

High-Adventure Programs

Boy Scouting is designed to take place outdoors. It is in the outdoors that Scouts share responsibilities and learn to live with each other. It is here that the skills and learning come alive with purpose. Scouting is packed with adventures, especially for older Scouts.

Merit Badges

Goose Pond seeks to provide exciting and challenging merit badge offerings especially appropriate for older Scouts. Some of these include:

Climbing
Small Boat Sailing
Lifesaving
Whitewater
Backpacking
Citizenship in the Nation
Hiking
Cycling
Shotgun Shooting

Project C.O.P.E. - Target ages 13-15

The Boy Scouts of America's Challenging Outdoor Personal Experience comprises initiative games, low course challenges, and high ropes elements. Some activities involve group tasks while others involve more individual challenges. Participants can swing on tires, walk on wires, climb and rappel a tower, and take a ride on the zip line.

- Day-Long Introduction to C.O.P.E. - Get a taste of the C.O.P.E. experience, low course and high course, in one day
- Week-Long C.O.P.E. (Every Day 2pm-5pm) - With the same crew, get to experience more of the C.O.P.E. challenges, learn team work and leadership skills, and make some good friends as each crew pushes itself to the limit!
- Patrol "Try Out" C.O.P.E. - Have fun playing some C.O.P.E. games with the guys from the patrols, while working on cooperation, communication, and problem-solving ... the keys to making a patrol run well. Any day at 2pm. Sign up on Sunday night!

Traditional Outpost Treks - Target ages 13-15

A Taste of Adventure! This summer's outpost treks are designed to give experienced campers a taste of the world of High Adventure. While the Voyager Program will offer the chance for older Scouts to take on more extreme outdoor challenges, the traditional outpost treks give campers a chance to try out some new skills and have a lot of fun along the way. Some basic background or experience is necessary like swimming, canoeing or climbing abilities but the staff will guide you through some of the more challenging parts. Campers may sign up for one or more outposts through pre-registration or on Sunday evening after dinner. Don't worry about missing merit badge sessions, the staff will work with you to make up what you missed. Below are some of the exciting opportunities we *may* offer this summer.

A Day Snorkeling... in a glacial lake
A Day of Climbing & Rappelling... on natural rock cliffs
A Geocaching Challenge - 3 States, one day!
A Trek of Whitewater Canoeing... on the Delaware River
A Day of Mountain Biking... at Promised Land State Park
Plus More...



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Goose Pond Voyagers - Target ages 15-17

Looking for a way to get your fifth and sixth year campers to come to resident camp? Back for another season, by popular demand, Voyager is the Ultimate High Adventure program for older Scouts.

It is a week-long program, both in and out of camp, that allows crews of older campers to organize their own adventures-cafeteria style, learning teamwork, leadership and responsibility along with advanced outdoor skills. On Monday, Voyagers will spend the day at Project C.O.P.E., after which they plan their week's program based on their individual and group goals. There is no set format for Voyager: part of its appeal is that campers get to plan out what they want to do, on their own. Voyagers will complete merit badges during the course of the week, but instruction is through hands-on challenges and real-life obstacles, rather than the traditional hour-long sessions. Originally based on MTV's *Road Rules!*

Goose Pond's most experienced staff will instruct the outdoor skills, and each crew will have its own young adult Voyager Guide, trained in the best practices of adventure education. The camp's Outpost Director and Program Director provide qualified adult supervision and will ensure that each crew's plans adhere to the BSA's safety standards for high adventure programs.

- Voyagers may spend several nights during the week doing outpost camping and will cook some of their meals in the outdoors. Although, most of their day will be spent with the members of their crew...
- Voyagers can return to spend at least part of each day with their home troop.
- Voyager is limited to older Scouts who would meet the minimum age requirements for the Venturing program: at least 14 years old or 13 years old and completed eighth grade.
- Voyager will be offered all seven weeks of camp in the 2014 season, and participants should register and pay as a member of their home unit. There is no additional cost for the Voyager program.

To create the best learning environment, the crew members need to come together from different troops. Crews will be selected based on pre-registration notice which must be submitted to camp at least 2 weeks prior to your arrival. If there is still room in the program after the pre-registered Scouts are slotted, the Voyager Director will select additional participants to fill the crews from the interest or signups at camp on Sunday evening. Each unit may submit up to six applicants. A waiting list will be kept if needed.

