

# Henson Scout Reservation

A Nationally Accredited  
Scouts BSA Resident Camp



Scouts BSA Summer Camp Leader  
Guide 2022



BOY SCOUTS  
OF AMERICA®  
DEL-MAR-VA COUNCIL

# Letter From the Director

**Welcome Scouts and Scouters,**

**It is with great pleasure that I welcome you to the Henson Family. You have made an excellent choice for your unit's summer camp adventure. The Henson Summer Camp Staff, Del-Mar-Va Council Volunteers and Staff, and I take great pride in treating units that camp with us like family. We will go above and beyond to ensure you have a great experience!**

**2021 saw us have a successful return to in-person summer camp after the hiatus of 2020. Together, staff and campers, navigated testing and Covid protocols but ultimately none of that mattered when Scouts were back to making memories at camp. The extent of Covid protocols in place for 2022 remains to be seen, but I can assure you camp will be conducted in the safest, most fun manner possible!**

**If there is anything I can do to assist you in preparing for summer camp, please feel free to reach out to me at [ryanteat@dmvc.org](mailto:ryanteat@dmvc.org). I look forward to working with you and your unit to provide your Scouts with a summer camp that will leave them with great memories that last a lifetime**

**Yours in Scouting,**

**Ryan Teat  
Summer Camp Director  
Henson Scout Reservation**



**P.S.- Like us on Facebook for up-to-date news, pictures, and announcements!**

# Summer Camp Program

Henson Scout Reservation

5700 Nanticoke Rd.

Rhodesdale, MD 21659

Phone: (410) 202-0053

Email: [hsr@delmarvacouncil.org](mailto:hsr@delmarvacouncil.org)

## Summer Camp Director

Ryan Teat

Cell: (410) 829-3024

Email: [ryanteat@delmarvacouncil.org](mailto:ryanteat@delmarvacouncil.org)

## Camp Reservations & Payments

Del-Mar-Va Council Camping Services

1910 Baden Powell Way

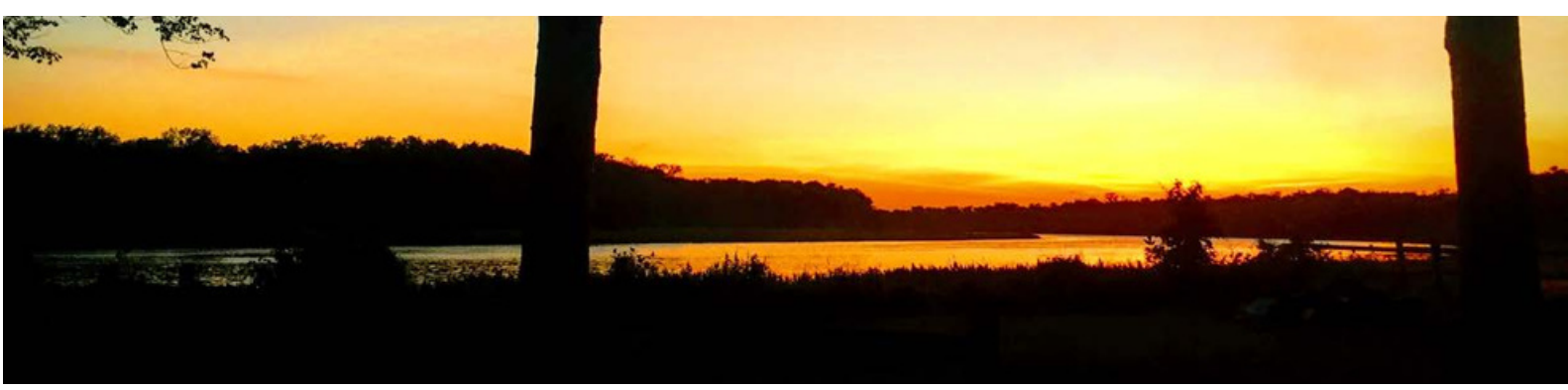
Dover, DE 19904

Phone: (302) 622-3300 ext. 127

Email: [camping@delmarvacouncil.org](mailto:camping@delmarvacouncil.org)



Contact Us!



# Guide Contents

## Pre-Camp Information

- Page 1- Camp Goals
- Page 2- New for 2022!
- Page 3- Fees and Payments
- Page 4- Campsite Reservations
- Page 5- 2023 Reservations and Refund Policy

## Program Information

- Page 6- Overview and Aquatics
- Page 7- Aquatics
- Page 10- Shooting Sports
- Page 12- Outdoor Skills
- Page 13- Craftsmanship & Fishing
- Page 14- Climbing & Metalworking
- Page 15- Nature
- Page 16- Ecology
- Page 17- Handicrafts
- Page 18- Visual Arts
- Page 19- NanTECHoke
- Page 20- Eagle Base Camp
- Page 21- Brownsea (1st Year Campers)
- Page 22- ATV Program
- Page 23- Extras
- Page 24- Adult Leader Trainings

## Living at Camp

- Page 25 General Camp Info
- Page 27 Trading Post & Custom T-shirts
- Page 28- Check-in Day

## Camp Policies

Pages 29 & 30

## Dining and

## Commissary

Page 31- General Info

## Health and Safety

Pages 32 & 33

## Emergency Procedures

Pages 34-39

Page 38- Emergency Contacts

## Online Support

Page 40

## Appendix

- Family Fact Sheet
- Camp Map
- What to Bring Checklist
- Swim Classification Roster
- Permission to Use Internet
- FAQ
- Merit Badge Schedule
- Merit Badge Pre-Reqs



# Goal for Participants:

It is the goal of Henson Scout Reservation to provide a program that contributes to the development of citizenship, character development, and personal fitness in Scouts, leaders, staff, and visitors.

As a result of participation in the program at Henson Scout Reservation, Scouts, leaders, staff, and visitors will be able to participate in the Scouting program and demonstrate behaviors associated with the aims of the Scouting program.

Some examples of the desired behavior outcomes include:

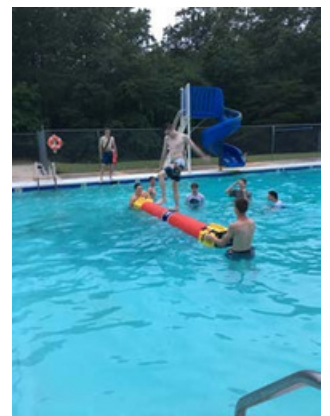
Citizenship- Scouts, leaders, staff, and visitors demonstrate respect for our nation by participating in daily flag ceremonies in the morning and at night.

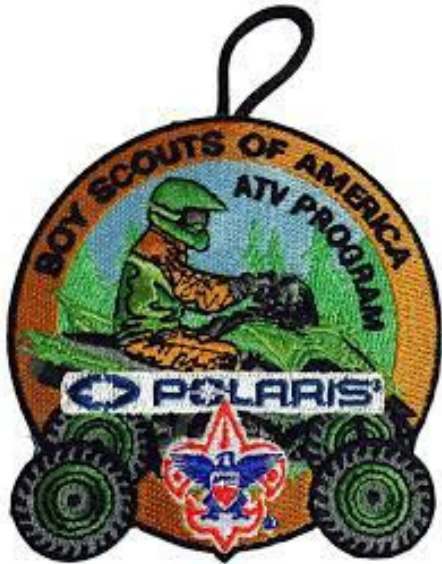
Scouts, leaders, staff and visitors may also demonstrate citizenship by maintaining a clean campsite or performing a service project to benefit others.

Character Development- Scouts, leaders, staff, and visitors have opportunities to participate in a rigorous outdoor program that challenges them to act as part of a team in the accomplishment of a community goal, or as an individual in learning and demonstrating new skills. An example may be a Scout learns to safely climb and repel from the camp climbing tower for the first time.

Personal Fitness- Scouts, leaders, staff, and visitors are encouraged to participate in a physical outdoor program that promotes an active, healthy lifestyle. Scouts, leaders, staff, and visitors are also encouraged to develop, and practice habits associated with healthy, fulfilled living, including pursuit of the faith practices of their choosing.

Examples could include: Scouts choosing to eat a salad during meal time as a healthy choice to supplement the camp menu; Scouts and leaders holding a daily prayer in their campsite.





**Return of the ATV Safety Program-** Once again, Scouts 14 and up will be able to participate in the ATV Safety program! Complete details on page 22.



**New Merit Badges-** In 2022 HSR will be offering several new merit badges, The new merit badges are Citizenship in Society and Insect Study.



# ALL INCLUSIVE CAMPER FEES

"ALL INCLUSIVE" means that here at Henson you do not pay extra for any of the following, they are included in your general camp fee: Basketry Kits, Leather Crafts, Rifle Ammunition, Shotgun Ammunition, Ice for your Cooler, Motorboat Fuel, Climbing Wall Time, Second Helpings in the Dining Hall, Coffee & Tea for thirsty leaders, WIFI access, the best sunsets in the world, all the fun and excitement you can bear, and much, much more!!!

## Camper Fees

	Discount	Full
Dining Hall	\$465	\$490
Troop Commissary	\$415	\$440
Provisional	\$465	\$490
Encore	\$415	\$440

## Adult Leader Fees

The charge for adult camp leaders is \$150. Units may be eligible for free leaders based on the following scale:

Youth Attending	Free Leaders
1 to 9 Youth	1
10 to 19 Youth	2
20 to 29 Youth	3
30 to 39 Youth	4
40 to 49 Youth	5
50 to 59 Youth	6

## Payment Dates

February 1st- \$50 per Scout Deposit is due

May 1st- Fee balance paid in full to receive discounted fee



All units should have made reservations by visiting [www.dmvc.org](http://www.dmvc.org) and signing up for their desired week of summer camp. A \$200 non-refundable deposit is required to guarantee your reservation. However, that deposit does not necessarily guarantee your campsite. Every effort will be made to place your unit in the requested campsite.

If your unit does not fill that site's capacity, HSR reserves the right to place another unit in the site.

Additionally, if the unit is too large for the campsite requested, HSR may move you to different site with a capacity better suited to your unit's needs.

## Campsites and Typical Capacities

Malahorn	20	Toquanni*	30
Chicone	24	Wiwash*	30
Sandah	36	Winicaco*	40
Singaree	24	Algonquin*	36
Small Homony	24	Ashquash*	24
Tamaran	18		
Pakamee	20		
Kiowa	40		
Tiawco	40		
Tranquakin	20		

\*These campsites are currently outfitted with electricity. There are two electrical outlets dedicated for each tent and can be used to charge devices, for fans, or for medical equipment.



# Refund Policy

Partial refunds for Scouts not attending camp will be given only if the unit notifies Camping Services, in writing, at least two weeks prior to the unit's scheduled arrival date at camp. There will be no refund for cancellations within two weeks of camp attendance, except for medical reasons. A doctor's note must be sent no later than the completion of the unit's week at camp.

The \$50 non-refundable registration fee will not be returned. After June 1, contractual fees increase the non-refundable amount to \$100 regardless of the reason for cancellation. Any refunds will be made to the unit after the close of the summer camping season. It is the unit's responsibility to be sure that all parents are aware of the refund policy.

All refund requests are handled at the Del- Mar-Va Council Outdoor Programs Service Center in Dover, DE.

Refund requests and notifications may be mailed to:

Del Mar Va Council Outdoor Programs  
1910 Baden Powell Way  
Dover, DE 19904

Please refer to your registration receipt for another copy of the council refund policy.

## 2023 Reservations

The best way to guarantee space at HSR for the 2023 camping season is to make your reservation as soon as you arrive in camp for 2022! Units may pay the \$200 non-refundable deposit as early as check in.

Units attending HSR in 2022 have the first right to their campsite during that session of 2023 summer camp (e.g. Week 1, Week 2, etc.) until September 1, 2022. After September 1, the site will become available to any unit, and will be filled on a first-come, first-served basis. Don't delay! Sign up for 2023 as soon as you arrive!



# "IF IT HAPPENS AT CAMP- IT'S PROGRAM!"

## PROGRAM!

Del-Mar-Va Council and the staff of Henson Scout Reservation take great pride in having excellent facilities, outstanding food, and program that is notable for its variety and quality.

Our staff is trained by graduates of the National Camping School of the Boy Scouts of America to provide a vigorous, thorough program of merit badges and activities to engage Scouts in active learning. Staff are expected to help each Scout learn while doing the tasks, skills, and tests prescribed by the various badges and activities of the Scouts B.S.A. program.

In this section you will find an overview of our programs by area. You will find the merit badge requirements that must be completed by Scouts prior to camp in the back of this Leader Guide.

Also, you will find the suggested program progression for Scouts, from First Year Campers who have just joined a troop to older Scouts who are well on their trail to Eagle as part of the Appendix documents.



## AQUATICS POOL



One of our two aquatics program areas, the 148,000 gallon HSR swimming pool provides opportunities for Scouts to learn to swim, improve their swimming skill, earn merit badges, and just have some good ol' fun in the water with their friends. At HSR, the pool is the only approved swimming area.



# AQUATICS CONTINUED

**Swimming-** One of the most important merit badges a Scout could earn, Swimming merit badge teaches scouts some of the finer techniques of swimming, but also skills that can potentially save a Scout's own life. Scouts must be able to pass the Swimmer's test prior to working on the badge. Scouts who are unable to meet the qualifications for Swimmer will be transferred to Instructional Swim to improve their swimming ability.



**Instructional Swim-** A program offered to any Scouts and adults interested in increasing their proficiency in swimming. Instructional Swim is offered during every session that Swimming merit badge is offered.

**Lifesaving-** Lifesaving teaches Scouts skills they could use to save someone's life. This merit badge requires Scouts to have earned Swimming Merit Badge and be proficient in swimming strokes. This class will test its participants' physical limits, while teaching them valuable skills. Please note that the requirements were revised Jan. 1, 2021.

## WATERFRONT

HSR's location along the shores of the Marshyhope Creek provides an ideal location for Scouts to participate in a wide variety of boating activities.

The following rules are always in effect at the Waterfront. Please set an example for Scouts by following these rules:

- 1) Permission must be given to enter and leave the Waterfront.
- 2) A Personal Flotation Device (PFD) must be worn at all times in a boat or on the dock.
- 3) Closed-Toed Shoes must be worn at all times. (Aquasocks are not permissible)
- 4) You must have a buddy tag to enter the Waterfront area.



**Canoeing-** Long a staple of the Scouting program, Canoeing merit badge helps Scouts learn skills to safely paddle and navigate a canoe. Scouts will also learn how to perform rescues in canoes.



**Watersports-** Watersports are a challenge for Scouts of all ages. Scouts will learn how to water ski, slalom ski, wakeboard, and/or knee board. This course is difficult and is limited in size due to Coast Guard regulations on the number of individuals on a motorboat.



**Motorboating-** Scouts have the chance to learn how to safely drive a motorboat. HSR's fleet of powered boats includes a 20' and a 17' Key West open bows, and a 24' Starcraft pontoon boat. Scouts must have at least Canoeing or Kayaking merit badges prior to enrolling. Scouts will also need to arrive at camp with their state's boat operator's license. The Maryland Boater's License test will not be offered at camp.

**Kayaking-** Scouts can learn some of the finer points of Kayaking on our extensive Marshyhope Creek waterfront. It is suggested that Scouts should have completed the Canoeing Merit Badge prior to enrollment in Kayaking, to ensure some experience in a small paddle-craft type boat.



**BSA Stand Up Paddle Boarding-** Stand Up Paddleboarding (SUP) has quickly become one of the most popular aquatic activities around! Scouts will have the opportunity to earn the BSA SUP Award. This is not a merit badge. This program will test scouts physically and mentally as they work to complete all the requirements. Must be a swimmer to participate!



**Mile Swim-** Scouts test their endurance by swimming a mile in our pool. Participants will spend the week training and learning about long distance swimming before finally attempting the 1-mile long swim on Friday.



# SHOOTING SPORTS

**Archery-** Scouts will learn how to safely nock, aim, and release arrows. Scouts need to have sufficient strength to hold, aim, and release an arrow with control.

**Rifle-** Rifle is one of Henson's most popular and challenging merit badges. HSR's Shooting Sports Staff prides itself on teaching scouts how to shoot safely. HSR has 2 eight-station rifle ranges with shooting benches to give Scouts plenty of shooting time, and enable Rifle merit badge instruction throughout the day.

**Shotgun-** Our Shooting Sports staff loves to shoot shotgun, and you can hear the shots ring out across the northern end of camp! The staff is excited to help Scouts and leaders discover the fun and excitement of Shotgun shooting- for both safety and enjoyment. Scoutmasters should note HSR is equipped with 12- gauge shotguns, which may be challenging to younger, smaller Scouts. While younger Scouts may struggle, Scouts 13 and older often find success in Shotgun.



# SHOOTING SPORTS

## PERSONAL FIREARMS POLICY

Adults and scouts are able to bring their personal firearms to use during their stay. The Personal Firearms Policy must be followed, and all firearms must meet the specifications for use at camp.

- 1) All Firearms are to be brought to the Camp Director at Check-In. The Camp Director will inform the Shooting Sports Director who will transport and secure the firearms at the proper Shooting Sports Range.
- 2) Rifles must be bolt-action, .22 caliber, and capable of being loaded 1 shot at a time. Tube-type magazines and clips may not be used. Semi-automatic rifles are prohibited.
- 3) Shotguns must be 12 gauge and capable of being loaded 1 round at a time.
- 4) Bows may not have a pull strength of greater than 25 pounds. Crossbows are prohibited.
- 5) Ammunition may not be brought to camp. Any ammunition found will be confiscated.



# OUTDOOR SKILLS



**Camping**- One of the Eagle required merit badges, Camping teaches skills necessary for staying outdoors.

**First Aid**- Scouts on the trail to Eagle are required to earn this badge that can also give them skills to save lives.

**Orienteering**- Orienteering merit badge teaches Scouts the fundamentals of using a map, compass, and even GPS units. Scouts also get to participate in a Geocaching adventure!



**Wilderness Survival**- If Camping teaches Scouts the skills to stay outdoors when a plan comes together, Wilderness Survival enhances Scouts' skills to thrive outdoors when things don't go as planned. This merit badge requires Scouts to participate in an overnight experience on Thursday night to give Scouts the opportunity to apply skills learned throughout the week.

## **Emergency Preparedness/Search and Rescue-**

These badges deal with scenarios and how to react to them above and beyond a typical first aid situation. Search and Rescue gives Scouts the opportunity to learn skills to assist in the search for an individual, but also reviews skills to reduce the likelihood of a Scout becoming the object of a search.





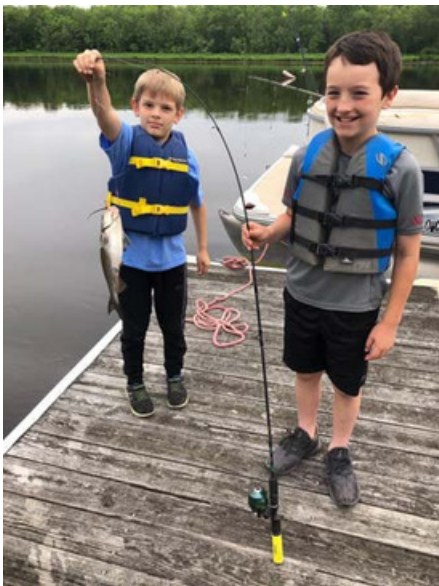
# CRAFTSMANSHIP



**Welding**- Scouts will learn the basic terminology, safety precautions, and techniques that are used by welders. Each scout will complete their own welding projects and get to take them home at the end of the week! Scouts are required to wear boots, long sleeve shirts, and pants made from natural fibers. All other safety equipment is provided. *\*We suggest that scouts are at least 13 years of age before participating in this merit badge.*

Welding will take place in the Longhouse, near the Yurts.

# FISHING



**Fishing**- Expert and novice fisherman alike can learn how to catch fish on the Marshyhope Creek or in our stocked Bass Pond. This merit badge includes learning how to clean and cook fish!

**Fly Fishing**- A unique way of catching fish, fly fishing requires observation, patience, and coordination. Scouts also learn how to tie their own flies.

\*Scouts are welcome to bring their own fishing gear if desired. Otherwise, we provide everything a scout will need to complete either badge!

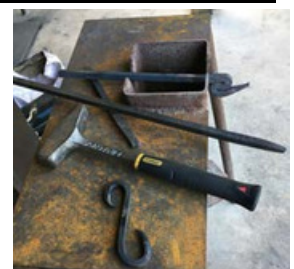




**Climbing-** Scouts learn climbing, belaying, and repelling techniques on our unique climbing tower that offers multiple climbing approaches. Tennis shoes and sportswear are recommended. Scouts must be 13 years old in order to participate.

## METALWORKING

**Metalworking (Blacksmithing)-** Scouts will use a charcoal-fired blacksmith forge while learning skills and techniques used in the age-old art of blacksmithing. During the week, Scouts will craft projects from iron and their best efforts that will make amazing keepsakes. We recommend that scouts are at least 13 years of age before taking this badge. Scouts must wear boots, pants, and a long sleeve shirt made from natural materials.



At HSR, we separate badges that are great for younger Scouts (Nature), from those requiring more advanced skills and maturity (Ecology). Scoutmasters should counsel their Scouts and review the requirements thoroughly to encourage Scouts to enroll in badges best suited for their age and ability.

# NATURE



**Fish and Wildlife Management-** Scouts will learn the management of nature’s resources and the impacts that fish and wildlife have on ecosystems.



**Reptile and Amphibian Study/Mammal Study-**These badges are definitely not for Scouts that don’t like slimy, scaly, or hairy things! These badges include observing animals in their natural environment and learning how they survive and interact with each other.

**Brownsea Nature-** This merit badge covers a wide range of topics and is a great first merit badge for Scouts. Scouts enrolled in the Brownsea Program are automatically enrolled in this merit badge as part of their program.



**Nature/Animal Science-** For Scouts who are interested in taking a more in-depth look into the lives of animals and how we as humans utilize them, this is a great opportunity! If the prerequisites are done prior to camp Scouts will earn both merit badges at camp!

**Weather-** Perhaps one of your scouts is a meteorologist in the making! This badge has Scouts study what causes different types of weather to occur and the effects those trends can have on the environment and our communities.



# ECOLOGY

## **Insect Study-**

Scouts who have an interest in creepy, crawlers will get a kick out of this badge as they learn about the native insects living at and around camp.

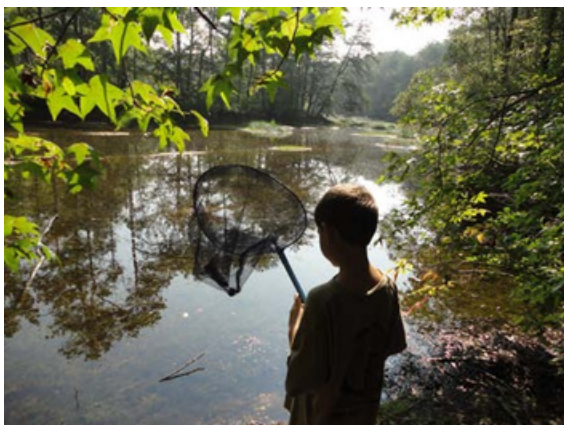


## **Chemistry-**

This badge is designed to teach about the elements and what happens when they interact. Scouts will review the Periodic Table of Elements, perform exciting experiments, and investigate the results.

## **Environmental Science-**

The premiere Ecology and Conservation badge offered in the BSA program, this Eagle required badge is a must for all Scouts. It is recommended that participants be mature and possess reading and writing skills on at least a 9th grade level.



## **Forestry/Soil and Water Conservation-**

Scouts will learn about forestry management, tree identification, and leaf identification. Scouts explore HSR's Tree Farm and undeveloped areas to look at the different deciduous and coniferous trees on the reservation.





## Remember, all supplies are included in your camp fee!

### **Art/Painting-**

Scouts will have the chance to draw and paint at their leisure. Staff provides techniques and tips, but Scouts have a lot of autonomy with this badge. With the addition of Painting MB to this class Scouts will get to learn about the practical uses of painting and different career opportunities in the industry.

### **Pottery-**

Scouts can create a pot and glaze it using our pottery wheels and kiln. Scouts get to take their creations home as a memento of a unique experience.



### **Basketry/Leatherwork-**

Scouts will be challenged by weaving baskets. Staff is on hand to help Scouts with tried and true techniques. Basket kits are free to merit badge students. Scouts will make gadgets, wallets, and belts using leather and tools.

### **Indian Lore-**

Scouts get the opportunity to learn about Native American cultures including crafts and games. Class may include discussions with local Native American tribesmen.

### **Woodcarving-**

Scouts will learn how to safely make carvings and reliefs. Scouts must earn and present their Totin' Chip Card prior to beginning work on this badge.

### **Graphic Arts-**

This merit badge will allow Scouts to use computers to explore graphic design programs. Scouts will learn standard techniques for graphic design and have the opportunity to complete a screen-printing project.



# VISUAL ARTS

## Animation-

Perhaps the next Walt Disney is a part of your unit?! Scouts will learn how Disney used certain techniques to create some of the most famous animations of all time!

## Photography-

Take pictures all over camp using our Canon digital cameras. Your Scouts' pictures could be in next year's Leader's Guide or featured on Facebook. Scouts may bring their own cameras to camp. Scoutmasters are encouraged to ensure that personal photography equipment is secured when not in use.

## Moviemaking-

Eagle Scout and Academy Award winner Stephen Spielberg spearheaded the effort to create the original Cinematography merit badge. This merit badge was renamed in 2015. Scouts create and edit videos. Who knows? Maybe the next Spielberg is in your troop!



# NANTECHCOKE



## Digital Technology-

Scouts will get to spend a lot of time on the computers in our computer lab as they learn about all the amazing things technology has to offer us! This badge delves briefly into subjects such as using a web browser, developing spreadsheets, and using graphics when creating a web page or document. Scouts must have a current Cyber Chip card in order to take this badge.

## Electronics/Electricity-

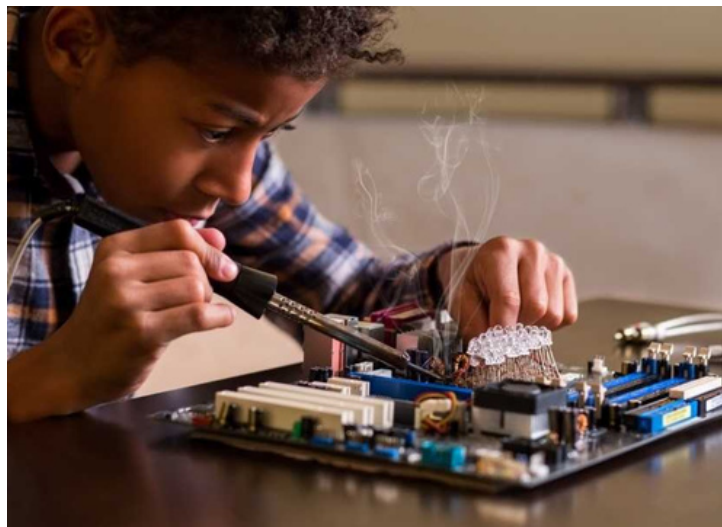
Scouts will be introduced to the world behind the scenes of their favorite devices as they learn about what makes electronics work. This hands on experience will include learning how to solder which is the process used to permanently connect electronic components. Scouts will earn both merit badges in this single period class!

## Game Design-

Scouts can learn techniques and skills used to develop exciting and fun games for all sorts of audiences and played through a variety of mediums. Scouts will get the chance to play and compete in different games such as GaGa ball, chess, checkers, and even video games on one of our Xbox One systems.

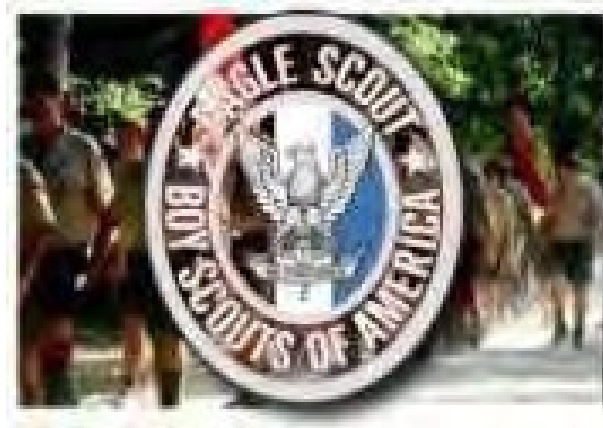
## Robotics-

Scouts can explore the field of Robotics and learn the steps to building a robot capable of accomplishing simple tasks. At HSR we utilize the LEGO Mindstorm Robotics Kits which require Scouts to work cooperatively to build the robot and program it!



# EAGLE BASE CAMP

Scouts who are 13 and older, have completed the 8th grade, or have earned the rank of 1st Class can participate in the merit badge offerings of Eagle Base Camp. Scouts are expected to engage in stimulating conversation, research topics, and write thorough reports.



## **Citizenship In Society-**

This is the Boy Scouts of America newest merit badge, introduced in January of 2022. Effective July 1, 2022, Scouts will be required to complete this badge in order to earn the rank of Eagle Scout. Because of this, we are limiting participation to Scouts that are 16 or 17 years of age.

## **Citizenship in the World-**

Scouts examine the role of themselves and world institutions in maintaining peace and prosperity on the planet.

## **Personal Management-**

Scouts will learn how to manage their funds and make wise financial choices. This badge also gives scouts the opportunity to learn how the stock market, banks, and other financial institutions operate.

## **Citizenship in the Nation-**

Scouts learn the role of a good citizen on the national level. Scouts will take on a current national issue and write their local elected official regarding their opinion.

## **Communications-**

The art of verbal and non-verbal signals, symbols and gestures are covered in this course.

Scouts speak in front of their peers and carry on civil debates.





# BROWNSEA

## HSR'S 1ST YEAR CAMPER PROGRAM

Brownsea is intended for first year campers who are working toward earning Tenderfoot, Second Class, and First Class. A Scout that has already earned the rank of First Class would be better suited enrolling in a complete merit badge schedule, even if this is their first year at summer camp.

New Scouts work on requirements for Tenderfoot through First Class ranks simultaneously. Scouts are assigned to either the morning or afternoon Brownsea session, and they will attend the assigned session throughout the week. Campers in the program also are enrolled in Swimming merit badge or Instructional Swim and Nature merit badges as part of the program. Their merit badge classes will take place the opposite half of the day when they are not in Brownsea.

Each unit enrolling Scouts in the Brownsea program is expected to send at least 1 leader per 8 Scouts to the program. The unit leader accompanying the Scouts to Brownsea will be responsible for testing and signing the requirements covered in the program daily. Scouts attending Brownsea should review and be tested by their unit to ensure mastery of the requirement, prior to the unit signing off on the requirement. A list of requirements covered will be provided to the unit leaders at the end of the week.

Brownsea Scouts should come prepared each day with a water bottle, their Scout Handbook, bug spray, sunscreen, and a pocket knife.



# ATV SAFETY PROGRAM



Scouts can become certified riders through the Polaris ATV Safety Program, allowing them to rent and drive off-road vehicles in states that require it.

Scouts must be at least 14 years of age prior to their week of camp in order to participate. Long pants, long sleeve shirts, and boots that cover the ankles are required. All other riding gear is provided.

Scouts **MUST** complete the ATV E-Course prior to camp. Scouts will not be allowed to participate in the hands-on training without a completion certificate. <https://atvsafety.org/atv-ecourse/>



# 100% NANTICOKE CAMPER

Scouts and leaders are encouraged to visit all of the areas of camp and experience a wide variety of activities. Scouts may obtain a coupon book in which to collect initials by completing various activities. Upon your arrival at camp, seek out the Program Director for more details!



# NANTICOKE TRAILBLAZER

Scouts and leaders are encouraged to use and help care for the trail system of HSR. By enrolling with the Program Director each Scout or Scouter will be issued a Nanticoke Trailblazers pocket patch and leather strap. As each camper hikes the 5 colored trails, they are awarded a pair of color-corresponding beads for each trail completed. They also earn a yellow bead for camping in an outpost site. Once all beads are earned, and the camper has worked for a minimum of 12 hours on a Trailblazer work crew, they are eligible to receive and proudly wear the Nanticoke Trailblazer belt buckle. Since we have over 20 miles of trails, this program can be completed over multiple summers or even during the winter short-term season.



# ADULT LEADER TRAININGS

## Level

### 1 Climbing Instructor-

Adult leaders will learn the skills and safety requirements needed to run a climbing program for scouts. This course will be Monday through Friday during 3rd period and will take place at the climbing tower. Additional time at the tower throughout the week is needed to complete the training.

### Safety Afloat-

Leaders learn about leading a boating trip. Once completed, leaders can "rent" our canoes and kayaks for a Troop trip- maybe an overnight adventure or exploring some of the southwestern outposts on camp.

### Safe Swim Defense-

This training will provide you with the working knowledge required to set up and facilitate a safe swimming event for your unit. This course does not certify you as a lifeguard.

### Trek On Safely-

Leaders learn about leading a troop hiking trip.

### Leave No Trace-

The future of Scouting is being developed around the principles of Leave No Trace. Leaders who complete this training can share these principles and incorporate them on future troop camping trip.

In addition to the courses above, we offer a variety of training opportunities on an as needed basis. These courses take place in the evenings throughout the week and may include:

- Position Specific Training
- Charter Organization Rep Training
- Youth Protection Training



# LIVING AT CAMP

## CAMPSITE

During check-in, your troop is responsible for conducting a check-in inventory to ensure that everything is present in your campsite. If something is missing, please ask that it be replaced. Be sure to check all equipment CAREFULLY before you sign the campsite inventory form. Note any damage that may exist when you move in. If the camp cannot replace the item, make note of it on your inventory form. Your unit is responsible for the items on the inventory. Lost or damaged equipment will be charged to your unit at the end of the camp session.

## LATRINE

Please note, latrines are for human waste only and are designed only for that purpose. Each campsite has a private latrine or shares a latrine with an adjoining site. Troop sites that share a latrine should develop a duty roster to manage latrine cleaning duties.

## GARBAGE AND RECYCLING

Garbage disposal and recycling facilities are available behind the Administration Building. There is a dumpster for trash and non-recyclable materials, and a dumpster for recyclables. Please monitor your Scouts to ensure that they are properly sorting recyclables and trash. Cardboard, paperboard, aluminum cans, bottles, and plastic bottles are all recyclable. When full, recycle bins should be carried and emptied- no bags are used for recycling. However, bags should be used for trash and trash bags should be removed from the bin and brought to the dumpster when full. For more detailed information or instructions, please discuss recycling with your Camp Commissioner or Ranger.

## CAMPSITE DUTIES

The unit leader and SPL are responsible for maintaining the safety and cleanliness of the campsite and latrine area. A Duty Roster should be posted to divide the responsibility for campsite facilities equitable among troop and patrol members. In situations where 2 or more troops share a campsite, leaders from all units should work to develop the Duty Roster to divide responsibility among the troops in that site.

## PERSONAL ITEMS

Neither Henson Scout Reservation nor Del-Mar-Va Council are responsible for personal items. All valuables should be adequately secured or left at home. Lost and Found items are located at the Administration Building.



# **LIVING AT CAMP**

## **TROOP CONDUCT**

The Scoutmaster of the unit is in charge of the troop at ALL times and is responsible for the conduct and discipline of Scouts. All activities engaged in by Scouts and leaders should be strictly in accordance with the Scout Oath and Law, and the policies of the BSA.

Encourage your unit to set an example by exhibiting good manners, fellowship, sportsmanship, and cleanliness.

## **PATROLS**

Troops are encouraged to use the Patrol Method as part of their Scouting program. In the event "natural" patrols of the troop are unable to attend camp, leaders should organize camp patrols. Election of patrol leaders prior to camp and development of patrols for camp are suggested to ensure success of all patrols. Patrols are encouraged to bring flags and banners to all camp activities.

## **DRESS CODE**

Units are encouraged to implement a daily Class B uniform for scouts to wear during activities. Please ensure that everyone at camp is dressed in a modest and appropriate manner. Closed-toed shoes are required to be worn at all times in all areas of camp.

Class A uniforms are to be worn at each evening's flag ceremony and dinner.

## **GETTING IN TOUCH**

Prior to camp, leaders should give contact information to parents, guardians, and family members to enable them to get in touch with Scouts and leaders at camp.

Each unit must pick up its own mail at the Administration Building daily.

Outgoing mail leaves at approximately 11 AM daily.

### **MAILING ADDRESS**

Scout or Leader's Name  
Troop # (Campsite- if known)  
5700 Nanticoke Rd  
Seaford, DE 19973



# TRADING POST

The Trading Post carries many items including camping equipment, pamphlets, books, Scout merchandise, and gifts. In addition, toothpaste, soap, pencils, writing paper, postcards, craft supplies, gifts, and drinks are available.

If you're hungry, the Trading Post also has Pretzels, Popcorn, Funnel Cakes, and Slushies during open hours.

Trading Post hours vary daily and are posted on the TP doors.

Visa, Mastercard, Discover, Cash, and Checks are accepted for purchases. In 2021, Scouts spent approximately \$60 in the Trading Post over the course of their week in camp.



## ORDERING CUSTOM CAMP T-SHIRTS

Custom T-Shirts featuring a large 2021 design on the back and the HSR logo on the front left, along with your Troop's # and Home Town will be available for order on the Square Market website.

Registrants will receive a link when available.

T-shirt orders made at least 1 month prior to your camp arrival will be available for pick up on your check-in day at the Trading Post.



# CHECK-IN DAY

## UPON ARRIVAL

Please note that we are discouraging carpooling because if any occupant of a vehicle has a fever, all occupants of that vehicle will not be admitted into camp. Individuals with a temperature greater than 100.4 F will be subject to additional testing and the possibility of being asked to return home. The primary unit leader should proceed to the Administration Building to check in. At this time, campers will be confirmed and any fees due to camp will be payable. Once the roster and account are finalized, a staff member will be assigned to help your troop settle in to your campsite and conduct a tour of the camp facilities.

## TYPICAL SCHEDULE

1:00 PM-4:30 PM Unit Check-In  
Camp Tour  
Campsite Set Up  
5:00 PM Prepare for Dinner  
6:05 PM Formation for Retreat Parade  
at Nanticoke Lodge  
6:15 PM Chicken BBQ  
7:00 PM Merit Badge Midway  
7:00 PM SPL Meeting  
7:15 PM Leaders' Meeting  
  
8:45 PM Proceed to Campfire Circle  
**9:00 PM OPENING CAMPFIRE**  
10:00 PM Return to Campsite  
  
10:30 PM Lights Out

## MEDICAL CHECK

As part of the check-in process, all Scouts and Scouters will turn in their medical form for review with one of our medical officers. Parts A, B, and C must be complete and have a certified and licensed health care providers signature from within the current calendar year. Scouts will also be asked C19 screening questions.

## SWIM CHECK

Units who have not conducted a swim classification prior to arrival will be required to participate in a Swim Check. If your unit will need to participate in a Swim Check, please inform Scouts and leaders to pack their swim attire and towels near the top of their gear.





# **CAMP POLICIES**

## **SECURITY BRACELETS**

All registered Scouts and leaders are required to wear an identification bracelet at all times. Bracelets are color coded by Swim Classification. Blue bracelets are for Swimmers; red for beginners; and white for non-swimmers. Bracelets will be checked each morning at breakfast and periodically during the week. The bracelet is an important part of the camp security system. Replacement bracelets can be obtained in the main office.

## **LEAVING CAMP**

For their protection, campers may not leave camp without parental permission. Leaders should be aware of a scout's need to be out of camp, in advance, when possible.

Leaders should also know any person who is taking a Scout out of camp.

The procedures for leaving with anyone other than a parent or legal guardian must be followed. All campers leaving camp are required to check-out from the Administration Building.

## **VISITORS**

Visitors are always welcome at camp; however in an effort to help with the mitigation of possible illness outbreaks, we are recommending that visitors are limited. All visitors must sign in at the camp office and obtain a green identification bracelet. They will also be subject to a temperature check and C19 screening. If meals are desired, the troop must make arrangements with the camp clerk 24 hours in advance and must pay for the visitor's meals.

## **BUDDY SYSTEM**

All campers and adults must always use the Buddy System. A minimum of 2 individuals should always remain together. Leaders must adhere to Youth Protection Guidelines.

## **HIKING**

Scouts should remain on marked trails and use the Buddy System at all times. Hikers must check-in at camp headquarters prior to hiking. Some areas of camp require extra attention. Parts of the trail system pass through potentially swampy areas. If hikers come across a spot that looks doubtful, the ground should be tested prior to putting full weight on it.

## **INSECT REPELLANT**

Non-aerosol insect repellent is suggested for use to reduce the likelihood of mosquitos and ticks. Aerosol insect repellants are extremely flammable and dangerous. Insect netting and support poles should be brought to camp with you. A supply of netting will be available for sale at the Trading Post.



# CAMP POLICIES

## MOTOR VEHICLES

In the interest of safety, and to limit wear and tear on camp service roads:

- All vehicles must be properly licensed and insured.
- All drivers must have a valid license
- Vehicles cannot be driven to campsites or around camp.
- Special arrangements can be made for handicapped individuals and for transporting heavy troop equipment.
- All vehicles must remain parked in the main parking lot.
- All wheeled sleeping/camping type vehicles are restricted from use as housing.
- Absolutely no passengers may be transported in any location in a vehicle that does not have a seat belt installed by the manufacturer for the purpose of passenger safety.

**Del Mar Va Council is not responsible for damage to vehicles parked in camp.**

## TOBACCO PRODUCTS

Smoking is prohibited in camp, except in designated areas. Designated areas are currently outdoors, without youth present. Leaders should not permit smoking or tobacco use by Scouts at any time. All buildings and tents are NON-SMOKING at all times. Please note that vaporizers and e-cigarettes have been added to the national BSA Policy regarding smoking.

## PROHIBITED ITEMS

Certain items are expressly prohibited in camp, with a zero-tolerance policy for violations. These items include but are not limited to alcoholic beverages, fireworks, firearms, pets, sheath knives, drugs, and chainsaws.

## STANDARDS FOR PRIVACY

Male and female participants are required to have separate sleeping facilities (e.g. a separate room or tent). No youth may stay in the tent of an adult other than their parent or guardian. Legally married couples may share the same quarters, provided that separate, private quarters are available. Adult leadership needs to respect the privacy of youth members in situations such as changing into swimsuits and taking showers and intrude only to the extent that health and safety may require. Leaders must also protect their own privacy in similar situations.





Our massive dining hall typically seats 420 staff and campers. The facility is surrounded by screened in windows and is well ventilated.

Additional seating is available surrounding the Dining Hall.

All meals will be served in a cafeteria style.

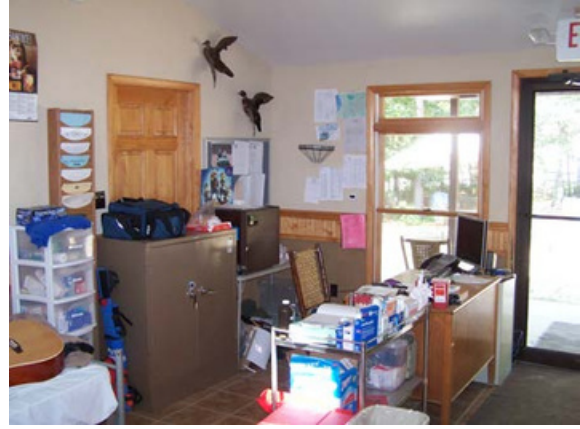
## **COMMISSARY**

Expendable items such as trash bags, toilet paper, cleaning supplies, and ice are available at the Commissary during posted hours at no cost. If your unit is in need of something outside of the posted hours, speak to a member of the Trading Post Staff and they will be happy to assist!

The Commissary is located in the same building as the Trading Post and First Aid Lodge.



# HEALTH & SAFETY



## HEALTH LODGE

A Health Officer is available at camp 24/7. The Health Officer can handle most minor illness or injuries. ALL illness and injuries must be brought to the attention of the Health Lodge as soon as detected. If further medical attention is required, Scouts and adults will be seen by the camp physician or taken to a local Healthcare Facility.

## MEDICATIONS

In accordance with BSA standards, Units currently have two options when it comes to handling medications:

- 1.All medications are turned in to the Camp Health Lodge. Our Health Officer will supervise and log the distribution of medications. Unit Leaders are only responsible for getting Scouts to the Health Lodge when required.
- 2.All medications are stored by a Unit Health Officer in a secure device in the campsite. The Unit Health Officer must supervise and log the distribution of all medications. Copies of the log must be turned in to the Camp Health Officer at the end of the camp session.

## MEDICAL EXPENSES

If offsite medical care is required, it is the responsibility of the unit leader to process all charges for medical care through the unit's insurance policy, to have the expenses paid by the unit leader, or have the expenses billed directly to the patient's family.



# HEALTH & SAFETY

## DAILY PERSONAL INSPECTIONS

It is the responsibility of the unit leader to determine, by observation and questioning, the health of each camper, every morning before breakfast. Send any campers with problems to the Health Lodge immediately.

This daily responsibility will now require unit leaders to record it on a log. These logs must be made available to the camp medical team upon request and copies will be submitted to the Health Officer at the end of the camp session.

## DAILY SHOWERS

Personal cleanliness is a factor in the prevention of illness. There simply is no substitute for soap and hot water. Hot showers are located near each campsite. Leaders should ensure that campers are staying clean. Showers should be taken daily, and Scouts should do a personal tick inspection.



# EMERGENCY PROCEDURES

## TEXT ALERT SYSTEM

In order to broadcast alert messages to leaders and Scouts quickly, Henson Scout Reservation contracts with a web-based text messaging service.

All Scouts and leaders are encouraged to join the text message alert system. Specific instructions for joining will be given to your unit upon arrival. There is no limit to the number of people who may join the text alert system.

Message Items May Include: Weather Alerts, Program Alerts, Reminders

Most importantly, any time the camp emergency siren sounds, a text message will be sent that corresponds with the siren. Directions for next steps, or reference to the Emergency Procedures will be included, as necessary.

## ACCIDENT OR ILLNESS

In the event of serious accident or illness, the following procedure is to be followed:

- If additional assistance is required before transporting, or if emergency transportation is needed, call an ambulance. Phone numbers are posted at all phones.
- Administer first aid within the limits of your qualifications. Send for the Camp Health Officer or for any additional help that may be available in camp.
- If the injury/illness is of a less serious nature, have the unit transport the individual to the hospital or doctor. Two adults must accompany the individual.
- Instruct the accompanying adults to report back to camp headquarters on the extent of the problem. Remind them that all expenses are the responsibility of the individual or unit.
- Completely fill out a Report of Incident recording all information required and file it with the Camp Director.

## IN CASE OF FATALITY

- Immediately inform the Camp Director. Contact the Scout Executive in the case of his absence. Have all available information requested on the Report of Incident Form.
- Do not discuss the incident with anyone other than the Camp Director or Scout Executive. The Council Scout Executive or his designee will release all media information.



# **EMERGENCY PROCEDURES**

## **FIRE, EARTHQUAKE, OR OTHER NATURAL DISASTER**

Immediately upon learning that there is a fire or other incident in camp, the following procedure should be followed:

- Notify the Camp Director, Camp Ranger, or Member of Camp Staff
- The camp siren will be sounded for three minutes for all campers to return to their campsites. The Camp Director or Camp Ranger will direct firefighting efforts until relieved by the fire department.
- The Program Director will remain at headquarters and all other staff members will report to the fire scene to work as directed by the Camp Director or Camp Ranger

UNITS WILL DO THE FOLLOWING:

- Once all are present and accounted for, send a pair of runners to headquarters to report and receive instructions
- Units should prepare to evacuate camp. Units should remain in their campsites until they are issued further instructions.

## **LOST PERSON**

Whenever a camper is reported missing, the following procedure is followed:

- Notify the Camp Director or Camp Ranger who will take charge.
- Have all members of the unit from which the person is missing report to their campsite.
  - Check with the unit leadership to determine where the person was last seen. Thoroughly check all tents, cabins, bunks, and latrines. Check the Waterfront areas. Are there any boats missing?
- If the person is still missing, the Camp Director or Camp Ranger will notify the Director of Support Services or the Scout Executive. Institute a search of the camp roads and trails, using the Camp Ranger, Camp Staff, and any available leaders over the age of 18 years old who are thoroughly familiar with the camp. Search the camp using a line-abreast pattern and by areas as determined on a map. Campers may be used for this, but only in daylight, and only when two adults supervise each group of campers. Search one area at a time, from one side to the other, and then move on to the next area.
- If, at this point, the camper has still not been located, the Camp Director or Ranger will request the assistance of the Maryland State Police. Assist the police as requested and follow their directions exactly. Refer the news media to the Director of Support Services or his designee. Completely fill out a Report of Incident Form.



# EMERGENCY PROCEDURES

## SEVERE STORM

In the event of an impending severe storm, the following procedure will be followed:

- If forecasts indicate the advisability, and sufficient time is available, the camp is to be evacuated in an orderly fashion. This will require a minimum of thirty minutes advance notice, and preferably an hour. The Camp Director or Camp Ranger will consult with the Director of Support Services before ordering an evacuation. If time will not allow an evacuation, proceed as follows:
  - o Have all units check to be certain that all campers are present and accounted for.
  - o Instruct all campers to secure their personal gear under their bunks.
  - o Secure all unit gear.
  - o All units will report to the Dining Hall

## LOST BATHER

The Lost Bather procedure is similar to the Lost Person Procedure in that the same alarm will be used and the staff will report to headquarters.

The following procedure will be initiated when it has been determined a boater or swimmer is missing:

- The Aquatics Staff calls out the Scout's name to see if he answers.
- If no answer, the Aquatics Staff determines where the Scout was last seen.
- The area is quickly scanned. If the Scout is still missing, the Aquatics Staff sends all Scouts back to their unit site.
- The Aquatics Director is notified. He will assign a staff member to go to the missing Scout's campsite and verify their camper inventory.
- The Camp Director is notified. As the above occurs, the Aquatics Staff organizes and begins a water search.
  - The general camp alarm will sound.
  - All staff members report to headquarters by the nearest phone.
  - All Scouts return to their campsite
  - Staff will report as requested at their call
- The Camp Director will notify EMS and command all other aspects of the search.
- The Director of Support Services will be notified. All media requests will be referred to the Director of Support Services or his designee.





# EMERGENCY PROCEDURES

## VIOLENT INTRUDER

These procedures may be called for in the following instances:

- 1) Intruder/ Violent Intruder Warning – The threat is outside of the reservation. The Camp/ Camp Director has been notified of a potential threat outside of the reservation.
- 2) Intruder/Violent intruder On Premise– The threat/intruder is inside the reservation.

Anyone involved in an active shooter situation should employ the following strategy in the order presented:

### **RUN, HIDE, RESIST**

**RUN** – When a violent intruder is in your vicinity, evacuate the area:

- If there is an escape path, attempt to evacuate, move away from threat.
  - o Have an escape route and plan in mind
  - o Run in small groups toward opposite/safe direction
  - o Spread out in pairs (use the buddy system)
  - o Run between trees/objects
- o Upon arriving at a designated rally point off site, remain there
  - Evacuate whether others agree to or not.
  - Leave your belongings behind.
- Help others escape if possible. Do not attempt to move wounded people
  - Prevent others from entering the active area.
  - Rally at the designated rally point (identified below under “Rally Points”)
  - Call 911 if cellphone signal available, let them know the location of rally point site
- Be prepared to remain at rally point location for hours.

**HIDE** – If an evacuation is not possible, find a place to hide where the active shooter is less likely to find you:

- Your hiding place should:
  - o Be out of the active shooter’s view
  - o Provide protection if shots are fired in your direction (i.e., an office with a closed and locked door)
  - o Not trap you or restrict your options for movement
    - Seek shelter in any safe building nearby
    - Lock and/or blockade the door.
- Silence your cell phone/radio communication. Turn off any source of noise.
  - Hide behind or under large objects and stay low to the floor
  - Remain very quiet.



# EMERGENCY PROCEDURES

## VIOLENT INTRUDER CONTINUED

**RESIST** – As a last resort, and only if your life is in danger, attempt to disrupt and/or incapacitate the active shooter

by:

- Acting as aggressively as possible against him/her
- Yelling
- Throwing items and improvising weapons.
- Committing to your actions.

**9-1-1** If you are in a safe location having fled the scene or are safely hidden AND can call the authorities without attracting the shooters attention:

- Remain calm
- Dial 911, if possible, to alert police to the active shooter's location
- If you cannot speak, leave the line open and allow the dispatcher to listen

Information to provide to the 911 operator and law enforcement upon arrival if requested:

- Location of the active shooter
- Number of shooters, if more than one
- Physical description of shooter(s)
- Number and type of weapons held by the shooter(s)
- Number of potential victims at the location

### **Rally Point Location(s):**

Rifle Range- In the event that a situation takes place, all people in the activities field area should report to the Rifle Range to take shelter.

Lasher Activities Building (Nature Lodge)- Anyone in the vicinity of the Activities Building should rally behind the building.

Yurt Village- Anyone in the Dining Hall/Admin area of camp should rally behind the Yurts.

### **Staging Area for parents**

In the event of an emergency, parents will be asked to respond to a staging area LOCATED OFF SITE. The reason for this is to allow emergency response personnel access to the site without any interruption.

Main Parking Lot and facilities at the Sharptown Carnival Grounds-  
GPS Location: 405 Joe Morgan Rd, Sharptown, MD 21861



# **EMERGENCY PROCEDURES**

## **ALLEGATIONS OF/SUSPECTED CHILD ABUSE**

- Suspected bullying or abuse must be reported as soon as it is suspected. Failure to do so may result in criminal or civil penalties. No state requires that you have proof that abuse has occurred prior to making the report, only that it is suspected.
  - Call 1-844-SCOUTS1 to report the situation.
- All reports must be immediately reported to the Camp Director. Initial reports may be oral, but any oral report must be documented in writing at the earliest possible time.
  - In cases involving allegations of sexual abuse against an individual, the Scout Executive of the council in which the alleged abuser resides is also responsible for implementing proper procedures.

## **EMERGENCY CONTACTS**

Address: 5700 Nanticoke Rd. Rhodesdale, MD 21659

**In an emergency: Dial 9-1-1**

**Please inform the Camp Health Officer of emergency prior to calling 9-1-1**

Camp Director- Ryan Teat: (410) 829-3024

Camp Ranger- Craig Richards: (443) 523-2887

Dir. of Support Services- Michael Oehmke:(302) 531-5524

Scout Executive- Robert Nakagawa: (808) 463-7755



# **ONLINE SUPPORT**

## **DOUBLEKNOT**

**WWW.DMVC.ORG**

Uses:

Reservations

Program Registration (Merit Badges)

Steps:

- 1) Visit [www.dmvc.org](http://www.dmvc.org)
- 2) Click on the Site Log-In tab EVERY TIME!
- 3) Check out the online tutorial guide for Merit Badge Enrollment and How to Adjust Your Account.

## **SQUARE MARKET**

### **ONLINE TRADING POST**

<https://squareup.com/store/henson-scout-reservation>

A unit leader can place an order for custom t-shirts using the online store link above. Additionally, select items from our Trading Post are available to order online at anytime by anyone!



## **Henson Scout Reservation**

### **Family Fact Sheet**

**Arrival:** Each unit will be assigned an arrival time. Assigned check-in times will be between 1:00 PM and 3:00 PM on Sunday. See your troop's Camping Coordinator for your unit's arrival time. Provisional Campers should arrive at 2:00 PM.

**Departure:** The Closing Ceremony will end at approximately 10:00 AM on Saturday. Closing ceremonies include a final parade and awards. This is a great time for pictures!

**Medicals:** Every Scout, leader, and parent participating in camp must have turned in a COPY of the appropriate medical form to their Camping Coordinator. **This form will not be returned.** See your Camping Coordinator for full details of this policy. Be sure to pack any medicines near the top of gear, as they must be secured upon arrival at camp.

**Mail:** Scouts love to get mail from family and friends. The mailing address is:

**Henson Scout Reservation**

**Scout's Name**

**Campsite or Troop #**

**5700 Nanticoke Rd**

**Seaford, DE 19973-6079**

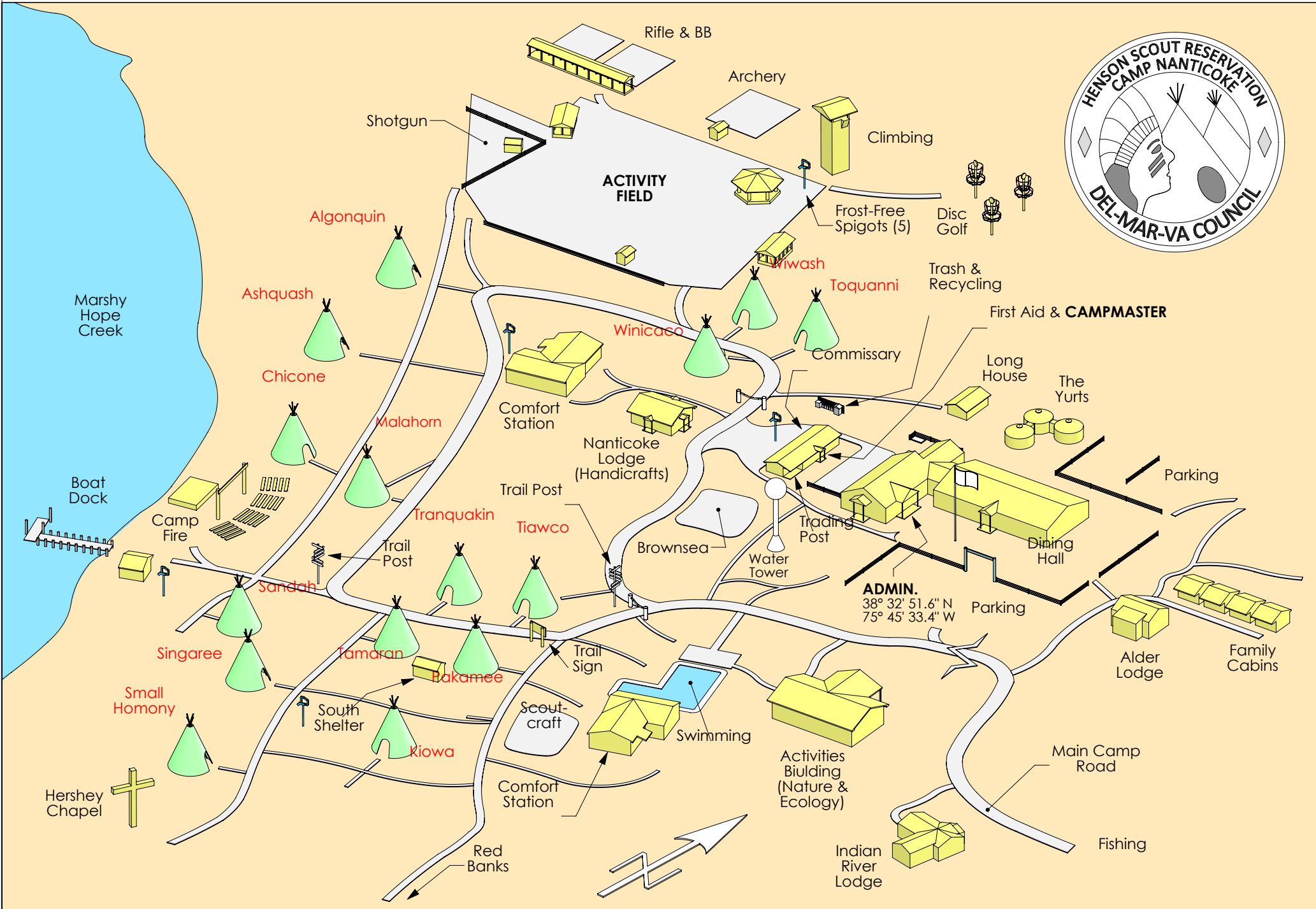
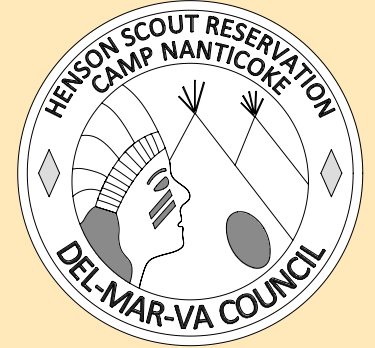
**Phone:** For incoming EMERGENCY calls only, the camp phone number is (410) 202-0053. A call back number must be left so the recipient can return the call. Email may be sent to [ryanteat@dmvc.org](mailto:ryanteat@dmvc.org). Be sure to know your troop's policy regarding phone use by Scouts.

**Refunds:** Eligible refund requests must be received in writing at least 2 weeks prior to your camp date.

There will be no refunds on cancellations within 2 weeks of camp date, except for medical reasons. Medical refund requests must include a doctor's note.

The \$50 non-refundable Scout deposit will be retained in all cases. Due to additional contractual obligations, after June 1, the non-refundable amount increases to \$100 per Scout. Written refund requests must be received by the Outdoor Adventures team on or before Sept 1.

# Richard A. Henson Scout Reservation Camp Nanticoke ~ Campsite Map ~



# **What to Bring to Camp**

## **Henson Scout Reservation**

### **Personal Camping Gear**

- Medications
- Pack or Suitcase
- Summer Sleeping Bag
- Sweater or Sweatshirt
- Poncho or Raingear
- Sneakers for Boating
- Uniform
- Laundry bag
- Sunscreen
- Jeans/long pants
- Shorts
- Extra T-Shirts
- Extra Underwear
- Swimsuit & Towel
- Flashlight with Batteries
- Sturdy shoes or hiking boots
- Insect Repellant

### **Hygiene Kit Containing**

- Soap in a box
- Toothbrush/toothpaste
- Comb
- Bath towel & washcloth
- Other personal articles

### **Optional Items**

- Watch
- Notebook & Pen
- Camera
- Bible, Testament, or Prayer Book
- Canteen or Water Bottle
- Spending Money
- Pillow
- Scout Handbook
- Insect Netting and Pole

### **PROHIBITED IN CAMP: Alcoholic Beverages, Fireworks, Firearms and Airguns, Pets, Chainsaws, Sheath**

### **Knives, Illegal or Unlabeled Drugs**

### **Optional Patrol Gear**

- First Aid Kit
- Battery Powered Lantern
- Ice Chest
- Patrol Flag
- Insulated Drink Cooler
- Program Materials and Supplies

We suggest each item of clothing and equipment be labeled with the camper's name and troop number. This will be helpful in returning lost items.

## Troop Swim Classification Roster

**Troop #**

**Date of Test:**

#	Full Name(Please Print)	Non-Swimmer	Beginner	Swimmer
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

**Name of Person Conducting Test**

\_\_\_\_\_

Print Name

\_\_\_\_\_

Signature

**Unit Leader**

\_\_\_\_\_

Print Name

\_\_\_\_\_

Signature

(Photocopies of the credentials of the person conducting the test must be attached.)



Henson  
Scout  
Reservation

Permission to  
Use the Internet

I, hereby give permission to my Scout, \_\_\_\_\_, to use the internet while at Henson Scout Reservation during Scouts BSA Summer Camp. I have reviewed the following Internet Safety Guidelines with my Scout prior to his attendance at camp:

(From *Guide to Safe Scouting*, November 24, 2014)

When you are online, you are in a public place, among thousands of people who are online at the same time. Follow these personal protection rules and you will have fun:

- Keep online conversations with strangers to public places, not in email.
- Do not give anyone online your real last name, phone numbers at home or school, your parents' workplaces, or the name or location of your school or home address unless you have your parents' permission first. Never give your password to anyone but a parent or other adult in your family.
- If someone sends or shows you email with sayings that make you feel uncomfortable, trust your instincts. You are probably right to be wary. Do not respond. Tell a parent what happened.
- If somebody tells you to keep what's going on between the two of you secret, tell a parent.
- Be careful to whom you talk. Anyone who starts talking about subjects that make you feel uncomfortable is probably an adult posing as a kid.
- Pay attention if someone tells you things that don't fit together. One time an online friend will say he or she is 12, and another time will say he or she is 14. That is a warning that this person is lying and may be an adult posing as a kid.
- Unless you talk to a parent about it first, never talk to anybody by phone if you know that person only online. If someone asks you to call—even if it's collect or a toll-free, 800 number—that's a warning. That person can get your phone number this way, either from a phone bill or from caller ID.
- Never agree to meet someone you have met only online at any place off-line, in the real world.
- Watch out if someone online starts talking about hacking, or breaking into other people's or companies' computer systems; phreaking (the "ph" sounds like an "f"), the illegal use of long-distance services or cellular phones; or viruses (online programs that destroy or damage data when other people download these onto their computers).
- Promise your parent or an adult family member and yourself that you will honor any rules about how much time you are allowed to spend online and what you do and where you go while you are online.

Parent Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Scout Signature: \_\_\_\_\_ Date: \_\_\_\_\_



# Frequently Asked Questions

## 2022

- 1. How will our unit know when to arrive at camp?** Your point of contact for the unit will be called by our Camp Commissioner or Clerk about a week prior to your arrival to give you a check-in time. All check-in times are between 1p.m. and 3p.m. on Sunday.
- 2. Do medical forms have to be mailed in prior to camp?** NO! In fact, we are asking that you do not mail in your medical forms. Please make sure that you have **COPIES** of everyone's medical forms upon arrival. Do not turn in originals because you will not get them back.
- 3. Does our unit have to do a pre-camp swim test?** Completing a pre-camp swim test will expedite your check-in process on Sunday, but it is not required. If a pre-camp swim test is done, the unit must provide a copy of the roster and the credentials of the administering lifeguard. Our Aquatics staff reserves the right to re-test any camper as they see necessary.
- 4. Do scouts wishing to participate in Eagle Base Camp merit badges need to register in any special manner?** No, scouts who want to take merit badges at Eagle Base Camp are registered for those badges in the same manner as any scout taking any merit badge.
- 5. What programs in camp have age restrictions?** There is a distinct difference between age restrictions and age recommendations. Age restrictions are non-negotiable and all participants must meet the age requirement prior to their week in camp. Age recommendations are in place to ensure the success of scouts in the given program, but ultimately the participation of a scout in this program is left up to the Scoutmaster. Age recommendations are based on a scouts intellectual and physical ability by a certain age which can vary.

<b>Program</b>	<b>Age Restriction</b>
Climbing Merit Badge	13 and up
ATV Safety Program	14 and up
Citizenship in Society MB	16 and up
<b>Program</b>	<b>Age Recommendation</b>
Eagle Base Camp Badges	13 and up
Shotgun Merit Badge	13 and up
Watersports Merit Badge	13 and up
Welding Merit Badge	13 and up
Metalworking Merit Badge	13 and up

**6. Do Brownsea Scouts (1<sup>st</sup> year campers) need to be registered for any merit badges?** No. The only program you need to register Brownsea Scouts for is Brownsea. They will automatically be assigned to Nature and Swimming Merit Badges. Your unit will be notified if the scouts are in morning or afternoon Brownsea at the opening Leaders Meeting upon arrival in camp.

**7. Is there any additional cost for certain programs in camp?** Absolutely no! The fee that scouts and adults pay to attend camp is ALL INCLUSIVE. There is no charge for participating in any merit badges or programs. This includes adult leaders also.








**8. How are the mosquitos and bugs during the summer?** The bugs; i.e. mosquitos, are largely affected by environmental conditions and vary from week to week and summer to summer. However, in an effort to make everyone's stay more comfortable we have hired a private company that will be spraying the entirety of camp on a more regular basis than what the Health Department has done in the past.



## 2022 HSR Program Schedule

Area	Period 1 (8:45-10:00)	Period 2 (10:15-11:30)	Period 3 (1:30-2:45)	Period 4 (3:00-4:15)
<b>Brownsea (1st Year Campers)</b>	Brownsea Scouts will have Brownsea either all Morning or all Afternoon. Assignments are given at the Sunday Night Leader Meeting.			
<b>Pool</b>	Lifesaving	*Brownsea Swimming	*Brownsea Swimming	Swimming
<b>Boatyard</b>	Kayaking	Kayaking	Kayaking	Canoeing
	Canoeing	Canoeing	Motorboating	Motorboating
	Watersports		BSA S.U.P. Award	BSA S.U.P. Award
<b>Shooting Sports</b>	Rifle	Rifle	Rifle	Rifle
	Archery	Shotgun	Shotgun	Archery
<b>Nature</b>	*Brownsea Nature	Nature/Animal Science**	Reptile and Amph. Study/Mammal Study**	*Brownsea Nature
<b>Ecology</b>	Environmental Science	Environmental Science	Forestry/Soil and Water Conservation**	Chemistry
<b>Technology (Yurts)</b>	Game Design	Electronics/Electricity**	Robotics	Digital Technology
<b>Outdoor Skills</b>	First Aid	Camping	Emergency Prep./Search and Rescue**	First Aid
	Pioneering	Wilderness Survival	Orienteering	Wilderness Survival
<b>Handicrafts (Nanticoke Lodge)</b>	Leatherwork/Basketry**	Indian Lore	Pottery	Art/Painting**
	Graphic Arts	Woodcarving	Graphic Arts	Woodcarving
<b>Visual Arts (Nanticoke Lodge)</b>	Moviemaking	Photography	Moviemaking	Animation
<b>Climbing</b>	Climbing^	Climbing^	Level 1 Climbing Instructor (Adult Training)	Climbing^
<b>Eagle Base (Yurts)</b>	CI Society	CIT Nation	CIT World	CI Society
	CIT Nation	Personal Management	Communication	Personal Management
<b>Blacksmithing</b>	Metalworking		Metalworking	
<b>Fishing</b>	Fly Fishing	Fishing	Fly Fishing	Fishing
<b>Craftmanship (Longhouse)</b>	Welding	Welding	Welding	Welding
<b>ATV</b>	ATV Safety Course^	ATV Safety Course^	ATV Safety Course^	ATV Safety Course^
<b>Key</b>	<p>New/Returning for 2022</p> <p>* Brownsea Scouts will automatically be enrolled.</p> <p>** Scouts will earn both MBs in a single period</p> <p>^ Age Restriction. See Leader Guide.</p>			



## 2022 Henson Scout Reservation Merit Badges


<p>American Business</p> 	<p><b><u>Recommended for</u></b> 3<sup>rd</sup> year and older <b><u>Located at</u></b> Eagle Base (Middle Yurt)</p>	<p><b><u>Preparation</u></b></p>	<p><b><u>Other Information</u></b></p>
<p>Animation</p> 	<p><b><u>Recommended for</u></b> 2<sup>nd</sup> year and older <b><u>Located at</u></b> Handicrafts Lodge (Nanticoke Lodge)</p>	<p><b><u>Preparation</u></b></p>	<p><b><u>Other Information</u></b> Will require short papers, class discussions, and presentations for completion.</p>
<p>Archery</p> 	<p><b><u>Recommended for</u></b> 2<sup>nd</sup> year and older <b><u>Located at</u></b> Archery Range</p>	<p><b><u>Preparation</u></b> 1c (research your state laws)</p>	<p><b><u>Other Information</u></b> Minimum score required for completion. Free shoot time may be needed to finish.</p>
<p>Art/Painting</p> 	<p><b><u>Recommended for</u></b> 2<sup>nd</sup> year and older <b><u>Located at</u></b> Handicrafts Lodge (Nanticoke Lodge)</p>	<p><b><u>Preparation</u></b></p>	<p><b><u>Other Information</u></b></p>
<p>ATV Safety Program</p> 	<p><b><u>Age Requirement</u></b> 14y.o.+ <b><u>Located at</u></b> Maintenance Center (meet at trolley)</p>	<p><b><u>Preparation</u></b> Must complete E- course prior to camp. <a href="https://atvsafety.org/atv-ecourse/">https://atvsafety.org/atv-ecourse/</a></p>	<p><b><u>Other Information</u></b></p>
<p>Camping</p> 	<p><b><u>Recommended for</u></b> 3<sup>rd</sup> year and older <b><u>Located at</u></b> Outdoor Skills (Scoutcraft Area)</p>	<p><b><u>Preparation</u></b> 4b,5e, 8c, 8d, 9a,9b</p>	<p><b><u>Other Information</u></b></p>
<p>Canoeing</p> 	<p><b><u>Recommended for</u></b> 3<sup>rd</sup> year and older <b><u>Located at</u></b> Waterfront</p>	<p><b><u>Preparation</u></b></p>	<p><b><u>Other Information</u></b> Must successfully pass the BSA Swim Test, offered at camp. (Blue Band) Bring boat shoes! <b>No open-toed shoes allowed!</b></p>









<p>Chemistry</p> 	<p><b><u>Recommended for</u></b> 2<sup>nd</sup> year and older <b><u>Located at</u></b> Nature Lodge (Lasher Activities Bldg.)</p>	<p><b><u>Preparation</u></b></p>	<p><b><u>Other Information</u></b></p>
<p>Citizenship in the Nation</p> 	<p><b><u>Recommended for</u></b> 3<sup>rd</sup> year and older <b><u>Located at</u></b> Eagle Base (Middle Yurt)</p>	<p><b><u>Preparation</u></b> 2a OR 2b OR 2c</p>	<p><b><u>Other Information</u></b></p>
<p>Citizenship in the World</p> 	<p><b><u>Recommended for</u></b> 3<sup>rd</sup> year and older <b><u>Located at</u></b> Eagle Base (Middle Yurt)</p>	<p><b><u>Preparation</u></b></p>	<p><b><u>Other Information</u></b></p>
<p>Citizenship in Society</p> 	<p><b><u>Age Requirement</u></b> 16y.o.+ <b><u>Located at</u></b> Eagle Base (Middle Yurt)</p>	<p><b><u>Preparation</u></b></p>	<p><b><u>Other Information</u></b></p>
<p>Climbing</p> 	<p><b><u>Required Age</u></b> 13+ y.o. <b><u>Located at</u></b> Climbing Tower</p>	<p><b><u>Preparation</u></b></p>	<p><b><u>Other Information</u></b></p>
<p>Communication</p> 	<p><b><u>Recommended for</u></b> 3<sup>rd</sup> year and older <b><u>Located at</u></b> Eagle Base (Middle Yurt)</p>	<p><b><u>Preparation</u></b> 5,8</p>	<p><b><u>Other Information</u></b></p>
<p>Digital Technology</p> 	<p><b><u>Recommended for</u></b> 2<sup>nd</sup> year and older <b><u>Located at</u></b> Technology Yurt (Rightmost Yurt)</p>	<p><b><u>Preparation</u></b></p>	<p><b><u>Other Information</u></b> Bring evidence of your current, up-to-date BSA Cyberchip.</p>
<p>Electronics</p> 	<p><b><u>Recommended for</u></b> 2<sup>nd</sup> year and older <b><u>Located at</u></b> Technology Yurt (Rightmost Yurt)</p>	<p><b><u>Preparation</u></b></p>	<p><b><u>Other Information</u></b></p>
<p>E. Prep/Search &amp; Rescue</p> 	<p><b><u>Recommended for</u></b> 3<sup>rd</sup> year and older <b><u>Located at</u></b> Outdoor Skills (Scoutcraft Area)</p>	<p><b><u>Preparation</u></b> E. Prep. 1, 2c S.A.R 4, 5, 6A, 6B, 10</p>	<p><b><u>Other Information</u></b> First-Aid Merit Badge must be completed to begin Emergency Preparedness.</p>

 Environmental Science	<b><u>Recommended for</u></b> 3 <sup>rd</sup> year and older <b><u>Located at</u></b> Nature Lodge (Lasher Activities Bldg.)	<u>Preparation</u>	<u>Other Information</u>
 First Aid	<b><u>Recommended for</u></b> 2 <sup>nd</sup> year and older <b><u>Located at</u></b> Outdoor Skills (Scoutcraft Area)	<u>Preparation</u> 5	<u>Other Information</u>
 Fish and Wildlife Management	<b><u>Recommended for</u></b> 2 <sup>nd</sup> year and older <b><u>Located at</u></b> Nature Lodge (Lasher Activities Bldg.)	<u>Preparation</u>	<u>Other Information</u>
 Fishing	<b><u>Recommended for</u></b> 2 <sup>nd</sup> year and older <b><u>Located at</u></b> Fishing Trolley (Outside Dining Hall)	<u>Preparation</u>	<u>Other Information</u>
 Fly Fishing	<b><u>Recommended for</u></b> 2 <sup>nd</sup> year and older <b><u>Located at</u></b> Fishing Trolley (Outside Dining Hall)	<u>Preparation</u>	<u>Other Information</u>
 Forestry/Soil and Water	<b><u>Recommended for</u></b> 2 <sup>nd</sup> year and older <b><u>Located at</u></b> Nature Lodge (Lasher Activities Bldg.)	<u>Preparation</u>	<u>Other Information</u> Good to have a notebook and something to write with. Bug spray and long pants also recommended.
 Game Design	<b><u>Recommended for</u></b> 2 <sup>nd</sup> year and older <b><u>Located at</u></b> Technology Yurt (Rightmost Yurt)	<u>Preparation</u>	<u>Other Information</u> This is NOT a Merit Badge about video games. Please review the requirements before coming to camp.
 Graphic Arts	<b><u>Recommended for</u></b> 2 <sup>nd</sup> year and older <b><u>Located at</u></b> Handicrafts Lodge (Nanticoke Lodge)	<u>Preparation</u>	<u>Other Information</u>
 Indian Lore	<b><u>Recommended for</u></b> 2 <sup>nd</sup> year and older <b><u>Located at</u></b> Handicrafts Lodge (Nanticoke Lodge)	<u>Preparation</u>	<u>Other Information</u>



<p>Insect Study</p> 	<p><b>Recommended for</b> 2<sup>nd</sup> year and older <b>Located at</b> Nature Lodge (Lasher Activities Building)</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b></p>
<p>Instructional Swim</p> 	<p><b>Recommended for</b> 1<sup>st</sup> year and older <b>Located at</b> Pool</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b> This course aims to teach Scouts how to confidently swim and complete the BSA swim test.</p>
<p>Kayaking</p> 	<p><b>Recommended for</b> 2<sup>nd</sup> year and older <b>Located at</b> Waterfront</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b> Must successfully pass the BSA Swim Test, offered at camp. Bring boat shoes! <b>No open-toed shoes allowed!</b></p>
<p>Leatherworking/Basketry</p> 	<p><b>Recommended for</b> 2<sup>nd</sup> year and older <b>Located at</b> Handicrafts Lodge (Nanticoke Lodge)</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b></p>
<p>Lifesaving</p> 	<p><b>Recommended for</b> 2<sup>nd</sup> year and older <b>Located at</b> Pool</p>	<p><b>Preparation</b> Swimming MB</p>	<p><b>Other Information</b></p>
<p>Metalwork</p> 	<p><b>Recommended for</b> 3<sup>rd</sup> year and older <b>Located at</b> Blacksmithing Pavillion</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b> Must have non-synthetic long pants, long sleeved shirt, and boots.</p>
<p>Mile Swim BSA</p> 	<p><b>Recommended for</b> 3<sup>rd</sup> year and older <b>Located at</b> Pool</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b> Earn your BSA Mile Swim award in this 5-day course.</p>
<p>Motorboating</p> 	<p><b>Recommended for</b> 3<sup>rd</sup> year and older <b>Located at</b> Waterfront</p>	<p><b>Preparation</b> 4a, 4b Bring your laws sheet for your state.</p>	<p><b>Other Information</b> Must successfully pass the BSA Swim Test, offered at camp. <b>Bring boat shoes!</b> Must show proof of boater's license.</p>
<p>Moviemaking</p> 	<p><b>Recommended for</b> 3<sup>rd</sup> year and older <b>Located at</b> Handicrafts Lodge (Nanticoke Lodge)</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b> Personal digital cameras and video cameras are encouraged to be used but not required.</p>

<p>Nature/Animal Science</p> 	<p><b>Recommended for</b> 1<sup>st</sup> year and older <b>Located at</b> Nature Lodge (Lasher Activities Bldg.)</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b> Animal Science Requirement 6 WILL be covered in class (Dairying Option)</p>
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<p>Nature</p> 	<p><b>Recommended for</b> 1<sup>st</sup> year and older <b>Located at</b> Nature Lodge (Lasher Activities Bldg.)</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b> Included in Brownsea Program.</p>
<p>Orienteering</p> 	<p><b>Recommended for</b> 2<sup>nd</sup> year and older <b>Located at</b> Outdoor Skills (Scoutcraft Area)</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b></p>
<p>Personal Management</p> 	<p><b>Recommended for</b> 3<sup>rd</sup> year and older <b>Located at</b> Eagle Base (Middle Yurt)</p>	<p><b>Preparation</b> 2, 8</p>	<p><b>Other Information</b> Copy of budget and plan from requirements 2 and 8 must be presented to counselor.</p>
<p>Photography</p> 	<p><b>Recommended for</b> 3<sup>rd</sup> year and older <b>Located at</b> Handicrafts Lodge (Nanticoke Lodge)</p>	<p><b>Preparation</b> 1b</p>	<p><b>Other Information</b> Bring proof of your current, up-to-date BSA Cyberchip.</p>
<p>Pioneering</p> 	<p><b>Recommended for</b> 2<sup>nd</sup> year and older <b>Located at</b> Outdoor Skills (Scoutcraft Area)</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b></p>
<p>Pottery</p> 	<p><b>Recommended for</b> 2<sup>nd</sup> year and older <b>Located at</b> Handicrafts Lodge (Nanticoke Lodge)</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b></p>
<p>Rep. &amp; Am./Mammal</p> 	<p><b>Recommended for</b> 2<sup>nd</sup> year and older <b>Located at</b> Nature Lodge (Lasher Activities Bldg.)</p>	<p><b>Preparation</b> Rep. &amp; Am. 8</p>	<p><b>Other Information</b> Good to have a notebook and something to write with.</p>
<p>Rifle Shooting</p> 	<p><b>Recommended for</b> 2<sup>nd</sup> year and older <b>Located at</b> Rifle Range</p>	<p><b>Preparation</b> 1f</p>	<p><b>Other Information</b> Bring a copy of your state's rifle shooting laws to the first class session.</p>

<p>Robotics</p> 	<p><b>Recommended for</b> 3<sup>rd</sup> year and older <b>Located at</b> Technology Yurt (Rightmost Yurt)</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b></p>
<p>Shotgun Shooting</p> 	<p><b>Recommended for</b> 3<sup>rd</sup> year and older <b>Located at</b> Shotgun Range</p>	<p><b>Preparation</b> 1f</p>	<p><b>Other Information</b> Bring a copy of your state's shotgun shooting laws to the first class session.</p>
<p>Stand-Up Paddleboarding</p> 	<p><b>Recommended for</b> 3<sup>rd</sup> year and older <b>Located at</b> Waterfront</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b> Must successfully pass the BSA Swim Test, offered at camp. (Blue Band) Bring boat shoes! <b>No open-toed shoes allowed!</b></p>
<p>Swimming</p> 	<p><b>Recommended for</b> 1<sup>st</sup> year and older <b>Located at</b> Pool</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b> Must successfully pass the BSA Swim Test, offered at camp. (Blue Band)</p>
<p>Watersports</p> 	<p><b>Recommended for</b> 3<sup>rd</sup> year and older <b>Located at</b> Waterfront</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b> Must successfully pass the BSA Swim Test, offered at camp. (Blue Band) Bring boat shoes! <b>No open- toed shoes allowed!</b></p>
<p>Weather</p> 	<p><b>Recommended for</b> 3<sup>rd</sup> year and older <b>Located at</b> Nature Lodge (Lasher Activities Bldg.)</p>	<p><b>Preparation</b></p>	<p><b>Other Information</b> Will require a 5-minute speech written and delivered by the scout.</p>
<p>Welding</p> 	<p><b>Recommended for</b> 3<sup>rd</sup> year and older <b>Located at</b> Fishing Trolley (Outside Dining Hall)</p>	<p><b>Preparation</b> 7a</p>	<p><b>Other Information</b> Research should be done prior to camp. Please bring long-sleeved shirts and long pants for this Merit Badge.</p>
<p>Wilderness Survival</p> 	<p><b>Recommended for</b> 3<sup>rd</sup> year and older <b>Located at</b> Outdoor Skills (Scoutcraft Area)</p>	<p><b>Preparation</b> 5</p>	<p><b>Other Information</b> Challenging overnight experience required on Thursday night.</p>
<p>Woodcarving</p> 	<p><b>Recommended for</b> 2<sup>nd</sup> year and older <b>Located at</b> Handicrafts Lodge (Nanticoke Lodge)</p>	<p><b>Preparation</b> 2</p>	<p><b>Other Information</b> Totin' Chip must be earned prior to camp</p>