

# PROGRAM GUIDE

SCOUTS BSA SUMMER CAMP



20



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# CAMP-WIDE PROGRAMS AND ACTIVITIES

The reasons for attending Camp Tuckahoe may be as diverse and numerous as our campers, but one thing is certain – the best memories are often those we share with friends! Camp Tuckahoe provides many program opportunities for groups to enjoy.

## **FLAG CEREMONIES – Daily, 8:30 AM and 5:45 PM**

Demonstrate your patriotism by attending daily flag ceremonies or bring honor to your troop by volunteering to assist in the color guard's duties. Our daily assemblies also provide opportunities for communication and recognition, so don't be late to the Parade Field!

## **TRAIL RUN – Monday and Thursday, 7:00 AM**

What better way to start your day than with a little exercise? Members of our staff will lead participants on a run around camp to prove our commitment to remain physically strong. Meet outside of the Trading Post! Run ranges from 1-3 miles, all paces welcome.

## **PADDLEBOARD YOGA – Monday and Thursday, 7:00 AM**

There is no better way to start a day at camp than by watching the sun rise at Memory Lake. Scouts and adults are welcome to join us in a directed yoga session to stretch out and start the day feeling great. Be careful, though, depending on how strong your balance is, you might start your day with a splash. Limited spots are available each day and sign-ups will be available at camp.

## **SUNRISE CHAPEL SERVICE – Tuesday, 7:00 AM**

A Scout is reverent, and all are welcome to join in the fellowship of interfaith worship. This short service provides the perfect opportunity to focus our thoughts on the high ideals of Scouting. The service will take place in our Outdoor Chapel located in Memorial Mall.

## **POLAR PLUNGE – Wednesday, 7:00 AM**

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

## **MEDIEVAL GAMES – Monday, 7:30 PM**

Troops will go head-to-head in medieval style games to fight for the honor of the first place prize. There will be multiple challenges for troops to compete in, tallying their scores for a final score. Troops will select individuals to compete in each challenge and will provide those names to the Senior Patrol Leader during their regular meeting.

## **TUCKAHOE LUAU – Tuesday, 7:30 PM**

There's no better way to relax and refresh your spirits on a hot summer night than by participating in the Camp Tuckahoe Water Carnival! The night is filled with cardboard canoe races, water sports, free swim for all swimming levels, and our ever-popular Leader's Belly Flop!

Cardboard Canoe Race rules:

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

### **INTERFAITH CHAPEL SERVICE – Wednesday, 7:30 PM**

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

### **DISCOVER SCUBA- Wednesday, 7:00 PM**

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

### **TIE-DYE LAB - Wednesday, 7:30 PM**

Have a shirt you would like to tie-dye? Or, did you just purchase a new Camp Tuckahoe shirt and want to make it unique? Stop by Handicraft to tie-dye your shirt, or other articles, with our staff who will be there to assist you in creating the best design.

### **ESCAPE ROOM - Wednesday, 7:30 PM**

Like solving puzzles or overcoming challenges? The Tuckahoe Escape Room might be the event for you. Two escape rooms will be set-up (both are the same) for Scouts to test their skills and see if they can solve the puzzles to make it out in time. Scouts wishing to complete the Fingerprinting merit badge are able to do so by attending.

### **GLOW CLIMB - Thursday, 7:30 PM**

Glow Climb combines the fun of climbing and the beauty of the sunset. Head to the climbing tower to get your glow sticks and climb to the top of the tower.

### **GAME NIGHT - Thursday, 7:30 PM**

Magic the Gathering Tournament: Bring your best MTG deck to camp and fight against other Scouts. Don't have a deck, come along and cheer your fellow Scouts on.

Chess Tournament: Chess is one of the oldest games around. Go head-to-head in either our Scout or adult division.

Mario Kart Battle: Not all technology is bad at camp. Earn your place on the podium by competing in our Mario Kart Battle.

### **SHARPSHOOTER COMPETITION - Thursday, 7:30 PM (ADULT ONLY)**

Test your aim and compete for the best shot in camp. Leaders will compete in challenges at our Rifle Range and Archery Range. Start practicing now to give yourself the best chances.

### **MILE SWIM – Daily, Open Program**

Any youth or adult wishing to test their endurance should strive to join the exclusive company of Mile Swimmers. Participants will have the opportunity to swim for distance each afternoon, building up to the final session in which everyone attempts to swim one mile. You must attend at least three (3) of the four (4) training days leading up to the full mile on Friday.

### **CONSERVATION PROJECT – Daily, By Appointment**

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

# MERIT BADGE INFORMATION

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

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

## MERIT BADGES (OR SPECIAL PROGRAM)

Camp Tuckahoe will offer 50+ merit badges and several special recognition awards this summer. Leaders register all Scouts for merit badge classes in the Tentaroo system. During the week, leaders can track advancement progress through Tentaroo. Leaders can also download final advancement reports and print blue cards any time after camp.

## PROGRAM AREAS

We offer merit badges throughout each department. Individual merit badge classes may meet in alternate areas, but advanced notice of any change will be provided in class or at camp assemblies. The distance between program areas should be one of the critical considerations in preparing your Scout's schedule. The travel time between classes is limited, so encourage your Scouts to plan accordingly.

## DIFFICULTY

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

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

Based on our analysis, we have assigned each merit badge a difficulty rating from 1 (easier) to 3 (harder). We must stress that we offer these ratings purely for planning purposes. No Scout should ever be discouraged from attempting to earn a "difficult" badge if it interests them, nor should any Scout regard a "partial completion" as equivalent to a "failure."

## PREREQUISITES

The listed requirements should be completed prior to arriving at camp, although failure to do so will not prevent a Scout from taking the class. In some cases, the Scout will be quizzed to ensure that they have acquired the requisite skill. In other cases, direct evidence of the finished work should be brought to camp. Appropriate evidence will vary depending on the requirement in question, but completed projects, papers, photographs, and journals are examples. In a few cases, the counselor may accept a note from a parent or Scoutmaster as evidence.



### **ANIMATION**

Times Offered:	10:00 AM
Location:	STEAM
Prerequisites:	None
Materials Needed:	None
Difficulty:	1



### **ARCHERY**

Times Offered:	9:00 AM, 10:00 AM, 11:00 AM, and 1:00 PM
Location:	Shooting Sports
Prerequisites:	None
Materials Needed:	Archery Kit (materials to make an arrow)
Difficulty:	3



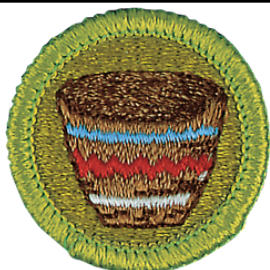
### **ARCHITECTURE**

Times Offered:	10:00 AM
Location:	STEAM
Prerequisites:	#1a
Materials Needed:	None
Difficulty:	1



### **ASTRONOMY**

Times Offered:	9:00 AM
Location:	STEAM
Prerequisites:	#6b
Materials Needed:	None
Difficulty:	2



### **BASKETRY**

Times Offered:	3:00 PM
Location:	STEAM
Prerequisites:	None
Materials Needed:	Basket Kits and Stool Kit
Difficulty:	1



### **BSA STAND UP PADDLEBOARDING**

Times Offered:	11:00 AM and 3:00 PM
Location:	Waterfront
Prerequisites:	#2
Materials Needed:	None
Difficulty:	2



### **CAMPING**

Times Offered:	11:00 AM and 3:00 PM
Location:	Scoutcraft
Prerequisites:	#4b, #5e, #7a, #7b, #8c, #8d, #9a, and #9b
Materials Needed:	None
Difficulty:	2



### **CANOEING**

Times Offered:	9:00 AM and 2:00 PM
Location:	Waterfront
Prerequisites:	#2
Materials Needed:	None
Difficulty:	2



### **CHEMISTRY**

Times Offered:	3:00 PM
Location:	STEAM
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



### **CITIZENSHIP IN THE NATION**

Times Offered:	9:00 AM
Location:	Eagle's Nest
Prerequisites:	#5, #7, #8
Materials Needed:	None
Difficulty:	2



### **CITIZENSHIP IN THE WORLD**

Times Offered:	9:00 AM
Location:	Eagle's Nest
Prerequisites:	#7
Materials Needed:	None
Difficulty:	2



### **CLIMBING**

Times Offered:	9:00 AM and 2:00 PM
Location:	Climbing Tower
Prerequisites:	None
Materials Needed:	None
Difficulty:	3



### **COMMUNICATION**

Times Offered:	10:00 AM and 2:00 PM
Location:	Eagle's Nest
Prerequisites:	#4, #5, #7, and #8
Materials Needed:	None
Difficulty:	3



### **ELECTRONICS**

Times Offered:	9:00 AM
Location:	STEAM
Prerequisites:	None
Materials Needed:	Electronics Kit
Difficulty:	1



### **EMERGENCY PREPAREDNESS**

Times Offered:	11:00 AM and 3:00 PM
Location:	Eagle's Nest
Prerequisites:	#1, #2c, #6c, and #8b
Materials Needed:	None
Difficulty:	2

**ENGINEERING**

Times Offered:	11:00 AM
Location:	STEAM
Prerequisites:	#1
Materials Needed:	None
Difficulty:	2

**ENVIRONMENTAL SCIENCE**

Times Offered:	11:00 AM and 3:00 PM
Location:	Nature
Prerequisites:	None
Materials Needed:	None
Difficulty:	3

**FIRE SAFETY**

Times Offered:	3:30 PM
Location:	Scoutcraft
Prerequisites:	#6, #11, and #12
Materials Needed:	None
Difficulty:	1

**FIRST AID**

Times Offered:	11:00 AM and 3:00 PM
Location:	Eagle's Nest
Prerequisites:	#1, #5a, and #5b
Materials Needed:	None
Difficulty:	2

**FISHING**

Times Offered:	9:00 AM
Location:	Nature
Prerequisites:	#7
Materials Needed:	None
Difficulty:	2





### FLY FISHING

Times Offered:	9:00 AM
Location:	Nature
Prerequisites:	#8
Materials Needed:	None
Difficulty:	2



### FORESTRY

Times Offered:	2:00 PM
Location:	Nature
Prerequisites:	#5
Materials Needed:	None
Difficulty:	2



### GEOCACHING

Times Offered:	10:00 AM
Location:	Scoutcraft
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



### KAYAKING

Times Offered:	9:00 AM, 10:00 AM, 11:00 AM, 2:00 PM
Location:	Waterfront
Prerequisites:	#2
Materials Needed:	None
Difficulty:	1



### LEATHERWORK

Times Offered:	3:00 PM
Location:	Handicraft
Prerequisites:	None
Materials Needed:	Leather Kit
Difficulty:	1



### LIFESAVING

Times Offered:	9:00 AM and 10:30 AM
Location:	Aquatics (Pool)
Prerequisites:	#2a
Materials Needed:	None
Difficulty:	3



### METALWORK

Times Offered:	10:30 AM and 2:00 PM
Location:	Handicraft
Prerequisites:	None
Materials Needed:	Metalwork Kit (bowl, center punch, and slide)
Difficulty:	2



### NATURE

Times Offered:	2:00 PM
Location:	Nature
Prerequisites:	#4d or #4e or #4f
Materials Needed:	None
Difficulty:	2



### PHOTOGRAPHY

Times Offered:	9:00 AM
Location:	STEAM
Prerequisites:	#1b
Materials Needed:	Camera (can be your phone)
Difficulty:	1



### PIONEERING

Times Offered:	9:00 AM
Location:	Scoutcraft
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



### REPTILE & AMPHIBIAN STUDY

Times Offered:	3:00 PM
Location:	Nature
Prerequisites:	#8
Materials Needed:	None
Difficulty:	1



### RIFLE SHOOTING

Times Offered:	9:00 AM and 10:30 AM
Location:	Shooting Sports
Prerequisites:	None
Materials Needed:	Rifle Ticket (covers the cost of the rounds)
Difficulty:	2



### ROBOTICS

Times Offered:	11:00 AM and 2:00 PM
Location:	STEAM
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



### SEARCH AND RESCUE

Times Offered:	9:00 AM
Location:	Scoutcraft
Prerequisites:	#6a
Materials Needed:	None
Difficulty:	2



### SHOTGUN SHOOTING

Times Offered:	2:00 PM
Location:	Shooting Sports
Prerequisites:	None
Materials Needed:	Shotgun Ticket (covers the cost of the rounds and clays)
Difficulty:	3



### SIGNS, SIGNALS, AND CODES

Times Offered:	10:00 AM, 10:30 AM, and 3:00 PM
Location:	Scoutcraft
Prerequisites:	None
Materials Needed:	None
Difficulty:	1



### SNORKELING BSA

Times Offered:	10:00 AM, 10:30 AM, and 3:00 PM
Location:	Aquatics (Pool)
Prerequisites:	#1
Materials Needed:	None
Difficulty:	2



### SOIL & WATER CONSERVATION

Times Offered:	11:00 AM
Location:	Nature
Prerequisites:	None
Materials Needed:	None
Difficulty:	2




### SPACE EXPLORATION


Times Offered:	9:00 AM
Location:	STEAM
Prerequisites:	None
Materials Needed:	Rocket Kit
Difficulty:	2



### SWIMMING

Times Offered:	9:00 AM, 11:00 AM, and 2:00 PM
Location:	Aquatics (Pool)
Prerequisites:	#2
Materials Needed:	None
Difficulty:	2

	<b>WILDERNESS SURVIVAL</b>	
	Times Offered:	10:30 AM and 2:00 PM
	Location:	Scoutcraft
	Prerequisites:	None
	Materials Needed:	None
Difficulty:	2	

	<b>WOOD CARVING</b>	
	Times Offered:	2:00 PM
	Location:	Handicraft
	Prerequisites:	#2a
	Materials Needed:	Slide Kit
Difficulty:	2	

### ADDITIONAL CHARGES

A few merit badges impose additional costs to cover class materials. Charging these specific fees allows us to keep our overall camping fees lower than they otherwise would be. Scouts also learn to be thrifter and more responsible for items they individually purchase. We strive to keep these costs as low as possible.

MERIT BADGE COSTS		
Archery	\$6	Arrow and bow string kit
Basketry	\$22	Kits for two baskets and a stool
Electronics	\$15	Electronic kit for class project
Leatherwork	\$11	Knife sheath kit and gimp
Metalwork	\$12	Supplies to complete required projects
Rifle Shooting	\$20	Covers the cost of rounds
Shotgun Shooting	\$25	Covers the cost of rounds and clays
Space Exploration	\$12	Model rocket kit
Wood Carving	\$6	Wood slide kit

# PROGRAM AREA INFORMATION

## AQUATICS

During the long, hot days of summer, there's no place as popular as the Camp Tuckahoe Pool! Scouts that visit the pool will have an opportunity to work on the following merit badges and awards:

- Lifesaving
- Snorkeling BSA
- Swimming

BSA Lifeguard (by appointment only): This is the ultimate award in our aquatics program and the one most difficult to earn. Many troops long to have a certified lifeguard on call to supervise their aquatic activities. Both Scouts and leaders may work to qualify for this achievement. This program requires a significant time commitment and written exam.

Instructional Swim: Scouts wishing to practice their swimming skills or work to pass the BSA Swimmer Test may enroll in this class. Campers in the Buffalo Braves Program have the opportunity to attend the session every day.

## BUFFALO BRAVES (First Year Camper)

A young Scout's first summer camp elicits many different emotions. Most approach their week away from home with curiosity and enthusiasm, but you shouldn't be surprised if they experience some anxiety. For some, this will be their first time sleeping in a tent. For others, this will be their first extended trip away from home. For these Scouts, this summer will prove to be the critical test of our entire program. At Camp Tuckahoe, our duty is to ensure that these Scouts have a positive experience, or else this "first camp" could be their last.

Scouts may attend camp this summer without much prior outdoor experience. For these Scouts, acquiring basic skills will prove a better path to rank advancement than merit badge classes. Just as everyone had to learn to walk before they could run, it is a good idea for new Scouts to ease into our program by mastering the camping fundamentals before trying more advanced skills. To do otherwise would indeed cause frustration.

Camp Tuckahoe has designed a unique program to cater to the needs of these novice campers. We call this program Buffalo Braves, and your Scouts will find it provides a welcoming, supportive introduction to summer camp. Participants are assigned to one of several patrols on Monday morning and progress through the week's lessons in the company of these new friends. Each patrol, operating under guidance from our Buffalo Braves Instructors, is encouraged to develop its own identity (name, cheer, etc.) for the week.

The core program focuses on helping Scouts learn the main skills required to earn their Scout, Tenderfoot, Second Class, and First Class rank. Not all requirements will be taught, but rather the key skills that help set a Scout up for success upon returning home.

Buffalo Braves and Merit Badges: With the Buffalo Braves program being a half-day program, Scouts are encouraged to take merit badges in the afternoon. Normally, Scouts participate in our Swimming or Instructional Swimming class at the pool, however, any merit badge that is offered in the afternoon is available for Scouts to take.

Buffalo Braves Advancement: Buffalo Braves strives for quality, not quantity, on the skills which we are teaching to your Scouts. Due to time constraints, class sizes, and wording of requirements, some of the requirements may not be fully completed but the skills will still be taught. We believe troop leaders should retain the responsibility to test their Scouts before giving credit and signing off requirements.

## CLIMBING

This program provides a high adventure experience without ever leaving Camp Tuckahoe. Scouts that visit the climbing tower will have an opportunity to work on the climbing merit badge.

Advanced Camper Experience: New for 2024, we have built a unique opportunity for those Scouts that are more experienced and may not desire to take as many merit badges at summer camp. This program is designed for Scouts 14 and older who want to experience in a new way. On the first day, Scouts will participate in initiative games that will help them bond and grow together as a team. For the rest of the week, Scouts will be able to choose as a group between multiple activities to build their adventure. Some of the activities they can choose from include:

- Crate Stacking
- Golfing (Driving Range)
- Climbing (with enhanced challenges)
- And more...(we are continuing to develop options for this program and will update as they are available)

Zipline: If you are daring enough, our zipline runs 700 feet long in both directions across the lake. Wave at the Scouts boating and fishing below you as you "fly" by.

- Superman Harness - Ever want to fly like Superman? Now is your chance! Make your way over to the zipline to see camp from new heights.
- Seated Harness - Scouts also have the chance to swing across our zipline in one of our seated harnesses, allowing Scouts the opportunity to enjoy nature from the heights.

## EAGLE'S NEST

Every Scout seeks dreams of one day attaining the highest rank in Scouting, Eagle Scout. It is no surprise, then, that these classes are among our most popular and rewarding. Scouts taking merit badges at Eagle's Nest will have the opportunity to earn lots of merit badges for their trail to Eagle:

- Citizenship in the Nation
- Citizenship in the World
- Communication
- Emergency Preparedness
- First Aid

## STEAM (Science, Technology, Engineering, Arts, and Mathematics)

A new program area for 2024, STEAM combines the traditional areas of STEM and Handicraft. Scouts will get to build leather projects and baskets, alongside launching rockets and looking at the stars. Scouts attending STEAM merit badges have the ability to earn:

- Animation
- Architecture
- Astronomy
- Basketry
- Chemistry
- Electronics
- Engineering
- Leatherwork
- Metalwork
- Photography
- Robotics
- Space Exploration
- Woodcarving

**Astronomy/Space Exploration Program:** In 2024, we are bringing a new program to camp that helps Scouts race to space. Scouts who participate in this program will earn both the Astronomy and Space Exploration merit badge. If a Scout already has one, but would like to earn the other, they are still invited to sign-up and participate. In this daily 1.5 hours program, we will dive deeper into space than we ever had before at camp. Scouts will choose from multiple options a rocket to build a launch, use equipment to view the stars and planets, and even get a chance to talk to an astronaut (we are still working on securing weekly speakers to talk to each class).

**Enhanced Metalwork Merit Badge:** Every want to build something out of metal? The forge is back at Camp Tuckahoe and we are taking the opportunity to provide a longer merit badge time block to allow Scouts to make multiple projects over the course of the week. By the end of the week, Scouts will have a strong blacksmithing experience.

## **NATURE**

Camp Tuckahoe has been endowed with great natural beauty and abundant wildlife. With hundreds of wooded acres, a mountain stream, and a creek to explore, Scouts will gain a greater understanding and appreciation for the natural world and their role in conserving it. For those visiting our Nature Lodge and critters, you will have an opportunity to work on:

- Environmental Science
- Fishing
- Fly Fishing
- Forestry
- Nature
- Reptile and Amphibian Study
- Soil and Water Conservation

**Fishing/Fly Fishing Program:** In this new combined program, Scouts can work on either or both of the Fishing and Fly Fishing merit badges. Scouts will learn from an experienced angler the basics of fishing, how to help guarantee success, and the intricacies of the angling world. Now with an hour and a half to complete the merit badges, Scouts will have more time to go fishing (in a time of day that helps in a successful catch) and build their skills.

## **SCOUTCRAFT**

We derive much of our Scouting heritage from the bold outdoorsmen who carved this country from the wild frontier. We practice updated versions of their skills to this day, including everything from knot-tying to land navigation. Although several of these merit badges include extensive prerequisites, active Scouts should have no difficulty completing these with their troops. While experiencing the outdoors, Scouts can earn:

- Camping
- Fire Safety
- Geocaching
- Pioneering
- Search and Rescue
- Signs, Signals, and Codes
- Wilderness Survival



## SHOOTING SPORTS

Few programs at Camp Tuckahoe prove as popular as our shooting program. While we encourage this interest, we also ask every Scout to weigh their choices carefully and to plan accordingly. Our shooting ranges have been situated in the more remote regions of camp for obvious safety reasons, so attending these classes will require Scouts to build extra travel time into their schedules. Younger, smaller Scouts may find shotgun shooting especially daunting. Each merit badge will require a commitment to practice outside of class, particularly if the shooter is inexperienced, and each has an associated cost.

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

Scouts wishing to test their aim and hit the target can earn;

- Archery
- Rifle Shooting
- Shotgun Shooting

## WATERFRONT

Memory Lake is a great place to spend an afternoon boating, kayaking, or canoeing. It is a great way to cool off at the end of a day as the cool winds blow across the water. Take a splash and you will be one step closer to working on:

- BSA Stand-Up Paddleboarding
- Canoeing
- Kayaking

# SPECIAL AWARDS

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

Camp Tuckahoe offers special awards in three categories. The first, the Tuckahoe Honor Scout, is for youth. The second, the Hillcourt Award, is for adults. The third, the Baden-Powell Honor Unit, for units. Requirements for each of these awards can be found at the end of this guide.

## TUCKAHOE HONOR SCOUT AWARD

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

## HILLCOURT AWARD

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

## BADEN-POWELL HONOR UNIT AWARD

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