

Broad Creek First Year Camper Program Guide 2025

Leaders, please send this email out to the adults of and scouts of your troop that are attending this summer's First Year Camper Program, thank you!

Intro-Welcome to Broad Creek's 2025 First Year Camper Program, Project Thunderherons! My staff and I can't wait to meet you all in the next couple of weeks! Below is some information and rules that are important for you and your Scouts to know.

What to Wear-While some Troops require their Scouts to wear Scout clothes during the week, others do not. Please check in with your Troop regarding that decision. Regardless, please make sure that all outfits are Scout appropriate. Please make sure that all Scouts are fully dressed before leaving the site in the morning, including but not limited to, shirt, pants, socks, and closed toe shoes. If your Scout arrives to First Year Camper without one of those four, they will automatically be sent back to their campsite to change.

What to Bring (Remember to Be Prepared!)-These are items that should be brought to the First Year Camper Area every morning

- Water Bottle (Filled with only water to stay hydrated)- This is the Number 1 most forgotten item, please make sure that your Scout brings one to camp and brings it to the First Year Camper area. Also please make sure that all water bottles brought to camp are fully closeable, Stanley cups are not an acceptable version of a closeable water bottle.
- Closed Toe Pair of Shoes (Sneakers, Tennis Shoes, or Hiking Boots (We highly recommend these!) only since we will be doing a lot of walking throughout the day, New this year, Crocs are not considered closed toed shoes so please make sure that before coming to camp, your scouts have on closed toed shoes.
- Scout Book
- Pool Items (Scouts can either have this in the morning or receive this during siesta, Scouts will find out when they need these items Monday morning)
 - Bathing Suit (Females please remember to wear a one-piece bathing suit)
 - Flip Flops/Crocs
 - Goggles if necessary
 - Earplugs if necessary
 - Swim Cap if necessary
 - Towel
 - Shower supplies if necessary
 - Clothing and closed toe shoes for after the pool
- Rain Gear
- Sunscreen
- Bug Spray
- Hat

How Patrols Work-On Monday morning the Scouts will pair up with a buddy and then will be sorted into a patrol with their buddy. Our patrols are organized with multiple Troops to encourage learning about other Troops and Scouts. The buddy pairs are to ensure that Scouts will be around at least one familiar person, so, they aren't in a completely new setting.

How to know what patrol your Scout is in-We will be assigning patrols on Monday morning and will present the Scouts with a schedule that reflects where they will be and at what time. There will also be a list of patrols and where they will be at RHQ with the requirement binder by Tuesday morning.

Schedule-Please make sure that your Scouts are in the correct area at the correct time. This is subject to change due to weather or emergencies. Any changes will be communicated to the scouts ASAP.

Monday, Tuesday, and Wednesday

Before 9-Gathering Activities

9-9:20- Patrol Assignments (Monday), Opening Flag Ceremony, and Attendance

9:20-10:30-Center Rotations

10:30-11:50-Archery, Rifle or Nature Hike (All patrols will rotate each day)

12-1:55-Lunch/Siesta

1:55-4-Leatherworking/Swimming Merit Badge Block

1:55-4:45- (If at Leatherworking) Leatherwork Merit Badge, Center Rotations, Closing Flags, Reminders, Closing Game

4-(If at Swimming) Reminders and Dismissal

Thursday

Before 9-Gathering Activities

9-Attendance

9-12:50-Camp Oest 5 Mile Hike and Lunch

1-1:55-Siesta

1:55-4- Leatherworking/Swimming Merit Badge Block

1:55-4:45- (If at Leatherworking) Leatherwork Merit Badge, Center Rotations, Closing Flags, Reminders, Closing Game

4-(If at Swimming) Reminders and Dismissal

Friday

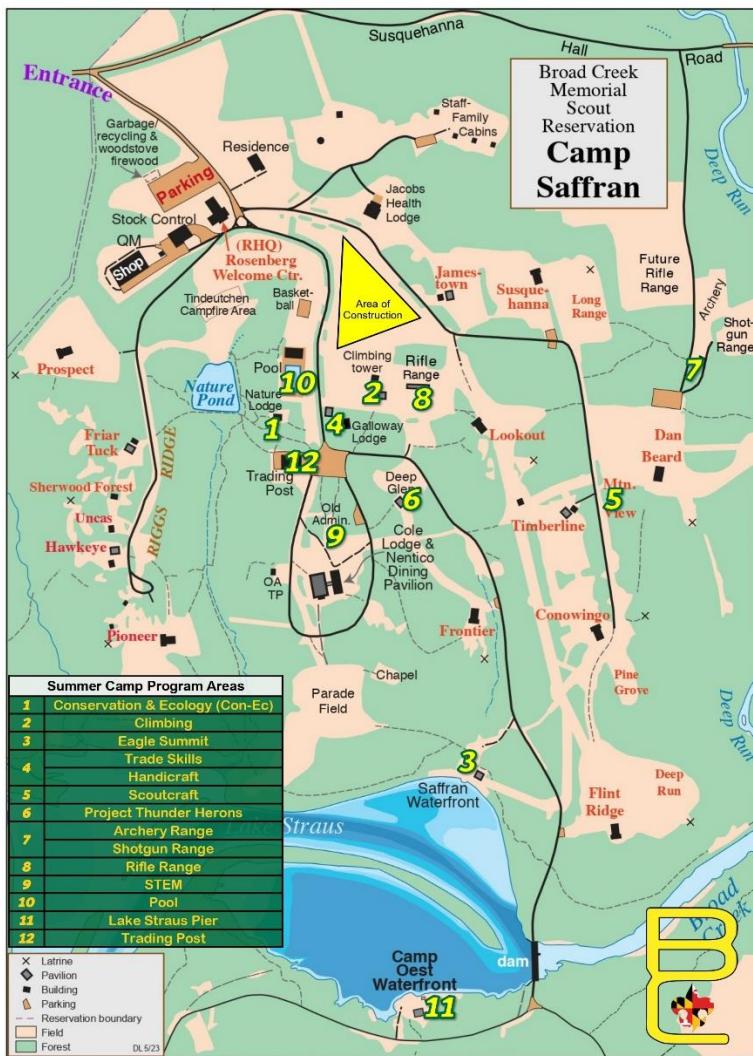
9-9:20- Opening Flag Ceremony, and Attendance

9:20-12-Finish/ continue to work on merit badges, Can finish requirements or work on extra requirements, Totin' chip for those who don't already have it

12-1:55-Lunch/Siesta

2-5: Campwide Games with your troop

Map-



The First Year Camper Program will be located at the Deep Glen site (6 on the map). That is also where the Leatherworking merit badge will be worked on.

The Swimming merit badge/instructional swim will be completed at the pool (10 on the map). There will be a shower house available to rinse off before and shower after the pool.

Archery will be done at the archery range right next to the shotgun range (7 on the map). Be aware that the only bathroom close to the range will be a porta potty.

Rifle will be done at the rifle range next to the climbing tower (8 on the map).

The closest bathroom for Scouts will be the porta potties located across from the rifle range . Scouts can also use the shower house bathrooms if they would like.

Swimming-The Swimming badge will only be available for those Scouts who have passed the swimmer's test. Non-swimmers and beginners will have the opportunity to complete only the first talking requirement of the Swimming merit badge and during the Swimming merit badge block will instead be doing instructional swim. All swimmer levels will have the opportunity to complete Second Class and First Class aquatics requirements during the Swimming merit badge block and the pier block. Even if an aquatics requirement is the same as a requirement for the Swimming merit badge, it will not be signed off for the merit badge unless the Scout is a swimmer. At the end of the day, if Scouts are at Swimming they will be dismissed at the pool.

Leatherworking- The Leatherworking merit badge will be available in the First Year Camper Area and will be completed during the Leatherworking merit badge block. At the end of the day, if Scouts are at Leatherworking, they will be dismissed from the First Year Camper Area.

Special Events-

On Tuesday night we will be having our Inpost in the First Year Camper area and will be sleeping under the stars! We will play games, work on requirements and merit badges if the Scouts would like, have a campfire program with the skits and songs any scouts have decided to present, the most important part, have smores!! If your Scout requires nightly medication that the Troop is keeping in a lockbox in the site, an adult leader from your Troop will have to come to the Inpost site to give the Scout their medication. The staff are not allowed to be in charge of or administer any Scout's medication. If your Scout has nightly medication that is kept in the health lodge, please let us know and we will send them up with a buddy. We will also be having smores, so if your Scout has any dietary restrictions, please let us know, and we will do our best to accommodate that dietary need. Scouts will need to bring their water bottle, sleeping bag/blankets, pillow, tarp, flashlight, and toiletries, and we ask that all electronic devices, food or anything fragrant stays back at the campsite. Scouts should be able to independently carry all of their items from their campsite to the parade field and then the First Year Camper area. They also need to know how to pack up everything that they bring with them including but not limited to sleeping bags and bug nets. With bug nets, scouts will be required to demonstrate their ability to set up and take down their bug net in the parade field before being allowed to take it to the Inpost. If a scout is not able to successfully put up and take down a bug net, they will not be able to take it on the Inpost. This is due to us having limited time in the morning to make sure that we can wake up all the scouts and have them out of the site with enough time to go to Polar Bear Swim if they would like. Once we arrive at the site, Scouts are expected to stay there for the night expect in case of emergency. If adults would like to attend and spend the night, please let us know so we can block off a spot for them. Staff will wake up Scouts at 5 AM so they are able to pack up and get back to their site with enough time before flags and Polar Bear Swim.

On Thursday morning we will have our 5-mile hike in Camp Oest to complete our orienteering requirements. We will be leaving at 9 directly after attendance so it is extremely important to be on time that morning. Any adults volunteering for the hike also need to be at the First Year Camper site by 9. Before we leave Scouts will go through their backpacks to make sure they aren't bringing anything that they won't need on the hike. For the hike the only things

Scouts need are a water bottle filled with water and closed toed shoes with socks. They may also bring a small snack if they would like. We will be bringing our First Aid Kit with us in case of any incidents requiring first aid. Once we are in Camp Oest, we will stop for a bathroom break and refill all water bottles. During that time we will also be receiving packed lunches. For the lunches, if any scouts or adults going on the hike have dietary restrictions we need to know ASAP so I can communicate this with the kitchen to make sure we have a lunch for everyone. Due to having packed lunches, I also need to know if any adults are going on the hike by Wednesday morning to communicate our final numbers with the kitchen.

First Year Camper Requirements-Below is the First Year Camper 2025 Requirement List. This list covers all of the requirements that we may cover during the week. We do our best to get through as many requirements as possible but due to circumstances including but not limited to severe weather, time constraints, and emergencies.

We will do

Scout

- 1e. Repeat from memory the Outdoor Code. List the Leave No Trace Seven Principles. Explain the difference between the two.
- 4a. Show how to tie a square knot, two half-hitches, and a tautline hitch. Explain how each knot is used.
- 4b. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.
- 5. Tell what you need to know about pocketknife safety and responsibility.

Tenderfoot

- 1c. Explain how you demonstrated the Outdoor Code and Leave No Trace on campouts or outings.
- 3a. Demonstrate a practical use of the square knot.
- 3b. Demonstrate a practical use of 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 (thermal/heat) burns or scalds (superficial, or first-degree)
 - 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.
- 5a. Explain the importance of the buddy system as it relates to your personal safety on outings and where you live. Use the buddy system while on a troop or patrol outing.
- 5b. Describe what to do if you become lost on a hike or campout.
- 5c. Explain the rules of safe and responsible 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.
- 7a. Demonstrate how to display, raise, lower, and fold the U.S. flag.

Second Class

- 1b. Recite the Leave No Trace Seven Principles from memory. Explain how you follow them on all outings.
- 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.
- 3b. Using a compass and map together, take a five-mile hike (or 10 miles by bike) approved by your adult leader and your parent or guardian.
- 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 ten kinds of wild animals (such as birds, mammals, reptiles, fish, mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken.
- 5a. Tell what precautions must be taken for a safe swim.
- 5b. Demonstrate your ability to pass the BSA beginner test. Jump feetfirst into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place.³
- 5c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects.³
- 5d. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible. Explain why and how a rescue swimmer should avoid contact with the victim.
- 6a. Demonstrate first aid for the following:

- Object in the eye
- Bite of a warm blooded animal
- Puncture wounds from a splinter, nail, and fishhook
- Serious burns (partial thickness, or second degree)
- Heat exhaustion
- Shock
- Heatstroke, dehydration, hypothermia, and hyperventilation
- 6b. Show what to 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.
- 8a. Participate in a flag ceremony for your school, religious institution, chartered organization, community, or Scouting activity.
- 8b. Explain what respect is due the flag of the United States.
- 9b. Describe bullying; tell what the appropriate response is to someone who is bullying you or another person.

First Class

- 1b. Explain the potential impacts of camping, both on the environment and on other outdoor users. Explain why the Outdoor Code and Leave No Trace Seven Principles are important for protecting the outdoors.
- 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.
- 6a. Successfully complete the BSA swimmer test.^{4&5}
- 6b. Tell what precautions must be taken for a safe trip afloat.
- 6c. Identify the basic parts of a canoe, kayak, or other boat. Identify the parts of a paddle or an oar.
- 6d. Describe proper body positioning in a watercraft, depending on the type and size of the vessel. Explain the importance of proper body position in the boat.
- 6e. With a helper and a practice victim, show a line rescue both as tender and rescuer. (The practice victim should be approximately 30 feet from shore in deep water.)

We May Do

Scout

- 1a. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meaning.
- 1b. Explain what Scout spirit is. Describe some ways you have shown Scout spirit by practicing the Scout Oath, Scout Law, Scout motto, and Scout slogan.

- 1c. Demonstrate the Scout sign, salute, and handshake. Explain when they should be used.
- 1d. Describe the First Class Scout badge and tell what each part stands for. Explain the significance of the First Class Scout badge.

First Class

- 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.
- 5b. Identify two ways to obtain a weather forecast for an upcoming activity. Explain why weather forecasts are important when planning for an event.
- 5c. Describe at least three natural indicators of impending hazardous weather, the potential dangerous events that might result from such weather conditions, and the appropriate actions to take.
- 7a. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
- 7c. Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).
- 7f. Explain how to obtain potable water in an emergency.

Where to Find Completed Requirements- We do not sign off requirements in the Scout book, but completed requirements can be found in the rank control sheet in the First Year Camper binder in RHQ. This binder also shows progress on the Leatherworking and Swimming merit badges. The binder will have all the updated requirements from the following day by the next morning, for example Wednesday morning the binder will have the control sheets marked with Monday and Tuesdays requirements.

Adult Help- We always love having an extra set of hands, especially from someone the Scouts already know. If you would like to volunteer, please find me during the week to figure out the best time. Please feel free to come and observe at any time, please just check the schedule to see where we are. We especially like having extra sets of eyes on our 5-mile hike so if any adults are free, we would love for them to join us! If you also have any ideas or activities that you think would be good for the First year Camper program, please let me know, I love to hear any and all ideas! The only thing I ask for ideas is to talk to me after the First Year Camper program is completed for the day so we can have unlimited time to talk.

Trading Post- During the day while they are with us, Scouts are not permitted to go to the trading post. Scouts will be able to go during lunch/siesta and after they are dismissed. If Scouts go during lunch/siesta, they need to make sure that they are still able to get to Swimming or Leatherworking on time.

Totin' Chip- We will be covering the Totin' Chip requirements on Friday morning. Due to time constraints, we will only have those that do not have their Totin' Chip do the ax yard requirements. We will also be working with the adults in the IOLS program so we will have many eyes both inside and outside of the ax yard. Please make sure that that your Scouts know if they have their Totin' Chip or not before Monday morning. I will put a list of who has completed all of the Totin' Chip requirements in the First Year Camper binder in RHQ by Friday evening.

Merit Badge Policy- If scouts are registered in the first year camper program, they are not able to take any other merit badges during program time other than the swimming and leatherwork merit badges they work on during the first year camper program. If there are any merit badges offered during siesta or evening program, your scout is encouraged to take those.

Electronics Policy- Some units may decide to allow Scouts to have electronic devices and some may not. No matter the unit's policy, in the First Year Camper Program we do not allow our Scouts to use phones when they are with us except for medical reasons or emergencies. They may carry them with them, but we are not responsible for any loss or damages to them.

Knife Policy- Scouts who have Totin' Chip are allowed to carry a pocketknife in the FYC area as long as they carry their Totin' Chip card with them. Our policy is that Scouts are not allowed to use their pocketknives except after they first ask a staff member. If scouts are using a knife without staff permission or without a Totin Chip, the knife will be confiscated and will be returned to an adult leader at the most immediate time.

Weather Policy- In case of severe rain or weather we will move into the dining hall. We will also be keeping an eye on the weather and may move there before the weather hits us. In case of weather during rifle or archery time, we will be communicating with those directors to determine if we will be able to safely participate in those activities. In case of severe weather predicted for the inpost or the 5-mile hike, it will be announced at the meal prior to if we are still moving forward with those activities or if they are canceled or moved to a different time.

Bullying- We have a no bullying policy. Bullying will be brought to the attention of Camp Administration and the Scoutmaster.

My Contact Info- If you have any questions, comments or concerns about anything regarding the First Year Camper Program feel free to reach out to programdirector@broadcreekbsa.org. During camp, please feel free to find me! If you don't know who I am, you will see me at the Sunday leader and SPL meeting, as well as opening campfire. During the week, you can ask one of your First Year Camper Scouts to point out who I am.

Once again, we can't wait to see you all this summer!

Sincerely,

Project Thunderheron Staff