

VOYAGER 2009...ROUND X

GOOSE POND'S ELITE OUTDOORSMEN & COOL GUY PROGRAM - "BRING IT ON"

Not your average merit badge class, Goose Pond Voyager is an experienced like no other, created just for **YOU**: the hard-core Scout camper up for some more adventure, independence, and challenge from summer camp.

Only as a Goose Pond Voyager can you earn merit badges while daily clues guide your crew through a series of real-life challenges ... like on MTV's Road Rules. Voyagers also get a taste of the new BSA Venturing program while exploring parts of camp that most Goose Pond veterans don't even know about.

Most importantly, Voyagers get to plan out what they want to do, on their own. Every Voyager trek is different. After pulling together your crew through some cool C.O.P.E. events on the first day, you'll set goals together and decide on merit badges and the ultimate high adventure focus for your trek like an 80 foot technical rock climb or a whitewater adventure.

Then an experienced Voyager Guide will help you get ready through a set of real-life challenges. Secret orders will take you to overnight outposts. You'll learn the necessary technical outdoor skills (like rope management & crack climbing) through hands-on guidance from an experienced staff. As the week goes on, the staff guide takes more of a behind-the-scenes role, as your crew becomes responsible for itself. There's no set schedule or mandatory plan -- everything is up to **YOU** to decide.

All this culminates in that crew-planned Ultimate Adventure, where you put into action the advanced skills you've learned and celebrate what you've achieved as a crew.

Ready to push the extreme?

Sign up for **VOYAGER** today!



Voyager was a fun experience. We completed many great adventures and the independence we had on outposts made it more fun. The best part of Voyager was we did whatever we wanted and that was what made the program successful. It was the best summer camp experience I have ever had.

- Matt W., Innaugural Voyager Crew 99-1

I thought voyagers was a great program that taught leadership, teamwork, and the outdoor skills needed for us to complete the three outposts. Voyagers was the most fun I have ever had in Scouting.

- Matt S., Innaugural Voyager Crew 99-1

THE IMPORTANT DETAILS....

Who is eligible?

Because Voyager focuses on older Boy Scouts and current or potential Venturers, the minimum age for participation is the same as in Venturing: 14 years old and completed the 8th grade, or 15 years old, but not yet 18 years old. See the Camp Director if you have interested individuals who are 18 or older.

When is Voyager Offered?

Voyager is part of the Boy Scout resident camping program at Goose Pond Scout Reservation. The Voyager program will be offered **all seven weeks** of camp in the 2009 season. Voyagers should plan to come to camp the same week as their unit. If your unit is not coming to camp, you can make arrangements to stay as a provisional camper.

How much does Voyager cost?

Voyagers pay the regular summer resident camp fee and should register and pay through their unit leader.

How do I register for the program?

All Scouts from your troop who show interest in the program should sign up as part of the Troop's regular pre-registration packet. The Scoutmaster send this information to camp 2 weeks prior to your arrival.

How are Voyagers selected?

Based on pre-registration data, the Program Director & Voyager Director will form crews for each week. Voyagers will then meet on Sunday night to firm up crews. To create the best learning environment, the crew members should come together from different troops. Most likely, not all troops will participate; generally, all those who sign up for the Voyager program will be admitted as long as they meet the age requirements. Your Scoutmaster can send in as many as **six requests** per troop. Any additional open spots will be announced Sunday night.

Do Voyagers work on merit badges?

Yes! Though there are no traditional merit badge "classes," Voyagers complete all the requirements for the badges they choose to work on through a series of hands-on, adventure challenges designed by their Voyager Guide and the crew itself.

A SAMPLE OF WHAT HAPPENED DURING A TYPICAL VOYAGER TREK DURING THE PAST NINE SEASONS...

Sunday
Meet with Voyager Guides for a shake-down, receive first clues.

Monday
*Met at C.O.P.E.—Initiative games/Low course
Lunch-Dinner with troop
Canoeing/Land Orienteering course that led to their first outpost campsite along the inlet creek near the swamp*

Tuesday
*Wake up call/Time to shower
Met at C.O.P.E. once again to climb tower, zip line, etc.
Lunch-Dinner with troop
Sailing/Canoeing on Wallenpaupack
Outpost camp over on the island in Wallenpaupack*

Wednesday
*Wake up call/Time to shower
Met at 10:15 at waterfront and worked on English gates whitewater test, snorkeling, underwater orienteering
Lunch with troop
Backcountry Mountainbiking in afternoon
Break for family night with troop
Met at 9:00pm to create safety afloat plan*

Thursday
*After breakfast, packed for "Delaware" whitewater trip
Left at 12:00pm
Arrived at Lackawaxen at 1:30pm/ate lunch
On river at 2:10pm/off river at Matammoras at 8:30pm
Drove to campsite in High Point, NJ*

Friday
*Spent most of the day backpacking and hiking the Appalachian Trail
Finished trek/drove back to camp by 6:00pm
Recognition ceremony and story of adventures at closing campfire
Celebration to commemorate an experience of a lifetime!*

