

# HIDDEN VALLEY SCOUT RESERVATION



## SCOUTS BSA SUMMER CAMP PROGRAM GUIDE

LAST UPDATED 2.4.24

# GUIDE UPDATES

As we prepare for summer camp, we may need to update this Program Guide on occasion. Should anything change, this page will provide a brief description of the changes and refer to the page numbers that contain those changes. Always refer to the “last updated” date on the front cover to ensure that you are viewing the most current guide.

## 2.4.24

- The original version of this guide was published on this date.



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# WHAT'S NEW?

Dear Scouts, Parents, and Leaders,

Every summer season beckons Scouts and Scouters back to camp, and we could not be more pleased that you'll be joining us at Hidden Valley this year! We strive to ensure that each summer program offers its own novel experiences while building on the strength of our traditional Scouting program. The changes we've adopted for this summer promise to be some of the most exciting we've had in years.

The foundation of our program remains our merit badge classes, for which we offer fifty different subjects. Among them you'll continue to find the classic outdoor activities as well as some of the more scientific and technological topics, including Energy Merit Badge, new for us this year. Also, responding to feedback from recent campers, we've restructured our schedule to make it easier to earn a variety of badges without travelling to quite so many different areas.

We're also excited to introduce two new enhancements to our program this year, a redesigned "Dan Beard" program for our First Year Campers and a brand-new "Varsity Camper" program for older Scouts. The first still focuses on many of the skills required to advance to the rank of First Class Scout but opens more time in the camper's schedule to work on merit badges or just enjoy the experience of camping. The second affords participants the opportunity to face challenges of their own choosing from a menu of options that will include such strenuous and adventurous activities as mountain biking.

While we're focusing on Scouting this summer, we cannot overlook the fact that the 2024 Summer Olympics will be held in Paris. This quadrennial event inspires athletic excellence and international goodwill through friendly competition, and we believe our Scouts will enjoy their own version of the "Summer Games." So, keeping with this theme, we've designed a series of fun activities to help them to test themselves and grow.

So thank you again for trusting us to host your troop this summer. We hope that you'll be as excited as our camp staff to pass through our gates and share this adventure. Between now and then, please reach out with any questions you may have, and know that we will do whatever we can to help you.

Yours in Scouting,



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# PROGRAM AREA OVERVIEWS

## AQUATICS

During the long, hot days of summer, there's no place as popular as Hidden Valley's Good Turn Pool! Here Scouts can participate in the early morning **Polar Bear Swims** or an after dinner **PADI Discover Scuba** program (*scuba requires an additional fee and [this completed questionnaire](#)*). During the instructional day, our trained lifeguards offer classes for **Lifesaving** and **Swimming** Merit Badges as well as the **Snorkeling BSA Award**. Scouts who want to improve their swimming proficiency but are not quite ready to take the merit badge can also sign up for a special **Instructional Swim** class. The most confident swimmers, youth or adult, may also work toward the **Mile Swim BSA Award** or certification as **BSA Lifeguards**.



## CLIMBING



This program offers the thrill of high adventure without ever leaving Hidden Valley! Scouts will thrill to climb our 40' Tower, peer above the treetops, and then rappel back to the ground. Whether taking the **Climbing** Merit Badge or just climbing during our open program period, participants must wear sturdy footwear and clothing that is not excessively loose. All equipment, including harnesses, helmets, hardware, and rope, will be provided at camp.

## DAN BEARD (First Year Camper Program)

A young Scout's first summer camp elicits many different emotions. Most approach their week away from home with curiosity and enthusiasm, but you shouldn't be surprised if they experience some anxiety. At Hidden Valley, our duty is to ensure that these Scouts have a positive experience or else this "first camp" could be their last.

For these new Scouts, acquiring basic skills will usually prove a better path to rank advancement than earning merit badges. Just as everyone had to learn to walk before they could run, it is a good idea for new Scouts to ease into our program by mastering the camping fundamentals before trying more advanced skills.

Hidden Valley has designed a unique program to cater to the needs of these novice campers. We call this program "Dan Beard" in honor of the early Scouting leader, and your Scouts will find it provides a welcoming, supportive introduction to summer camp. Participants are assigned to one of several patrols on Monday morning and progress through the week's classes in the company of these new friends. Each patrol, operating under guidance from our staff members, is encouraged to develop its own identity (name, cheer, etc.) for the week.

The heart of the Dan Beard program consists of several classes offered daily from 9:00 until 11:50 AM. These classes will cover most of the Scoutcraft skills required for the **Tenderfoot**, **Second Class**, and **First Class** ranks.

Our staff provides the instruction and opportunities for practice, but troop leaders retain the responsibility to test their Scouts before giving them credit for completing any requirements. For this reason, we encourage troop leaders to accompany their Scouts to each of our classes to better monitor their progress.

In addition to our core program, Dan Beard participants will be invited to participate in optional activities during the daily "open program" periods. Some of these activities will reinforce the day's lessons, while others will be purely for fun. A Thursday evening Campfire promises to be an especially good time. Should one of your Scouts wish to receive personal instruction for a single requirement without participating in the rest of the program, please see the Scoutcraft Staff to schedule a meeting during the open program period.

## EAGLE NEST

As we sing in our camp song, “all our goals are to see Eagle through the Scouting ranks.” The Eagle Nest is the program area that offers the greatest number of Eagle-required Merit Badges, including **Citizenship in the Nation, Citizenship in the World, Communication, Emergency Preparedness, and First Aid.**

## FIELD SPORTS

Few programs at Hidden Valley prove as popular as our fields sports program. While we encourage this interest, we also ask every Scout to weigh their choices carefully and to plan accordingly. **Archery, Fishing, and Rifle Shooting** prove popular with most, while younger or smaller Scouts may find **Shotgun Shooting** especially daunting. Each merit badge will require a commitment to practice outside of class, particularly if the shooter is inexperienced, and each has shooting activity has an associated cost.



Note: Scouts may not bring their own firearm and/or bow for the merit badge. Those will be provided by the camp. Adults must have prior permission from the Camp Director to bring their own bow. If a bow is approved, then it must be kept down at the Archery Range for the duration of the week. Scouts are *strongly encouraged* to bring their own fishing rod and tackle.

## HANDICRAFT

This department offers budding artisans the opportunity to perfect their skills. Scouts can create functional and ornamental objects and learn about those who do so professionally. This year we proudly offer **Art, Basketry, Chess, Electronics, Leatherwork, Metalwork, Music, Photography, Pulp and Paper, Sculpture, Space Exploration, Textile, and Wood Carving.**



## NATURE/N.E.S.T.

Hidden Valley Scout Reservation has been endowed with great natural beauty and abundant wildlife. With hundreds of wooded acres containing numerous habitats, including Shermans Creek, Scouts will gain a greater understanding and appreciation for the natural world and their role in conserving it. They might visit to study our exhibits and specimens or focus more on science and technology, hence our acronym for “Nature, Ecology, Science, and Technology.” Here Scouts might earn **Chemistry, Electricity, Energy, Environmental Science, Fish & Wildlife Management, Forestry, Geology, Mammal Study, Mining in Society, Nature, Oceanography, Reptile & Amphibian Study, Robotics, Soil and Water Conservation, or Weather.**



## SCOUTCRAFT



We derive much of our Scouting heritage from the bold outdoorsmen who carved this country from the wild frontier. We practice updated versions of their skills to this day, including everything from knot-tying to land navigation. Not for no reason are these “outdoor skills” considered the signature Scouting activities, and Scouts will surely find it rewarding to earn **Camping, Fire Safety, Geocaching, Pioneering, or Wilderness Survival.**



## VARSITY CAMPER ACTIVITIES (Older Scout Program)



New for 2024, HV proudly presents a new program for our “varsity” team, which we define as Scouts who are at least fourteen years old. These more senior campers will assemble each day and choose their own activity under staff guidance and supervision. Our program staff will continue to develop ideas to supplement those our participants might propose, but available options will include **mountain biking**, a variety of **shooting challenges**, **hiking** and **climbing**, and perhaps a trip to nearby **Colonel Denning State Park.**

## WATERFRONT

Shermans Creek is a great place for Scouts to go boating! Not only is it good exercise and a ton of fun, but Scouts can also try to earn **Canoeing, Kayaking, or Rowing.**



# MERIT BADGE INFORMATION

Supporting Scouting's advancement philosophy, many of the opportunities offered at camp are geared toward rank advancement. Advancement, however, is not the principal objective of the camp program. There needs to be time for fun and to bring a positive, successful, outdoor camping experience to all Scouts and leaders. If a Scout comes to camp and does nothing but work toward advancement, the program is incomplete.

A Scout attending summer camp must make many important decisions. Of these, selecting merit badge classes may be one of the most important. Ambitious Scouts may make the mistake of trying to cram too many classes into a single week, while their less motivated counterparts may avoid challenging themselves. As Leaders, you may be called upon to advise Scouts in both of these situations. On the following pages, you will find a table that summarizes some information you will find helpful when framing your advice.

## MERIT BADGES (OR SPECIAL PROGRAM)

Hidden Valley will offer 50 merit badges and several special recognition awards this summer. Leaders are expected to schedule all of their Scouts for merit badge classes in the Tentaroo system prior to arriving at camp. To ensure the best ratio of instructors to students and program experience, class sizes are often limited. Leaders should register their Scouts for their desired classes as soon as possible to maximize their chances of taking their preferred subjects.

Most merit badge classes last approximately fifty minutes, with ten minutes provided at the end of each hour for travel time. A few classes require more or less time, as indicated on the schedule. We offer our more popular merit badges multiple times each day to serve the greatest possible number of our campers.

While at camp this summer, leaders can track advancement progress through Tentaroo. Leaders can also download final advancement reports and print blue cards any time after camp.

## LOCATIONS

We offer merit badges throughout each department. Individual merit badge classes may meet in alternate areas, but advanced notice of any change will be provided in class or at camp assemblies. The distance between program areas should be one of the critical considerations in preparing your Scout's schedule. Please refer to the Program Area Map at the end of this guide to help estimate those distances. The travel time between classes is limited, so encourage your Scouts to plan accordingly. Taking multiple classes in the same program area will reduce the need to rush around camp.

## PREREQUISITES / MATERIALS NEEDED

The listed requirements should be completed prior to arriving at camp, although failure to do so will not prevent a Scout from taking the class. In every case, the Scout must show evidence of the completed requirement. This may involve a conversation with or a demonstration for the counselor to demonstrate the knowledge or skill in question. In other cases, direct evidence of the finished work should be brought to camp. Appropriate evidence will vary depending on the requirement in question, but completed projects, papers, photographs, and journals are examples. In a few cases, the counselor may accept a note from a parent or Scoutmaster as evidence. As for supplies needed to complete the badge, these are usually available at the Trading Post, often in a pre-assembled kit for which you may purchase a ticket.

## DIFFICULTY

The counselors at Hidden Valley believe that any Scout should be able to earn any badge we offer, though some will prove more challenging than others. To help you to guide your Scouts to set realistic goals, we have carefully evaluated all of our merit badges based on three criteria:



1. Does the badge require a Scout to acquire complicated skills or uncommon knowledge?
2. How much time would the average Scout need to study or practice outside of class?
3. Are there time-consuming requirements to be completed outside of camp?


Based on our analysis, we have rated the difficulty of each merit badge as “Easier,” “Average,” or “Challenging.” We must stress that we offer these ratings purely for planning purposes. Each Scout should evaluate his or her probability of completing a merit badge based on personal abilities, background experience, and motivation. Scouts should never be discouraged from attempting to earn a “difficult” badge if it interests them, nor should any Scout regard a “partial completion” as equivalent to a “failure.”


## ALPHABETICAL LIST OF MERIT BADGES/AWARDS OFFERED


Archery	Electronics	Leatherwork	Rifle Shooting
Art	Emergency Preparedness	Lifesaving	Robotics
Basketry	Energy	Mammal Study	Rowing
BSA Lifeguard	Environmental Science	Metalwork	Sculpture
Camping	Finger Printing	Mile Swim BSA	Shotgun Shooting
Canoeing	Fire Safety	Mining in Society	Snorkeling BSA
Chemistry	First Aid	Music	Soil & Water Cons.
Chess	Fish & Wildlife Mgt.	Nature	Space Exploration
Citizenship in the Nation	Fishing	Oceanography	Swimming
Citizenship in the World	Forestry	Photography	Textile
Climbing	Geocaching	Pioneering	Weather
Communication	Geology	Pulp and Paper	Wilderness Survival
Electricity	Kayaking	Reptile & Amph. Study	Wood Carving


## LIST OF MERIT BADGES/AWARDS OFFERED BY PROGRAM AREA


Program Area	Merit Badges/Awards
Aquatics	BSA Lifeguard, Lifesaving, Mile Swim BSA, Snorkeling BSA, Swimming
Climbing	Climbing
Eagle Nest	Citizenship in the Nation, Citizenship in the World, Communication, Emergency Preparedness, First Aid
Field Sports	Archery, Fishing, Rifle Shooting, Shotgun Shooting
Handicraft	Art, Basketry, Chess, Fingerprinting, Leatherwork, Metalwork, Music, Photography, Pulp and Paper, Sculpture, Space Exploration, Textile, Wood Carving
Nature	Chemistry, Electricity, Electronics, Environmental Science, Energy, Fish & Wildlife Management, Forestry, Geology, Mammal Study, Mining in Society, Nature, Oceanography, Reptile & Amphibian Study, Robotics, Soil and Water Conservation, Weather
Scoutcraft	Camping, Fire Safety, Geocaching, Pioneering, Wilderness Survival
Waterfront	Canoeing, Kayaking, Rowing


	<b>Archery</b>	
	Times Offered:	11:00-11:50 AM, 2:00-2:50 PM, 3:00-3:50 PM
	Location:	Archery Range (on Range Road)
	Prerequisites:	None
	Materials Needed:	Arrow Kit
	Difficulty:	Average Note: This MB is likely to require additional practice outside of the scheduled class time.
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Art</b>	
	Time Offered:	9:00-9:50 AM
	Location:	Handicraft
	Prerequisites:	6
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Basketry</b>	
	Times Offered:	11:00-11:50 AM, 3:00-3:50 PM
	Location:	Handicraft
	Prerequisites:	None
	Materials Needed:	Basket and Stool Kits
	Difficulty:	Easier Note: This MB is likely to require additional effort outside of the scheduled class time.
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>BSA Lifeguard (Note: Not a Merit Badge)</b>	
	Time Offered:	By Appointment Only– <i>Participants must speak to the Aquatics Director during Check-In and expect to spend most afternoons working on this award.</i>
	Location:	Aquatics
	Prerequisites:	1, 2, 7
	Materials Needed:	None
	Difficulty:	Challenging
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Camping</b>	
	Times Offered:	9:00-9:50 AM, 2:00-2:50 PM
	Location:	Scoutcraft
	Prerequisites:	4b, 5e, 7b, 8d, 9a, 9b
	Materials Needed:	None
	Difficulty:	Challenging
	Link to Current Requirements:	<a href="https://www.scouting.org/meritbadges/requirements/camping/">View on Scouting.org</a>


	<b>Canoeing</b>	
	Times Offered:	3:00-3:50 PM
	Location:	Waterfront
	Prerequisites:	2
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="https://www.scouting.org/meritbadges/requirements/canoeing/">View on Scouting.org</a>


	<b>Chemistry</b>	
	Time Offered:	9:00-9:50 AM
	Location:	Nature/N.E.S.T.
	Prerequisites:	7
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="https://www.scouting.org/meritbadges/requirements/chemistry/">View on Scouting.org</a>


	<b>Chess</b>	
	Time Offered:	9:00-9:50 AM
	Location:	Handicraft
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="https://www.scouting.org/meritbadges/requirements/chess/">View on Scouting.org</a>


	<b>Citizenship in the Nation</b>	
	Times Offered:	9:00-9:50 AM
	Location:	Eagle Nest
	Prerequisites:	5, 7, 8
	Materials Needed:	None
	Difficulty:	Challenging
	Link to Current Requirements:	<a href="https://www.scouting.org">View on Scouting.org</a>


	<b>Citizenship in the World</b>	
	Times Offered:	10:00-10:50 AM
	Location:	Eagle Nest
	Prerequisites:	4b and 7
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="https://www.scouting.org">View on Scouting.org</a>


	<b>Climbing</b>	
	Times Offered:	10:00-11:50 AM, 2:00-3:50 PM
	Location:	Climbing
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	Challenging
	Link to Current Requirements:	<a href="https://www.scouting.org">View on Scouting.org</a>


	<b>Communication</b>	
	Times Offered:	11:00-11:50 AM
	Location:	Eagle Nest
	Prerequisites:	4, 5, 7, 8
	Materials Needed:	None
	Difficulty:	Challenging
	Link to Current Requirements:	<a href="https://www.scouting.org">View on Scouting.org</a>

	<b>Electricity</b>	
	Time Offered:	10:00-10:50 AM
	Location:	Nature/N.E.S.T.
	Prerequisites:	2, 8, 9a (For 2, please use the checklist in the MB Pamphlet or <a href="#">this version</a> of it)
	Materials Needed:	None
	Difficulty:	Challenging
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Electronics</b>	
	Times Offered:	10:00-10:50 AM
	Location:	Handicraft
	Prerequisites:	None
	Materials Needed:	Electronics Kit
	Difficulty:	Challenging Note: This MB is likely to require additional effort outside of the scheduled class time.
Link to Current Requirements:	<a href="#">View on Scouting.org</a>	


	<b>Emergency Preparedness</b>	
	Time Offered:	9:00-9:50 AM
	Location:	Eagle Nest
	Prerequisites:	1, 2c, 6c, 8b
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Energy</b>	
	Time Offered:	3:00-3:50 PM
	Location:	Nature/N.E.S.T.
	Prerequisites:	4
	Materials Needed:	Bring a Notebook
	Difficulty:	Average
Link to Current Requirements:	<a href="#">View on Scouting.org</a>	


	<b>Environmental Science</b>	
	Times Offered:	9:00-9:50 AM, 2:00-2:50 PM
	Location:	Nature
	Prerequisites:	3E or 3F
	Materials Needed:	None
	Difficulty:	Challenging Note: This MB will require additional effort outside of the scheduled class time.
	Link to Current Requirements:	<a href="https://www.scouting.org">View on Scouting.org</a>


	<b>Fingerprinting</b>	
	Times Offered:	4:00-4:25 PM
	Location:	Handicraft
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	Easier
	Link to Current Requirements:	<a href="https://www.scouting.org">View on Scouting.org</a>


	<b>Fire Safety</b>	
	Time Offered:	2:00-2:50 PM
	Location:	Scoutcraft
	Prerequisites:	6 (conduct a home fire safety survey with an adult like the one in <a href="#">this checklist</a> ), 11, 12
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="https://www.scouting.org">View on Scouting.org</a>


	<b>First Aid</b>	
	Times Offered:	10:00-10:50 AM, 11:00-11:50 PM
	Location:	Eagle Nest
	Prerequisites:	1, 5a, 5b
	Materials Needed:	None
	Difficulty:	Challenging
	Link to Current Requirements:	<a href="https://www.scouting.org">View on Scouting.org</a>


	<b>Fish &amp; Wildlife Management</b>	
	Times Offered:	11:00-11:50 AM
	Location:	Nature/N.E.S.T.
	Prerequisites:	5
	Materials Needed:	None
	Difficulty:	Average. Note: This MB is likely to require additional effort outside of the scheduled class time.
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Fishing</b>	
	Time Offered:	9:00-9:50 AM , 10:00-10:50 AM
	Location:	Field Sports (on Range Road)
	Prerequisites:	Pennsylvania requires anyone at least 16 years old to possess a valid fishing license. <a href="#">Click here</a> for more information.
	Materials Needed:	None, though bringing your own equipment would be helpful.
	Difficulty:	Average. Note: This MB will require additional effort outside of the scheduled class time.
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Forestry</b>	
	Time Offered:	10:00-10:50 AM
	Location:	Nature/N.E.S.T.
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>

	<b>Geocaching</b>	
	Time Offered:	3:00-3:50 PM
	Location:	Scoutcraft
	Prerequisites:	7, 8, 9
	Materials Needed:	None, though bringing your own GPS device would be very helpful.
	Difficulty:	Challenging
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Geology</b>	
	Time Offered:	3:00-3:25 AM
	Location:	Nature/N.E.S.T.
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="http://View on Scouting.org">View on Scouting.org</a>


	<b>Kayaking</b>	
	Times Offered:	9:00-9:50 AM, 10:00-10:50 AM, 2:00-2:50 PM
	Location:	Waterfront
	Prerequisites:	2
	Materials Needed:	None
	Difficulty:	Easier
	Link to Current Requirements:	<a href="http://View on Scouting.org">View on Scouting.org</a>


	<b>Leatherwork</b>	
	Times Offered:	10:00-10:50 AM, 2:00-2:50 PM
	Location:	Handicraft
	Prerequisites:	None
	Materials Needed:	Leather Kit
	Difficulty:	Easier
	Link to Current Requirements:	<a href="http://View on Scouting.org">View on Scouting.org</a>


	<b>Lifesaving</b>	
	Times Offered:	9:00-10:20 AM, 10:30-11:50 PM
	Location:	Aquatics
	Prerequisites:	2a
	Materials Needed:	None
	Difficulty:	Challenging
	Link to Current Requirements:	<a href="http://View on Scouting.org">View on Scouting.org</a>





	<b>Mammal Study</b>	
	Time Offered:	10:00-10:25 PM
	Location:	Nature/N.E.S.T.
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	Easier
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Metalwork</b>	
	Times Offered:	9:00-9:50 AM, 2:00-2:50 PM
	Location:	Handicraft
	Prerequisites:	None
	Materials Needed:	Metalwork Kit
	Difficulty:	Average
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Mile Swim BSA (Note: Not a Merit Badge)</b>	
	Time Offered:	4:00-4:50 PM
	Location:	Aquatics
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	Challenging
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Mining in Society</b>	
	Time Offered:	3:30-3:55 PM
	Location:	Nature/N.E.S.T.
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Music</b>	
	Time Offered:	11:00-11:25 AM
	Location:	Handicraft
	Prerequisites:	3b
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Nature</b>	
	Time Offered:	10:30-10:55 AM
	Location:	Nature/N.E.S.T.
	Prerequisites:	4h(2)
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Oceanography</b>	
	Time Offered:	2:00-2:50 PM
	Location:	Nature/N.E.S.T.
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Photography</b>	
	Time Offered:	10:00-10:50 AM
	Location:	Handicraft
	Prerequisites:	1b, 6
	Materials Needed:	You must provide your own digital camera.
	Difficulty:	Average. Note: This MB is will require some effort outside of the scheduled class time.
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Pioneering</b>	
	Times Offered:	11:00-11:50 AM, 3:00-3:50 PM
	Location:	Scoutcraft
	Prerequisites:	None
	Materials Needed:	Average
	Difficulty:	Average. Note: This MB is likely to require effort outside of the scheduled class time.
	Link to Current Requirements:	<a href="https://www.scouting.org">View on Scouting.org</a>


	<b>Pulp and Paper</b>	
	Time Offered:	10:30-10:55 AM
	Location:	Handicraft
	Prerequisites:	7e
	Materials Needed:	None
	Difficulty:	Easier
	Link to Current Requirements:	<a href="https://www.scouting.org">View on Scouting.org</a>


	<b>Reptile &amp; Amphibian Study</b>	
	Time Offered:	10:00-10:50 AM
	Location:	Nature/N.E.S.T.
	Prerequisites:	8
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="https://www.scouting.org">View on Scouting.org</a>


	<b>Rifle Shooting</b>	
	Times Offered:	9:00-10:20 AM, 10:30-11:50 AM
	Location:	Field Sports (on Range Road)
	Prerequisites:	None
	Materials Needed:	Rifle MB Ticket
	Difficulty:	Average. Note: This MB is likely to require some effort outside of the scheduled class time.
	Link to Current Requirements:	<a href="https://www.scouting.org">View on Scouting.org</a>


	<b>Robotics</b>	
	Time Offered:	11:00-11:50 AM, 2:00-2:50 PM
	Location:	Nature/N.E.S.T.
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Rowing</b>	
	Time Offered:	11:00-11:50 AM
	Location:	Waterfront
	Prerequisites:	2
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Sculpture</b>	
	Time Offered:	9:00-9:50 AM
	Location:	Handicraft
	Prerequisites:	None
	Materials Needed:	Sculpture Ticket
	Difficulty:	Average
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Shotgun Shooting</b>	
	Times Offered:	2:00-2:50 PM, 3:00-3:50 PM
	Location:	Field Sports (on Range Road)
	Prerequisites:	None
	Materials Needed:	Shotgun Ticket
	Difficulty:	Challenging. Note: This MB is likely to require effort outside of the scheduled class time.
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Snorkeling BSA (Note: Not a Merit Badge)</b>	
	Times Offered:	10:00-11:00 AM, 3:00-3:50 PM
	Location:	Aquatics
	Prerequisites:	1
	Materials Needed:	None
	Difficulty:	Easier
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Soil and Water Conservation</b>	
	Time Offered:	11:00-11:50 AM
	Location:	Nature/N.E.S.T.
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>


	<b>Space Exploration</b>	
	Time Offered:	3:00-3:50 PM
	Location:	Handicraft
	Prerequisites:	5b
	Materials Needed:	Rocket Kit
	Difficulty:	Average. Note: This MB is likely to require effort outside of the scheduled class time.
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>

	<b>Swimming</b>	
	Times Offered:	9:00-9:50 AM, 11:00-11:50 AM, 3:00-3:50 PM
	Location:	Aquatics
	Prerequisites:	2
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>

	<b>Textile</b>	
	Time Offered:	3:00-3:50 PM
	Location:	Handicraft
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>

	<b>Weather</b>	
	Time Offered:	3:00-3:50 PM
	Location:	Nature/N.E.S.T.
	Prerequisites:	9
	Materials Needed:	None
	Difficulty:	Average
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>

	<b>Wilderness Survival</b>	
	Time Offered:	10:00-10:50 AM
	Location:	Scoutcraft
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	Average. Note: This MB will require attendance at an overnight outpost camping experience.
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>

	<b>Wood Carving</b>	
	Time Offered:	2:00-2:50 PM
	Location:	Handicraft
	Prerequisites:	2a
	Materials Needed:	Woodcarving Kit
	Difficulty:	Average
	Link to Current Requirements:	<a href="#">View on Scouting.org</a>

# CAMPWIDE PROGRAMS AND ACTIVITIES

The reasons for attending Hidden Valley Scout Reservation may be as diverse and numerous as our campers, but one thing is certain – the best memories are often those we share with friends! Hidden Valley provides many program opportunities for groups to enjoy. Here’s a list of programs as they’re scheduled:

## 2024 SUMMER GAMES



Start training now! To promote our Scouting promise for fitness, Hidden Valley will proudly host our own version of the Summer Games this year. Boy or girl, youth or adult, our Games will challenge our participants to achieve higher levels of athleticism. See if you can take home a medal in your category!

### FREE THROW COMPETITION – Monday, 4:00 PM

Join us at the HV Basketball Court to see who can sink the most baskets.



### 100 METER RELAY RACE – Tuesday, 4:00 PM

Rally the members of your troop! Teams of four will compete in this timed event.



### STANDING POWER THROW COMPETITION – Wednesday, 4:00 PM

Grab a weighted medicine ball and show your power by throwing it for distance.

### HALF MILE ROAD RACE – Thursday, 4:00 PM

While our Relay Race was all about speed, this extended running event will really test your stamina.



## IRON SCOUT COMPETITION – Friday, 4:00 PM

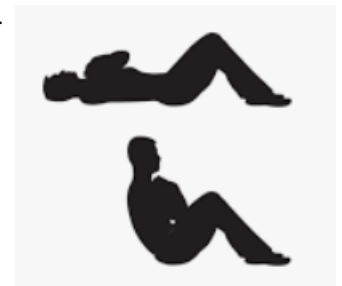
The ultimate test of strength and endurance! This competition consists of three events: the Pull-Up, the Push-Up, and the Curl-Up. In addition to recognizing the winner of the competition, every youth that meets the following benchmarks (based largely on those formerly established for the [National Physical Fitness Award](#)) will receive a certificate of merit. These events are untimed but Scouts should make their best efforts.

	AGE	PUSH-UPS	CURL-UPS	PULL-UPS		AGE	PUSH-UPS	CURL-UPS	PULL-UPS
	<b>BOYS</b>	11	15	37		2	<b>GIRLS</b>	11	11
12		18	40	2	12	11		35	1
13		24	42	3	13	11		37	1
14		24	45	5	14	11		37	1
15		30	45	6	15	15		37	1
16		30	45	7	16	15		37	1
17		37	45	8	17	16		37	1

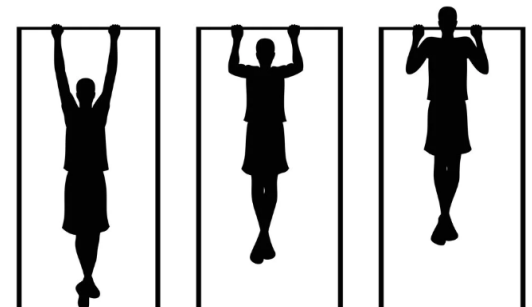
### IRON SCOUT EVENT DESCRIPTIONS

**Curl-Ups:** Scouts will lie on their backs, bending their knees upward and placing their feet about one foot from their bottoms. Another Scout will hold their feet.

Participants will cross their arms in front of their chests, placing their hands on the opposite shoulders and keeping their elbows close to their chest. Scouts will then lift their torsos and, without extending their elbows outward, raise themselves until their elbows touch their thighs. They then return to the starting position (so long as their shoulder blades touch the ground) for a count of one curl-up. Bouncing off of the ground is not permitted.



**Pull-Ups:** Scouts hang from a horizontal bar with arms fully extended and feet not touching the ground, using either an overhand grasp or underhand grip. Scouts then lift themselves until their chins clear the bar before lowering themselves to the starting position for a count of one pull-up.



**Push-Ups:** Scouts lie face down with their hands under their shoulders, fingers straight, legs parallel and slightly apart, with their toes supporting their feet. Scouts then straighten their arms, keeping their back and knees straight, then lower themselves until their elbows form a 90-degree angle, with the upper arms parallel to the ground, for a count of one push-up. Flexing at the knees or waist for a brief rest is permitted, but the Scout must return to proper form before continuing. All hands and feet must remain in contact with the ground during the event.



### OTHER ACTIVITIES

#### EARLY BIRD TRAIL RUN – Monday, Wednesday, and Friday, 6:45 AM

What better way to start your day than with a little exercise? Members of our staff will lead participants on a run around camp to prove our commitment to remaining physically strong. The Trail Run complements the Polar bear Swim program and many Scouts choose to participate in both. Meet at Commissioners Corner.



## INTERFAITH CHAPEL SERVICE – Monday, 7:30 PM



A Scout is reverent, and all are welcome to join in the fellowship of interfaith worship. This short service in the provides a perfect opportunity to focus our thoughts on the high ideals of Scouting. Service of worship will be held at the beautiful Schoffstall Chapel, located behind the Health Lodge and Stockade Campsites.

## TRIVIA CHALLENGE – Monday, 8:15 PM

Join us in the Dining Hall with teams of at most 8 players to compete for the renowned and historical Hidden Valley Trivia Championship Title. Previous categories included Scouting history, Discontinued Merit Badges, Harry Potter, and Hidden Valley Fun Facts. This is open to Scouts and leaders, so come on out and show your Scouting smarts!



## POLAR BEAR SWIM – Tuesday and Thursday, 6:45 AM

Early risers will relish this activity. Gather at the pool before breakfast for a quick dip in the “frigid” water. There’s no better way to wake up and start your day! Those who do participate will be able to buy a special patch commemorating their accomplishment.



## WATER CARNIVAL – Tuesday, 7:30 PM

There’s no better way to relax and refresh your spirits on a hot summer night than by participating in the Hidden Valley’s Water Carnival! The night is filled with cardboard canoe races, water sports, free swim for all swimming levels, and our ever-popular Leader’s Belly Flop! Here are the Cardboard Canoe Race rules:

- Each troop may enter one cardboard canoe per troop or every seven (7) Scouts.
- Must be able to safely fit and float two (2) Scouts wearing life jackets that qualify as swimmers on the BSA Swim Test.
- The canoe may only be made of cardboard and duct tape. No other material can be used.
- The cardboard canoes may be made at home and brought to camp.
- The canoe must be human-powered, and cardboard and duct tape paddles may be used.

## ORDER OF THE ARROW DAY – Wednesday, All Day

The Order of the Arrow has been providing service to Scouting since its beginning in 1915, and Hidden Valley Scout Reservation honors that legacy by holding an “OA Day” each Wednesday in our camping season.

Members of the Order, regardless of their lodge or council affiliation, are invited to wear their sashes with their uniforms on this day. Other OA events that may be scheduled during the week could include a Call-Out Ceremony. While we welcome all candidates from other lodges to participate in our Call-Out Ceremony, only units that provide us with written permission from their home lodges can have newly elected Scouts called out for OA membership.



## DISCOVER SCUBA- Wednesday, 7:00 PM

Hidden Valley has partnered with West Shore Scuba to offer this fantastic program. Participants will take the PADI Scuba class at our pool that will complete many, but not all, of the requirements for the Scuba BSA Award. **Every participant must complete an [additional release form](#).** Any participant marking “yes” to any of the medical conditions listed on the release form must receive a physician’s prior written approval to participate. This program is projected to cost \$40 per person, which will cover additional instruction and equipment rental.



## HIDDEN VALLEY HISTORICAL TOUR – Wednesday, 7:30 PM

Our camp opened for its first summer camping season in 1927, and as we anticipate celebrating our centennial soon, we invite you to learn some of our history in this guided tour. For those who want to learn even more, a limited number of copies of a commemorative history book may be purchased at our Trading Post.

## CAMPERS' COOK-OFF – Wednesday, 8:15 PM

Each troop should also strive to be recognized as the Culinary Chief of Camp in this year's Cook-Off! We challenge you to make a single dish from an original recipe. Competition rules are simple:

- Each troop may enter a single recipe for every seven Scouts.
- The troop provides enough food for sampling by three to six staff judges.
- Each troop provides all of its own ingredients.
- The dish is only cooked by Scouts in camp.
- Judges will consider taste as well as the presentation and incorporation of the summer camp theme.



## PHOTO SCAVENGER HUNT – Submissions Due by Friday Breakfast



Bring a camera to camp and you can participate in our Photo Scavenger Hunt. Starting at check-in on Sunday afternoon and continuing through breakfast on Friday morning, you will be able to hunt around camp for a published list of photo opportunities. Snap and share more qualifying pictures than the other campers and receive a special recognition at the Closing Campfire, perhaps even appear in a closing slideshow. **NOTE:** Participants must complete the Photo Release Form included on their annual medical forms.

## GATEWAY COMPETITIONS – Judged on Friday Morning

Scouts can show pride in their campsite and practice their pioneering skills by working all week to construct a Troop Gateway. Troops should bring their own supply of rope for lashing and any other theme-related decorations they wish to use. Wood for the gateway can be scavenged from the surrounding area or you can bring your own staves. Remember, camp rules prohibit the cutting of living trees and bringing unfinished wood onto camp property.



## CONSERVATION PROJECT – Daily, By Appointment

A Scout is helpful! Anyone interested in performing a project for the betterment of camp can coordinate the project with our Camp Ranger. No special skills are needed!



## SPORTS AND GAMES – Daily, By Appointment

Hidden Valley has the facilities to host almost any athletic contest, but traditional favorites include Gaga Ball, Basketball, Volleyball, Soccer, Ultimate, and even Horseshoes. Bring your own equipment or check at the Administration Building.

## TROOP SHOOTS – Daily, By Appointment

Many troops have made shooting competitions a summer camp tradition. Due to the priority we place on providing time for merit badge shooters to practice, the windows to schedule troop shoots are extremely limited. We will try to accommodate requests on a first-come, first-served basis, so see our Shooting Sports Staff as soon as possible. Units will be charged for the ammunition they use.



## MILE SWIM BSA – Daily, Open Program

Any youth or adult wishing to test their endurance should strive to join the exclusive company of Mile Swimmers. Participants will have the opportunity to swim for distance each afternoon, building up to the final session in which everyone attempts to swim one mile. You must attend at least three of the four training days leading up to the full mile on Friday.



## TROOP CHALLENGES – Daily, By Appointment

Does your troop have what it takes to prove its dominance in a particular activity? The Senior Patrol Leaders' Council will coordinate inter-troop matches, but a truly confident troop may even challenge the ultimate sporting opponent – Camp Staff!

# FRIENDS OF HIDDEN VALLEY

## BADGE OF MERIT

Hidden Valley Scout Reservation has long enjoyed the support of a dedicated group of volunteers who are committed to promoting, preserving, and improving our camp. This organization, the “Friends of Hidden Valley,” sponsor a number of activities throughout the year, but they play a special role in sponsoring service projects and maintaining our camp chapel. In 2022 they introduced the “HV Badge of Merit” Award to recognize summer campers for their active participation in the camp program. Every summer camper, youth or adult, can qualify for this award and receive it for free. The patch itself has become a highly desired keepsake and souvenir that helps you to display your fondness for our camp. Though obviously not a real merit badge and therefore not a part of the advancement program, earning this Badge of Merit is a fun way to make the most out of your week with us. One of our staff members will coordinate this program for you.



Find more information about the Friends of Hidden Valley on their website (<https://newbirthoffreedom.org/fohv/>).

### Requirements for Youth

1. Read the short history of Hidden Valley on the next page.
2. Learn and repeat from memory at least the first verse of the Hidden Valley camp song or grace. Perform this song or recite the grace, alone or with a group, for a staff witness.
3. *Duty to God:* Attend the summer camp’s Interfaith Chapel Service OR participate in a worship service in your campsite.
4. *Duty to Country:* Attend the camp’s flag ceremonies OR serve on the color guard for a unit flag ceremony in your campsite each day that you attend summer camp.
5. *Duty to Others:* Spend at least half an hour (cumulative) on service to others approved by the Camp Commissioner or other designated summer camp staff member. Examples of suitable service include waiter duty, litter patrol, campsite cleaning, or conservation projects.
6. *Duty to Self:* Attend a *Scouts BSA* session at Hidden Valley for at least five days. While attending, actively participate in the camp program by completing at least four of the following requirements:
  - A. Earn at least one merit badge in at least two different areas.
  - B. Attend all of the regular meetings of the Dan Beard Program.
  - C. Pass the BSA Swimmer Test.
  - D. Spend a night camping at Outpost.
  - E. Talk to a staff member about opportunities to work on camp staff.
  - F. Participate in a campwide activity not previously used to complete another requirement. *(This requirement may be completed multiple times to qualify for the badge.)*

### Requirements for Adults

1. Complete Requirements 1 through 4 from the list of *Requirements for Youth*.
2. *Duty to Others:* Spend at least half an hour (cumulative) on service to others approved by the Camp Commissioner or other designated summer camp staff member. Examples of suitable service include mentoring or instructing youth in your unit, assisting with instruction at a program area, or actively supervising a unit activity.
3. *Duty to Self:* Attend a *Scouts BSA* session at Hidden Valley for at least five days. While attending, actively participate in the camp program by completing Requirement A below and at least three of the other following requirements:
  - A. Attend an FOHV open meeting OR talk to a FOHV member about the group OR join the FOHV.
  - B. Attend at least one adult training opportunity. *(This requirement may be completed multiple times to qualify for the badge.)*
  - C. Pass the BSA Swimmer Test.
  - D. Attend a campwide activity not previously used to complete another requirement. *(This requirement may be completed multiple times to qualify for the badge.)*

## **A SHORT HISTORY OF HIDDEN VALLEY**

Hidden Valley began with the purchase of 27 acres in 1926, made possible by a generous gift from Mary Sachs in honor of Rabbi Philip Bookstaber. Originally known as the Loysville Boy Scout Camp, HV welcomed its first summer campers in July 1927 under the direction of Scout Executive Thomas “Chief” Sparrow. Accessible only by crossing Shermans Creek on a ferry, camp featured a dining hall, four campsites, and few other improvements.

Camp grew quickly in the following years and many changes came after World War II. The Scout Councils in Harrisburg, Carlisle, Shippensburg, and Chambersburg formally merged in 1950 to form the Keystone Area Council and HV expanded to 540 acres to welcome more campers. Several cabins and Mumma Drive were installed and the pool was finished in 1957.

HV briefly operated as two summer camps, East and West, but consolidated in the 1960’s. More than 1,700 Scouts were camping at HV each summer but attendance declined through the 1980’s. Trouble in the Council nearly resulted in the end of summer camping at HV after 1997 but an outpouring of concern reversed that decision. A major renaissance followed with the addition of a Climbing Tower, a new Shower House, a new Chapel, a new Health Lodge, and other renovations.

A new era opened for HV in 2010, when the Keystone and York-Adams Area Councils merged to form the New Birth of Freedom Council. In the years since, HV has continued to hold an annual summer camp and many other activities, including the council-wide Shermans Creek Rendezvous.

While much has changed in the last century, HV remains a place where Scouts still benefit from the best of our past. Visible reminders such as the original Dining Hall Hearth, our monument bearing the names of more than 5,200 Eagle Scouts, and the memorial Flag Plaza put you in touch with a tradition of excellence in service. But most importantly, HV continues to provide a foundation for future greatness in the life of every Scout.

### **THE HIDDEN VALLEY CAMP SONG**

On the banks of Shermans Creek, Hidden Valley stands.

For its youth and all its glory, scouting for this land.

All our goals are to see Eagle, through the scouting ranks.

So to you dear Hidden Valley, we give all our thanks.

We who know the woods that grace thee, traced thy meadows o’er,  
Learned the flowers that bloom upon thee, watched the birds that soar,

We have shared thy many blessings through thy golden days.

Scouts and Scouters raise your voices, in Hidden Valley's praise.

Linger yet around the fire, catch its last bright glow.

Let us learn its ready message, just before we go.

Let the warmth of Scouts and camping be in our memory.

Hidden Valley last forever, true we'll always be.

### **THE HIDDEN VALLEY GRACE**

God, thank you for the food we share.

We pray you'll keep us in your care.

Please bless our labors and our rest,

And help us all to do our best,

So we may keep our minds awake,

Our bodies strong, and morals straight.

# PROGRAM COSTS

At Hidden Valley, we genuinely try to minimize the need to impose any charges beyond the regular camp fee. However, a few of our merit badges and other programs do require extra materials or outside instructors. We ask those who choose to participate in those activities to pay a little more so that we can keep the cost of attending camp lower for everyone else. We also hope that Scouts appreciate this as a lesson in Thriftiness and become more responsible for their individual purchases. We strive to keep these extra costs as low as possible.

The fees below have been projected for 2024 to provide an estimate of how much each will cost this summer. Should uncontrollable and unforeseen factors require us to change these prices, we may publish updated price projections closer to the start of camp. The reason for each charge is also briefly explained so that you understand what you will receive in return. In the case of Basketry, Leatherwork, and Wood Carving, you may choose to bring your own supplies from home if you prefer, so long as the kits will satisfy the requirements of the merit badge.

Archery	\$6	Arrow Kit
Basketry	\$22	Kits for two baskets and a stool
Electronics	\$15	Electronic kit for class project
Leatherwork	\$11	Leatherworking supplies
Metalwork	\$12	Supplies to make metalworking projects
PADI Discover Scuba	\$40	Tank rental and instruction by an outside vendor
Rifle Shooting	\$20	Ammunition
Sculpture	\$20	Clay and plaster
Shotgun Shooting	\$25	Ammunition and targets
Space Exploration	\$12	Model rocket kit
Wood Carving	\$6	Wood kit

# LEADER OPPORTUNITIES

Hidden Valley welcomes every leader as an integral part of our summer success. As leaders, your primary role will be to support your scouts in their achievements. By mentoring, motivating, advising, inspiring, coaching, counseling, teaching, and more, you will have a tremendous influence over the Scouts that you supervise. While it may be true that a Scoutmaster's job is never done, summer camp also offers opportunities for you to relax, learn, and have fun.

Being an adult doesn't mean you won't have chances to join in our program! Many of the activities we offer are open to all, though, in the case of competitions, we usually offer different divisions for Scouts and adults. These include the Mile Swim, BSA Lifeguard, Polar Bear Swim, Leader's Belly Flop, and Trail Runs. Other activities, such as Discover Scuba, may have a limited number of spaces available for adults once all of the Scouts have been accommodated. For these opportunities, any extra fees charged to youth participants must also be paid by adults.

Some leaders enjoy offering their expertise to enrich our program by serving as demonstrators or assistant instructors in different program areas, particularly in Dan Beard. Should you wish to do so, please notify our Program Director as soon as possible to determine how you may volunteer.

For those who need a break from the campsite or to do a little work, the public spaces of camp, including the Wagner Training Center, dining hall, and the camp office may be used by leaders when available. Air conditioning and wireless internet service are two of the amenities you'll encounter.

## **ADULT LEADER ACTIVITIES – Daily, 2:00-3:50 PM**

In experience, almost every Scouter was once a Scout or wished to be. While adult leaders go to camp primarily to support the youth program, we hope that they have opportunities to enjoy themselves as well. Our camp staff will host a variety of demonstrations and activities throughout the week that leaders may later share with their troops on a future campout.

## **LEAVE NO TRACE AWARENESS WORKSHOP – Monday, 1:15 PM**

We who love the woods and camping know best how crucial conservation efforts are. This brief orientation session will explain the principles of Leave No Trace as it applies to Scout camping.

## **CLIMB ON SAFELY – Tuesday, 1:15 PM**

This course is required before a unit may consider conducting its own climbing/rappelling activity. The focus of this class is risk management, not technical climbing/rappelling skills.

## **SAFE SWIM DEFENSE – Wednesday, 1:15 PM**

This course is required before a unit may consider conducting its own water activities. The focus of this class is risk management, not lifeguarding or lifesaving skills.

## **SAFETY AFLOAT – Thursday, 1:15 PM**

This course is required before a unit may consider conducting its own water activities. The focus of this class is risk management, not lifeguarding or lifesaving skills.





# SPECIAL AWARDS

There is something to admire in everyone, but we all recognize that specific individuals and groups manage to outperform others. We hold them up as examples, cite them as role-models, or praise them as heroes. By publicly recognizing their accomplishments, we offer a small reward for what they've done. But more importantly, we may inspire the confidence in others to attempt the same feats.

Hidden Valley offers special awards in three categories. The first, the Hidden Valley Honor Scout, is for youth. The second, the Hillcourt Award, is for adults, while troops can qualify for the Baden-Powell Honor Award.

The requirements for each of these awards can be found in our accompanying Leaders Guide.

## HIDDEN VALLEY HONOR SCOUT AWARD

The BSA offers many recognition programs for Scouts. Ranks, merit badges, and other awards detail the record of a young Scout's accomplishments. The Hidden Valley Honor Scout is a designation in the same spirit. We ask for your assistance in identifying those Scouts who truly go above and beyond normal expectations to become role-models for their fellow Scouts during camp. We accept nominations from all leaders, and from these nominations, our staff leadership will designate one (or, rarely, a few) campers to be recognized as the "Honor Scouts" of the day.

## HILLCOURT AWARD



Generations of Scouts remember William Hillcourt, or "Green Bar Bill," for his devotion to the Boy Scouts of America. Throughout his long career in Scouting, he contributed mightily to the growth of our organization. He wrote many manuals, including the *Handbook for Patrol Leaders* and several editions of the *Boy Scout Handbook*, penned a popular column in *Boys' Life*, and helped to develop the Wood Badge program. He also wrote the definitive biography of Scouting's founder, Lord Robert Baden-Powell. He received many honors for his distinguished service to Scouts, but perhaps the most impressive was his informal but widely recognized nickname, "Scoutmaster to the World." Hidden Valley is proud to honor its leaders with an award that bears his name.

## BADEN-POWELL HONOR AWARD

Hidden Valley proudly bestows its Honor Award on those troops which exceed ordinary expectations for participation in activities at camp. Every troop should qualify for this distinction, but not without significant effort. Striving to meet the standards set forth will ensure that your troop makes the most of its program opportunities and should leave your unit organization stronger than before.



# 2024 HIDDEN VALLEY SUMMER CAMP SCHEDULE

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	
6:45 AM		Early Bird Trail Run	Polar Bear Swim	Early Bird Trail Run	Polar Bear Swim	Early Bird Trail Run	Campsite Clean-Up	
7:30 AM		Campsite Clean-Up	Campsite Clean-Up	Campsite Clean-Up	Campsite Clean-Up	Campsite Clean-Up		
7:40 AM		Waiters Report	Waiters Report	Waiters Report	Waiters Report	Waiters Report	Waiters Report	
7:45 AM		Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising	
8:00 AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	
9:00 AM		Scheduled Program Activities	Scheduled Program Activities	Scheduled Program Activities	Scheduled Program Activities	Scheduled Program Activities	Troop Check-Out & Departure	
12:10 PM		Waiters Report	Waiters Report	Waiters Report	Waiters Report	Waiters Report		
12:30 PM		Lunch	Lunch	Lunch	Lunch	Lunch		
1:15 PM		Leave No Trace	Climb on Safely	Safe Swim Defense	Safety Afloat	Troop Time		
2:00 PM	Troop Check-In & Photo Scavenger Hunt	Scheduled Program Activities	Scheduled Program Activities	Scheduled Program Activities	Scheduled Program Activities	Scheduled Program Activities		
4:00 PM	Open Program Activities	Open Program Activities	Open Program Activities	Open Program Activities	Open Program Activities	Open Program Activities		
5:00 PM	Troop Time	Troop Time	Troop Time	Troop Time	Troop Time	Troop Time		
5:40 PM	Waiters Report	Waiters Report	Waiters Report	Waiters Report	Waiters Report	Parade of Colors		
5:45 PM	Flag Lowering	Flag Lowering	Flag Lowering	Flag Lowering	Flag Lowering			
6:00 PM	Dinner	Dinner	Dinner	Dinner	Dinner	Family Night Barbecue		
7:15 PM	Leaders Meeting	Troop Time	Troop Time	Troop Time	Order of the Arrow Activities	Troop Time	Troop Time	
7:30 PM		Chapel Service	Water Carnival & Cardboard Canoe Race	Historical Tour		Discover Scuba		Open Program Activities
8:15 PM		Trivia Challenge		Camp Cook-off				
9:00 PM	Opening Campfire	Troop Time	Troop Time	Troop Time	Troop Time		Closing Campfire	
10:00 PM	Quiet Time	Quiet Time	Quiet Time	Quiet Time	Quiet Time	Quiet Time		

# 2024 HIDDEN VALLEY MERIT BADGE SCHEDULE

Program Area	9:00-9:50 AM	10:00-10:50 AM	11:00-11:50 AM	2:00-2:50 PM	3:00-3:50 PM	4:00-5:00 PM
<b>Aquatics</b>	Life Saving	Life Saving	Life Saving	Swimming	Swimming	Open Program
	Swimming	Snorkeling BSA	Swimming	Instructional Swim	Snorkeling BSA	
<i>Note: BSA Lifeguard training available by appointment. Mile Swim BSA qualification sessions conducted during Open Program.</i>						
<b>Climbing</b>	Open Bouldering	Climbing	Climbing	Climbing	Climbing	Open Program
	Citizenship in the Nation	Citizenship in the World	Communication	Varsity Camper Challenges <i>Optional Activities for Older Scouts</i>	Open Program	
Emergency Preparedness	First Aid	First Aid				
<b>Field Sports</b>	Fishing	Fishing	Archery	Archery	Archery	Open Program
	Rifle Shooting	Rifle Shooting	Rifle Shooting	Shotgun Shooting	Shotgun Shooting	Open Program
<b>Handicraft</b>	Art	Electronics	Basketry	Leatherwork	Basketry	Finger-printing
	Chess	Leatherwork	Music	Metalwork	Space Exploration	Open Program
	Metalwork	Photography	Sculpture	Woodcarving	Textile	
	Environmental Science	Electricity	Fish & Wildlife Management	Environmental Science	Energy	
<b>Nature/NEST</b>	Forestry	Mammal Study	Soil and Water Conservation	Oceanography	Geology	Mining in Society
	Chemistry	Reptile & Amphibian Study	Robotics	Robotics	Weather	Open Program
<b>Scoutcraft</b>	Dan Beard (First Year Camper Program) <i>Note: Adult Leaders seeking to review the skills taught in Introduction to Outdoor Leadership are also welcome.</i>					
	Camping	Wilderness Survival	Pioneering	Camping	Geocaching	Open Program
<b>Waterfront</b>	Kayaking	Kayaking	Rowing	Fire Safety	Pioneering	Open Program
				Kayaking	Canoeing	

# 2024 HIDDEN VALLEY DAN BEARD SCHEDULE

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
9:00 – 9:10 AM	Assembly	Assembly	Assembly	Assembly	Assembly
9:10 – 10:30 AM					
<b>PATROL 1</b>	<i>First Aid I</i> T4a, T4b, T4c, SC6a	<i>First Aid II</i> FC7a, FC7b	<i>First Aid III</i> SC6b, SC6c, FC7c	<i>Nature</i> SC4, FC5a	<i>Woods Tools</i> S5, T3d
<b>PATROL 2</b>	<i>Knots &amp; Lashings I</i> S4a, T3a, T3b, T3c, SC2f, SC2g	<i>Knots &amp; Lashings II</i> FC3a, FC3b, FC3c	<i>Knots &amp; Lashings III</i> FC3d	<i>Map &amp; Compass</i> SC3a	<i>Hiking</i> T5b, T5c, T5d, SC3c, SC6d, SC6e
<b>10:30 – 11:50 AM</b>					
<b>PATROL 1</b>	<i>Knots &amp; Lashings I</i> S4a, T3a, T3b, T3c, SC2f, SC2g	<i>Knots &amp; Lashings II</i> FC3a, FC3b, FC3c	<i>Knots &amp; Lashings III</i> FC3d	<i>Map &amp; Compass</i> SC3a	<i>Hiking</i> T5b, T5c, T5d, SC3c, SC6d, SC6e
<b>PATROL 2</b>	<i>First Aid I</i> T4a, T4b, T4c, SC6a	<i>First Aid II</i> FC7a, FC7b	<i>First Aid III</i> SC6b, SC6c, FC7c	<i>Nature</i> SC4, FC5a	<i>Woods Tools</i> S5, T3d

Abbreviations: S – Scout, T – Tenderfoot, SC – Second Class, FC – First Class

**NOTE:** While our staff will strive to ensure that each participant completes all of the listed requirements, troop leaders remain responsible for determining when their Scouts satisfy BSA advancement standards.

## DAN BEARD ADVANCEMENT

Below you will see a list of the rank requirements that your Scouts might complete by participating in our Dan Beard Program. Due to time constraints, class sizes, and the wording of requirements, some of the requirements may not be fully completed but the skills will still be taught. We believe troop leaders must retain the responsibility to test their Scouts before giving credit and signing off for completed requirements.

### SCOUT RANK

**4a** Show how to tie a square knot, two half-hitches, and a taut-line hitch. Explain how each knot is used.

**5** Tell what you need to know about using a pocketknife safely and responsibly.

### TENDERFOOT RANK

**3a** Demonstrate a practical use of the square knot.

**3b** Demonstrate a practical use of the two half-hitches.

**3c** Demonstrate a practical use of the taut-line hitch.

**3d** Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used.

**4a** Show first aid for the following: Simple cuts and scrapes, Blisters on the hand and foot, Minor burns or scalds, Bites or stings of insects and ticks, Venomous snakebite, Nosebleed, Frostbite and sunburn, Choking.

**4b** Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.

**4c** Tell what you can do while on a campout or other outdoor activity to prevent or reduce the occurrence of injuries or exposure listed in Tenderfoot requirements 4a and 4b.

**5b** Describe what to do if you become lost on a hike or campout.

**5c** Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night.

**5d** Explain why it is important to hike on trails or other durable surfaces, and give examples of durable surfaces you saw on your outing.

### SECOND CLASS RANK

**2f** Demonstrate tying the sheet bend knot. Describe a situation in which you would use this knot.

**2g** Demonstrate tying the bowline knot. Describe a situation in which you would use this knot.

**3a** Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.

**3c** Describe some hazards or injuries that you might encounter on your hike and what you can do to help prevent them.

**4** Identify or show evidence of at least 10 kinds of wild animals (such as birds, mammals, reptiles, fish, and mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken.

**6a** Demonstrate first aid for the following: Object in the eye, Bite of a warm-blooded animal, Puncture wounds from a splinter, nail, or fishhook, Serious burns, Heat exhaustion, Shock, Heatstroke, dehydration, hypothermia, and hyperventilation.

**6b** Show what you do for “hurry” cases of stopped breathing, stroke, severe bleeding, and ingested poisoning.

**6c** Tell what you can do while on a campout or hike to prevent or reduce the occurrence of the injuries listed in Second Class requirements 6a and 6b.

**6d** Explain what to do in case of accidents that require emergency response in the home and backcountry. Explain what constitutes an emergency and what information you will need to provide to a responder.

**6e** Tell how you should respond if you come upon the scene of a vehicular accident.

**7c** Five (5) common signs of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).

### FIRST CLASS RANK

**3a** Discuss when you should and should not use lashings.

**3b** Demonstrate tying the timber hitch and clove hitch.

**3c** Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together.

**3d** Use lashings to make a useful camp gadget or structure.

**5a** Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location. You may show evidence by identifying fallen leaves or fallen fruit that you find in the field, or as part of a collection you have made, or by photographs you have taken.

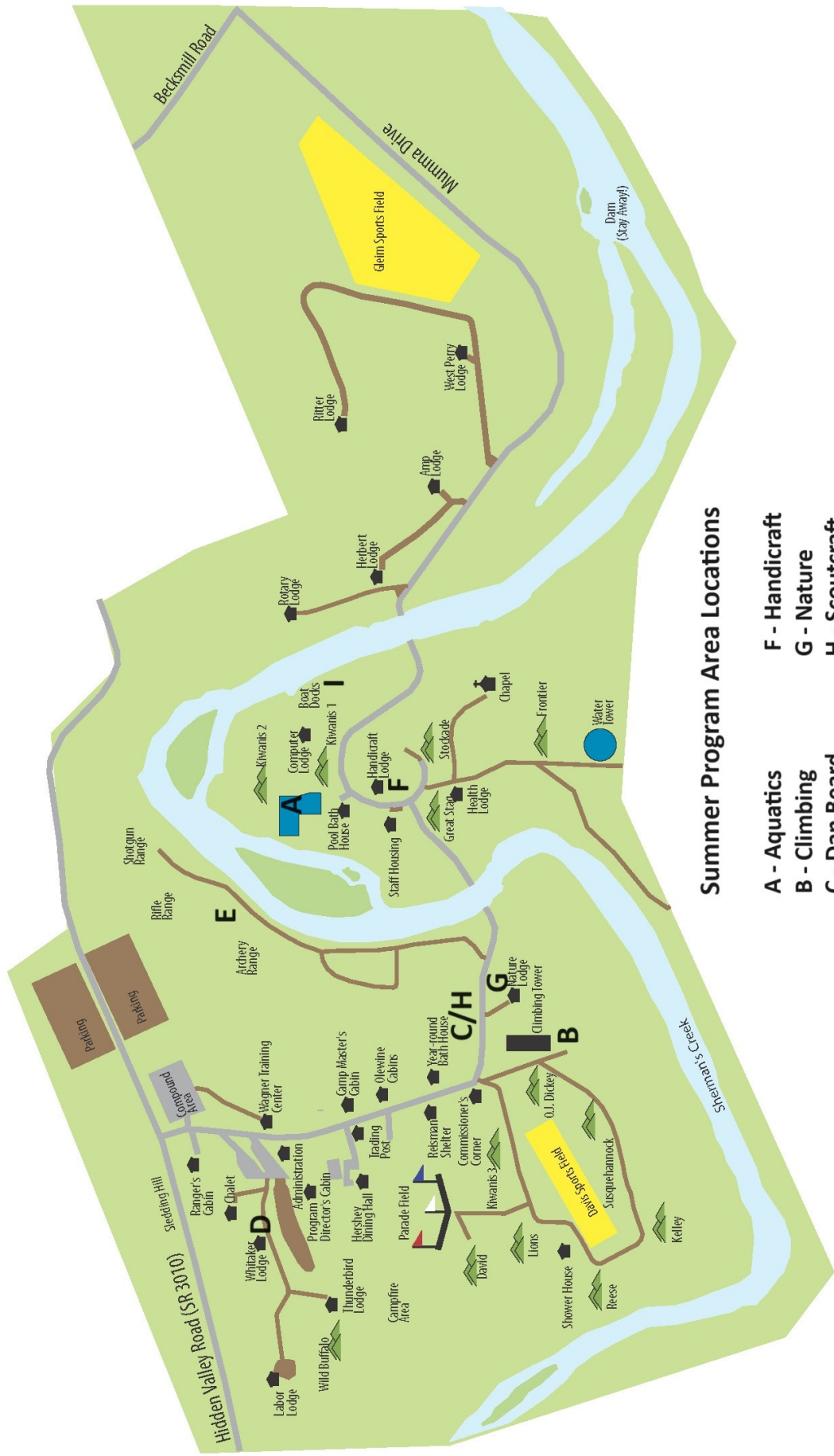
**7a** Demonstrate bandages for a sprained ankle and injuries on the head, the upper arm, and the collarbone.

**7b** By yourself and with a partner, show how to: transport a person from a smoke-filled room; transport for at least 25 yards a person with a sprained ankle.



# Hidden Valley Scout Reservation

Tyrone Twp., Perry County, Pennsylvania



## Summer Program Area Locations

- A - Aquatics
- B - Climbing
- C - Dan Beard
- D - Eagle Nest
- E - Field Sports
- F - Handicraft
- G - Nature
- H - Scoutcraft
- I - Waterfront