

Richard A. Henson
Scout Reservation
Camp Nanticoke
A Nationally Accredited Camp
2019



Boy Scout
Summer Camp Leader Guide

Table of Contents:

New for 2019	4
Preparing for Camp	5
Program	10
Aquatics	10
Shooting Sports	13
Outdoor Skills	14
Craftsmanship	15
Nanticoke Tech	16
Handicrafts/Visual Arts	17
Nature & Ecology	18
Miscellaneous	19
Brownsea	19
Eagle Base Camp	20
Other Programs	21
Adult Programs	22
Order of the Arrow	23
Living at Camp	24
Policies	29
Standards for Privacy	31
Dining Hall	31
Health & Safety	33
Text Message System	34
Emergency Procedures	34
Using Doubleknot	38
Using Square Market	38
Henson Family Fact Sheet	39
What to Bring to Camp	40
Appendix Documents	

Henson Scout Reservation

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.

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New for 2019!

It is our goal at Henson Scout Reservation to continue to be on the leading edge of Boy Scout Programs. We are constantly evolving as a scout camp and bringing in a new variety of Merit Badges as well as extra-curricular activities!

2019 Additions:

New Merit Badges- In 2019 HSR will be offering three new merit badges, two of which have never been offered at camp. The new merit badges are Scouting Heritage, Digital Technology, and Archaeology.

Pistol Program- Although HSR has ran the BSA Pistol Program in previous years, it has never been offered as a week-long course until this year.

Scouts can register for the Pistol Program as if they were registering for a merit badge during the 4th merit badge period. This program is restricted to scouts 14 years of age or older. If the program does not reach capacity before the start of the week, the additional slots will be opened for Adult Leaders to Participate.

** Permission forms are required to participate in the course and can be found at the back of this Leader Guide.

Cyber Chip- During 5th period each day, scouts will have the opportunity to earn their Cyber Chip. The Cyber Chip is intended to help keep scouts safe as they use the internet, social media, and other pieces of technology.

Preparing for Camp

2019 All Inclusive Camp Fees:

	Discount	Full
Dining Hall	\$455	\$475
Troop Commissary	\$405	\$425
Provisional	\$455	\$475
Encore Camper	\$405	\$425



High Adventure Sailing- \$895 per Scout. Scouts can now depart/return from Henson!

Key Dates:

February 1, 2019- \$50 per Scout deposit due

March 1, 2019- Balance due for High Adventure Sailing

May 1, 2019- Fee balance must be paid in full for Discount fee

1 Month prior to arrival- Order custom T-Shirts

1 Week prior to arrival- make Chicken BBQ reservations

**All transactions may be made by visiting www.dmvc.org. (For further help, refer to the Doubleknot user Guide on our website). T-shirts and Chicken BBQ reservations can be made from the Shopping tab/Camp Stores link found on the council homepage.

Leaders Meeting:

This year the Leader's Meeting will be done in a virtual format. It will be posted online by Mid-March and available to view at any time thereafter. If units are interested in a tour of camp, that can be done by appointment with the Camp Director.

Campsite Reservations

All units should have made reservations by visiting 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 Capacity

Toquanni*	30
Wiwash*	30
Winicaco*	40
Algonquin	36
Ashquash	24
Malahorn	20
Chicone	30
Sandah	36
Singaree	24
Small Homony	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.

2020 Reservations

The best way to guarantee space at HSR for the 2020 camping season is to make your reservation as soon as you arrive in camp for 2019! Units may pay the \$200 non-refundable deposit as early as check in or by September 1, 2019. Units attending HSR in 2019 have the first right to their campsite during that session of 2020 summer camp (e.g. Week 1, Week 2, etc.) until September 1, 2019. 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 2020 as soon as you arrive!

Refunds

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

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 the council refund policy.



Leadership

The Youth Protection guidelines set by the Boy Scouts of America require that all units must have at LEAST 2 adult leaders in camp at all times. The Scoutmaster, or acting Scoutmaster, must be at least 21 years of age. Additional leaders must be at least 18 years of age. At times, leaders may have to check out of camp and be replaced. Be sure that all leaders are properly signing in and out at the location designated during the Check-In Day Leaders' Meeting.

Adult Fees/Free Adults

The charge for adult camp leaders is \$125. Units may be eligible for free leaders based on the following scale:

Youth Attending	Free Leaders
1 to 9 Youth	0
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

Camp Visitors Fees

Visitors who wish to stay at camp for less than 1 week must pay a fee of \$25 per night. Sleeping facilities for visitors staying less than the full week cannot be guaranteed. Camp Visitors Fees are in addition to any adults who are registered to stay the full week.

Registration

The registration process has 6 steps.

Step 1:

Sign up and pay the \$200 non-refundable fee to secure a campsite

Step 2:

Pay the \$50 per Scout deposit by February 1.

Step 3:

Enroll Scouts in their desired programs when the registration opens in March.

Step 4:

Pay the balance of fees by May 1st to secure the Discount Camper Fee.

Step 5:

Purchase your Troop's Custom T Shirts and make Chicken BBQ Reservations

Step 6:

Arrive at Henson, confirm your unit's roster, account, and reconcile any balance.

Steps 1,2,3,and 4 can be completed by visiting www.dmvc.org and logging into your unit's registration. Please refer to the Doubleknot Guide section in this guide for further help with all of the functions available at your fingertips! Step 5 can be completed via our Square Market store at : www.squareup.com/market/henson-scout-reservation also linked to the About Us tab on www.dmvc.org at About Us/Uniforms and Supplies/Council Online Camp Stores/ Henson Scout Reservation Trading post.

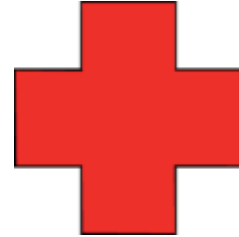


Merit Badge Signups

Refer to the Program Section of this guide to ensure that your Scouts participate in the badges and programs they are interested in. Some classes and programs have age restrictions, while other programs have age suggestions. Also, check the badge requirements to make sure that pre-requisite requirements are completed prior to attending camp.

Medical Forms

BSA Medical Forms Part A, B, & C are required for every person staying in camp. **IMPORTANT NOTE: THE CAMP MUST KEEP THESE MEDICAL FORMS.** *Be prepared to leave the copy-IT WILL NOT BE RETURNED. Keep the original form in a safe place; it can be used again. Copies cannot be made at camp, and they cannot be provided at any later time.*



Unlike in years past, we are asking that you **do not** mail medical forms in advance to camp, rather bring them with you to check-in.

Anyone without a Medical Form on file is considered a **Visitor** and therefore is unable to participate in most camp activities.

Medical Form Policy- BSA

The Boy Scouts of America recommends that all youth and adult members have annual medical evaluations by a certified and licensed health-care provider. In an effort to provide better care to those who may become ill or injured and to provide youth members and adult leaders a better understanding of their own physical capabilities, the Boy Scouts of America has established minimum standards for providing medical information prior to participating in various activities. Those standards are offered in one, three-part medical form. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

Parts A, B, and C are to be completed annually by all BSA unit members. All parts are required for all events that exceed 72 consecutive hours. Medical information required includes a current health history and list of medications. Adult unit leaders should review participants' health histories and become knowledgeable about the medical needs of the youth members in their unit. This form is to be filled out by participants and parents or guardians and kept of file for easy reference.

Program

“If it happens in camp- it’s program!”

Del-Mar-Va Council and the staff of Henson Scout Reservation takes 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 Boy Scout program.

All programs provided during your camp stay **are included** in the Camp Fee paid by Scouts. There are **no additional costs** to Scouts participating in the program activities held during camp. In this section, you will find the summer camp schedule, as well as, an overview of the program 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 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.

Adult leaders who attend camp with their Scouts also have opportunities to participate in the program, complete training activities, and volunteer to help your Scouts and others. All merit badges for scouts should be signed up for online prior to your arrival at camp.

Aquatics- Pool Area

One of 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.

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 also 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.

Frigid Frog- Like to swim? Want to take a cool dip before breakfast? If you answered yes- then the Frigid Frog swim may be for you! Participants who participate in all Frigid Frog swims will be awarded a patch.

Open Swim- Stop by the pool and cool off during the last session of the afternoon schedule before dinner. There are no classes offered at that time, so everyone is welcome to splash around and enjoy! Don't forget to bring your buddy!

Aquatics- 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-Toe Shoes must be worn at all times. (Aquasocks are not permissible)
- 4) No swimming in the Marshyhope Creek.
- 5) You must have a buddy tag to enter the Waterfront area.

The Waterfront has a number of watercraft and plenty of equipment to help Scouts enjoy boating and watersports. Some of the program offerings include:



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.

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 Rowing 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.



Small Boat Sailing- This merit badge is offered in a 2-class period session per day. In addition to handling a small sailing craft, Scouts will earn knots and nautical terms. The final day of the merit badge includes a navigation course.

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

Kayaking- Scouts can learn some of the finer points of Kayaking on our extensive Marshy Hope 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.

Aquatics- Awards and Other Programs

Mile Swim- Scouts test their endurance by swimming a mile in our pool. Participants can attempt the Mile Swim every Thursday night. In order to participate in the Mile Swim, Scouts must demonstrate endurance by completing the $\frac{1}{4}$ mile and $\frac{1}{2}$ mile swims prior to attempting the mile.

Snorkeling BSA- Snorkeling is an award Scouts can earn by stopping by the pool to discuss the requirements with the staff. Scouts can earn the award during sessions when the staff is available.

Open Boating- Scouts and adults can check out a canoe, kayak, rowboat, or scull any time a merit badge class is not using the boats. Participants must have the Swimmer classification and a buddy tag.

Paddle Craft Safety- Participants must be at least 16 years old. The course is designed to inform participants in skills and knowledge to confidently prepare for and supervise canoeing and kayaking excursions on flat water. The course takes at least 8 hours to complete and the training is valid for 3 years. The course is offered by appointment only at the Waterfront.

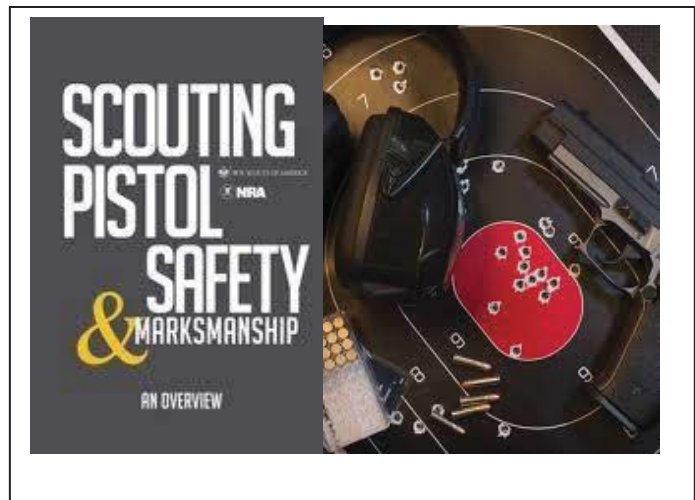
Swimming and Water Rescue- Participants must be at least 16 years old. The course is designed to train participants in skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense Training. This training is not Lifeguard Certification. The course takes at least 8 hours to complete and the training is valid for 3 years. The course is offered by appointment only at the pool.

Shooting Sports

Henson Scout Reservation has one of the best equipped shooting sports programs in the BSA! Our expert staff helps Scouts use our superior equipment in a safe, accurate manner. Shooting sports requires a lot of supervision by adults, and qualified leaders are encouraged to participate.

Please notify the Shooting Sports Director on your check-in tour if you are interested in sharing your expertise with Scouts on one of our ranges.

BSA Pistol Program- For the first time at HSR, the pistol program will be offered as a week long course! Participants will complete FIRST Steps program and spend lots of time learning how to properly handle and fire a .22 caliber handgun. Youth participating in the program must be at least 14 years of age. Adult leaders will be able to participate if space allows. All participants must complete the permission form available in the back of the guide.



Archery- Scouts will learn how to safely nock arrows and release. 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 kids 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 14 and older often find success in Shotgun.

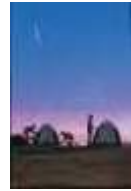
Personal Firearms Policy

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- must have a maximum pull strength of 30 pounds. Crossbows are prohibited.
- 5) Ammunition may not be brought to camp. Any ammunition found will be confiscated.

Outdoor Skills

Long the heart of the Scouting program, Outdoor Skills are what Scouts need to learn to enhance their camping experiences. The Outdoor Skills Staff works to make sure that a wide variety of examples of Outdoor Skills put to practical use are on display. Scouts and leaders are always welcome to stop by and take a look- or add to the collection.

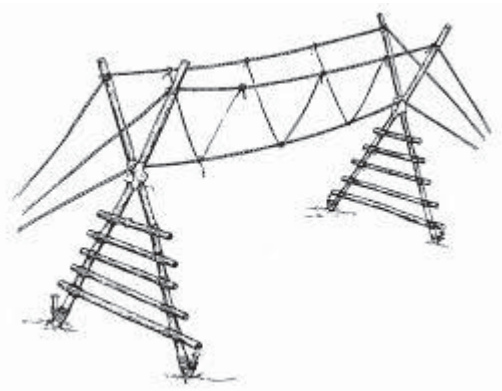


Camping- One of the Eagle required merit badges, camping teaches skills necessary for staying outdoors.

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 and compass, and how to use GPS units. Scouts also get to participate in a Geocaching adventure!

Pioneering- Scouts who like to build things and tie knots will love this badge! Scouts will learn variety of knots and hitches, and learn to build camp gadgets. Scouts in this badge will also learn skills to participate in the campsite gateway competition. Scouts should know the basic knots of Scouting prior to participating.



Wilderness Survival- If Camping teaches Scouts the skills to stay outdoors when a plan comes together, Wilderness Survival enhances Scouts' skills to survive outdoors when things don't go as planned. Scouts are challenged to overcome difficult situations. This merit badge requires Scouts to participate in an overnight experience on Thursday night to give Scouts the opportunity to apply skills during the week.

Emergency Preparedness- This badge deals with scenarios and how to react to them above and beyond a typical first aid situation.

Search and Rescue- 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.

Archaeology- Archaeology Merit Badge will allow students to dig deep into the past as they learn how real archaeologists use clues to discover things from the past. This hands on badge will have scouts learning about parts of the earth and how they relate to different time periods.

Craftsmanship-

This area will offer scouts the unique experience to work hands on with the tools of the trades and learn how to do so safely. Scouts partaking in this merit badge will be transported on the trolley to the Maintenance Center each period along with the scouts taking fishing.

**We suggest that scouts are at least 13 years of age before participating in these merit badges.*

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!



Nanticoke Tech

Scouts 13 years of age and older can stimulate their creativity using some high-tech equipment and software. A signed permission to use the internet form is required for all badges.

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.

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 games on one of our two Xbox One systems. All participants should have permission to use the internet (see Appendix).



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!

Handicrafts and Visual Arts

Handicrafts offers Scouts the opportunity to create using traditional techniques in Leatherwork, Woodcarving, and Basketry. Scouts and leaders are encouraged to stop by, learn new skills, and work on their own craft projects.



Art/Painting- Dual Enrollment Session 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.

Basketry/Leatherwork- Dual Enrollment Session 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.

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.

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. Scouts also will use technology to create some graphic designs.

Photography- Take pictures all over camp using Cannon digital cameras. Your Scouts' pictures could be in next year's Leader's Guide or featured on the Friday night slide show. 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!

Nature & Ecology

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 Section

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

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.

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.

Nature/Animal Science- Dual Enrollment Session- 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! Animal Science requirement 6 should be completed prior to camp.

Reptile and Amphibian Study/ Mammal Study- Dual Enrollment Session These badges are 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.

Ecology Section

Insect Study- Scouts will be introduced to the world of Insects. There is a wide variety of insects that inhabit the Eastern Shore and scouts will have a blast exploring them!

Chemistry- This badge is designed to teach about the elements and what happens when they interact. Scouts will review the Periodic Table of Elements, do 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- Dual Enrollment Session- 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.

Miscellaneous

Sometimes, badges just don't fit into a particular area. So we just call them "Miscellaneous!"



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

Fishing- Scouts who are experts or novices can learn how to catch fish on the Marshy Hope Creek or in our stocked Bass Pond.

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

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 two projects from iron and their best efforts.

Brownsea- Henson 's First Year Camper Program

First year campers who are working toward earning Tenderfoot, Second Class, and First Class should enroll in the Brownsea Program.

The activities in the program operate on the same basis as a troop program does year round. 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 morning or afternoon session throughout the week. Scouts who have learned skills covered in the Brownsea Program are encouraged to perfect their skills or help others along the Scouting trail. Campers in the program also are enrolled in Swimming merit badge or instructional swim and Nature merit badges as part of the program.

Every Scout in the program is expected to bring his own Scout Handbook (or purchase one at the Trading Post). Each unit enrolling Scouts in the Brownsea program is expected to send 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. Brownsea Scouts should also bring a water bottle, daypack, sunscreen and pocket knife. 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.

Eagle Base Camp

Scouts who are 14 and older, or who have completed the 8th grade, or have earned the rank of Life 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.



Scouting Heritage- By popular demand, we are now offering this badge. Scouts will get the chance to learn about the origins and history of scouting all while taking part in some of the very first activities and games that scouts played at Brownsea Island.

Citizenship in the Nation- Scouts learn the role of a good citizen on the National level.

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

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.

Personal Management- Scouts will learn how to manage their funds and make wise financial choices.

Cooking- Scouts looking to become culinary pros or backcountry gourmets will learn something in this badge.

Also, note that Scouts may enroll in 1-4 of these merit badges, and can enroll in other merit badges offered at camp. They do not need to take only Eagle Base Camp merit badges, even if they are attending camp as a provisional camper.

Other Programs

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. The coupon book may be taken to the handicraft lodge to have a belt “branded” with the emblems earned. Scouts or leaders with a completed belt are eligible for a 100% Nanticoke Camper pewter belt buckle.

Nanticoke Trailblazers



Scouts and leaders are encouraged to use and help care for the trail system of HSR.

Scouts and leaders enroll with the Commissioner assigned to their troop. Each Scout is issued a

Nanticoke Trailblazers pocket patch and leather strap. As each camper hikes the 5 colored trails, he is awarded a pair of color-corresponding beads for each trail completed. He also earns 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, he is eligible to wear the Nanticoke Trailblazer belt buckle.

Adult Programs

We appreciate your commitment to Scouting in coming to camp with a group of Scouts and providing them with leadership and a positive role model. We know that you may have given some or all of your vacation time to attend camp, and we want you to have the experience at camp that you want. We also want to help you use your time- if you choose- to increase your access to Scouting programs by completing trainings that open possibilities for your Scouts to experience all that Scouting has to offer. All training programs are available by request.

Trainings

Level 1 Climbing Instructor Training- 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.

Safe Swim Defense- Learn the skills to run a troop swim event. After you attend this training, you can sign up to use our pool for a Troop Swim when the pool isn't being used for program.

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.

Climb on Safely- Learn about leading a climbing activity.

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 troop camping trip

Adult Competitions

Scoutmaster Splash- Scoutmasters defy the laws of gravity and sanity while testing the boundaries of common sense every Friday night as they compete to make the biggest (and often painful) splash.

Scoutmaster Shoot- Shotgun, Rifle, and Archery. Three ranges- three chances to outshoot everyone.

Service

Beaver Day- Saturday, May 11th 2019 is our annual Beaver Day at HSR. We'll be working on getting all of the facilities fixed up and ready to go for the summer season. Visit our website at www.dmvc.org to register.

Merit Badge Counselors and Assistants- HSR enjoys great support from leaders who are "experts" in their field. We welcome leaders to share their knowledge with Scouts and our staff in all program areas. If you are interested in becoming a member of the volunteer crew to teach Merit Badges at Henson please contact the Camp Director at ryanteat@dmvc.org.

Order of the Arrow

The Order of the Arrow honor camper society has been an inspiration to many Scouts since its founding. Scouts who exemplify the Scout Oath and Law are elected for membership. Many staff members are members of the Order of the Arrow. Arrowmen from Nentego Lodge 20 of the Order can assist you with unit elections or Order of the Arrow questions. Elected candidates may be "called out" during the closing campfire. At least 50% of a troop's membership must be present to hold a valid election.

In addition to elections, there are many programs of the OA at Henson, some include:

Order of the Arrow Forum- Scouts and Scouters can come and ask Arrowmen about the program and learn more about the Brotherhood of Cheerful Service.

Order of the Arrow Ice Cream Social- Every week, Arrowmen from any lodge are invited to attend an ice cream social in the Dining Hall.

Living at Camp

The camp furnishes major facilities and equipment for your camp experience. During check-in, your troop is responsible for conducting a check-in inventory to ensure that everything is present in your site. 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 you at the end of the camp session.

Also available for use are major program items including rowboats, canoes, sailboats, rifles, archery equipment, pioneering gear, camp tools, and Dutch ovens. Rope is available for large lashing projects. Binders Twine is available for lashing practice, making camp gadgets, and for camp crafts.

You may wish to bring some items of your own with you, as they relate to your troop's program.

Latrines

Please note, latrines are for human waste only and are designed only for that purpose. Each campsite has a 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. For more detailed information or instructions, please discuss recycling with your Camp Commissioner.

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.

Campsite Duties

The unit leader is 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.

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.

Check-In Day: Your First Day at HSR

Your troop will be given a designated check-in time the week before you are to arrive. Please plan to arrive at HSR at the designated time to expedite your check-in process.

Upon Arrival

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.

Medical Check

Scouts and Scouters will go through a review of their medical forms. Troops should mail a copy of their forms to camp at least 2 weeks prior to arrival.

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.

Pre-Camp Swim Checks

Units can expedite their check-in by obtaining their Aquatic Classifications prior to arrival at camp. A form that can be presented at the unit's check-in is in the reference section of this guide. In order to do this, a unit must schedule a swim check at a pool near them with a Certified Lifeguard. The unit must furnish the lifeguard with the BSA Swim Test and have them verify which Scouts and Adults have met the qualification procedures for that classification. Unit leaders who conduct a pre-camp swim check are trusted to ensure accuracy of the Pre-Camp Swim Check. Staff reserves the right to test any Scout or adult to ensure that they are able to meet the qualifications of that classification.

Aquatics Classification: Swim Test

Non-Swimmer- Scouts and adults who have yet to learn how to swim. TEST: Get into the water, splash around, and have fun!

Beginner- Scouts and adults who are still developing their swimming endurance and stroke proficiency. TEST: Jump into water over your head, surface, level off, swim continuously for 50 yards.

Swimmer- Scouts and leaders who can swim proficiently for a period of time. TEST: Jump into water over your head, surface, level off, swim continuously for 75 yards using a front or side stroke (Crawl/Freestyle, Breast, Side, or Trudgen); then swim 25 yards using a resting back stroke, then demonstrate your ability to float.

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. One piece bathing suits are acceptable swimwear for females at the pool or boatyard.

Class A uniforms are to be worn at each evenings flag ceremony and dinner.

Typical Day 1 Schedule

1:00 PM-4:30 PM-	Unit Check-In Medical Check Swim Check Camp Tour Campsite Set Up
5:00 PM-	Prepare for Dinner
5:45 PM-	Formation for Retreat Parade at Nanticoke Lodge
6:00 PM-	Chicken BBQ!
7:00 PM-	Merit Badge Midway
7:15 PM-	Leaders' Meeting Administration Building Lounge
8:45 PM-	Proceed to Campfire Circle
9:00 PM-	Opening Campfire
10:00 PM-	Return to Campsite
10:30 PM-	Lights Out

Trading Post

The Trading Post carries many items of equipment, pamphlets, books, Scout merchandise, camping 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 and are posted.

Visa, Mastercard, Discover, Cash, and Checks are accepted for purchases.

In 2018, the average Scout spent approximately \$50 in the Trading Post.

Getting in Touch with Campers

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.

Mail

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
5700 Nanticoke Rd
Seaford, DE 19973

Telecommunications

HSR has a single phone line to serve the business phone functions of the camp. Scouts and Leaders are not permitted to use this phone. Incoming, emergency calls will require locating a Scout or leader on camp. A call back number must be left.

Camp Phone: (410) 202-0053
Email: ryanteat@dmvc.org

Policies

Insurance Information

All Del Mar Va Council units are covered by an accident insurance policy. Insurance certificates and claim forms are included with your annual charter. It is the unit leader's responsibility to process all claims. Do not send bills to HSR or Del Mar Va Council. Out of Council Units are required by Del Mar Va Council policy to provide a copy of their unit's Certification of Unit Accident Insurance when registering for summer camp.

Leaving Camp

For the protection of campers, they may not leave camp without parental permission. Leaders should be aware of a boy's need to be out of camp, in advance, when possible. Leaders should also know any person who is taking a boy 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.

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. Each camper will be issued his/her first bracelet at no cost. Replacement bracelets will cost \$1.00 each.

Visitors

Visitors are always welcome at camp. All visitors must sign in at the camp office and obtain a green identification bracelet. 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 use the Buddy System at all times. A minimum of 2 individuals should remain together at all times. Leaders should remember Youth Protection Guidelines.

Footwear

Shoes must be worn at all times, except while swimming in the pool. No open toed footwear (sandals) are acceptable. Old sneakers must be worn while boating. Aquasocks are not acceptable Waterfront footwear.

Hiking

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



Insect Repellant

Non-aerosol insect repellant 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.

Motor Vehicles

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

- All vehicles must me 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 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

The following items are prohibited in camp. Violators will be asked to leave IMMEDIATELY:

- Alcoholic Beverages
- Fireworks
- Firearms and Airguns
- Pets
- Sheath
- Knives
- Illegal
- Drugs
- 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 his 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.

NO ADULTS MAY USE THE COMFORT STATION ROOMS DESIGNATED FOR YOUTH ONLY! In campsites, the buddy system of having a buddy wait outside the entrance while another person is occupying the latrine, or using an occupied/unoccupied sign is suggested.

Dining Hall

Meals will be served using the traditional Scout “Host/Waiter” table service system. Meals are served family style from our camp kitchen. Troops will be assigned tables at the Dining Hall. As every table has seating for 10, each table will have 10 places for troop members. Troops with numbers not divisible by 10 may share a table or tables with another troop or patrol. Leaders should ensure that Scouts have the opportunity to share fellowship with Scouts from other units, as well as with Scouts from their own unit, and should rotate Scouts between tables, when necessary.

Waiters- Each patrol must provide a waiter who will report to the Dining Hall 15 minutes prior to mealtime. Waiters will be responsible for setting the table, bringing food to the table, and returning dishes and food to the kitchen. Waiter duties should be rotated as part of the patrol's duty roster.

Host- The host is responsible to see that everyone at the table has an equal share of the food that is served.

Dining Hall Dress

Breakfast and Lunch- Shoes and shirts are required as part of the appropriate attire for breakfast and lunch. Bathing suits are not appropriate attire for meals. Hats should be removed as a courtesy upon entry to the Dining Hall. Scouts and leaders who forget to remove their hats should be courteously reminded to do so. Troops who utilize an "Activity Uniform" are encouraged to do so at camp, and should wear that uniform to Breakfast and Lunch.

Dinner- The complete Scout Uniform (Field Uniform, Dress Uniform, "Class A," etc.) is the dress for the dinner meal. Again, hats should be removed upon entering the Dining Hall.

Retreat Ceremony

An Evening Retreat will be held at 6:00 PM prior to Dinner. Units are encouraged to bring flags, and will march in formation from the Nanticoke Lodge area to the Administration Building flagpole.

Guest Meals

Additional meals may be made available for guests with at least 24 hours advance notice. Rates for additional meals are:

Breakfast	\$5.00
Lunch	\$7.00
Dinner	\$9.00

Payment for additional meals may be made at the Camp Office. Credit cards, cash, and checks are accepted for payment. Visitors who have paid for meals will be issued a Yellow wristband to indicate they have paid for their meal.

Troop Commissary

Units have the option of bringing their own food to camp. Unit food may be stored in the camp refrigerator and freezer and drawn during the regular Commissary hours. All dry goods should be stored in the campsite. A limited amount of fresh bread, milk, fruits, and vegetables may be available for purchase through the Camp Commissary. Special arrangements will need to be made for this with the Camp Director prior to camp attendance.

Consumable Supplies

Expendable items such as trash bags, toilet paper, cleaning supplies, and ice are available at the Commissary during posted hours.

Health and Safety

Health Lodge

A Health Lodge is available at camp. The Health Lodge staff 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 the local hospital.

Charges for Medical Expenses

It is the responsibility of the unit leader to process all charges for medical expenses 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.

Medicines

In accordance with BSA standards, all prescription and non-prescription medications must be stored under lock and key during camp attendance in the Health Lodge or in your campsite locked box. Medications must be controlled, administered, and monitored in compliance with camp policies.

Daily Campsite Inspections

Campsite inspections are done daily by your camp commissioner. Troops meeting clean camp standards during their stay will be presented a Clean Camp Award at the closing ceremony.

Daily Personal Inspection

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 as instructed during the check-in process.

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 tick inspection.

Comfort Stations

Full service comfort stations are located in convenient locations near campsites. Separate facilities are available for Scouts, and Male and Female Adult Leaders. Adult leaders may not use rooms designated for youth.

Henson Text Message 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:

- Helpful Reminders (Pizza Orders due, pictures, etc.)
- Weather Alerts- In the event of threatening weather
- Program Alerts- Pool is open again (after a storm, etc.)

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.

Emergency Procedures

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. An adult must accompany the individual.
- Instruct the accompanying adult 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.

FIRE, EARTHQUAKE, CHEMICAL SPILL OR OTHER 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.
- The "All Clear Signal" is a 15 second blast of the camp siren.

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, 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.

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:
 - Have all units check to be certain that all campers are present and accounted for.
 - Instruct all campers to secure their personal gear under their bunks.
 - Secure all unit gear.
 - 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 design

ALLEGATIONS OF CHILD ABUSE

Report of child abuse may assume many forms. Disclosure of abuse situations may be accidental or purposeful.

Accidental Disclosure

- Observation by a Third Party
- Physical Injury to the Child

An accidental disclosure usually brings on a crisis because none of the participants are prepared to have the secret of abuse revealed. Immediate intervention appropriately follows this type of disclosure.

Purposeful Disclosure

- A child may want to share the secret of sexual activity
- A child may want to escape or modify the physical or emotional pressure accompanying the abuse
- A child may be frustrated by the social constraints placed upon him by the sexual relationship

The most important thing to remember is that 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 from outside the Council, the Scout Executive of the Council in which the alleged abuser resides is responsible for implementing the further procedures.

All allegations should be kept strictly confidential, with as few people involved and as little discussion about the matter as possible.

No state requires that the Camp Director or other reporting individual have proof that the abuse has occurred prior to making the report- only that it is suspected. SUSPECTED CHILD ABUSE MUST BE REPORTED AS SOON AS IT IS SUSPECTED. Failure to do so may result in criminal or civil penalties.

Using Doubleknot

<http://www.dmvc.org>

Uses:

Reservations

Program Registration

Steps:

- 1) Visit 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: The Place to Buy Stuff

www.Squareup/market/henson-scout-reservation

Ordering Custom T-Shirts

Custom T-Shirts featuring a large 2019 design on the back and the Camp Nanticoke logo on the front left, along with your Troop's # and Home Town will be available for order on the Square Market website.

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

Chicken BBQ Reservations

Reservations for family and friends for the Sunday night Chicken BBQ can be made by visiting www.Squareup/market/henson-scout-reservation . On the Square Market page, you will see a link to the Chicken BBQ Reservation. Enter the Sunday of your unit's arrival, and register the number of guests who will accompany you. You can pay online with your credit card. **IMPORTANT NOTE:** Reservations for your arrival date will close on the Thursday before your arrival date.

If you are a Dining Hall Unit, the Scouts and leaders who are registered for camp do not have to make and pay for a separate Chicken BBQ reservation. The Sunday Chicken BBQ is the dinner for Sunday, and the first (and best) meal of the week! Family members, drivers, etc. who are not registered for camp will need to make a Chicken BBQ registration.

ATTENTION TROOP COMMISSARY UNITS: Scouts and Scouters registered with your unit **NEED** to register for your Sunday night Chicken BBQ- this meal is not included in your fee. You will also need to register any guests you will be bringing.

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.

Barbeque: Family and friends not staying at camp are invited to eat a Chicken BBQ dinner with their Scout before leaving for home. Please see your Camping Coordinator for sign up details.

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. 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.

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
- *Swim suit & 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 & Film
- Bible, Testament, or Prayer Book
- Canteen or Water Bottle
- Spending Money
- Pillow
- Scout Handbook
- Insect Netting and Poles

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.

PROHIBITED IN CAMP: Alcoholic Beverages, Fireworks, Firearms and Airguns, Pets, Chainsaws, Sheath Knives, Illegal or Unlabeled Drugs

Richard A. Henson Scout Reservation

Camp Nanticoke

Patrol Duty Roster

	Waiters: 1 per 9 Scouts and Leaders	Fire			
Monday					
Tuesday					
Wednesday					
Thursday					
Friday					
Saturday					

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.)

All-Terrain Vehicle (ATV) Program

Participation and Hold-Harmless Agreement

Camp _____ from the _____ Council will be conducting an ATV program at camp. Scouts will be instructed how to ride on and drive an ATV. Scouts will be taught ATV safety and will drive on a training course, then on approved trails only. Scouts will be on the unit individually and in control of the power and brakes. Scouts will be required to wear a helmet, goggles, gloves, over-the-ankle boots, long-sleeve shirts, and long pants. Scouts are expected to abide by all safety rules and the instructions of the camp instructor(s).

I, the undersigned, give my child, _____, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

For safety, my child and I agree that he/she will do the following or he/she will be removed from the program. Because space is limited, any additional cost associated with participation in this program will not be refunded.

1. Complete the ATV safety class taught at Camp _____.
2. Wear all required safety gear at all times on or around the equipment.
3. Follow all safety rules provided in the training class.
4. Follow the instructions of the camp staff instructor(s).
5. Maintain control of the ATV at all times and remain within the speed determined to be safe by the camp instructor(s).
6. Be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.
7. Respond to the camp satisfaction survey from the Boy Scouts of America as it evaluates the ATV program.

Participant's signature: _____

Date: _____

Parent/guardian signature: _____

Date: _____

Parent/guardian printed name: _____

Date: _____

Home phone: _____ Cell phone: _____

Email address (for survey purposes only): _____



BOY SCOUTS OF AMERICA®

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 Boy Scout 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: _____

Henson Scout Reservation, DMVC

Scouting Pistol Safety and Marksmanship Program Participation and Hold-Harmless Agreement

Henson Scout Reservation, Del-Mar-Va Council is conducting a Scouting Pistol Safety and Marksmanship program. Scouts will be instructed how to handle, maintain, and shoot a pistol safely and be provided instruction to increase their marksmanship skills. Scouts will have classroom instruction and range instruction in which they will fire a pistol under the supervision of a trained Range Safety Officer and NRA certified pistol instructor. Scouts will be required to wear eye protection and ear protection at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and pistol instructor(s).

I, the undersigned, give my child, _____, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation. For safety, my child and I agree that he/she will do the following or he/she will be removed from the program. I understand that any additional cost associated with participation in this program will not be refunded if my child is removed due to behavioral problems.

1. Complete the FIRST Steps class taught at Henson Scout Reservation.
2. Wear all safety gear at all times while on the range.
3. Follow all safety rules provided in the training class.
4. Follow the instructions of the Range Safety Officer(s) and pistol instructor(s).
5. Do not handle any pistols until instructed to do so by the pistol instructor(s).
6. Follow the instructions of the Range Safety Officer(s) at all times.
7. Is 14 years of age, or 13 and has completed the eighth grade, as of the start of the class and will be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.

Participant signature _____ Date: _____

Parent/guardian signature _____ Date: _____

Parent/guardian printed name _____ Date: _____

Home phone _____ Cell _____ Date: _____

2019 HSR Merit Badge Schedule

Area	1 st Period 8:45-10:00	2 nd Period 10:15-11:30	3 rd Period 1:45-3:00	4 th Period 3:15-4:30	5 th Period 4:30-5:30
Brownsea	Brownsea Training (scouts will have Brownsea all morning or all afternoon.)				Totin' Chip by appointment
Pool	Lifesaving Swimming	Instructional Swim Swimming*	Instructional Swim Swimming*	Lifesaving Swimming	Open Swim
Boatyard	Kayaking Canoeing	Kayaking Canoeing	Kayaking Motorboating	Canoeing Motorboating	Open Boating
	Watersports		Small Boat Sailing		
Shooting Sports	Rifle MB Open Rifle Open Shotgun	Rifle MB Open Rifle Shotgun MB Open Archery	Rifle MB Open Rifle Shotgun MB Open Archery	Archery MB Pistol Program\$ Open Shotgun	Open Rifle Open Shotgun Open Archery
Nature	Nature*	Nature/Animal Science** Fish and Wildlife	Reptile and Amph. Study/Mammal Study** Weather	Nature*	Open Program Magic the Gathering Instruction
Ecology	Envi Sci Insect Study	Envi Sci	Forestry/ Soil and Water Conser.**	Chemistry	Open Program
Technology	Game Design	Game Design	Robotics	Digital Tech.	Drone Racing
Outdoor Skills	First Aid Pioneering Archaeology	Camping Wilderness Survival	Camping Emergency Prep. Search and Rescue	First Aid Wilderness Survival Orienteering	Knots, Lashing, Camp Gadgets, Firebuilding, Orienteering Course
Handicrafts	Leatherwork/Basketry** Graphic Arts	Indian Lore Woodcarving	Pottery Graphic Arts	Art/Painting** Woodcarving	Open Crafts
Visual Arts	Moviemaking	Photography	Moviemaking	Photography	Open Filming
Climbing/Fit.	Climbing	Climbing	Level 1 Climbing Instructor (adults only)	Climbing	Open Climbing
Eagle Base Camp	Scouting Heritage CIT Nation	CIT Nation Personal Mgt.	CIT World Communication	CIT World Personal Mgt.	Cyber Chip
	Cookin		Cooking		Closed
Blacksmithing	Metalworking		Metalworking		Closed
Fishing	Fly Fishing	Fishing	Fly Fishing	Fishing	Open Fishing
Craftmanship	Welding	Welding	Closed	Closed	Closed
ATV	ATV Safety	ATV Safety	ATV Safety	ATV Safety	#Open ATV

*Brownsea Scouts will automatically be enrolled in class. Only open to Brownsea Scouts

****Scouts will earn TWO merit badges during single period.**

#Scouts wishing to participate in Open ATV riding must present a valid ATV Safety Institute course completion certificate.

You asked and we listened. New programs for Henson Scout Reservation being offered in 2019.

***Schedule is tentative and subject to slight adjustments. Units will be notified of any changes.

\$ The pistol program is open to youth over the age of 16 and Adult Leaders. All participants must have the proper paperwork filled out prior to coming to camp. (See the Leader's Guide)

2019 Merit Badge Prerequisites

Badge	Pre-Reqs	Comments
Archery	1c	
Art/Painting	Art- 6 Painting- None	
Archaeology	none	
ATV Safety	None	Must have proper gear (boots, long sleeve shirt, and pants) and hold-harmless agreement signed by parent.
Camping	4b, 5e, 8d, 9a, 9b	Signed letter from Scoutmaster will be accepted as proof of completion
Canoeing		Must be a Swimmer
Chemistry	7	Visit or research done prior to camp
Chess	None	
CIT Nation	2	Signed letter from Scoutmaster will be accepted as proof of completion
CIT World	None	Permission to use internet form signed by parent
Climbing	None	
Communications	5, 8	Signed letter from Scoutmaster will be accepted as proof of completion
Cooking	4	Signed letter from Scoutmaster will be accepted as proof of completion
Digital Technology	None	
Emergency Prep.	1, 2c, 6abc	Signed letter from Scoutmaster will be accepted as proof of completion
Environmental Science	None	
Fingerprinting	None	
First Aid	None	
Fish and Wildlife	None	
Fishing	7	Bring your local regulations to camp with you
Fly Fishing	8	Bring your local regulations to camp with you
Forestry/Soil and Water Conserv.	None	
Game Design	None	
Geology	None	
Graphic Arts	None	
Indian Lore	None	
Insect Study	None	
Kayaking		Must be a Swimmer
Leatherwork/Basketry	None	
Lifesaving	Swimming MB	Must be a Swimmer
Metalwork	4	Bring proof of research
Motorboating	4a	Must be a Swimmer, Must have proof of a boater's permit
Moviemaking	None	

Music	3a,b,or c	3a, 3b, OR 3c must be done prior to camp
Nature	None	
Nature/Animal Science	Animal Science- 6	Signed letter from Scoutmaster will be accepted as proof of completion
Orienteering	None	
Personal Fitness	7,8	12-week fitness program must be completed prior to camp and the outline must be presented to counselor
Personal Management	2, 8	Copies of budget and plan must be presented to counselor
Photography	None	
Pioneering	None	
Pistol Safety	None	Must have signed permission form.
Pottery	None	
Reptile and Amph./Mammal Study	Rep.- 8a or 8b Mammal-None	Signed letter from Scoutmaster will be accepted as proof of completion
Rifle	1f	Bring copy of your local laws to first session
Robotics	None	
Scouting Heritage	None	
Search and Rescue	4,5,6AB, 10	
Shotgun	1f	Bring copy of your local laws to first session
Signs, Signals, and Codes	None	
Small Boat Sailing		Must be a Swimmer
Swimming		Must be a Swimmer
Watersports		Must be a Swimmer
Weather	None	
Welding	7a	Research should be done prior to camp
Wilderness Survival	None	
Woodcarving	2	Totin' Chip must be earned prior to camp