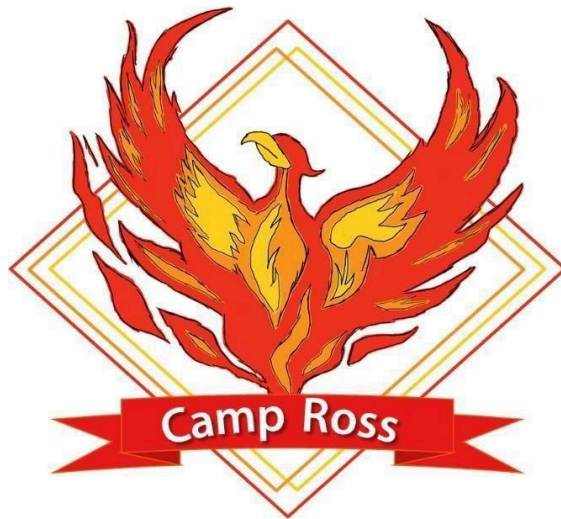


Camp Ross

2024 Program Guide

A Guide to the Activities and Adventures for Webelos and AOLs



How Program Works

Monday & Tuesday

The schedule for the first part of the week is a preset rotation of the various program areas. Your pack will receive your Monday & Tuesday schedule when you arrive at camp on Sunday. Throughout the week, everyone in the pack - youth and adult - will travel to each program area together as a group. Each program area will have a fun activity that will introduce that specific area. The Aquatics rotation will include the swim check. Shower blocks are also included in the rotation schedule.

Wednesday, Thursday, & Friday

The schedule for the second part of the week is based on what your pack wants to do. The Monday night leader meeting will go over how to create your schedule for these days. Leaders will be given a request sheet where they can select specific activities at each program area and which time they would like to do them. They can also schedule a hike to Viewing Rock, Jump Rock, or the Swimming Hole. We also recommend scheduling in a shower block.

For Your AOL/Webelos 2 scouts, programming for Wednesday, Thursday, and Friday will work in conjunction with the rest of your scheduling, splitting the pack between the two groups for when your pack decides to do Quest Activities.

You will then receive your schedule Tuesday evening. We will make every effort to accommodate your first choice schedule, but changes to the times of activities may have to be made.

Program Schedule

A copy of the most up to date Camp Ross Program Schedule is available for download at www.gotogoshen.org/ross under "Forms and Downloads."

Program Activities

Activities below are subject to change. The list includes many of the standard activities we offer each summer, but other new activity options may be available once you arrive at camp, as our creative staff create ever more fun activities to excite and delight the campers.

Aquatics

Monday, Tuesday

Swim Test (Monday)

Scouts will be able to take the BSA Swim Test, which will allow them to participate in Aquatics activities for the rest of the week.

Boating (Tuesday)

Scouts learn the basics of paddling and test their skills as they paddle around the lake.

Wednesday, Thursday, Friday

Aquanaut (*Webelos*) and Swimming (*Arrow of Light*)

Scouts go through and earn all of the requirements for the Aquanaut Adventure.

(Earn the Aquanaut and Swimming Elective Adventure)

Boating Onward (*Webelos*) and Paddle Craft (*Arrow of Light*)

Scouts test their boating skills to complete tasks around the lake and challenge themselves over their boat. *(Earns the Boating Onward and Paddle Craft Elective Adventure)*

Free Swim

Scouts get the opportunity to Swim in the Swimming area with their buddies and their pack.

Trampoline

Scouts get the opportunity to participate on the aqua trampoline rotating in and out of free swim

Handicraft

Monday, Tuesday

Handicraft will have a theme based craft, which they will work to complete and finish, over the first two days.

2024 Craft: (TBD)

Wednesday, Thursday, Friday

Escape Room

Scouts work together to escape as fast as possible, using their detective skills and teamwork.

Leatherwork

Scouts learn how to stamp and put together leatherworking kits that they can use, including a wallet and knife holder. *(Materials available in the Trading Post)*

Paracord

Scouts learn how to create a paracord bracelet which they may take home and wear throughout camp.

Tie-Dye

Scouts learn how to and then make tie-dye shirts using different colors and designs. *(White Shirt Needed - Available in the Trading Post)*

Scoutcraft

Monday, Tuesday

Fire Building (Monday)

Scouts learn the basics of fire safety and how to make their fire using matches and a bird's nest.

Knot tying (Tuesday)

Scouts learn and practice learning the basic knots.

Wednesday, Thursday, Friday

Advanced Knot Tying

Scouts use the skills previously learned and expand upon them with more challenging knots.

Advanced Fire Building

Scouts use the skills previously learned in Fire Building alongside the added challenge of using flint and steel and cedar bark.

Cobbler Making

Scouts go over how to and help cook an amazing cobbler dessert, which then they can enjoy. (*Apple and Peach variety*)

Shelter Building

Scouts learn the basics of shelter building then work as a team to create their own shelters from the surrounding woods.

Teamwork Challenge

Scouts work together to complete several different activities that require communication and teamwork to be able to succeed at.

Nature

Monday, Tuesday

Introduction (Monday)

Scouts are introduced to the different animals found at Camp Ross, including snakes, spider, turtles, frogs, and many other animals, while going over the rules of the Area.

Migration (Tuesday)

Scouts learn about Bird migrations and the potential dangers that a bird can encounter on its journey.

Wednesday, Thursday, Friday

Critter Hunt

Scouts go out to find different animals throughout our camp. Oftentimes finding frogs and newts along our creek beds.

Fishing

Scouts go to the lakeside of our beautiful Lake Merriweather and go fishing for one of our many fish species. *(Live Bait not included, but available at the Trading Post)*

Critter Time

Scouts get a chance to interact and hold our many animals at the nature center such as turtles, frogs, and snakes.

Into the Wild (*Arrow of Light*)

Scouts Learn about the different animal life in the area, the food chain, and how animals interact with each other in their environments.

(Earns Into the Wild Elective Adventure)

Earth Rocks (*WebeLos*)

Scouts learn about the geological features and the different types of rocks and how they form.

(Earns Earth Rocks Elective Adventure)

Into the Woods (*Arrow of Light*)

Scouts learn about the different trees and plants in the area while also understanding the different parts of the tree and how they grow.

(Earns Into the Woods Elective Adventure)

BB's

Monday, Tuesday

Scouts learn the rules and basics of the BB range and how to shoot.

Wednesday, Thursday, Friday

Bring Your Own Target (BYOT)

Scouts have the opportunity to bring their own targets to fire upon. *(Targets must be approved by the Area Director)*

BB Gun Webelos and BB Gun Arrow of Light

Scouts can earn the BB Gun Elective Adventure for Webelos and Arrow of Light ranks.

Open Shoot

Scouts and Adult leaders get the entire block to just go and shoot on the range.

Archery

Monday, Tuesday

Scouts learn the rules and basics of the Archery Range and how to shoot.

Wednesday, Thursday, Friday

Bring Your Own Target (BYOT)

Scouts have the opportunity to bring their own targets to fire upon. *(Targets must be approved by the Area Director)*

Archery Webelos and Archery Arrow of Light

Scouts can earn the Archery Elective Adventure for Webelos and Arrow of Light ranks.

Distance Shooting

Scouts can challenge themselves by shooting at targets at different distances, and seeing who can hit the target from the farthest away.

Open Shoot

Scouts and Adult leaders get the entire block to just go and shoot on the range.

Hikes

Wednesday, Thursday, Friday

Swimming Hole

Located about a mile hike away from camp post, the Swimming hole offers a chance to relax and enjoy the river.

Scouts BSA Camp Tour

Take a tour of GSR Camp Marriott to learn more about the Scouts BSA program and what future years of summer camp at the Goshen Scout Reservation may look like!

Viewing Rock

With the Trails head located across from Camp PMI, the 2 mile long hike offers one of the best views of the reservation, while offering scouts a not too challenging hike.

Evening Program

Field Games (Monday)

Our field games include a wide variety of different activities such as corn hole, horse shoes, Can Jam, Frisbee, and our very own Gaga ball pit.

Foil Dinner Night (Tuesday)

Cook dinner in your campsite! Stop by the dining hall at 4:30 pm to pick up your food. Required for all packs.

Staff Hunt (Wednesday)

The Packs working as a unit must find all the staff in the allotted time, as they have been hidden throughout the camp. With different staff members worth different amounts of points.

Star Party (Wednesday After Flag Lowering)

Go out under the stars and see different constellations and planets as our Nature staff use our telescope to look up into the sky.

AOL Outing (Thursday after flag lowering)

Exclusive for Arrow of Light Scouts, Scouts head out to our White Pine forest to enjoy a Campfire and a fun dessert as well.

Interfaith Service (Thursday)

We offer an interfaith service once a week for any and all who wish to attend.

Morning Program

Scoutcraft Breakfast (Thursday)

Scouts enjoy a mountain man breakfast down at our scoutcraft area.

(not compatible with dietary restrictions)

(60 person cap)

Polar Bear Plunge (Friday 7am)

Scouts dive in for an early morning swim down at aquatics.

(50 person cap)