreline of the Chesapeake Bay for thirty miles in Calvert County, were formed over 15 million years ago when all of Southern Maryland was covered by a warm, shallow sea. Over 600 species of fossils have been identified from these cliffs, with the teeth of various species of shark as the most abundant fossils. The park is 14 miles south of Prince Frederick on Maryland Routes 2 and 4. Along with the interesting cliffs, the park offers nature trails, picnic areas, playground equipment, fishing and many interpretative programs. 1079 acres of the park are designated as a wildlands area. Approximately 550 acres are open to hunting for upland game, turkey and deer.

Features Include: Fishing, hiking trails, historic interest, hunting, picnicking, youth group camping, playground, shelters.

Contact Information:

Calvert Cliffs State Park
c/o Smallwood State Park
2750 Sweden Point Road
Marbury, MD 20658 301-743-7613

<http://www.dnr.state.md.us/publiclands/southern/calvertcliffs.html>

Green Ridge State Forest

Cub Scouts **Boy Scouts** **Venturing**

Maryland's second largest state forest consisting of 46,000 acres in the Ridge and Valley Province of the Allegheny Mountain chain. The region's average annual precipitation is the lowest in the state just 36 inches— creating pockets of prairie like habitats known as shale barrens. Unusual plants, like Prickly Pear Cactus, Large Blazing Star and Kate's Mountain Clover are found here. The unique plant and animal diversity of the forest is preserved in several designated areas of State Wildlands. The park offers a system of one-day hiking trails, also target shooting is permitted on the Green Ridge Public Range.

Features available include: camping, hiking, fishing, rifle range, boat ramp, horse area, mountain biking, hunting, canoeing, off-road vehicle trails, and C & O Canal access.

Contact Information:

Green Ridge State Forest

(301) 478-3124

<http://www.dnr.state.md.us/publiclands/greenridgetrails.asp>

Appalachian National Scenic Trail

Cub Scouts Boy Scouts Venturing

The Appalachian Trail (A.T.) is more than 2,175-mile long foot-path stretching through 14 eastern states from Maine to Georgia. Conceived in 1921 and first completed in 1937, it traverses the wild, scenic, wooded, pastoral, and culturally significant lands of the Appalachian Mountains. The A.T. is proudly America's first national scenic trail. Almost 40 miles of the A.T., as it is affectionately known, crosses Maryland mostly following the ridgeline of South Mountain.

Trail users of all types enjoy the A.T. -- most just for short day hikes or an overnight backpacking trip. Maryland's 40 miles are considered fairly easy by A.T. standards, with only a 1,650 foot change in elevation from the low point at the Potomac River (250' elevation) to the high point at High Rock (1,900' elevation). There are few rocks and steep climbs compared to other parts of the trail in other states. However, it still offers plenty of challenges and some impressive scenery. For beginning backpackers, those getting in shape for longer trips, and those with just a few days to spend on the trail, the entire length of trail in Maryland can be done in a four or five day backpacking trip. Trail shelters and backpackers' campgrounds are spaced approximately a day's hike apart.

Contact Information:

Appalachian National Scenic Trail

P.O. Box 50

Harpers Ferry, WV 25425

Fax (304) 535-6270

<http://www.nps.gov/appa/index.htm>

Pennsylvania

Cowans Gap State Park

Cub Scouts Boy Scouts Venturing

Cowans Gap State Park is a 1,085-acre park in the beautiful Allens Valley of Fulton County. The state forest land surrounding the park furnishes visitors with an abundance of natural beauty during all seasons of the year.

The 42-acre Cowans Gap Lake offers excellent trout fishing plus has bass, perch and panfish. There is an accessible fishing pier. The South Branch of Little Aughwick Creek offers good trout fishing.

The 500-foot sand beach is open from late May to mid-September, 8 a.m. to sunset. There are two boat launches and 68 mooring spaces. Cowans Gap has 224 campsites in two areas.

Features include: Hiking, picnicking, swimming, boating, fishing, hunting, wildlife watching, cross-country skiing, ice fishing, ice skating, camping, and cabins.

Contact Information:

Cowans Gap State Park
6235 Aughwick Road
Fort Loudon, PA 17224-9801
717-485-3948
E-mail: cowansgapsp@state.pa.us

<http://www.dcnr.state.pa.us/stateparks/parks/cowansgap.aspx#access>

Buchanan's Birthplace State Park

Cub Scouts Boy Scouts Venturing

This park is nestled in the gap of Tuscarora Mountain. Dedicated in honor of the 15th president of the United States, this narrow, peaceful hollow is the site of James Buchanan's birthplace. A stone pyramid monument surrounded by majestic conifers stands on the site of the original cabin where he was born. Buck Run is a native brook trout stream.

Contact information:

Buchanan's Birthplace State Park
c/o Cowans Gap
Fort Loudon, PA 17224-9801
717-485-3948
E-mail: cowansgapsp@state.pa.us

<http://www.dcnr.state.pa.us/stateparks/parks/buchanansbirthplace.aspx>

Caledonia State Park

Cub Scouts Boy Scouts Venturing

The 1,125-acre Caledonia State Park is in Adams and Franklin counties, midway between Chambersburg and Gettysburg on US 30. Caledonia is in the northernmost section of the Blue Ridge Mountains known locally as South Mountain. Blue Mountain, the easternmost ridge of the Allegheny Mountains, is to the west and northwest of the park across a large low, rolling, fertile valley known as the Great Valley. South Mountain is mostly composed of a hard rock called quartzite. The valleys on either side are underlined with limestone and shale. The soil is ideal for fruit production, proven by the abundance of orchards in the surrounding area.

The trails pass through forests and historic areas. A brochure on the hiking trails is available at the park office. The Appalachian Trail also passes through the park. The park features a large, ADA accessible swimming pool with a small snack bar. The pool is open 11 a.m. to 7 p.m. from Memorial Day weekend to Labor Day, unless posted otherwise.

Features Include: Hiking, picnicking, swimming, fishing, hunting, golf, camping, and cabins.

Contact Information:

Caledonia State Park
101 Pine Grove Road
Fayetteville, PA 17222-8224
717-352-2161

<http://www.dcnr.state.pa.us/stateparks/parks/caledonia.aspx>

Old Forge Picnic Area

Cub Scouts **Boy Scouts** **Venturing**

This park-to-park ridge top romp of just 10.5 miles on the Appalachian Trail rates as one of the least dramatic but most delightful day hikes in Pennsylvania. Park includes a picnic area with limited facilities. Also, Antietam Shelter and Tumble Run Shelter are within a mile of the picnic area.

Antrim Township Community Park

Cub Scouts **Boy Scouts** **Venturing**

The park is a 136 acre farm uniquely situated along the Conococheague Creek and adjacent to Martins Mill Bridge. Facilities included are 3 soccer fields, a large all purpose field, a large pavilion, a gazebo, playground, a disc golf course, restrooms and over 4 miles of walking and hiking trails.

Contact Information:

Antrim Township
P.O. Box 130
10655 Antrim Church Road
Greencastle, PA 17225
(717) 597-3818

<http://www.twp.antrim.pa.us/?show=article&id=69&sid=58>

Pine Hill Regional Recreational Area

Cub Scouts **Boy Scouts** **Venturing**

Pine Hill Regional Recreation Area is a 174 acre recreation area with a variety of recreational activities for residents and visitors owned and operated by Washington Township . Located in the southeast corner of Franklin County , the park abuts Red Run Lake & Park, and is just a stone throw away from the Michaux State Forest . The park contains seven hiking/biking trails which total 3.04 miles. From the trails one can overlook large portions of the Township and watch the sunset. Pine Hill offers top of the line picnic facilities with excellent vista views to accommodate those from all walks of life. Three pavilions grace the landscape, along with a gazebo and 2 mini-pavilions. Restrooms are also available year round for your convenience. A pony league baseball field, softball/little league field and a soccer field are in place for use by local leagues as well as visitors.

Other recreational facilities include 2 state of the art play grounds, horseshoe pits and a sand volley ball court.

Contact Information:

Washington Township Supervisors
13013 Welty Road
Waynesboro, PA 17268
(717) 762-3128

<http://www.washtwp-franklin.org/content/view/105/133/>

Red Run Park

Cub Scouts Boy Scouts Venturing

Red Run Park, the oldest park owned by Washington Township, is a 22 acre park. The park consists of a man-made lake, picnic area, play-ground equipment, public restrooms, concession stand, and miniature train. The lake is used for fishing and ice skating and is a very popular spot year round.

Contact Information:

Washington Township Supervisors
13013 Welty Road
Waynesboro, PA 17268 (717) 762-3128

<http://www.washtwp-franklin.org/content/view/104/132/>

Enoch Brown Park

Cub Scouts Boy Scouts Venturing

Dedicated in 1885, the Enoch Brown Park was the site of the Enoch Brown School massacre that took place on July 26, 1764, during the Pontiac Wars. A common grave and monument mark the site of this tragic historical event where eleven school children and their teacher were attacked by Indians. There was only one survivor, a student, Archie McCullough. A pavilion, playground, and walking trail are on the property.

Contact Information:

Antrim Township
P.O. Box 130
10655 Antrim Church Road
Greencastle, PA 17225
(717) 597-3818

<http://www.twp.antrim.pa.us/?show=article&id=67&sid=58>

Martins Mill Bridge

Cub Scouts Boy Scouts Venturing

Martins Mill Bridge was built in 1849 under the direction of Jacob Shirk. It was constructed in the Town Lattice Truss design. The design was patented by Ithiel Town, a Connecticut architect. It uses no arches or exterior supports and was considered strong enough to support a bridge up to 200 feet in length. It was less costly to build than traditional arch supported bridges. Martins Mill Bridge is a total of 208 feet in length. In 1973 the bridge was rehabilitated after being carried downstream by flood waters during Hurricane Agnes. Steel bracing was added at a later date to stabilize the bridge. In spite of being altered over the years due to destruction and restoration it remains a good example of this type of covered bridge design and contains approximately two-thirds of its original timbers. It is one of only two covered bridges in Franklin County and it is the largest lattice type bridge in Pennsylvania. It is also on the National Register of Historic Places. The grounds also include a picnic area and access to Antrim Township Community Park.

Contact Information:

Antrim Township
P.O. Box 130
10655 Antrim Church Road
Greencastle, PA 17225 (717) 597-3818

<http://www.twp.antrim.pa.us/?show=article&id=70&sid=58>

Cove Valley Youth Camp

Cub Scouts Boy Scouts Venturing

Bring your Youth Group to their Ropes Course, it is a great place to grow closer as a group. They can work on team building and working with others, skills that they can use for the rest of their lives! Also available is a swimming pool, cabins, camping, Frisbee golf, lake, and fishing.

Contact Information:

5357 Little Cove Road
Mercersburg, PA 17236
(717) 328-3055 or (877) COVE-CMP

<http://www.covevalleycamp.com/>

Renfrew Museum and Park

Cub Scouts Boy Scouts Venturing

Renfrew is a restored farmstead with many outbuildings to see and activities to participate in. Your tour begins at the Visitors Center with a DVD presentation, and an explanation of the nation's leading collection of John Bell and Bell family pottery. Paid admission takes you on a guided tour of the 1812 Renfrew Museum where you will see the kitchen, dining room, parlors, and bedrooms with period furnishings throughout.

Now, two centuries after Daniel Royer's day, much of the landscape is uncharged. As an historical institution, Renfrew offers its visitors an intimate view of the past. Visit them in Waynesboro, and discover how the agriculture, industry, and domestic life of nearly 200 years ago worked together to make a prosperous Pennsylvania German farmstead. Park is Open dawn to dusk year-round (free of charge). The park features picnic tables, a small playground, and several miles of scenic hiking trails.

Contact Information:

Renfrew Museum and Park
1010 East Main Street
Waynesboro, Pennsylvania 17268
(717) 762-4723
<http://www.renfrewmuseum.org/>

Whitetail Ski Resort

Cub Scouts Boy Scouts Venturing

Whitetail Resort has plenty to enjoy all year long. Enjoy a game of golf on the premier championship golf resort in South Central Pennsylvania. Hook a large trout while enrolled in one of Dusty Wissmath's Fly Fishing clinics. Try skiing, snowboarding, and snow tubing.

Contact Information:

Whitetail Resort Group Sales (717) 328-9400 x3517
groups@skiwhitetail.com
Whitetail Snow Tubing (717) 328-9400
skiwhite-tail@skiwhitetail.com
Whitetail Golf Resort (717) 328-4169
golf@skiwhitetail.com
Dusty Wissmath's Fly Fishing School (717) 328-9400 x3531
dwissmath@skiwhitetail.com

Fort Loudon

Cub Scouts Boy Scouts Venturing

An authentic French and Indian frontier period fort located in a beautiful section of rural Franklin County, Pennsylvania. During the mid-18th century, the wild frontier of the Colony of Pennsylvania could be a dangerous place to live. By 1753, the French had build three forts within western Pennsylvania, and had found strong allies among the local indians living there. Numerous attempts made by the Colonial government failed to subdue the French and Indians on the Pennsylvania frontier. By early 1756, the Pennsylvania General Assembly finally decided to take action to defend the settlers, and voted to build a chain of forts along the Blue Mountains from the Delaware River to the Mason & Dixon Line. It is at one of these forts, Fort Loudoun, that the first armed uprising against royal troops took place. The historic site is situated on 207 acres located at the northwestern corner of Franklin County PA. It sits in the shadows of the Tuscarora, Blue, and Kittatiny Mountains.

Contact Information:

Fort Loudon Historical Society

P.O. Box 181

Fort Loudon, PA 17224

(717) 369-3318

<http://www.fortloudoun-pa.com/>

Tuscarora Trail

Boy Scouts Venturing

The Tuscarora Trail was originally created as a new route for the Appalachian Trail. It first departs the Appalachian Trail at the top of Blue Mountain in Deans Gap. It travels along ridge tops, southwesterly, to Maryland, where it connects to the Big Blue Trail before joining the Appalachian Trail again in Shenandoah National Park. The trail is over 250 miles in length, with 110 miles in Pennsylvania. The Tuscarora Trail is marked with rectangular blue blaze marks.

<http://www.dcnr.state.pa.us/FORESTRY/hiking/tuscarora.aspx>

Forbes Road Trail

Boy Scouts **Venturing**

Stretching from Pittsburgh to Philadelphia and across 250 years of American history, Pennsylvania's Forbes Trail is your access point to one of the best collections of historic sites, outdoor recreation, travel amenities and family destinations in the nation.

In 1758, at the height of the French and Indian War, British General John Forbes, Virginia Colonel George Washington and their troops took on a daunting task: to carve a trail through the Pennsylvania wilderness and take French Fort Duquesne at the Forks of the Ohio River. Victorious, they named the spot Pittsburgh in honor of British statesman William Pitt. Although the British went on to win the war, the conflict sowed the seeds of discontent that led to the American Revolution, and in the end it was ironically the colonists, not Great Britain, who would control North America. Forbes and Washington could not have imagined what the future held for the route they charted in 1758.

The Forbes Trail winds its way past many of the most significant chapters in U.S. history- The French and Indian War in Western Pennsylvania and the Susquehanna Valley; The Revolutionary War in Valley Forge; The Declaration of Independence and the Constitution in Philadelphia; Civil War turning point in Gettysburg; gateway to the west in Pittsburgh; Flight 93 National Memorial in the Laurel High-lands.

http://www.warforempire.org/visit/forbes_landing.aspx

Ohiopyle State Park

Cub Scouts **Boy Scouts** **Venturing**

Located primarily in Fayette County, Ohiopyle State Park encompasses about 19,052 acres of rugged natural beauty and serves as the gateway to the Laurel Mountains. The focal point of the area is the more than 14 miles of the Youghiogheny [yaw-ki-GAY-nee] River Gorge that passes through the heart of the park. The "Yough" [yawk] provides some of the best whitewater boating in the Eastern U. S. as well as spectacular scenery. Surrounding Ohiopyle Falls is the Falls Day Use Area, the central point for the casual visitor. This area provides parking, modern restrooms, gift shop/snack bar, and overlook platforms with magnificent scenery.

Features Include: Hiking, biking, horseback riding, picnicking, fishing, hunting, natural waterslides, wildlife watching, cross-country skiing, sledding, snowmobiling, camping, mountain biking trails, rock climbing, and whitewater rafting

Contact Information:

Ohiopyle State Park
PO Box 105
Ohiopyle, PA 15470-0105
724-329-8591
E-mail: ohiopylesp@state.pa.us

<http://www.dcnr.state.pa.us/stateparks/Parks/ohiopyle.aspx>

Gettysburg National Military Park

[Cub Scouts](#) [Boy Scouts](#) [Venturing](#)

The Battle of Gettysburg was a turning point in the Civil War, the Union victory in the summer of 1863 that ended General Robert E. Lee's second and most ambitious invasion of the North. Often referred to as the "High Water Mark of the Confederacy", it was the war's bloodiest battle with 51,000 casualties. It also provided President Abraham Lincoln with the setting for his most famous address.

Begin your visit to Gettysburg National Military Park at the Gettysburg Museum and Visitor Center. The 22,000 square-foot museum gallery takes visitors through the Civil War with relics from one of the largest museum collections in America, interactive programs and multi-media presentations. Understand the sacrifice of Gettysburg with the film, "A New Birth of Freedom" and the fury of battle with the Gettysburg Cyclorama. This is the place to start your visit and get informed on how to tour the battlefield park.

Contact Information:

Gettysburg National Military Park
1195 Baltimore Pike, Suite 100
Gettysburg, Pennsylvania 17325
VISITOR INFORMATION (717) 334-1124 ext. 8023

<http://www.nps.gov/GETT/index.htm>

Pine Grove Furnace State Park

Cub Scouts Boy Scouts Venturing

Steeped in natural and historical features, the 696-acre Pine Grove Furnace State Park is in a beautiful mountain setting in southern Cumberland County. Surrounded by Michaux State Forest, Pine Grove Furnace features two lakes, 25-acre Laurel Lake and 1.7-acre Fuller Lake, a historic area and the Appalachian Trail.

Features Include: Hiking, biking, picnicking, swimming, boating, fishing, hunting, cross-country skiing, snowmobiling, ice sports, camping, and cabins.

Contact Information:

Pine Grove Furnace State Park
1100 Pine Grove Road
Gardners, PA 17324
717-486-7174
E-mail: pinegrovesp@state.pa.us

<http://www.dcnr.state.pa.us/stateparks/parks/PineGroveFurnace.aspx>

Raystown Lake

Cub Scouts Boy Scouts Venturing

Raystown Lake is a 29,000 acre project with 12 public access areas, a 8,000 acre lake, picnic areas, beaches, boat launches, campgrounds, trails, hunting, fishing, marina concession stands and maintained by the Army Corps of Engineers. The Allegrippis Trail System offers over 30 miles of looping trails to bikers, hikers and more

<http://raystown.nab.usace.army.mil/>

US Army Heritage & Education Center

Cub Scouts **Boy Scouts** **Venturing**

They offer tours and visits focusing on adult education, geared toward the general public, bus tours, military organizations and veterans. These tours are tailored to suit individual needs and interests. They often include an introduction to the Army Heritage and Education Center's mission, a tour of the building and their current exhibits, as well as a tour of the Army Heritage Trail outside of the building. For further information on scheduling visits to USAHEC or for general visitor information call (717) 245-3641. Admission to the U.S. Army Heritage and Education center and parking is free and no tickets are required for entrance to the campus.

Hours of Operation

Monday - Friday, 9:00 AM to 4:45 PM

Open weekends from April to October

Saturday, 10:00 AM to 4:00 PM

Sunday, 12:00 PM to 4:00 PM

Facilities are closed on federal holidays

Located on Army Heritage Drive, Carlisle, PA

<http://www.carlisle.army.mil/ahec/index.cfm>

West Virginia

New River Gorge National Park

Boy Scouts Venturing

A rugged, white water river, flowing northward through deep canyons, the New River is among the oldest rivers on the continent. The park encompasses over 70,000 acres of land along the New River, is rich in cultural and natural history, and offers an abundance of scenic and recreational opportunities. Whether you are into outdoor activities such as climbing, biking, hiking, whitewater rafting, or just like to kick back for a picnic, a quiet bit of birding, or camp and watch the river roll by, New River Gorge National River has much to offer. There are many possibilities for extreme sports as well as a more relaxing experience.

Contact Information:

P.O. Box 246

Glen Jean, WV 25846

(304) 465-0508

<http://www.nps.gov/neri/index.htm>

Virginia

Shenandoah National Park

Boy Scouts Venturing

Shenandoah National Park is open year-round, although portions of Skyline Drive, the National Scenic Byway that winds through the park, may be closed temporarily during and after periods of bad weather because of road conditions. Most facilities close during November and do not reopen until late March or early April. The park is divided into three administrative sections. The north is quickly accessible from the Washington D.C. area and receives the most visitors. The central section has the park's primary overnight accommodations and the most long-term visitors. The south has beautiful backcountry and fewer facilities. Escape to Virginia's Blue Ridge Mountains.

Features Include: hiking, camping, cabin rentals, fishing, horseback riding, and bird watching.

Contact Information:

Shenandoah National Park

3655 Hwy 211 East

Luray, VA 22835

(540) 999-3500

Williamsburg, Jamestown, and Yorktown

Boy Scouts Venturing

Visit three historical areas that had major impacts on our country's history all within miles of each other. Visit Jamestown which was the first permanent English colony in the New World. Then visit Yorktown under 50 miles away, where the British surrendered their rule of the colonies after their defeat by the American and French forces. Step back in time to a thriving 18th century community when you visit Colonial Williamsburg. America's largest living history museum offers un-paralleled view of daily colonial life at a time when Williamsburg was a powerful center of politics, commerce, and culture. Other local attractions include Busch Gardens Williamsburg, Water Country USA, The Mariners' Museum, U.S. Army Transportation Museum, and Virginia Living Museum.

Contact Information:

Williamsburg Area Convention & Visitors Bureau

P.O. Box 3585

Williamsburg, VA 23187

(757)253-0192

(800)368-6511

<http://www.visitwilliamsburg.com>

Private Campgrounds

Artillery Ridge Camping Resort

610 Taneytown Road

Gettysburg, PA 17325

PHONE: 717-334-1288

Email ARTILLERYRIDGE@COMCAST.NET

<http://www.artilleryridge.com/index.html>

Drummer Boy Inc

Rocky Grove Road

Gettysburg, PA 17325

E-Mail: drummerboy@diparks.com

Phone 717-334-3277

<http://www.drummerboycamping.com/>

Little Orleans Campground and Park Area

31661 Green Forest Dr.

Little Orleans, MD 21766

301-478-2325

<http://www.littleorleanscampground.com/>

Scarlett Knob Campground

Ohiopyle, PA

724-329-5200

www.scarlettknobbcampground.com

Offer special discounts for scouting units

Other Services

East Coast Diver, LLC

Scuba Diving Certification

(301)401-5125

<http://www.eastcoastdiverllc.com>

Outfitters at Ohiopyle

Laurel Highlands River Tours

P. O. Box 107
Ohiopyle, PA 15470
800-4-RAFTIN (800-472-3846)
www.laurelhighlands.com

Ohiopyle Trading Post

P. O. Box 94
Ohiopyle, PA 15470
888-OHIOPYLE (888-644-6795)
www.ohiopyletradingpost.com

White Water Adventurers

P. O. Box 31
Ohiopyle, PA 15470
800-WWA-RAFT (800-992-7238)
www.wwaraft.com

Wilderness Voyageurs

P. O. Box 97
Ohiopyle, PA 15470
800-272-4141
www.wilderness-voyageurs.com

Outfitters at New River Gorge

River Expeditions

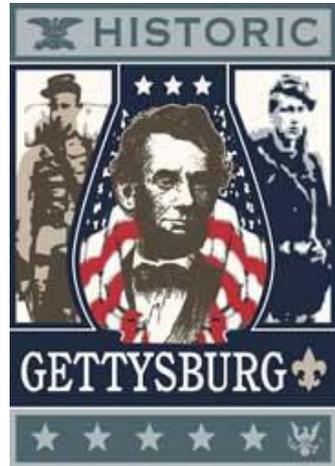
P.O. Box 9
Lansing, WV 25862
(800)463-9873
www.raftinginfo.com

ACE Adventure Resort

(800)787-3982
Email: ace@aceraft.com
<http://www.aceraft.com/>



Awards and Recognitions



There are numerous awards available for Cub Scouts, Boy Scout, and Venturers that must be done in the outdoors. Some locations have a special award for visiting and doing a few requirements. Consider doing a awards or recognition program with an outing to get the youth more involved. Mentioned in this chapter are numerous awards that can be done at different locations that we have provided in this guide.

National Awards and Recognitions for Cub Scouts

Leave No Trace Awareness Award

Tiger Cub, Cub Scout, Webelos Scout

1. Discuss with your leader or parent/guardian the importance of the Leave No Trace frontcountry guidelines.
2. On three separate outings, practice the frontcountry guidelines of Leave No Trace.
3. Boys in a Tiger Cub den complete the activities for Achievement 5, Let's Go Outdoors; boys in a Wolf den complete Requirement 7, Your Living World; boys in a Bear den complete Requirement 12, Family Outdoor Adventures; boys in a Webelos den earn the Outdoorsman activity badge.
4. Participate in a Leave No Trace-related service project.
5. Promise to practice the Leave No Trace frontcountry guidelines by signing the Cub Scout Leave No Trace Pledge.
6. Draw a poster to illustrate the Leave No Trace frontcountry guidelines and display it at a pack meeting.

Cub Scout Leaders

1. Discuss with your den's Cub Scouts or your pack's leaders the importance of the Leave No Trace frontcountry guidelines.
2. On three separate outings demonstrate and practice the frontcountry guidelines of Leave No Trace.
3. Participate in presenting a den, pack, district, or council awareness session on Leave No Trace frontcountry guidelines.
4. Participate in a Leave No Trace-related service project.
5. Commit yourself to the Leave No Trace frontcountry guidelines by signing the Cub Scout Leave No Trace Pledge.
6. Assist at least three boys in earning Cub Scouting's Leave No Trace Awareness Award.



Cub Scout World Conservation Award

Webelos Scouts can earn the Cub Scout World Conservation Award by earning the Forester, Naturalist, and Outdoorsman activity badges and taking part in a den or pack conservation project.



Cub Scout Outdoor Activity Award

Tiger Cubs, Wolf and Bear Cub Scouts, and Webelos Scouts have the opportunity to earn the Cub Scout Outdoor Activity Award. Boys may earn the award in each of the program years as long as the requirements are completed each year. The first time the award is earned, the boy will receive the pocket flap award, which is to be worn on the right pocket flap of the uniform shirt. Each successive time the award is earned, a wolf track pin may be added to the flap. Leaders should encourage boys to build on skills and experiences from previous years when working on the award for a successive year.

Requirements

All Ranks— Attended Cub Scout day camp or Cub Scout/Webelos resident camp

Rank Specific

Tiger Cubs— complete one requirement in Achievement 5, —Let’s Go Outdoors (*Tiger Cub Handbook*) and complete three of the outdoor activities listed below.

Wolf Cub Scouts— Assemble the —Six Essentials for Going Outdoors (*Wolf Handbook*, Elective 23b) and discuss their purpose, and complete four of the outdoor activities listed below.

Bear Cub Scouts— Earn the Cub Scout Leave No Trace Award (*Bear Handbook*, Elective 25h) and complete five of the outdoor activities listed below.

Webelos Scouts— Earn the Outdoorsman Activity Badge (*Webelos Handbook*) and complete six of the outdoor activities listed below.

Outdoor Activities– with your den, pack, or family

1. Participate in a nature hike in your local area. This can be on an organized, marked trail, or just a hike to observe nature in your area.
2. Participate in an outdoor activity such as a picnic or park fun day.
3. Explain the buddy system and tell what to do if lost. Explain the importance of cooperation.
4. Attend a pack overnighter. Be responsible by being prepared for the event.
5. Complete an outdoor service project in your area.
6. Complete a nature/conservation project in your area. This project should involve improving, beautifying, or supporting natural habitats. Discuss how this project helped you to respect nature.
7. Earn the Summertime Park Award.
8. Participate in a nature observation activity. Describe or illustrate and display your observations at a den or pack meeting.
9. Participate in an outdoor aquatic activity. This can be an organized swim meet or just a den or pack swim.
10. Participate in an outdoor campfire program. Reform in a skit, sing a song, or take part in a ceremony.
11. Participate in an outdoor sporting event.
12. Participate in an outdoor Scout's Own or other worship service.
13. Explore a local city, county, state, or national park. Discuss with your den how a good citizen obeys the park rules.

The award requirements are detailed in the Cub Scouts Outdoor Activity Award brochure. No. 13-228



National Awards and Recognitions for Boy Scouts

Leave No Trace Awareness Award

Boy Scout Requirements

1. Recite and explain in your own words the principles of Leave No Trace, and discuss how an ethical guideline differs from a rule.
2. On three separate camping trips with your troop or team, demonstrate and practice the Leave No Trace skills appropriate to the trip.
3. Earn the Camping and Environmental Science merit badges.
4. Participate in a Leave No Trace-related service project that reduces or rehabilitates recreational impacts. Discuss with your troop or team which recreational impacts were involved with the project.
5. Give a 10-minute presentation on a Leave No Trace topic approved by your unit leader to a Scouting unit or other interested group.
6. Teach a Leave No Trace-related skill to a Scouting unit or other interested group.



Adult Leader Requirements

1. Recite and explain in your own words the principles of Leave No Trace, and discuss how an ethical guideline differs from a rule.
2. In each of the three camping trips in Scout requirement 2, discuss with your troop or team the impact problems encountered and the methods the unit used to eliminate or at least minimize those impacts.
3. Read chapters 7 through 10 (Leaving No Trace), chapter 27 (Understanding Nature), and chapter 34 (Being Good Stewards of Our Resources) in the BSA Field book. Share with another adult leader what you learned.
4. Actively assist (train, advise, and supervise) a Scout in planning, organizing, and leading a Leave No Trace service project that reduces or rehabilitates recreational impacts.
5. Assist at least three Scouts in earning the Leave No Trace Achievement Award.
6. Teach a Leave No Trace-related skill to a Scouting unit or other interested group

Boy Scout World Conservation Award

You can earn this award by earning the following merit badges:

1. Environmental Science merit badge
2. Either Soil and Water Conservation OR Fish and Wildlife Management merit badge
3. Citizenship in the World merit badge



Paul Bunyan Woodsman

1. Show that you have earned the Totin' Chip.
2. Help a Scout or patrol earn the Totin' Chip, and demonstrate to him (them) the value of proper woods-tools use on a troop camping trip.
3. With official approval and supervision, do one of the following: - -
 - Clear trails or fire lanes for two hours.
 - Trim a downed tree, cut into four-foot lengths, and stack; make a brush with branches.
 - Build a natural retaining wall or irrigation way to aid in a planned conservation effort.



The 50-Miler Award

1. Make complete and satisfactory plans of the trip, including the possibilities of advancement.
2. Cover the trail or canoe or boat route of not less than 50 consecutive miles; take a minimum of five consecutive days to complete the trip without the aid of motors.
3. During the time on the trail or waterway, complete a minimum of 10 hours each of group work on projects to improve the trail, springs, campsite, portage, or area. If, after checking with recognized authorities, it is not possible to complete in 10 hours each of group work on the trail, a similar project may be done in the unit's home area.
4. Unit or tour leader must then file the 50-Miler Award application with the local council serve center.

National Outdoor Badges

Now when a Scout excels in outdoor participation, there are new awards to show for it! This program includes a series of five badges designed to recognize a Boy Scout or Varsity Scout who has exemplary knowledge and experience in performing high-level outdoor activities.



The award consists of five emblem segments positioned around the perimeter of a beautiful center emblem. All are embroidered in full color. The segments represent five areas of emphasis: Riding, Hiking, Camping, Aquatics, and Adventure, with rigorous requirements to earn each segment. The center emblem features an outdoor scene with fleur-de-lis and the words "National Outdoor Awards".

The five National Outdoor Badges recognize a Boy Scout or Varsity Scout who demonstrates both knowledge and experience in camping, hiking, aquatics, riding, or adventure. Scouts earning the National Outdoor badges have demonstrated that they are knowledgeable, safe, and comfortable in the outdoor activity covered by the badge.

National Outdoor badges may be earned in the following areas:

Camping. A Boy Scout or Varsity Scout may earn the National Outdoor Badge for Camping upon successfully completing the following requirements:

1. Earn the First Class rank.
2. Earn the Camping merit badge.
3. Earn two of the following three merit badges: Cooking, First Aid, Pioneering.
4. Complete 25 days and nights of camping—including six consecutive days (five nights) of resident camping, approved and under the auspices and standards of the Boy Scouts of America—including nights camped as part of requirements 1 through 3 above.

A gold device may be earned for each additional 25 nights of camping. A silver device is earned for each additional 100 nights of camping. The Scout may wear any combination of devices totaling his current number of nights camping.

Hiking. A Boy Scout or Varsity Scout may earn the National Outdoor Badge for Hiking upon successfully completing the following requirements:

1. Earn the First Class rank.
2. Earn the Hiking and Orienteering merit badges.
3. Complete 100 miles of hiking or backpacking under the auspices of the Boy Scouts of America, including miles hiked as part of requirement 2.

A gold device may be earned for each additional 50 miles hiked. A silver device is earned for each additional 200 miles of hiking. The Scout may wear any combination of devices totaling his current number of miles hiking.

Aquatics. A Boy Scout or Varsity Scout may earn the National Outdoor Badge for Aquatics upon successfully completing the following requirements:

1. Earn the First Class rank.
2. Earn the Swimming and Lifesaving merit badges.
3. Earn the Mile Swim BSA Award.
4. Earn at least one of the following merit badges: Canoeing, Rowing, Small Boat Sailing, Whitewater. Complete at least 25 hours of on-the-water time, applying the skills that you learned in the merit badges.
5. Complete at least 50 hours of any combination of swimming, canoeing, rowing, small-boat sailing, or whitewater activity under the auspices of the Boy Scouts of America, including time spent in requirements 2 through 4.

A gold device may be earned for each additional 25 hours of aquatic activity. A silver device is earned for each additional 100 hours of aquatic activity. The Scout may wear any combination of devices totaling his current number of hours of aquatic activity.

Riding. A Boy Scout or Varsity Scout may earn the National Outdoor Badge for Riding upon successfully completing the following requirements:

1. Earn the First Class rank.
2. Complete at least one of the following:
 - A. Cycling merit badge and 100 miles of cycling; or
 - B. Horsemanship merit badge and 50 miles of horseback riding.
3. Complete 200 miles of riding activities, either on a non-motorized bike or a stock animal, under the auspices of the Boy Scouts of America, including the miles in requirement 2.

A gold device may be earned for each additional 100 miles of riding. A silver device is earned for each additional 400 miles of riding. The Scout may wear any combination of devices totaling his current number of miles of riding.

Adventure. A Boy Scout or Varsity Scout may earn the National Outdoor Badge for Adventure upon successfully completing the following requirements:

1. Earn the First Class rank.
2. Complete either the Wilderness Survival or the Emergency Preparedness merit badge.
3. Complete 10 of any combination or repetition of the following adventure activities under the auspices of the Boy Scouts of America:
 - a. A backpacking trip lasting three or more days and covering more than 20 miles without food resupply
 - b. A canoeing, rowing, or sailing trip lasting three or more days and covering more than 50 miles without food resupply
 - c. A whitewater trip lasting two or more days and covering more than 20 miles without food resupply

- D. A climbing activity on open rock, following Climb On Safely principles, that includes camping overnight
- E. Earn the National Historic Trails Award
- F. Earn the 50-Miler Award
- G. Attend any national high-adventure base or any nationally recognized local high-adventure or specialty-adventure program

Items 3a-g may be repeated as desired. A single activity that satisfies multiple items in 3a-g may be counted as separate activities at the discretion of the unit leader. Similarly, a single activity that doubles an item in 3a-d may be counted as two activities at the discretion of the unit leader. A gold device may be earned for each additional five activities

National Outdoor Awards Devices

As defined in the requirements for the National Outdoor Awards Program, additional achievements in any of the five areas can be recognized by placing a gold- or silver-finish device on the appropriate activity segment.



The National Medal of Outdoor Achievement

The National Medal for Outdoor Achievement is the highest recognition that a Boy Scout or Varsity Scout can earn for exemplary achievement, experience, and skill in multiple areas of outdoor endeavor.

In order for a Scout to earn the National Medal for Outdoor Achievement, the Scout must complete the following requirements:

1. Earn the First Class rank.
2. Earn the National Outdoor Badge for Camping with a silver device.
3. Earn any two additional National Outdoor Badges, each with two gold devices.
4. Earn the following merit badges: Backpacking, Emergency Preparedness, Nature, and Wilderness Survival.
5. Complete a 16-hour course in Wilderness First Aid from the American Red Cross, Wilderness Medical Institute, or other recognized provider.
6. Become a Leave No Trace Trainer by completing the 16-hour training course from a recognized Leave No Trace Master Educator.
7. Plan and lead, with the approval of your unit leader, an outing for your troop, team, patrol, or squad in two of the following activity areas: hiking and backpacking, aquatic activities, or riding. Include in each outing a service element addressing recreational impacts resulting from that type of activity. With the approval of your unit leader, you may plan and lead the outings for another Cub Scout pack, Boy Scout troop, Varsity Scout team, Sea Scout ship, or Venturing crew.
8. Complete at least one of the following:
 - A. Plan and lead, with the approval of your unit leader, an adventure activity identified in the National Outdoor Badge for Adventure for your troop, team, patrol, or squad.
 - B. Successfully complete a season on a council summer camp staff in an outdoor area, such as aquatics, Scoutcraft, nature/environment, climbing, or COPE.



Historic Trails Award

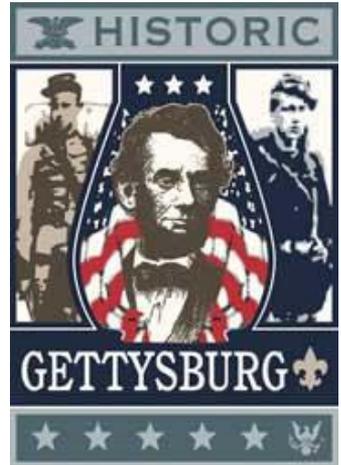
To earn the award, members of your unit must plan and participate in a historic activity. A unit historic activity requires members to:



1. Locate a historic trail or site and study information relating to it. (The information may be obtained from an adult historic society, public library, or people living near the trail or site.)
2. Hike or camp two days and one night along the trail or in the vicinity of the site.
3. Cooperate with an adult group such as a historic society to restore and mark all or part of this trail or site. (This may be done during the hike or overnight camp.) Or cooperate with such a group to plan and stage a historic pageant, ceremony, or other public event related to this trail or site - such event should be large enough to merit coverage by the local press.
4. Your unit leader must then file the Historic Trails Award application with your council service center.

Gettysburg Heritage Trails Program

The New Birth of Freedom Council, the National Park Service, and the Gettysburg National Military Park/Eisenhower National Historic Site are proud to offer Scouting groups the opportunity to participate in the Gettysburg Heritage Trails program, which includes a stop at the Visitor Center/National Cemetery, two hiking trails through the battlefield at Gettysburg, a walking tour of historic downtown Gettysburg and a tour of the Eisenhower National Historic Site.



The National Park Service and the New Birth of Freedom Council have published a trail guide for each of these five trails and tours (the current edition was revised in April 2011, 17th edition). These trail guides can be ordered directly from the York Scout Shop and cost \$1.95 per guide. In addition, a limited number of trail guides are also available at the Gettysburg National Military Park.

The five program elements are:

- The Visitor Center/National
- The Billy Yank Trail
- The Johnny Reb Trail
- The Eisenhower National Historic Site
- The Historic Gettysburg Trail
-

The trail guides are comprehensive and provide all of the information you should need concerning the trails programs, maps, requirements, etc. The trail guides are the primary source of information for participants in these programs, as the council does not make available any other printed or on-line materials regarding these programs.

The York Scout Shop can accept credit card orders by phone for trail guides by calling (800) 569-5197 (outside York) or you can order these materials on-line.

Program Descriptions

The Visitor Center/National Cemetery and Eisenhower sections are question and answer exercises, as outlined in the trail guide. The trail hikes through the battlefield are designed to give participants a soldier's perspective on what happened on the battlefield.

The Billy Yank trail is a 10-mile hike through the battlefield and takes approximately six hours to complete, while the Johnny Reb trail is a four-mile hike and takes approximately 2.5 hours to complete. **Please be sure to carry plenty of water with you as there are no water fountains along the trails.**

The Historic Gettysburg Trail is a walk through the downtown area to help visitors imagine what it was like to live in Gettysburg in July 1863. This trail is approximately three miles and takes 2-3 hours to complete.

The basic patch is awarded for completing the Visitor Center/ National Cemetery section. The Billy Yank and Johnny Reb side segments are awarded for those two trail hikes and the Historic Gettysburg patch is awarded for the completion of the guided walk, and the Eisenhower star patch is awarded for a visit to Eisenhower National Historic Site and completion of that section.

Current prices (as of 8/1/10) for Gettysburg items are:

- Main Gettysburg patch – \$2.25 each
- Johnny Reb, Bill Yank, Eisenhower, and Historic Gettysburg segments – \$1.00 each
- Plastic Patch Holder – \$1.00
- Gettysburg Trail Medals – \$5.25 each



To receive the Trail Medal, Scouts must have completed the entire set of requirements for each patch segment. Additional shipping and handling charges apply for mail orders. You can order these materials on-line or the York Scout Shop can accept credit card orders by phone at (800) 569-5197 (outside York).

Additional information on the awards may be obtained from the New Birth of Freedom Council at (717) 843-0901 or (800) 569-5197.

<http://newbirthoffreedom.org/gettysburg-heritage-trails-program/>

William T. Hornaday Award For Distinguished Service in Conservation

Conservation and the Boy Scouts of America have been partners for a long time. Camping, hiking, and respect for the outdoors are a part of the Scouting heritage. Many of the requirements for advancement from Tenderfoot through Eagle Scout rank call for an increasing awareness and understanding of the natural sciences. Many former Scouts have become leaders in conserving our environment and protecting it from abuse. Right now Scouts are involved in learning about environmental problems and actively working to make a difference.

This awards program was created to recognize those that have made significant contributions to conservation. It was begun in 1914 by Dr. William T. Hornaday, director of the New York Zoological Park and founder of the National Zoo in Washington, D.C. Dr. Hornaday was an active and outspoken champion of natural resource conservation and a leader in saving the American bison from extinction. He named the award the Wildlife Protection Medal. Its purpose was to challenge Americans to work constructively for wildlife conservation and habitat protection. After his death in 1937, the award was renamed in Dr. Hornaday's honor and became a Boy Scouts of America award.

In the early 1970s, the present awards program was established with funding from the DuPont Company. At that time, the late Dr. Hornaday's idea of conservation was broadened to include environmental awareness.



The Hornaday Awards are highly prized by those who have received them: Approximately 1,100 medals have been awarded over the past 80 years. These awards represent a substantial commitment of time and energy by individuals who have learned the meaning of a conservation/environmental ethic. Any Boy Scout, Varsity Scout, or Venturer willing to devote the time and energy to work on a project based on sound scientific principles and guided by a conservation professional or a well-versed layperson can qualify for one of the Hornaday Awards. The awards often take months to complete, so activities should be planned well in advance.

The fundamental purpose of the Hornaday Awards program is to encourage learning by the participants and to increase public awareness about natural resource conservation. Understanding and practicing sound stewardship of natural resources and environmental protection strengthens Scouting's emphasis on respecting the outdoors. The goal of this awards program is to encourage and recognize truly **out-standing** efforts undertaken by Scouting units, Scouts and Venturers, adult Scouters, and other individuals, corporations, and institutions that have contributed significantly to natural resource conservation and environmental protection.

The following merit badges and project categories are the building blocks for a Scout to earn a Hornaday Award. See the Hornaday application for the Venturing requirements.

Merit Badges: Energy, Environmental Science, Fish and Wildlife Management, Forestry, Public Health, Soil and Water Conservation, Bird Study, Fishing, Fly-Fishing, Gardening, Geology, Insect Study, Landscape Architecture, Mammal Study, Nature, Nuclear Science, Oceanography, Plant Science, Pulp and Paper, Reptile and Amphibian Study, and Weather.

***FOR THE HORNADAY BADGE,** Scouts earn three of the merit badges listed above in **boldface**, plus any two others. Then plan, lead, and carry out a significant project in natural resource conservation, from one of the project categories listed.

***FOR THE HORNADAY BRONZE MEDAL**, Scouts earn the Environmental Science merit badge and at least three additional merit badges listed above in boldface, plus any two others. Then plan, lead, and carry out three significant projects from three separate categories listed.

***FOR THE HORNADAY SILVER MEDAL**, Scouts earn all the merit badges listed above in boldface, plus any three others. Then plan, lead, and carry out four significant projects in natural resource conservation or environmental improvements, one each from four of the eight project categories listed.

- Energy conservation
- Soil and water conservation
- Fish and wildlife management
- Forestry and range management
- Air and water pollution control
- Resource recovery (recycling)
- Hazardous material disposal and management
- Invasive species control 21



Hornday Badge



Gold Award



Silver Award



Gold Medal



Square Knot

National Awards and Recognitions for Venturers

Venturing World Conservation Award

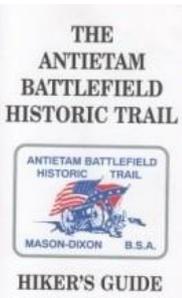
- Complete the Ecology elective for the Ranger Award:
 1. Explain the basic natural systems, cycles, and changes over time and how they are evidenced in a watershed near where you live. Include the four basic elements, land use patterns, and at least six different species in your analysis and how they have changed over time. Discuss both biological and physical components.
 2. Describe at least four environmental study areas near where you live. Include the reasons for selecting these areas, their boundaries, user groups, past inventories, any outside forces that interact with them, and a list of what things could be studied at each of them.
 3. Plan a field trip to each of the above areas, including detailed plans for conducting various investigations. Follow all of the requirements such as trip permits, safety plans, transportation plans, equipment needs, etc.
 4. (A) Under the guidance of a natural resources professional, carry out an investigation of an ecological subject approved by your Advisor. Inventory and map the area. Conduct a detailed investigation providing specific data for a specific topic. (B) Document and present your findings to your crew, another crew, a Cub Scout or Boy Scout, or another group.
 5. Teach others in your crew, another crew, a Cub Scout or Boy Scout group, or another group how to carry out an ecological investigation. Use steps 3 and 4 above with the group so that they may also learn by doing.
- **Show the relationships of global events and conditions both political and environmental, to the areas that you described in steps 1 and 2 above. Determine how conditions in your local area also appear in other areas around the world. Describe some of the interrelationships between people and our natural resources that affect our global environment. Teach other in your crew, another crew, a Cub Scout or Boy Scout group, or another group about the interconnectivity that we will all have with each other and our environment.**



Council Available Awards and Recognitions

Cub Scout Hiking Trails-Gives trail information for the following hiking trails-Fort Frederick, Snaveley Ford Trail at Antietam Battlefield, Renfrew Park, Cowan’s Gap, Washington Monument and Rail Trail. As the title indicates, these trails are for Cub Scouts. Cost \$2.50

The following patches are available to award for hiking the above mentioned trails. Cost varies from \$2.75 - \$3.00



Antietam Battlefield Historic Hiking Trail Guide-gives information on the trail and includes interactive historic information that can be filled in as you go along the trail. Cost \$2.00



The patch that can be awarded for hiking the Antietam Battlefield Trail. Cost \$2.25.

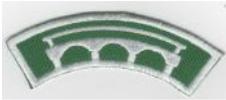
Appalachian Trail Guide-gives information on the part of the trail that runs through our Council. A patch is available for hiking this trail. It is pictured on the front of the guide book. Cost is \$2.00 for the guide and \$2.00 for the patch.

The Frobes Road Trail Guide-gives information on the hiking this trail. A patch for hiking the trail is available. It is pictured on the front cover of the guide book. Cost \$2.00 for the guide and \$1.50 for the patch.

C & O Canal Hiking Guide-184 Miles of Adventure-gives information on hiking this trail. Brakes the trail down into 5 sections. Cost \$3.00



This center patch is available to anyone who hikes any distance on the C & O. Cost \$2.00



The above segments are awarded for completing that section of the C&O Canal Trail. Cost \$.80 per segment.



The medal can be awarded for completing the entire trail in addition to the patches. In some cases, units will award only the patches and award the medal for completing the trail a second time. Cost \$9.15

All above listed materials can be purchased at the Mason-Dixon Scout Shop. Prices are subject to change.

Camp Tips and Tricks

Use the following chart as an aid in determining the correct amount of hot coals/briquettes to use while cooking with a Dutch Oven. The figure on the right of the oven sizes is the total number of briquettes required, and the figures directly below those are the numbers of top/bottom required to attain the temperature stated at the top of the chart.

Oven	325°F	350°F	375°F	400°F	425°F	450°F
8"	15 10/5	16 11/5	17 11/6	18 12/6	19 13/6	20 14/6
10"	19 10/5	21 14/7	23 16/7	25 17/8	27 18/9	29 19/10
12"	23 16/7	25 17/8	27 18/9	29 19/10	31 21/10	33 22/11
14"	20 20/10	32 21/11	34 22/12	36 24/12	38 25/13	40 26/14
16"	34 22/12	36 24/12	38 24/13	40 27/13	42 28/14	44 30/14

For great Dutch Oven recipes check out *Cooking the Dutch Oven Way* By Woody Woodruff, revised by Ellen Woodruff Anderson & Jane Woodruff. Third Edition.

When using a Dutch Oven on bare or wet ground place a piece of alumina foil or metal baking pan to place the briquettes on to decrease the amount of heat lost to the ground.

The Scout Basic Essentials

- Pocketknife
- First-aid kit
- Extra Clothing
- Rain gear
- Water bottle
- Flashlight
- Trail food
- Matches and fire starters
- Sun protection
- Map and compass

Insect repellent, a whistle, and other items also might be considered essentials, depending on your destination, the length of your trip, and the season.

For more information reference *The Boy Scout Handbook*, ed. 12 pages 264-266

Group Camping Gear Checklist

The equipment you'll share with other Scouts can be divided up so each of you carries about the same amount of weight.

- Tent, ground cloths, and stakes
- Dining fly and stakes
- 50-foot nylon cord
- Cook kit containing:
 - Stove(s) and fuel
 - Matches and/or butane
 - Pots and pans (matched to menu and dishwashing needs)
 - Spatula, large spoon, and/or ladle (matched to menu needs)
- Cleanup kit containing:
 - Biodegradable soap
 - Sanitizing rinse agent
 - Scouring pads (no-soap type)
 - Trash can liners (for use as bear bags and for packing out litter and garbage)
 - Toilet paper
 - Food strainer
- Repair kit containing
 - Thread
 - Needles
 - Safety pins

- Group extras you may want to take:
 - Hot pot tongs
 - Plastic, collapsible water container (1 or 2 1/2 gallon)
 - Water-treatment filter or tablets
 - Two 4-by-4 foot plastic sheets for food preparation surfaces
 - Spade
 - Grill
 - Patrol flag
 - Small American flag
 - Two 50-foot ropes and bear bags
 - Patrol first-aid kit
- Other gear for specific activities

Personal Camping Checklist

Carry:

- The Scout Basic Essentials

Wear and Carry:

- Clothing appropriate for the season and the weather

Include:

- Food for the trip
- Personal camping gear;
 - Backpack with rain cover
- Sleeping gear:
 - Sleeping bag
 - Sleeping pad
 - Ground cloth
- Eating gear:
 - Spoon
 - Plate
 - Bowl
 - Cup
- Cleanup kit:
 - Soap
 - Toothbrush
 - Dental Floss
 - Comb
 - Small Towel

- Optional personal items:
 - Watch
 - Camera
 - Pencil and pen
 - Small notebook
 - Swimsuit
- Fishing pole and gear
- Other gear specific activities

Warm-Weather Clothing Checklist for Outdoor Adventures

- Long-sleeved shirt
- T-shirt
- Hiking shorts
- Long pants
- Sweater or warm jacket
- Hiking boots or sturdy shoes
- Extra socks
- Hat with a brim for shade
- Bandanna
- Rain gear
- Extra underwear (for long trips)

Cold-Weather Clothing Checklist for Outdoor Adventures

- Long-sleeved shirt
- Warm shirts*
- Long pants*
- Sweater*
- Long underwear*
- Hiking boots or sturdy shoes
- Extra socks
- Insulated parka or coat with hood
- Warm hat*
- Gloves*
- Rain gear
- Extra underwear (for longer trips)

*These items should be made of wool or a warm synthetic fabric. Avoid cotton clothing when the weather might be cool, cold, or wet.

For more information reference the Hiking and Camping chapters of *The Boy Scout Handbook*, ed. 12

Order of the Arrow



The Order of the Arrow is Scouting's National Honor Society.

Purpose

The purpose of the Order of the Arrow is fourfold:

- 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

History

The Order of the Arrow (OA) was founded by Dr. E. Uner Goodman and Carroll A. Edson in 1915 at the Treasure Island Camp of the Philadelphia Council, Boy Scouts of America. It became an official program experiment in 1922 and was approved as part of the Scouting program in 1934.

In 1948 the OA, recognized as the BSA's national brotherhood of honor campers, became an official part of the national camping program of the Boy Scouts of America.

Membership

The OA has more than 176,000 members located in lodges affiliated with approximately 327 BSA local councils.

Eligibility

Scouts are elected to the Order by their fellow unit members, following approval by the Scoutmaster or Varsity team Coach. To become a member, a youth must be a registered member of a Boy Scout troop or Varsity Scout team and hold First Class rank. The youth must have experienced fifteen days and nights of Boy Scout camping during the two-year period prior to the election. The fifteen days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps.

Adult selection is based on their ability to perform the necessary functions to help the Order fulfill its purpose, and is not for recognition. Selected adult Scouters must be an asset to the Order because of demonstrated abilities, and provide a positive role model for the youth members of the lodge.

Induction

The induction ceremony, called the Ordeal, is the first step toward full membership. During the experience, candidates maintain silence, receive small amounts of food, work on camp improvement projects, and are required to sleep alone, apart from other campers. The entire experience is designed to teach significant values.

Brotherhood Membership

After 10 months of service and fulfilling certain requirements, a member may take part in the Brotherhood ceremony, which places further emphasis on the ideals of Scouting and the Order. Completion of this ceremony signifies full membership in the OA.

Vigil Honor

After two years of service as a Brotherhood member, and with the approval of the National Order of the Arrow Committee, a Scout may be recognized with the Vigil Honor for outstanding service to Scouting, his lodge, and the community. This honor is bestowed by special selection and is limited to one person for every 50 members registered with the lodge each year.

Lodges

Each local Boy Scout council is encouraged to have an Order of the Arrow lodge. Each lodge is granted a charter from the National Council, BSA, upon annual application. The OA lodge helps the local council provide a quality Scouting program through recognition of Scouting spirit and performance, development of youth leadership and service, promotion of Scout camping and outdoor programs, and enhancement of membership tenure.

Mission of the Lodge:

The mission of the lodge is to achieve the purpose of the Order of the Arrow as an integral part of the Boy Scouts of America in the council through positive youth leadership under the guidance of selected capable adults.

Guneukitschik Lodge 317

In 1945 there was a lodge of the Order of the Arrow formed in the Ma-son-Dixon Council and given the name Guneukitschik, which is the ancient Indian spelling of the Conococheague Creek, meaning indeed a long way. The rattlesnake coiled down the length of an arrow shaft was chosen as its totem.



Annotated Website Listing

Florida Sea Base. The website for the Florida Sea Base.
www.bsaseabase.org

Guide to Safe Scouting. The online version of the Guide to Safe Scouting which is updated quarterly.
www.scouting.org/pubs/gss/gssay.html

Guneukitschik Lodge 317. The official website of Order of the Arrow Guneukitschik Lodge 317 of the Mason-Dixon Council.
www.guneukitschik.org

Leave No Trace. The official website of Leave No Trace.
www.LNT.org

Mason-Dixon Council. The official website of the Mason-Dixon Council. www.mason-dixon-bsa.org

Northern Tier. The website for the Northern Tier High Adventure Base.
www.ntier.org

Order of the Arrow. The official website of the Order of the Arrow.
www.oa-bsa.org

Philmont. Website for Philmont Scout Ranch.
www.scouting.org/philmont

Scoutcamp.org. A U.S. Scouting Service Project website with all sorts of camping recourses. www.scoutcamp.org

Scouting.org. The official website of the Boy Scouts of America.
www.scouting.org

The Summit Bechtel Scout Reserve. The official website of The Summit. www.summitbechtelreserve.org

World Movement of Scouting. The official international Scouting organization website. www.scout.org

Suggestion Form

Dear Reader:

In order to serve you better as an Order of the Arrow Lodge and producer of this guide, we are requesting your input into future editions of this publication. Please take a moment to provide the following information so that we may create an improved WTGC guide in the future.

Has the WTGC been useful to your unit? How so?

Is there any additional information that you would like to see in this guide?

Are there any reference materials that you would like to provide in regards to improving the WTGC guide?

Thank you,
Your local Order of the Arrow Lodge
Please return to the Mason-Dixon Council Office.

GUNEUKITSCHIK LODGE 317

