



VENTURING · BSA

Goshen Scout Reservation Venturing Program Guide





June 2017

A note from the Director:

Welcome to the Venturing Program at Goshen Scout Reservation!

In the following pages, we provide the information you'll need to provide your Venturing Program with an immensely challenging and successful encampment at Goshen Scout Camps. The Goshen Scout Reservation consists of six camps laid out in the Maury River Valley at the foot of mountains rising over a thousand feet above the camps. The Reservation abuts both the Goshen Wildlife Management Area and the George Washington National Forest which adds hundreds of thousands of acres of explorable wilderness to the 4,800 plus acres composing the Goshen Scout Reservation (GSR). The six principle camps on the GSR ring the magnificent Lake Merriweather and include three usable for the Venturing Program. The Venturing Base Camp is Camp Bowman located to the northeast of the dam and home to a magnificent waterfront.

To our knowledge, the GSR Venturing Program is a one of a kind program in the Scouting Movement. Crew 27 from the Montgomery Service Area of the National Capital Area Council pioneered and developed this program over a period of three years, encompassing six weeks of camping at Goshen. This program would not have been possible without their patient testing and development of the Venturing capabilities at GSR. As we now open this program to Crews everywhere, we expect to see continued refinement of the principles already developed and the emergence of a fun, flexible camping experience tailored to Venturing Advancement Requirements. This guide is revised to provide for the new Venturing recognition system including the Venturer, Discovery, Pathfinder and Summit Awards while maintaining an amazing array of RANGER requirements.

Camp Bowman has a dedicated Deputy Director for Venturing whose job is the oversight and coordination of the Venturing Program at their Camp. When class activities are required, accountability is provided on cards like merit badge cards but specific for Venturing requirements. Venturers are placed with Boy Scout merit badge classes where appropriate to gain essential information covered there, or broken out into independent groups where their knowledge or performance requirements diverge from traditional merit badge programs. The Venturing Crew Advisor must facilitate some advancement activities in each campsite and those responsibilities are clearly delineated in this program guide. It is the responsibility of each Venture Crew Advisor to collect the advancement cards from the Deputy Director for Venturing at the end of each Crew's stay at GSR.

Please read through the material here and call or email me with any questions you might have. The best email to use is that of Goshen's Director, Phil Barbash: Philip.Barbash@scouting.org. By phone, you may reach us at (301) 214-9195. In addition, we are constantly updating and adding new information that is specific to the Venturing program on our website, www.gotogoshen.org.

We look forward to seeing you next summer at Goshen Scout Reservation!

On behalf of the Camp Directors ... Yours in Scouting,

Phil Barbash
Director of Goshen Scout Reservation

I. GENERAL INFORMATION

1. INTRODUCTION

We hope you find the information in this guide helpful in planning an outstanding Venturing summer experience. As an adult leader or Crew official, you can make your job a lot easier if you start to prepare for camp in a systematic manner. This Leader's Guide is your key to becoming familiar with the Venturing Program at Goshen Scout Reservation (GSR) and the mechanics of taking a Crew to camp. Everyone involved in your trip to GSR should be intimately familiar both with this guide and with the requirements for rank advancement and award achievement in the Venturer & Ranger Handbook.

The camps at GSR are nestled in the Allegheny Mountains surrounding the 450 acre Lake Merriweather. GSR consists of Cub Scout Camps PMI and Ross, Boy Scout Camp Olmsted, Boy Scout Camps Bowman, Marriott and the Lenhok'sin (Camp Marriott) High Adventure Base. Camp Post is the administrative center, the location of the Reservation Health Lodge and our main Trading Post. Camps Bowman and Lenhok'sin are the Venturing Camps. The Boy Scouts attending Bowman provide ample opportunity for Venturers to hone their teaching skills. Lenhok'sin provides a number of high adventure experiences well suited to Crews. Concentrated advancement opportunities are at Bowman. High adventure is at Lenhok'sin. Venturers without high adventure trail experience should probably obtain two weeks of patrol cooking outdoor experience and get about half way to Ranger at a patrol cooking camp like Bowman before hitting the trail at Lenhok'sin. This is a recommendation, not a requirement.

Venture Crews attend as a group of five or more Venturers with at least two adult leaders. All Venturers aged 18 or above and all accompanying adults must have completed Venturing youth protection training in the two year period prior to their last day in camp. It is strongly recommended that Venturing participants under the age of 18 have viewed the Venturing youth protection video series. For individual Venturers who would like to attend, it may be possible to place them with Crews as provisional members. This is done at the discretion of the Crews and their leadership and placement is not guaranteed but every effort will be made to accommodate individual requests to attend. If enough interest occurs for a particular camp period, a provisional Crew may be created and individual applicants will then be invited to sign up for that experience.

2. CAMP FEES, PAYMENT DEADLINES, ATTENDANCE REQUIREMENTS

Payments

All Registrations should be completed using the online system. Access to the registration page is gained by visiting <https://register.gotogoshen.org>. For help with the system, please call the Outdoor Adventure department at (301) 214-9155.

Online payment using credit and debit cards is facilitated by the registration system.

Unit Fee Settlement

On one of your first days in camp, a leader from your unit will meet with a Goshen Business Manager to complete a Unit Reconciliation Statement, verify total attendance, and settle your camp account by paying any balance due. Please bring at least two blank checks (or a credit card): one to pay any fees due, and the other to pay for emergencies or damaged equipment. All refunds will be subject to the final review at the Marriott Scout Service Center (NCAC Council HQ in Bethesda, MD). Checks are mailed on a weekly basis; to inquire of the status of a refund/ rebate, please call Phil Barbash and leave a message at (301) 214 9195.

Refund Policy

A refund of 85% of attendance fees will be granted to any request made on the behalf of a camper received on or before June 15, 2016. These requests must be received electronically at the email address

Calicoe.Ashley@Scouting.Org. Only requests from unit leaders will be honored (parents, please work through your unit to receive a refund). After June 15th, no refund of registration fees will be granted.

Fees paid for course participation (ATV, Shotgun, Robotics) and the initial unit deposit fee are non-refundable. All refunds and rebates will be subject to a final review in the Council office before the credit is issued. Refund credits will be issued to the unit via electronic means and will show as a credit to the primary credit card that paid for that youth's attendance.

Camper Financial Aid

"Camperships" are financial aid for Venturers who need assistance to attend camp and are available by application. The spirit of Scouting teaches a Scout to pay his own way in life; in order to support every Scout who needs assistance, it is expected that some of the camp fee will be paid by the family, the unit, and the sponsoring institution. Working together, no youth will be denied the experience of summer camp because of financial hardship. Campership applications are available at <http://www.gotogoshen.org> under the Prepare for Camp section. Deadline for receipt of campership applications is generally on or around March 1, 2016, but check website for the most up to date information. Goshen Camperships are only available for youth registered in units of the National Capital Area Council attending Goshen Scout Reservation.

Tour Plans

All Out of Council (Non-NCAC) units must file a tour plan with their local council at least 3 weeks prior to arriving at Goshen. Out of Council units traveling less than 500 miles to Goshen should file a local tour permit; over 500 miles, a National Tour Permit is required. Upon arrival, the approved tour permit must be presented to the Camp Director. (NCAC units do not have to file a Tour Permit when attending Goshen).

Leadership Required

According to BSA policy, each Crew registering for summer camp is required to provide at least two adult leaders in attendance at camp at all times. Co-educational Crews must have both male and female adult leadership over the age of 21. The Crew Advisor in camp must be a registered adult Scouter at least 21 years of age and preferably either the Crew's regular Advisor or an Associate Advisor. In any case, an Adult in attendance must have completed Introduction to Outdoor Leadership Skills (IOLS). Crew Advisors are responsible for the good behavior and good practices of their Venturers at all times and are expected to be available to assist their Venturers and Camp Staff in assuring the best possible camping experience. Sometimes, when small Crews have trouble mustering the required leadership, it is possible to pair them with other Crews that can provide the missing required leadership. While we cannot deviate from National Venturing Policy, we can combine Units so that National Policy is met.

Medical Requirements

Every Venturer and adult leader must submit a Personal Health and Medical Record – Class A-B-C upon arrival. The examination must be current, i.e. completed within the preceding 12 months. This is the BSA Form #680-001 (2014 edition), which is now the only form allowed by BSA for summer camps. Part D of this form must be made available to the examining health care provider at the time Part C is completed. The PADI addendum is required for Venturers wishing to participate in SCUBA activities. This is a BSA requirement which we will fully support and enforce. It is a wise health practice to get an annual physical examination by a medical professional and most young people have such examinations for school-related activities.

Advisors should provide a copy of the new medical form (available on line at http://www.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf) to each youth and adult planning to come to camp as soon as possible so they can get their physicals completed and forms filled out

properly. It is absolutely essential that immunization data be completed, particularly the information on the tetanus immunization.

Participants taking medication should bring the medication to Goshen **in the original prescription container**. A lock box will be provided to each unit to store their prescription medications in their sites in the bear box. Medications requiring refrigeration can be stored at the Aid room in each camp or at the Health Lodge at Camp Post. It is expected that Venturers who need to carry 'rescue' medications (i.e. – Epinephrine Auto-Injectors, Antihistamines, Beta Agonist (rescue) Inhalers for Asthma, etc. will carry those medications on them at all times, or have them close by when swimming or engaging in other activities not conducive to having the medications on their persons. Venturers required to have rescue medications available at all times who are not physically or mentally capable of carrying and using these medications must have an accompanying, trained, adult with them at all times. Dedicated adults familiar with their individual requirements should also accompany Venturers with psychological conditions that result in frequent disruptions.

Anyone arriving at Goshen without a current health examination or properly completed health form will be restricted to the Camp Site until they can be transported to the most available local health care provider for a medical examination at their own expense or until a current medical form can be received by fax in the case of a forgotten form or a form lacking parental signatures (Venturers under 18 years of age). No person is allowed to remain on the premises of the Goshen for more than 24 hours without a correct and complete medical form.

Before coming to camp, please be sure that all medical forms are completed and signed by the examiner, the Venturer, and, for Venturers who have not yet reached their 18th birthday, a parent or guardian. Make sure your Crew Number, District and Council are properly marked on the forms to help camp staff properly sort the documents. Keep all of your forms together and submit them in an envelope when checking in to Goshen. It is advisable to keep copies of all health forms for future events. Medical forms will be returned to the Crew advisor on request prior to departure from Goshen or when the Crew departs after their last week at Goshen. **Keep medical forms with you when moving to and from Goshen, do not mail your medical forms to the NCAC Office at the MSSC!**

3. THE ADULT LEADER'S ROLE AT CAMP

All adult leaders should expect to take an active role in providing their Venturers with a safe, fun experience. Leaders are:

- Responsible for maintaining Crew safety and discipline at all times. This includes safe travel to and from camp and strict adherence to BSA Youth Protection Policies.
- Responsible for coordinating all unit and individual activities to ensure *maximum* benefit to participants.
- To be aware of each Venturer's personal goals and objectives in order to promote the Venturing Advancement Program. Some male Venturer's may wish to pursue Boy Scout Merit Badges while at GSR. This is definitely available and Advisors should be aware of the desires of their Venturers prior to arrival. When BSA Merit Badges are to be on the program for a Crew's male members, the Advisor should be prepared to complete and submit Blue Cards the morning after arrival at Camp. Scouts who pursue Merit Badges during Venturing Programs frequently do so at the cost of not completing Venturing Requirements and must be aware that time requirements for Venturing Requirements are more extensive than Boy Scout Merit Badge Requirements although there can definitely be some overlap. Overlaps are noted in the Program Section of this document.
- To participate in GSR activities on a daily basis. This should include program area visits, ensuring punctual attendance at meetings and collection of progress reports on each Venturer's activities.

- To be prepared to help and assist others, specifically other Crews in camp and staff personnel, as needed. Assistance should be given in a spirit of mutual cooperation and support but not at the expense one's own unit. Your Crew is your responsibility – First!
- To monitor and evaluate Crew and individual progress in camp and to provide counseling, guidance, and encouragement.
- To review the daily schedule of Crew activities with fellow leaders before departure for GSR. This process should include review by experienced leaders who may not be participating in the current trip but have been to Goshen in the past. There are many experienced Venture Leaders in the NCAC who are willing to assist you. Please contact the Council Program Office at (301)214-9197/9196/9188 for referral if desired.
- It is expected that Venture Leaders will either arrive fully trained or enroll in training the first week of camp at Goshen to ensure they have the certifications necessary to support their crews. Classes and certification in First Aid, CPR, Safety Afloat, Safe Swim Defense, Swimming Rescue, and Paddle Safety are taught at Goshen each week. Other courses are also available, please refer to the NCAC Goshen website at: www.gotogoshen.org for more information.
- To be sure each adult leader and the Crew Officers complete and turn in camp evaluations. These forms are the primary means for recording issues requiring process improvement and are essential for the continual upgrade and fine-tuning of the Venturing Program at Goshen. Immediate problems should be addressed directly to either the Camp Director or the Deputy Director for Venturing at each Camp location.
- To ensure that each Crew comes equipped with the necessary equipment to fully conduct their Venturing program. Please refer to the required equipment lists in the Program section of this document for reference.

General Discipline

Discipline and conduct of all youth and leaders is the responsibility of each Venturer and the Adult Crew Leaders in camp. The camp administration is ready and willing to assist at any time with problems that might arise. Camp chaplains are available upon request for counseling and have been exceptionally helpful in the past. Crew committees and Chartered Organizational Representatives (CORs) should be sure that Adult Crew Leaders are trained and that they understand and are capable of successfully carrying out their responsibilities while attending GSR.

Early Departures/Late Arrivals

Anyone-**youth or adult**-leaving camp must check out at the camp office and check-in again upon return. Youth are not permitted to leave the GSR without direct adult or staff supervision. The camp sign-in/out book at the camp office must be utilized for all arrivals and departures. It must be signed, as this will be the source of reference for fire drills, fires, lost swimmer drills, lost swimmers and other critical events. A Venturer youth is not to leave for home without his leader first clearing the departure with the Camp Director and the Venturer's parents. Anyone arriving after the scheduled opening of their week of camp at GSR should check in directly at the Bowman or Lenhok'sin Camp Office.

Off Limits Areas

For safety reasons, certain areas of Goshen are OFF LIMITS. These include the area above the upstream bridge, the islands in Lake Merriweather; the dam, the dam's spillway, and the adjoining embankments; and the family beach on the west side of Lake Merriweather near Camp Olmsted unless it is used for the Lenhok'sin paddle board program under the oversight of Lenhok'sin Staff.

Persons using boats, canoes or other watercraft should stay well away from any floating debris or logs near the dam or dam spillways.

No one should enter a campsite that is not their own without the express permission of the occupants who must be present at the time of that entry.

Staff camping areas are off limits to all Venturers and Adult Leaders at all times.

All Venturers must be in their Crew camp sites by 10:30 PM each night unless engaged in planned late night programs. The Deputy Director for Venturing or the Camp Director must be made aware of any planned late night Venturing activities such as survival overnights or GPS use during the hours of darkness.

Fishing is not permitted at/from the dam or the dam spillway or at any Camp waterfront. Fishing is permitted from boats or from shoreline outside of Camp waterfronts.

Caves located north of the Goshen on Route 601 may **only** be used during approved caving activities supervised by trained GSR Camp Staff with prior scheduling through the Deputy Director for Venturing or Camp Director at each Camp.

4. STANDARDS OF CONDUCT FOR ADULT LEADERS

Boy Scouts of America Policy

Preventing child abuse is a critical objective of the Boy Scouts of America. The assistance of every Adult Leader and Venturer is essential to success. The guidelines listed below are designed to protect Venturers from abuse and adult leaders against misinterpretation of their intentions. Anyone who has questions should consult with the Camp Director. If faced with difficulty in complying with the guidelines and no advice is available, use common sense and the principles of the Scout Oath and Scout Law.

Guidelines for Adult Leaders and Parents

All adults in camp must endeavor to protect Venturers from:

1. Physical Abuse – defined as physical injury sustained as the result of cruel or inhumane treatment or as the result of a malicious act.
2. Sexual abuse – defined as any act of sexual molestation or exploitation of a Venturer or Adult by any person.
3. Verbal abuse – defined as the verbal belittlement of any person through the use of threats, foul language or verbal aggression.

All adults at Goshen, whether registered Venture Leaders or not, must fully understand their responsibilities and the limitations placed on their relationships with Venture youth. Care in selection, training and supervision is critical.

1. All adults accompanying Venture Crews to Goshen must have completed Venturing Youth Protection Training prior to assuming their duties at Goshen and within the preceding two years. Proof of this training must be submitted to the NCAC at the time the adult registers or, for late substitutions, upon arrival at Goshen.
2. Adult leaders and Venturers never sleep in the same tent or shelter unless the adult is the parent or guardian of every Venturer in the tent or shelter.
3. Adult leaders must always shower separately from Venturers.
4. Under no circumstances will group nudity, such as skinny-dipping, be permitted. Venturers needing to relieve themselves in the wild should proceed to an area out of sight of other Crew members but within close proximity to a same gender buddy who remains discreet and follow leave no trace guidelines.
5. Adult leaders should avoid unnecessary contact with Venturers such as placing hands on the legs or patting backsides.
6. Venturers must always have at least one tent mate. In the case of an odd number of Venturers, it is acceptable to place a single Venturer in a tent between two other Venturer tents in a camp site so that the occupants of the adjacent tents would be cognizant of any untoward activity.

7. In accordance with National Council Policy, a minimum of two adults must be present on Crew camping trips and other activities. During individual survival camp operations, Venturers must have one or more same gender buddies and operate from single gender camp sites. With parental permission, siblings of different genders may be exempted from this requirement.
8. Off color speech is not tolerated and on-the-spot corrections will be rendered immediately to prevent it. A Venture Scout is clean in mind at all times and in body whenever suitable bathing facilities or rain showers are available.
9. Adult Leaders must hold all discussions, conferences or other meetings with Venturers in open settings where they may be seen (but not heard, if the discussion is of a confidential matter) by others. Avoid rooms with closed doors, tents with closed flaps, locations out of sight of people or other secluded locations. On hiking trips, hold the group rather than let a single adult lag behind with a single Venturer.
10. If a Venturer complains or comments about an experience with an adult that may suggest any sort of abuse or invitation to abuse, take him or her seriously. It may not be verbal and may take the form of avoiding association with a particular leader for no apparent reason or abrupt departure from the Crew. Any behavior suggestive of abuse should be reported to the Scout Executive of the NCAC immediately through the Deputy Director for Venturing or the Camp Director. Immediate notification of the State authorities is also required.
11. An adult who observes another adult relate to a Venturer in a manner that is not clearly objectionable, but which might be misconstrued as leading to child abuse, should warn the person so observed to avoid conduct that may be misunderstood.

Reporting Child Abuse

The Goshen staff has received training to deal with potential victims of any kind of child abuse. If you suspect that a Scout or Venturer in camp is a victim, report this immediately to the Camp Director. Virginia Law requires that all childcare providers, including Scout and Venture Leaders, must report any incidence of child abuse to child protection authorities. The telephone number of the Virginia State Child Abuse and Neglect hotline is 1(800)552-7096. All discussion, both at Goshen and over the hotline will be kept confidential.

B SA Policy on Smoking

Goshen policy on smoking is simple. Smoking by adults is only permitted in designated areas and never within sight of youth. Smoking by youth is not permitted. Each camp has one or two designated smoking areas. Smoking is never allowed in a campsite, camp building or structure, or tent. Cigarette butts are to be collected and disposed of properly in a metal fireproof container provided at the designated smoking area. During extended trail hike operations, leaders who smoke must do so out of sight of any youth and must pack all butts or other smoking residua back to main camp where it will be disposed of at the receptacle provided in the Camp smoking area. Under no circumstances will any smoking materials be left unattended outside of the provided receptacles in the designated smoking areas at Goshen. Please speak to your Camp Director if you have any questions. Adult leaders should support the attitude that people are better off not using tobacco.

5. PRE-CAMP PLANNING

Camp Sites

All campsites at Goshen (Except for Lenhok'sin trail camps) are organized into "crew sites." Each site is located conveniently to a latrine that has privacy stalls with exterior doors so that members of either gender may use facilities interchangeably. Within crew sites are sub-sites organized for patrols of 5 to 9 Venturers. Sites will be configured for your forecast attendance but if your numbers change, some adjustment may be required upon your arrival (generally for increasing numbers). Smaller Crews may need to share a crew site with other Crews but suitable space will be provided to allow for adequate

privacy between patrol sites. Venturers will not enter tents not assigned personally to them. Should any safety hazards be detected at fixed camp sites, they should immediately be reported to the Camp Director or the Camp Commissioner.

Leader's Site Equipment

Adult camping areas are provided in the Crew sites but separate from the Venturing Patrol Sites. Adults may be required to share tents with other adults of the same gender. Mixed gender camping in a tent is not permitted, even among married couples. The unit leader area in each crew site will consist of a picnic table covered by a tarpaulin and at least two tents for adult leaders. Additional tents will be provided as necessary.

Personal Tenting

Both youth and leaders are permitted to use personal tents at Goshen but the tents must be erected within the appropriate patrol site. (i.e. – a leader tent will not be erected in a non-leader site and a youth tent will not be erected in a leader site.) If a youth participant must tent with a parent or guardian in a personal tent for medical reasons, that tent will be erected away from both the youth and adult patrol sites and the tent will be off limits to non-family members.

Trail Tenting

Crews will bring their own tents for backpacking expeditions at Lenhok'sin during their stay at Goshen. When on the trail, sites will be arranged so that Adult tents are distinctly distant from, but in full site of Youth tents. The same policies used in Patrol Sites will apply to camping arrangements on the trail. Leaders and Venturers must inspect trail campsites carefully for "widow makers" or standing deadwood that creates a falling timber hazard.

Parent's Meeting

In the spring, it is a good idea to convene a meeting of the parents of the Venturers planning to go to Goshen. This allows you to review the Venturing Program, Medical Examination Requirements, transportation arrangements, uniform requirements, and equipment lists. Crew Advisors are encouraged to build guides tailored to their Crew's needs based on the information in this guide, the Venturing Handbook, and the NCAC website.

"Shake Down" Campout

The food arrangements for Venturing at Goshen Scout Reservation consist solely of patrol cooking. If your Crew has limited experience with this style of food preparation, it would be a great idea to hold a practice camping trip to get into the rhythm of patrol cooking operations before arrival. Menus should be able to be prepared over wood fires or propane stoves. The booklet *Camp Cookery for Small Groups* is available at most Scout Shops and provides a number of menus you can use. Dutch oven cooking is an essential part of the Ranger Cooking Core Requirement and Venturers should be familiar with the Dutch oven and its use. For Crews used to attending dining hall camps, the preparatory camp out is highly recommended (really essential). Camp menus become available early in the year on the Goshen web site. Crews also plan some menus and order dried goods and items for Dutch oven or utensil-less cooking when they arrive at Goshen.

The "Shake Down" campout also helps Venturers sort out what is essential to bring to camp. Electronic games and entertainment are not permitted at GSR and must be left in vehicles if Venturers travel with them. The use of ear buds or headphones is prohibited because they are a safety hazard.

Necessary Paperwork

Applications and payments are completed using the forms provided on the NCAC web site: <http://www.gotogoshen.org>. Guidance on other paperwork necessary is contained within this guide (such

as medical forms and tour permits). Direct any questions you have to the NCAC Program Office from 9 AM to 5 PM on non-holiday weekdays: (301)214-9195.

6. PROGRAM

The focus of the Goshen Venturing Program at Camp Bowman centers on the Ranger Award, the Discovery, Pathfinder and Summit Awards. The program is designed for a new or inexperienced Crews to jump start their Venturing Program and to bring complex program elements to more experienced Crews. The first time Crews attend Goshen, they should plan for a two week experience, the weeks should be consecutive but in cases where this is not possible, the use of nonconsecutive weeks has been beta tested and worked fairly well. Experienced Crews may want to attend for one week for a focused experience in a particular advanced program area or they may wish to string several complex challenges over several weeks. Some advanced programs require two weeks to complete (Cycling/Mountain Biking and Backpacking) where as others (Outdoor Living History and Cave Exploring can be completed in a week. The NCAC Program Staff will be happy to help arrange a custom program for your Venturing needs based on the elements we can provide at Goshen. At Lenhok'sin, Crews customize their experience for backpacking, canoeing, or other options to employ the base camp skills they learned at Camp Bowman, in a high adventure environment.

CAMP BOWMAN

Ranger Core Elements

Of the eight Core Bronze/Ranger Requirements, seven are totally available at Goshen's Camps Bowman and Marriott. Only requirement 4 (Emergency Preparedness) has elements that must be completed prior to attending Goshen. Read the requirement descriptions below carefully as Crews may be required to plan to procure some supplies and bring them to Goshen, order them in advance or purchase them on arrival. The program area responsible for the conduct of the majority of the Core Requirement is shown in parentheses after the Requirement Name. Numbering matches Core Requirement numbering in the Ranger Handbook.

1. First Aid (Admin/First Aid/Deputy Director for Venturing): The American Red Cross (ARC) Standard First Aid Course is available to Venturers attending Goshen. The Course is taught at Camp Post on request. Generally it is taught after dinner in program period 7 from 7 to 8 PM each evening. Other options can be arranged. Note that Venturers wishing to complete the Mile Swim do not have evening periods available because they are in required practice sessions for the Mile Swim. Course completion is dependent on passing the prescribed ARC written examinations and satisfactorily demonstrating required skills to the levels established by the ARC. Enrollment is limited so availability is dependent on needs. Older Venturers will have first priority if they require this Core Requirement to achieve either the Ranger or the Discovery Awards. ARC Community First Aid Textbooks may be purchased for \$15.00 each if desired. A certification fee of \$27 must be paid to the ARC through Goshen Scout Reservation at course completion under the BSA-ARC agreement. Crew Advisors should bring a check or a credit card to pay this fee with them to camp. ARC First Aid Instructor certifies completion. First Aid is a great item to complete prior to coming to camp but Venturers completing it at camp usually combine it with CPR/AED training during week 1 or week 2.

2. Communications (Admin/First Aid/Deputy Director for Venturing): Venturers attempting the Communication Core Requirement will complete Requirements 2c, 2d and 2g. These requirements are completed using library books and do not have a formal class. Venturers attempting this requirement will present Requirement 2c to their Crews during a meal or unscheduled program time. Requirement 2d will be conducted as part of formal teaching conducted in one of the program areas (Usually Scoutcraft, Nature or Aquatics but Venturers can

also volunteer to teach the camp cooking demo to younger Scouts or even teach in Handicraft, Shooting Sports, climbing, COPE, the First Year Camper Program or the Bowman Vets Program) to either Scouts or Venturers enrolled in that program area. Venturers attempting requirement 2d must meet with Camp Instructors early in the week so they can prepare adequate teaching notes and cover the required material. Venturers who cannot meet minimum instructional quality during practice teaching to Camp instructors will be asked to delay their presentations until they have mastered the material. Workshop materials are available in the Handicraft shelter for construction of tabletop displays. Deputy Director for Venturing certifies completion. Venturers may also get credit for the 30 minute communication requirement by teaching 'Tot'in Chip' to other Scouts or Venturers. Communications is usually done during a Venturers second week in camp.

3. Cooking (Patrol Site & Cooking Demo): Venturers pursuing the Cooking Core Requirement do so in the Patrol Cooking environment at Camp Bowman. While a basic menu is available to all campers, the Venturing program has some flexibility built in to allow menus to be customized to some degree so that original meal planning is completed. Patrols of five will need to have a leader, site guide or commissioner invited to meals to fill out the required six people. A review of food safety and safe field storage and preparation techniques is provided weekly at the cooking demo and can be made available at other times on request. Crews should bring one of their own backpacking style stoves and fuel with them to meet requirement 3d. Dutch ovens may be signed out by patrols from the quartermaster and need not be brought to camp from home. Advisors are responsible for determining that the Venturers have satisfactorily met all cooking requirements since nearly the entire Core Requirement is completed in the Patrol Site under the Advisor's tutelage. Generally, Venturers work on this requirement for the first full two weeks they are at camp.

4. Emergency Preparedness (Admin/First Aid/Deputy Director for Venturing): Only requirement 4c can be completed at Goshen, requirements 4a and 4b must be done at home before coming to camp or after returning home from camp. Advisors may certify completion if prerequisites are complete when the Venturer finishes requirement 4c at the Handicraft Shelter and presents to the Crew or another group in camp.

5. Land Navigation (Scoutcraft): Most of the Land Navigation Core Requirement is completed by enrolling in the Orienteering Merit Badge Class taught in Scoutcraft. This class usually meets at either 11 AM to 12 Noon each morning (A Class) or from 4 PM to 5 PM each afternoon (B Class). The class attended by Ventures is usually driven by which COPE program they attend. Venturers attending AM COPE usually go to the B Orienteering class and PM COPE attendees usually go to the A Orienteering class. Crews may want to bring a GPS to camp with them that is familiar to their Venturers to accomplish the night GPS use required for this Core Requirement. Each Crew is expected to purchase a Goshen topographic map (Cost \$4) for their Land Navigation students to use. This may be purchased in the Trading Post. Land Navigation students need to plan at least one hike with a map and compass. An excellent suggestion is the Viewing Rock Hike from Camp Bowman which rises over 1,000' above Lake Merriweather and provides a stupendous view of Goshen. This hike has many legs and is 3 miles in length. For Crews in AM COPE, Thursday afternoon or evening or Friday afternoon are excellent times to make this hike. For Crews in PM COPE, Sunday or Thursday afternoon is an ideal schedule opportunity. Teaching of Land Navigation is usually arranged to the orienteering merit badge class if Venturers are capable of a professional delivery or in their Camp Site to their own Crew if public speaking skills do not permit participation in class lecturing. Scoutcraft Director and Advisor certify completion. Land navigation is usually completed during week 1 of a Venturers time at GSR.

7. Wilderness Survival (Scoutcraft): Most of the Wilderness Survival Core Requirements are completed by enrolling in the Wilderness Survival Merit Badge Class taught in Scoutcraft. This class meets at either 9AM to 10AM each morning (A Class), 11 AM to 12 Noon each morning (B Class – conflicts with Land Navigation) or from 3 PM to 4 PM each afternoon (C Class). The class attended by Ventures is usually driven by which COPE program they attend during the week they attend Wilderness Survival. The Goshen Venturing Program has special dispensation from the National Office of the BSA to conduct Wilderness Survival training simultaneously with First Aid, Land Navigation and Cooking. Venturers choosing to exercise this option must remain enrolled in, or have previously taken the Standard First Aid, Land Navigation and Cooking requirements and will not receive credit for Wilderness Survival until all of the other three prerequisite requirements are satisfied but all four may be taken simultaneously or the remaining requirements may be taken simultaneously if one or more has been previously accomplished. (See Appendix Note 1) Venturers attending AM COPE usually go to the C Wilderness Survival class and PM COPE attendees usually go to the A Wilderness Survival Class. A requirement completion card is provided to Crew Advisors. Advisors must keep an eye on requirements 7h(1) and 7h(2) to ensure these are covered in the Patrol Site as they are not covered extensively in the Wilderness Survival Class due to time requirements. The campsite inspection program at GSR incentivizes extra points for camp gadgets and improvements so each crew should arrive with at least one or two large balls of twine (Natural Twine, approximately 890', three ply), saws and hatchets for harvesting fallen wood or standing deadwood. This opportunity will provide adequate opportunity to practice all of the knots and lashings required by requirements 7h(1) & (2). Venturers will construct one emergency shelter to sleep in on Tuesday in the proximity of their Patrol Site, sleep there on Tuesday evening, and invite their Crew to review their techniques. On Wednesday evening they will move to a second site and construct another shelter with their entire Wilderness Survival Class and discuss their techniques with students and instructor. During the days (Tuesday and Wednesday) they will come and go normally to scheduled activities and spend the remainder of their time at their shelters. Venturers may wish to spend both nights in their shelters at their assigned campsites rather than participating with the Wilderness Survival Merit Badge Class. Scoutcraft Director and Advisor certify completion of their respective components. Wilderness Survival is generally completed during week 1 at the Camp Bowman Base Camp. Most Advisors find they must teach a supplemental hour each day on ropes, knots, and lashings to participating Venturers as these are not included in the Wilderness Survival Merit Badge Class.

8. Conservation (Nature): This Core Requirement is superintended by the Nature Staffs at Camps Bowman and Marriott and focuses on invasive species removal, soil and water conservation, fish and wildlife management and forestry and range management. Service projects are available in these areas and are much appreciated. When organized as Crew activities, these also represent an excellent way to build Crew service hours. In general they are scheduled for elective program time from 1 PM to 1:45 PM each day (Except on the day of the Cooking Demo). Since lunches are generally cold and require little preparation, this schedule works very well. Crews can even arrange to pick up lunch and transport it to the service project site on service project days. Crews not involved in First Aid Courses can elect to schedule Service Projects from 7 PM to 8:15 as well. Participation is offered to all Units in Camp and Scouts frequently participate to gain service hour requirements for advancement. Members of your Venturing Crew should definitely plan to attend whatever is planned. Each Venturer can fulfill this requirement by planning and carrying out part of the service project. Note that Venturers wishing to complete the Mile Swim do not have evening periods available because they are in required practice sessions for the Mile Swim. Tabletops are constructed in the handicraft shelter. This Core Requirement is generally conducted over two weeks with Nature Classes on the chosen subject

area the first week as scheduled with the nature staff for at least three days, then service project planning with execution in the second week. Nature Director certifies completion.

Ranger Elective Requirements (Camps Bowman & Marriott)

Of the 18 Elective Requirements, seven are completely available at Camps Bowman and Marriott and one may be nearly completed. These require varying amounts of scheduled time to complete. The most universally loved elective by Venturers testing this program at Goshen was the excellent 15 hour COPE Program provided in either the morning or the afternoon each Monday thru Friday at Camp Post. Climbing is also a Monday thru Friday activity but all other program activities start Sunday afternoon and end Friday at noon. COPE should be considered almost mandatory for new Venturers and is incorporated into the program here at Goshen! Numbering matches Elective Requirement order in the Ranger Handbook.

4. Ecology (Nature): This requirement works very well in conjunction with the Conservation Core Requirement and is administered by the Nature Director. When Venturers desire to complete this requirement, Advisors should be aware that it will require at least one afternoon driving off of the Camp Bowman site. It will also require completion of hike like the viewing rock hike to see how flora change with altitude and soil grade in the hills above the Goshen. A total of four trips to environmental areas are needed and each takes either a full morning or afternoon program period. In general, classroom activity is completed during week one as scheduled with the Nature Staff and the trips are completed during week two. The elective can be accomplished in a single week but when this is attempted, the schedule is generally too complicated and demanding to do easily. In addition, other electives, like COPE cannot be effectively started (COPE also takes a two week stay to complete). Nature Director certifies completion. Ecology is generally a week 2 or later requirement.

7. Fishing (Nature): This Elective Requirement may easily be completed on Goshen's beautiful Lake Merriweather. Plenty of fish are available to be caught. Fishing is not permitted from the dam, in the spillway or in the vicinity of Camp Aquatic Areas (lost hook hazard). Fishing may be pursued from the shore in areas not close to Aquatics Areas or from a canoe, motorboat, sailboat, or kayak that may be signed out by Venturers in pairs who have both completed the BSA Swimmer Test administered to Crews each Sunday morning during the scheduling morning the day after arrival. Venturers interested in pursuing the Fishing Elective can be expected to be asked to teach parts of the Fishing Merit Badge Course and assist Scouts with their fishing merit badge experience. Only Options A – Fresh Water (Spinning, Spin Casting, Bait Casting) & B (Fly Fishing) are available for Venturers to complete the Fishing Elective at Goshen. Option C (Salt Water) is not available. Venturers desiring to complete the Fishing Elective at Goshen will need to bring materials to construct a rod or lures from home to meet the construction requirement. While natural materials are readily available, having preselected materials has been identified by other Venturers as the desired route for rod or lure construction (particularly rod construction). Nature Director certifies completion. Fishing is generally a week 2 or later requirement.

9. Lifesaver (Aquatics): This elective is met by completing the requirements for the award of the Boy Scout or Venturing Lifeguard Requirements. Required courses like paddle craft safety, safe swim defense, swimming and water rescue and safety afloat are taught at Camp Bowman. This elective is time consuming and takes most of the program time for a week so little else can be scheduled. Venturers will be asked to help teach a variety of aquatics courses and serve as lifeguards in training during swimming periods. Venturers with attention deficit issues that are poorly controlled should not attempt this elective. This elective is generally pursued by Ranger candidates and is seldom used for Discovery requirement 7 or Pathfinder requirement 7 since it is so demanding. Aquatics Director certifies completion. Lifesaving is very demanding and is generally a week 3 or later requirement.

10. Mountaineering (Climbing/COPE): This requirement must be sequenced into the second week or later unless the Venturer attempting it has already completed the First Aid Core Requirement. Completion of this requirement generally involves spending either the mornings or the afternoons at the Climbing Course at Camp Post and can be attempted while attending either Camps Bowman or Marriott. It is possible to do the COPE teaching required in week 2 while at Mountaineering. Since there are two climbing merit badge classes each morning and each afternoon, Venturers will be asked to learn Venturing elements that are in common with Climbing Merit Badge Requirements and teach these elements to Scouts participating in Climbing Merit Badge Classes under the tutelage of a certified climbing instructor to fulfill requirement 9. The required tabletop display may be completed in the Handicraft Shelter during open program time or when given dispensation to accomplish it by the certified climbing instructor during program time. Approval is at the discretion of the climbing instructor or Climbing Program Director. Requirements 8a and 8b will be completed at GSR, Requirement 8c is not available or needed since 8a & 8b are accomplished. Climbing Director certifies completion.

13. Plants and Wildlife (Nature): This requirement can be completed through liaison with the Nature Director and generally requires two weeks to fulfill. Venturers may arrange to attend and help teach merit badges such as Mammal study, Forestry, Reptiles and Amphibians, Bird Study, Soil and Water Conservation, and Environmental Science. They will pick one or two areas of interest and specialize in the study of those disciplines. It is relatively easy to schedule this elective with two or three other Core requirements during each week. Tabletops are completed individually at the Handicraft Shelter and approved by the Nature Director. Nature Director certifies completion. This is usually attempted during week 2 or later.

14. Challenging Outdoor Personal Experience (COPE) (COPE/Climbing): GSR is home to world class COPE course at Camp Post that includes 15 hours of activities during the week of the course and provides ample opportunity to facilitate COPE events in two courses during the second week a Venturer remains at GSR. COPE has been widely regaled as a favorite of Venturers involved in testing the GSR Venturing Program. First time Venturing attendees are encouraged to attend and will be given priority over all other campers for program enrollment. If demand is so high that not all Venturers can be accommodated, candidates for the Ranger award will be given priority. After that, older candidates will have priority over younger candidates. Two weeks of camp at GSR are required to complete the COPE Elective but time requirements during the second week of camp are not extensive. Advisors should usually plan to drive their Venturers to/from COPE, as the walk is extensive and time consuming. COPE Director certifies completion. COPE is generally completed in weeks 1 and 2.

16. Shooting Sports (Shooting Sports Program Area): Camps Bowman offers opportunities to complete the Shooting Sports Elective using the recurve or compound bow in archery, the shotgun at the skeet range or small bore rifle at the rifle range. Venturers attend the requisite merit badge classes for their basic training course required in Requirement 2 in their chosen area of shooting sports and have ample open shooting time to qualify in the courses of fire. For Venturers wishing to shoot 50 foot small bore qualification, it is a good idea to bring the A-17 targets specified for this purpose. These targets are also acceptable for National Rifle Association Shooting Qualification levels with .22 cal rifle. If Venturers bring their own bows to camp, they must be stored in the Archery Program Area and will only be available to the Venturers during Archery Program and Open Shooting time when the Archery Range is open. No personal firearms are permitted on Goshen Scout Reservation property. The amount of time necessary to complete this elective is dependent upon the skills of the Venturer attempting it. Obviously, Venturers with good shooting knowledge, discipline and skills require minimal time to complete this elective, while others who are new to shooting sports may make an extensive investment of time and resources to achieve completion of this elective. Shooting Sports Director certifies completion. Venturers generally complete this requirement in week 2 or later.

17. Watercraft (Aquatics): This elective may not be completed in its entirety at GSR. Specifically, the required basic boating safety course described in Requirement 2 is not available. Other requirements (Except the optional Requirement 7 concerning sailing) can be completed at camp and the American Canoe Association Start Smart Program is available for use. Venturers who would like to complete this Elective at GSR should plan to take the requisite boating safety course either before arriving or shortly after departing GSR. A plethora of boats are available for Venturing use. Circumnavigation of the Lake Merriweather shoreline can satisfy Requirement 5f for an 8 mile lake trip and this can be done in either a canoe or a kayak. Aquatics Director certifies completion. Venturers generally complete these requirement in week 2 or later. The changeover day between weeks is a great opportunity to schedule a Crew for a circumnavigation of Lake Merriweather in kayaks, canoes and row boats.

Venturing Award Requirements

GSR offers the ability to complete Venturing Award Requirements 1 and 3.

1. Attending GSR is definitely a Crew activity outside of a Crew meeting!
3. The Personal Safety Awareness Training DVD is available for check-out and use by Venturers attending GSR. The Staff dining hall and use of the DVD player there can be scheduled when not in use for other activities. Advisors certify completion.

Discovery Award Requirements

GSR offers several Discovery Award Requirement Completion Opportunities. Numbering matches requirement numbering in the Venture Handbook.

1. GSR is a Tier III, Council level adventure and Venturers can fulfill requirement 1 for the Discovery Award by participating in a week at GSR. Depending upon Advisor interpretation of the requirements, a second week may be used to meet the requirements for a second Tier III activity.

2a. The American Red Cross CPR/AED for Schools and the Community Course is available at GSR and is taught on demand. There is a limit of ten students per class and the course is taught on request.

2b. American Red Cross Standard (Community) First Aid is available at GSR and is taught on request. Goshen has a limited capability to support approximately ten students per class but multiple classes can be scheduled if there is adequate demand and available staff time. Classes for 2a & 2b may be taught at Camp Post. Evening classes are preferred. Note that Venturers wishing to complete the Mile Swim do not have evening periods available because they are in required practice sessions for the Mile Swim.

3. Materials are available at GSR to conduct the Introduction to Leadership Skills for Crews course. The ILS(C) should be taught by another Crew Venturer who has taken it, or – if no Venturers have taken the course, by an Advisor.

4. The syllabus for the Goal Setting and Time Management Course is available at GSR and on line for use by Crews should they wish to teach this course while at GSR. The instructor is generally a Venturer who has taken the course or an Advisor who has taught the course previously.

5. The DVD for the Crew Officers Orientation is available at GSR. Crews that wish to administer this course can arrange to show the DVD to Venturers in the Staff Dining Hall in the Administration building.

6. Structured reflections should be conducted with Venturers in their Crews.

7. GSR offers numerous opportunities to set goals for personal growth that can be used to meet Venturing Discovery Requirement 5. For instance, GSR has a well-developed Chaplain's aid program and uses the 'Higher Than Eagles' religious program making distinctive patches available to Venturers who complete program requirements. Venturers desiring to participate must lead several reflections, ensure prayers are said before meals, attend religious services while attending GSR and earn Chaplain's Aide Certification if they have not already attended training as a Chaplain's Aide. Venturers might set a goal of learning to water ski or completing the mile swim for a fitness challenge. For citizenship, they can represent their Crew at the SPL/Crew President Program Meetings and help to organize camp-wide

games. Perhaps achieving Scout Lifeguard Certification would serve as a service or fitness challenge and a Ranger Elective.

8. Venturers can plan and organize extensive service projects at GSR. These can be environmental, trail marking or maintenance, construction/repair or the mentoring of a Scout who needs to learn to swim or overcome some other knowledge or physical deficit. Crews may undertake projects to log Crew Service Hours, or individuals can log service hours towards requirements on their own. Opportunities abound, some can be planned and some are the result of fortune. In all cases Venturers need to Be Prepared! Advisors certify completion.

Pathfinder Award Requirements

GSR offers several Discovery Award Requirement Completion Opportunities. Numbering matches requirement numbering in the Venture Handbook.

1. GSR is a Tier III, Council level adventure and Venturers can fulfill requirement 1 for the Discovery Award by participating in a week at GSR. Depending upon Advisor interpretation of the requirements, a second week may be used to meet the requirements for a second Tier III activity.

2. Project Management Training is available for check out from the Bowman Program Office. Instructors are generally members of the Crew who have previously taken it, or, if no one present has taken it, the Advisor.

3. Based on the requirements for Tier III activities, Venturers may organize several a week at GSR depending on desire and Crew size. Larger Crews choosing to specialize in tier three activities may accomplish up to three per Mini Crew (Patrol sized element) each week. All of the resources of the Lenhok'sin Program at Camp Marriott can be utilized for these endeavors as well as the natural resources of GSR and the surrounding terrain.

4. a & b. Opportunities to complete these requirements are not peculiar to GSR. For Venturers wishing to staff NYLT, contact should be made with the Program Office of the NCAC at the MSSC via telephone (301)214-9197/9188. Via email contact margee.egan@scouting.org or don.durbin@scouting.org.

5. Structured personal reflections should be conducted with Venturers in their Crews.

6. The GSR Venturing Program has materials to support the discussion of ethical controversies by Venturers while at Camp. Contact the Deputy Camp Director for Venturing (Program) at Camp Bowman to check out this material.

7. GSR offers numerous opportunities to set goals for personal growth that can be used to meet Venturing Pathfinder Award Requirement 7. For instance, GSR has a well-developed Chaplain's aid program and uses the 'Higher Than Eagles' religious program making distinctive patches available to Venturers who complete program requirements. Venturers desiring to participate must lead several reflections, ensure prayers are said before meals, attend religious services while attending GSR and earn Chaplain's Aide Certification if they have not already attended training as a Chaplain's Aide. Venturers might set a goal of learning to water ski or completing the mile swim for a fitness challenge. For citizenship, they can represent their Crew at the SPL/Crew President Program Meetings and help to organize camp-wide games. Perhaps achieving Scout Lifeguard Certification would serve as a service or fitness challenge and a Ranger Elective.

8. Venturers can plan and organize extensive service projects at GSR. These can be environmental, trail marking or maintenance, construction/repair or the mentoring of a Scout who needs to learn to swim or overcome some other knowledge or physical deficit. Crews may undertake projects to log Crew Service Hours, or individuals can log service hours towards requirements on their own. Opportunities abound, some can be planned and some are the result of fortune. In all cases Advisors certify completion.

Summit Award Requirements

GSR offers several Summit Award Requirement Completion Opportunities. Numbering matches requirement numbering in the Venture Handbook.

1. GSR is a Tier III, Council level adventure and Venturers can fulfill requirement 1 for the Discovery Award by participating in a week at GSR. Depending upon Advisor interpretation of the requirements, a second week may be used to meet the requirements for a second Tier III activity.
2. Both the materials for the one hour mentoring course and the PowerPoint™ slides for the course are available at GSR. Advisors may check out these resources ad lib.
3. GSR is an ideal location to conduct/continue mentoring because of the vast natural resources and extensive Scouting equipment and expertise available.
- 4a. GSR provides an awesome venue for Crew leadership to develop and apply their outdoor program. The extensive resources available at GSR make otherwise unachievable Crew goals possible.
- 4b. Opportunities to complete requirement 4b are not peculiar to GSR. For Venturers wishing to staff NYLT, contact should be made with the Program Office of the NCAC at the MSSC via telephone (301)214-9197/9188. Via email contact margee.egan@scouting.org or don.durbin@scouting.org.
- 4c. Materials are present at GSR to support the conduct of ILSC either within Crews or between multiple Crews at GSR. Summit candidates and their Advisors are encouraged to conduct ILSC at GSR.
5. Structured personal reflections should be conducted with Venturers in their Crews.
6. GSR is an inspirational locale for the creation of a personal Code of Conduct. The presence of Chaplain leadership support, the 'Higher than Eagles' Chaplain program and many very experienced leaders among the staff and campers across six camping programs provides ample resources for a sounding board, ethical discussions, training in conflict resolution or any one of the myriad of considerations in the composition of a personal Code of Conduct.
7. The GSR Venturing Program has materials to support the discussion of ethical controversies by Venturers while at Camp. Contact the Deputy Camp Director for Venturing (Program) at Camp Bowman to check out this material. Summit candidates desiring to lead ethical controversies and conflict resolution scenarios with other Venturers at GSR will find this material very helpful.
8. Service project completion – Summit Service Projects may not benefit the Boy Scouts of America so projects on the GSR will not fulfill this requirement. Opportunities 'off reservation' are possible but require substantial advanced coordination by the Summit Candidate. To offer or develop local projects for the surrounding Goshen community, contact the Camp Ranger at mike.jolly@scouting.org – Mike.Jolly@Scouting.Org. Please refer to: http://www.scouting.org/filestore/pdf/512-938_WB.pdf

Other Program Suggestions:

High adventure activities like the James River expedition or a Lake Merriweather circumnavigation are ideal for Crews staying over for two weeks. The James River expedition may be arranged in advance at a slight increase in cost per participant if they are done on weekends. Since staffing is minimal on change over days, Crews must be able to transport their own contingents to the James River for the adventure. During the week the cost of a river expedition is included in the cost per camper if desired.

CAMP LENHOK'SIN

Camp Lenhok'sin is where Venturers go to put all of the skills they have learned into practice. It is a Philmont style experience that each Crew can customize. In fact, it can be more 'wilderness' and less structured than a Philmont experience. Program options include caving, climbing, backpacking, canoeing, whitewater, shooting sports, and historical reenacting to name a few. Many more are available. Lenhok'sin gives crews the opportunity to go 'off reservation' for extensive trips northwest bound through the North Mountain Wildlife Management Area to the Washington & Jefferson National Forest, or south to the Goshen Wildlife Management Area. Crews wanting to exercise the option of these trips must order the applicable charts from the National Geological Survey On Line Store at: [https://store.usgs.gov/b2c_usgs/b2c/start/\(xcm=r3standardpitrex_prd\)/.do;jsessionid=\(J2EE4889100\)ID19](https://store.usgs.gov/b2c_usgs/b2c/start/(xcm=r3standardpitrex_prd)/.do;jsessionid=(J2EE4889100)ID19)

73044953DB10403649885670110706End;saplb_*= (J2EE4889100)4889153 . The affected quadrangles are: Goshen, VA; Craigsville, VA; Augusta Springs, VA; Lexington, VA; Millboro, VA; and Collierstown, VA. The Goshen Scout Reservation Topographic Map available for sale for \$4 is not adequate for extensive off reservation use so ordering proper charts in advance is essential. The Venturing Program recommends the expense of plastic laminating the paper charts professionally before using them. The National Capital Area Council has had shared use agreements in place for these resources since the 1960's and they are open to Venturers without any additional fees or permits. This opens hundreds of square miles of trails in some of the most beautiful and unspoiled territory in the Eastern United States. The natural resources available are phenomenal! Lenhok'sin also runs Philmont-style outposts with a variety of activities including mountain biking, spelunking, pioneering and a host of others. If you wish to register your Crew for Lenhok'sin, contact the National Capital Area Council Program Office at (301)214-9195 for instructions and come over to the wild side!

7. CAMP SERVICES

Your Camp Commissioner

Camp Commissioners are the main link between you and the Camp while you are in attendance. Commissioners will visit your site every day to inspect for the site competition, assist with any concerns or issues that arise, and ensure the site remains in clean, safe and good order. Commissioners and Site Guides can help you schedule program and activities. If you need something for your site, just ask your Commissioner.

Camp Chaplain and Religious Services

The various Committees on Scouting have appointed Chaplains to serve at GSR. Chaplains provide counseling, religious services, religious emblems assistance, and visitation for the sick. They are that 'friendly ear' when problems arise. The Chaplains are fully approachable to all in camp who may have difficulties or questions. We encourage both the leaders and Venturers to approach the Chaplains when an emergency arises, or just to invite them to share some time with the Crew in the camp site. Chaplains are available twenty-four/seven. We hope and expect all Venturers at GSR will join in the services offered to them each week in their respective faiths, or in nondenominational services that are also offered. We continue the popular 'Duty to God' program utilizing the 'Higher than Eagles' booklet each summer. Those who successfully complete program requirements may purchase a special patch at the Trading Posts.

First Aid

Each camp has a trained First Aider available 24-hours a day in the First Aid Room located in the Administration Building. The GSR Health Lodge at Camp Post receives any serious cases. This facility is staffed by the Camp Health Director, who is a full-time certified health specialist. GSR has arrangements with both the Stonewall Jackson Memorial Hospital and several Dentists in Lexington, VA to handle any emergencies. More advanced specialty care is available at the Augusta Springs Medical Center.

Medical Treatment

If medical attention is required, GSR maintains a health center at Camp Post, staffed by trained medical personnel. In the event of a medical situation, check in with your camp first aider or Camp Director before going to Camp Post. Our Medical Director, under the supervision of a Medical Doctor, will be present to assist and treat as necessary.

If a member of your Crew requires medical treatment to the extent that he/she is admitted to either the Health Lodge or to Stonewall Jackson Memorial Hospital, the staff will notify the Crew Advisor. Either the physician or the Health Lodge Director will be responsible for notifying parents or

emergency contacts listed on the Scout Medical Form. Crew Advisors are asked to contact the Health Lodge before calling parents or emergency contacts about first aid or other medical problems.

If any member of your Crew has any special medical problems (Including psychological, diabetes, epilepsy, severe allergies, asthma, etc.) or requires the use of prescription medications, please bring this fact to the attention of the Camp First Aider upon arrival. If you have any questions concerning health services, please feel free to visit with the Camp First Aider or Camp Director.

Night Assistance

If issues arise during the hours of darkness and you cannot handle the challenges alone, proceed to the Camp Administration Building where a staff member will be present to assist you. He/she can handle most problems or will get you help. At night, the staff member on duty may be asleep. Do not be afraid to awaken him/her. In case of emergency, such as a fire, get all of the Venturers out of the immediate area and go to the Administration Building to sound the alarm.

Valuables/Lost & Found

GSR is not responsible for lost, stolen or misplaced personal items. All valuables, such as money, cameras, watches, etc. should be carefully secured and labeled. Many Crew Advisors find it useful to bring along a trunk or other large container that can be locked for the storage of their campers' valuables. If a Venturer reports a lost item, he or she should check with lost and found in each camp office to see if it has been found and turned in. We recommend labeling all items brought to camp with the Venture's name and Crew number. At the end of the summer, any items of significant value are brought to the Marriott Scout Service Center in Bethesda, MD and held for 30 days before they are donated to charity or disposed of.

Mail

Mail is delivered to the Administration Building in your camp each day. In order to ensure mail is received at GSR before a Crew leaves at the end of a week, we suggest that all mail and packages be sent by the last Monday that a Venturer is at GSR.

Outgoing mail is picked up daily as well. Outgoing mail should be placed in the mailbox at the Camp Administration Building by 12 Noon each day. Outgoing mail sent 'home' should be mailed no later than Tuesday in order to arrive before the camper does.

An adult leader may pick up incoming mail from the camp clerk after 4 PM daily. Stamps, envelopes, and postcards are available at the Trading Post. Mail should be addressed as follows:

Name _____ Crew # _____
Camp (Bowman/Lenhok'sin – choose one only)
Goshen Scout Reservation
340 Millard Burke Memorial Highway
Goshen, VA 24439

Cellular & Data Services

The Maury river valley is currently served solely by Verizon for both cellular and data services. Campers relying on other providers will probably be unable to communicate or obtain data services via cellular means. Limited Wi-Fi capability is available to leaders and Venturers conducting official research for Venturing requirements at the Camp Administration building.

Showers

Hot showers may be available for Venturers and adult leaders at the shower house close to the Trading Post. Venturer(s) are treated like adults and, unlike Scouts, do not require adult escort to the shower facilities. Note that this privilege can be rescinded at any time by the Camp Director. Venturing

Participants (18 years of age and older) are treated like adults and will wear identifying adult wrist bands. Venturers must travel to the showers in same gender pairs or groups of three or more regardless of gender. The only exception to this policy is when a parent or guardian escorts their own child/ward to the shower house.

Youth and leaders never shower in the same shower at the same time. Only one occupant at a time may be in a shower. Our shower houses at GSR have private rooms with changing areas. This makes it possible for Crews (youth and adults) to have all of its members use the facility simultaneously and maintain privacy.

Pets

No pets may be brought to camp. This is a national BSA policy and is not subject to discussion.

Camp Phones

In case of an emergency, parents should call the main office at Camp Post (<http://www.gotogoshen.org>). Parents may contact Crew Leaders but should be advised that it may take up to an hour to locate a leader and get the phone call returned. **Venturers will be allowed to call home on camp phones ONLY in case of an emergency.** They may, of course, bring Verizon cell phones to camp and communicate with them ad lib. An adult leader and a buddy must accompany a Venturer when he/she is making an emergency call using the Camp phone. Cell phone service is available on the GSR for callers with Verizon Wireless service.

Leader's Lounge

A leader's lounge (Staff dining facility) is located in each camp's Administration Building and is used for meetings, fellowship gatherings and some classes. The lounge is open from 9 AM until 12 PM, from 1 PM to 6 PM, and from 7 PM through 10 PM unless otherwise scheduled for adult leaders and camp staff members. It is closed during staff meal times. There is a coffee in the lounge pot and a nearby soft-drink machine at the Trading Post. Wireless internet service is available but limited in capacity. Please understand that the conditions are primitive, bandwidth is limited, and service is spotty. 4G connection through Verizon is much more reliable and available at most locations on GSR.

Trading Post

Each camp has a trading post that sells a wide range of supplies, including toiletries, maps, materials for advancement work, reference materials and snacks. The trading posts are located in the camp Service Buildings and are open every morning and afternoon and on several evenings during the week. Trading posts operate on a cash basis and do not take credit cards. Venturers who plan to make purchases should plan to bring funds. Funds should be in denominations of \$1, \$2, \$5 or \$10. The ability of the Trading Post to take bills of denominations of \$20 or more is subject to the availability of change. Credit cards may be used but the service is through an unreliable phone modem so the capability to use credit cards does not always exist.

8. FOOD SERVICE

Special Dietary Needs

Special dietary needs must be coordinated with camp leadership prior to arriving at camp. We do our best to accommodate most food allergies but cannot be held accountable for the management of these allergies. Participants with severe allergies that require special food items must bring acceptable items with them to camp to ensure availability. The GSR cannot support gluten free diets at the present time so attendees with that requirement must be knowledgeable about their condition and able to provide their own supplementation. The camp is a 40 minute one way drive from any substantial grocery store so participants should plan accordingly if they have unique requirements to meet with respect to their diets.

Please contact the camp you are attending at least a week in advance of arrival to address special needs. Each camp can provide both dry goods and refrigerated storage for food brought with attendees.

Patrol Cooking

Patrol cooking allows your Crew time to work together and develop leadership in exactly the method that Baden Powell intended. Few camps remaining in the BSA continue to emphasize this skill set but it is central to Venturing at the GSR. Patrol cooking allows for frequent reflection between Crew members several times daily, the development of teamwork and planning skills and the fulfillment of the Venturing cooking requirement for the Ranger Core Requirement. The Commissary will supply food based on the numbers in each patrol in your Crew and the leadership assigned to eat with those patrols. Adult and Crew leadership should be assigned to eat with patrols based on these numbers but generally should not exceed ten people per patrol for meals.

Camp staff may also eat with patrols at different times during the week. Your Camp Director will work this out with you. Dinner on the evening you arrive and the last night of in camp as well as breakfast on the morning of departure are prepared by the camp staff and served at the commissary building. Lunches from the menu do not require cooking but Crews may bring or order mixes and ingredients for Dutch oven cooking at any meal. The first meal prepared by patrols is breakfast on Sunday each week.

Food is issued before each meal at the commissary located in the Service Building. Food pickup times are:

Breakfast:	7 AM
Lunch:	12 Noon
Dinner:	5 PM, except Thursday when it is 4:30 PM

At the beginning of the week, Venture crews submit a 'pre-meal order' form. This form indicates the number of Venturers, Adult Leaders & Staff who plan to eat with each patrol at each meal. The form also indicates requests for Dutch oven menu items to meet the Cooking Core Requirement and other menu items needed for utensiless cooking. If menu adjustments are required to support Crew activities, like a lunch menu at dinner to support backpacking food for a hike or a trip on Lake Merriweather, these can be indicated on the form or easily met with 24 hours of advance notice.

Food quantity is an important consideration at camp. Portion sizes are supplied based on a 'standard camper's' requirements. Since Crew requirements may vary widely dependent upon level of activity and growth spurts, the commissary will be happy to accommodate adjustments. Simply notify the Commissary of your Crew's requirements and the meal sizes will be adjusted up or down accordingly. Peanut butter, jelly, shortening, seasoning and sugar for the week are issued with the first breakfast and may be resupplied at any time if needed throughout the week. We suggest bringing some egg cartons with you to camp to avoid egg breakage when transporting eggs from the commissary to the patrol site. Have your Venturers save your egg cartons from home.

Propane Stoves, Dutch Ovens & Cooking Fires

Crews are encouraged to use L.P. gas stoves for patrol cooking. Both stoves and L.P. canisters may be signed out by Crews while at camp and need not be brought from home. There is no prohibition against bringing equipment from home if desired but it is not necessary. Crews working on the Core Cooking Requirement will also wish to cook some meals on a wood fire. Wood is available for Dutch oven cooking but Crews who would like to utilize charcoal should plan to arrive with adequate stores. While in the patrol site, all fires need to be in a fire ring and not underneath tarpaulins (exception for L.P. gas stoves which may be operated beneath tarpaulins). Any wood or charcoal fire must have a full bucket of water collocated with it and readily available. Each latrine site will have either a 40 or 55 gallon trash container which is kept completely full of water at all times in case a bucket brigade for fire control is required.

Food Preparation

Please ask your cooks to read their instructions several times (Three is good) before beginning to prepare meals. Every meal should be a success if all instructions are followed. The only food items provided are those listed on the menu and those specifically ordered by each Crew at least 24 hours in advance to fulfill advancement requirements. Crews should plan to bring any spices or other unique items they desire to employ in menu preparation.

Safe Food Handling

Venturers are asked to pay special attention to proper food handling and camp sanitation. Anyone touching food should wash their hands before and after contact with food. Any contact with raw materials necessitates washing hands and/or utensils before contacting cooked items. All meat must reach at least 165 degrees Fahrenheit in the center before it has been cooked well enough to be safe to eat. Meat thermometers are provided at each patrol cooking site. All people should wash their hands before and after eating every meal, this is essential to prevent the spread of disease. At GSR, all meat products are precooked when picked up at the commissary in order to minimize the chance for the development of a foodborne illness outbreak. Training on safe food handling will be provided upon request when Crews arrive in camp. All meat products provided to campers at Camp Bowman are 'pre-cooked' to minimize the chance of contamination.

Dishwashing

Cleanup is an essential part of camp sanitation. At GSR, patrols utilize a 'triple sink' methodology of cleanup to ensure adequate sterilization of dishes and utensils. Wash bins are issued by the quartermaster in the Service Building to each patrol. While each patrol eats they should be heating significant quantities of water to boiling in support the dishwashing operation (around 7 gallons). All food particles remaining on dishes are removed by scraping them into the trash and dishes are then washed in sink #1 which contains warm soapy water. Soap is removed by dipping the washed dishes and utensils in near boiling water located in sink #2. Sink #3 for sterilization is prepared utilizing the bleach tablet supplied with each meal and dissolving it in the sink using a small bit of hot water. Once dissolved, cool water is then added and pots, pans and dishes that have been cleaned are soaked in the sterilizer for several minutes before being dried and stored. Alternatively, crews may elect to bring some liquid chlorine bleach and use that to prepare sink #3 with cold water. Note that this is different than the order listed in the Scout Fieldbook where chlorination occurs prior to final rinsing. Chlorination before final rinsing has the potential to create toxic organochlorines.

Cleaning of Dutch Ovens

Dutch ovens should never be cleaned using soap or the triple sink process as that will remove the oil in the cast iron that has conditioned the oven. Rather, the oven should have as much food removed as possible by scraping both the inside and the outside, then be filled partially with water and placed on the stove, fire or coals to boil. As the water boils it may be circulated throughout the Dutch oven to remove remaining food particles and sterilize the oven. After the oven has been removed from the fire and cooled, the interior should be re-oiled with shortening and the oven should be dried open as it cools then stored with a thin piece of cardboard, held in place by the lid, to keep the interior clean while still permitting air circulation. Dutch ovens may be checked out by patrols at the quartermaster and must be returned clean and in good condition.

Bear Boxes

Bears are indigenous to the GSR area and a protected species in the Goshen Wildlife Management Area that adjoins the south side of the GSR and the North Mountain Wildlife Management Area that adjoins the eastern side of GSR and borders all the Venturing Camps. It is common for bears to wander into camp sites, particularly at Camp Bowman. It is essential that the bears do NOT find any food on these forays so bear boxes are provided in each Crew Site and must be used. **Absolutely NO food will**

be taken to tents at any time or kept in chuck boxes. The misuse of food endangers Venturers and results in significant damage to equipment. All food retained between meals will be locked in the site bear box at all times between meals and when not in use. All food waste WILL be removed from each camp site after every meal and disposed of in the locked dumpster behind the Commissary Building. Tables must be thoroughly scrubbed with soap and water, then rinsed if any food contamination is present.

If you see a bear, avoid it by quietly moving away from the sighting area. If you are confronted by a bear – DO NOT RUN AWAY – rather make as large of a size as you can by raising your arms, standing up tall, waiving and making as much noise as possible. Do not chase the bear as it will eventually turn to defend itself. Facing the bear is a successful method of getting a bear to leave a campsite. If a mother bear with cubs is present, do not make any threatening movements but move away while avoiding the space between the bears. If confronted by a mother bear with cubs present, stay away from the area between the bears, stand tall and make as much noise as possible without moving or becoming threatening. If you sense a bear operating around your tent, remain in your tent and make a great deal of noise to summon aid. Other campers coming to the tent during hours of darkness should approach holding their flashlights above their heads, this makes them appear larger to the bear and makes it less likely that the bear will remain in the area. Approach slowly so the bear can sense a large number of rescuers and has time to leave. Bears are wild animals and not either friendly or unfriendly, they merely want to eat and survive. Avoid them whenever possible and enjoy seeing them from a distance. Make sure they cannot satisfy their appetites in your camp site!

9. Health & Safety

Firearms, Ammunition, Bows, Arrows, Illegal Drugs, Alcoholic Beverages, LASERS and Fireworks

BSA policy states that the items listed above are prohibited in camp. If any of these items are found in the possession of any person in camp, either adult or youth, those involved will be dismissed from camp and law enforcement officials contacted if necessary. Personal bows and arrows will be stored and used at the archery range for the duration of an archers stay at GSR. The bows and arrows may only be used during scheduled program periods at the discretion of the Range officer and the Director of Shooting Sports. Under no circumstance will personal bows or arrows be taken into camp sites or away from the archery or action archery ranges.

Other Restricted Items

Sheath knives longer than four (4) inches, aerosol cans, archery arrows and bows (except as noted above), lasers, beverages containing ethanol, toxic substances and fireworks are not permitted in camp. Items of contraband will be taken from owners and stored to be returned when they depart GSR if it is safe to do so. Items deemed unsafe will be removed and destroyed.

Chemical Fuels

The use of chemical fuels in lanterns and stoves is acceptable under the following conditions:

1. A knowledgeable adult or Venturer over the age of 17 must provide supervision over the storage, transport, and usage of the fuel and equipment.
2. Crew Advisors or older Venturers (Over 17 years of age) will teach younger Venturers or those who require training about the safe and proper usage of fuel, stoves, and lanterns.
3. The storage of liquid fuels must be in a Bear Box when they are not in the device meant to use them.
4. BY LAW, -- NO pressurized L.P. gas cylinders may be transported to camp on the NCAC procured busses engaged to transport campers from the Washington D.C. metropolitan area.

5. BY LAW, -- NO liquid fuels (e.g. Coleman, white gas) may be transported to camp on the NCAC procured busses engaged to transport campers from the Washington D.C. metropolitan area.

Wearing of Footwear

All GSR attendees will wear close toed footwear at all times except when actually in a shower or engaged in activities at the waterfront. Close toed footwear must be worn to and from both showers and the waterfronts. Bare feet are prohibited whenever people are outside of their tents or outside of the swimming area. The ground at GSR on the east side of Lake Merriweather is rocky, rising terrain full of stones and above ground roots. Unprotected toes and feet are guaranteed to get injured. Stout hiking boots or at least athletic shoes are strongly recommended at all times.

10. TRANSPORTATION

By Bus

Crews from the NCAC or those visiting the Washington DC metropolitan area in conjunction with their stays at GSR may wish to utilize the busses contracted by the NCAC. If your Crew elects to utilize this service, the following guidelines apply:

1. Crews must sign up through the registration portal online.
2. Buses will be ordered based on the number of persons electing that mode of transportation unless the NCAC Program Department is advised of a change by **12 PM on the Wednesday** before the scheduled date of arrival for your Crew at GSR. All additions can be made through the registration portal online.
3. Bus fee charges are not pro-rated. The cost is the same for either round trip or one-way.
4. **AT LEAST ONE ADULT LEADER, FROM EACH UNIT TRAVELLING BY BUS, MUST BE PRESENT ON THE BUS AND SERVE AS A CHAPERONE FOR THE ENTIRE TRIP IN BOTH DIRECTIONS. PROVISIONAL VENTURERS WITHOUT LEADERS MAY BE ACCOMMODATED ON A CASE BY CASE BASIS. CONTACT THE COUNCIL CAMP OFFICE DIRECTLY TO ARRANGE PROVISIONAL VENTURER BUS TRANSPORT.**

Bus Loading Information

Bus loading is conducted at the Fairfax County Government Center in Virginia and the Largo Town Center in Largo, Maryland. Please see the '*Bus Transportation To and From Camp Information*' on the NCAC web site for more information.

Venturers should arrive at the bus loading site between 9 AM and 9:30 AM. The Unit cannot leave for camp until every scheduled rider is accounted for.

The volunteer bus loading staff will provide additional instructions on where to assemble, what to do with gear, when to load, etc. when your unit arrives. Units with large numbers of bus riders may be required to split into two groups on two separate buses. In this case, at least one adult must be with each group of youth.

Personal gear to be loaded on the bus must be able to fit in the lower storage area of the bus. A backpack or duffel bag is best. Foot lockers are not to be brought on the bus as they take up too much room. Items that a rider may need during the ride to or from camp should be kept in a day pack in the overhead bin of the bus where they are readily accessible. All riders should bring lunch to eat on the bus during the ride to camp..

Conduct

The conduct of riders at the boarding location and on the bus is the responsibility of the Crew Advisor and Crew Officers. Riders should adhere to the Scout Oath and Law. Conversations on the bus should be conducted in quiet tones and all music or other sources of noise should be confined to headsets or earphones. The driver is responsible for getting the entire bus load of people to or from GSR safely, he or she is entirely in charge of everything that occurs on the bus and when the driver gives instructions to riders they must be followed promptly and courteously.

Bus loading is conducted by NCAC volunteers who are interested in making GSR a great adventure for riders. They will be happy to help you solve any problems that arise.

On the Way to Camp

The trip to Goshen is a little bit more than three hours in duration. Bathroom facilities are available on the bus. You might wish to bring something quiet to occupy your time on the bus. A book is an excellent choice. The bus can also be used to review plans for camp, check schedules, complete paperwork or conduct some last minute counseling. Bring along a few plastic trash bags for lunch remains, other debris and motion sickness among riders. Please leave the bus cleaner than you found it when you disembark at camp.

Coming Home

During Crew Reconciliation with the Camp Director or designee, during the second day at GSR, the Crew Advisor will be asked to accurately identify the number of Venturers planning to return to the Washington DC metropolitan area by bus at the end of the GSR camp experience. Please be sure to have this information ready.

Buses returning from GSR will arrive at the Fairfax Co. Government Center or Largo Town Center parking lots at approximately 10:30 to 11 AM on the Saturday the Crew returns from GSR. Please be sure that parents are notified to arrive by this time so that Venturers may be picked up promptly. All of the hints given in the 'On The Way To Camp' section above are applicable to the return trip from GSR. Please be sure to leave the bus in better condition than when you boarded it. Venturers "stranded" at the drop off point upon the return from GSR are the responsibility of the Crew Adult Leadership.

Transportation By Other Means

Those Crews choosing to supply their own transportation are asked that drivers please adhere to the following regulations:

1. Crews should arrive in camp at GSR between 2 PM and 3 PM on the Saturday that their weeks at GSR begin.
2. Crews arriving early may be asked to wait in the parking lot until campsites have been made ready by the camp staff.
3. Dinner is available to adult drivers who do not plan to stay with the Crew. Dinner usually consists of two hot dogs, buns, baked beans, salad and milk or 'bug juice.'
4. No motorized vehicles may be left in campsites, only trailers (disconnected from their towing vehicles) are permitted to remain in campsites.
5. Some campsites may be permitted to briefly unload vehicles but all vehicles must then either depart GSR or be stored in the parking lots provided. Parking is very limited. Car-pooling is helpful and appreciated. Not all vehicles can safely negotiate the trails to all campsites.
6. Private cars and trucks are prohibited from using camp access roads.
7. All drivers must observe all speed limits posted on the GSR. Unless otherwise marked the speed limit is 10 MPH.
8. At the end of camp, drivers should plan to pick up campers and depart at approximately 7 AM on Saturday morning. Wakeup will occur at approximately 5:30 AM on the morning of departure and a continental breakfast of juice and bagels will be made available. All clearing of camp, settlement and equipment turn-in should have been completed Friday afternoon or evening.

11. HEADED FOR HOME: INFORMATION FOR ALL CAMPS

Final Inspection and Checkout

During the Friday evening before departure, everyone should pack up their gear and move everything they do not require for the night to their vehicles so it will be ready for departure. A staff member will go to each site with an inspection form for the purpose of checking tents, campsite

cleanliness and equipment. Campsites must be clean before a Crew checks out. Any damaged or lost equipment is the responsibility of the Crew that has signed for it and payment must be made (by check or credit card) for the lost or damaged equipment before a Crew leaves GSR. Payment is made directly to the Camp Director.

Early Morning

On the morning of departure, everyone is awakened at 5:30 AM. Your Site Guides will meet you in your site to help you finish packing, cleaning and clearing GSR. After the Crew moves to the Service Building, breakfast will be served. Buses begin arriving at 6:45 AM. Staff members will help you load your gear on the bus if that is your chosen mode of transport from GSR. Departure occurs shortly thereafter. Please make sure you are not leaving any people or things behind. Check and double check several times. The trip home is simpler than the trip to GSR, everyone usually sleeps.

12. HELPFUL INFORMATION AND FORMS

Please visit <http://www.gotogoshen.org> to download the following forms or information sheets for your use or assistance. They contain lots of things that you will find useful.

- What to bring to camp lists
- Camp Schedules
- Registration Forms
- Camp Maps

Please visit http://www.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf to download the current version of the BSA medical form.

13. CREW EQUIPMENT

Each Patrol (MiniCrew) within a Crew should probably bring the following to GSR:

- Bow saw with a blade guard (possible more than one if invasive species removal is contemplated)
- Hammer
- Hatchet or Ax, a flat file to sharpen it and a sharpening stone to hone it (remember light oil)
- Approximately 200' of braided nylon rope approximately ½ or 5/8 inch in diameter for larger lashing projects – rope care items such as a butane lighter and a candle for fusing the ends or dental floss or mason cord for whipping is advisable.
- A ball of approximately 900' of triple twisted, biodegradable, natural fiber twine, also for camp gadgets, marking ax yards and smaller lashings
- A large pot, (3 gal or more) to boil wash water in
- Chlorine laundry bleach if desired for use as a triple sink sterilizer (Oxidizer tablets are provided by GSR but some Crews prefer bleach)
- Paper, permanent markers & pens, thumb tacks
- Specific tools for service projects or personal projects
- Metal Bucket (roughly 2.5 gallon capacity)

Crews may wish to arrive at GSR with at least one personal GPS device familiar to its members and designed to be used by hikers and not intended solely for automotive purposes (Some GPS devices will work in both applications). Crews will need to purchase some GSR topographic maps (\$4/each at GSR) for Venturers engaging in the Land Navigation Core Requirement. For the Wilderness Survival Core Requirement, a portable NOAA Weather radio is very desirable.

14. PERSONAL EQUIPMENT

Check the www.gotogoshen.org web site for the latest information but Venturers attending GSR generally need:

- Full Field (Formerly called Class A) Uniform (Official Crew Uniform – generally official BSA pants, official BSA shirt with appropriate insignia, official BSA belt and BSA socks) – to be worn at flag ceremonies daily and campfires (Sunday and Friday nights), a few extra hangers can be useful to keep uniforms in presentable shape
- Several Class B Uniforms (Scout pants with belt and Scout t-shirts) or equivalent civilian garb for daily activities (Note: torn clothing, tube shirts, muscle shirts, slips/shirts with spaghetti straps, trousers worn with the belt line below the waist are not acceptable – all shirts should have sleeves – skirts & kilts are generally a bad idea. Culottes are fine, shorts should fit properly and not be tight or revealing)
- Hiking boots with appropriate shoe care products
- Tennis shoes
- Six (6) to ten (10) pairs of socks including wool or polyester socks for hiking and thin nylon socks to be worn as abrasion barriers (avoid cotton)
- At least six (6) pairs of underwear, minimum of 3 Bras for female Venturers
- One piece bathing suit for women, swimming trunks for men – modest swimwear, bikinis **not** acceptable
- Personal items (soap, shampoo, toothbrush, dental floss, toothpaste, razor or shaver, female hygiene items)
- Magnetic compass on a neck lanyard
- Towel
- Laundry soap
- Shower clogs, or flip flops for use in shower only (not suitable for walking to/from showers)
- Cell phone with Verizon service, only Verizon has usable cell phone service currently in the Maury River Valley, appropriate charging apparatus
- Reference books (Venturing Handbook, Scout Handbook, Scout Fieldbook, etc.)
- Frame Backpack, internal or external frame design
- Sleeping bag (2 pound fill is usually adequate), liner optional
- Personal tent for backpacking expeditions
- Foam sleeping pad
- Poncho or rain repellent gear
- At least two one quart water bottles/canteens, screw top 32 ounce Gatorade bottles work well
- Insect repellent (no aerosol cans)
- Sunscreen (SPF 30+) (again, no aerosol cans)
- Personal eating utensils, plate, cup & bowl, dunk bag if desired
- Wide brimmed hat for sun protection
- Pocket knife (no switchblades or sheath knives) – blades should fold and be lockable for safe use
 - Note: attendees using knives, saws, hatchets, axes or other items inappropriately can be sent home
- Sharpening stone (may wish to use stone and light weight oil in patrol equipment – if brought)
- Medication in the dispensed and clearly marked prescription container
- Signed Scout Medical Forms (Parts A thru C, completely filled out including Crew #, Council & District)
- Parental consent form if under 18 years of age (As developed by the Crew)
- Laundry bag & Trash bag
- Water shoes (for wear at the aquatics area only and not for wear to/from the aquatics area if open toed)
- Sewing kit
- Flashlight (with spare bulb and batteries)
- Camera
- Space blanket (emergency blanket)

APPENDIX

Note 1: Permission has been received from the National Headquarters of the BSA to teach Wilderness Survival simultaneously with Standard First Aid, Land Navigation and Cooking instead of consecutively.

-----Original Message-----

From: Bob Scott <Bob.Scott@scouting.org>
To: Pete & Nona Mapes <mapesni@aol.com>
Cc: Donald Shepard <Donald.Shepard@scouting.org>
Sent: Fri, Aug 3, 2012 4:15 pm
Subject: RE: Revision of Venturing Program - Urgent follow-up from Shakedown

Pete, I've reviewed the materials you sent on the immersion program you are proposing and believe it is consistent with the intent of the sequential requirements - to establish base skills and then build on them. You can go ahead with your planned direction.

Bob Scott | Senior Innovation Manager

BOY SCOUTS OF AMERICA
Research & Program Innovation

1325 West Walnut Hill Lane | P.O. Box 152079 Irving, Texas 75015-2079 P
972.580.2171 | C 469.387.0356 bob.scott@scouting.org

History is a myth that men agree to believe.
Napoleon

----- Original message -----

Subject: Re: Revision of Venturing Program - Urgent followup from Shakedown
From: Pete & Nona Mapes <mapesni@aol.com>
To: Bob Scott <Bob.Scott@scouting.org>
CC: Donald Shepard <Donald.Shepard@scouting.org>, "kcheesma@capital.edu" <kcheesma@capital.edu>, Gary Carroll <Gary.Carroll@scouting.org>, "philip.barbash@gmail.com" <philip.barbash@gmail.com>

Bob;

While you are thinking about when to give me a ring, take a look at this Venturing Program Guide for the Goshen Scout Reservation for next year. This is the draft of a program I hope we are able to fully implement.

We would like to get permission from National HQ to allow Venturers enrolled in the GSR program to simultaneously take ARC Standard First Aid, Venturing Land Navigation, Cooking and Wilderness Survival all in the same week. The requirements currently make First Aid, Land Nav and Cooking prerequisites for Wilderness Survival. We think we can effectively run them simultaneously. Obviously summer camp is an immersion which is far different from the way the advancement is normally pursued.
Sincere Best Regards,

Pete Mapes