

CAMP MOUNTAIN RUN

Cub and Boy Scout Resident Camp

A Nationally Accredited Boy Scout Resident Camp
Operated by the Bucktail Council, Boy Scouts of America

“Scouting – Through the Ages”

2016 CAMP LEADER GUIDE FOR CUB SCOUT AND BOY RESIDENT CAMP

CAMP MOUNTAIN RUN

June 26 - July 23, 2016

4890 Mountain Run Road
Penfield, PA 15849

Camp Office: (814) **637-5530**

** Only to be used during camp

BUCKTAIL COUNCIL, BSA

Scout Service Center

209 First Street
DuBois, PA 15801

Office: (814) **371-5650**

Internet: www.bucktail.org/camping

Email: bucktailcounciltradingpost@gmail.com

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PLANNING FOR SUMMER CAMP

This leaders' guide contains all the essential information your Troop will need to properly plan and register for the 2016 summer camping season at Camp Mountain Run. It covers the basics from making the initial reservation deposit for your Troop through how to check out of your site at the end of your week.

Important Camp Dates - 2016

March 14	All completed Campership Applications due
April 30	Pre-Camp Leaders Meeting (12-1:30) at CMR Dining Hall
May 1	All Discount Registration Fees due Completed Scout and Adult Roster Forms due Completed T-Shirt Order Forms along with complete payments due Registration for camper's Merit Badges and Specialty Programs Due
June 1	All Regular Registration Fees due
June 2	Beginning this date, all new camp registrations will be charged the "At the Gate" Fee
August 15	Final requests for refunds from units are due at the Scout Service Center

Directions

From the North or South:

Go to DuBois.

Head north out of town on Route 255.

From the I-80 interchange (exit 101) along 255 proceed 3.8 miles.

Take the left fork of the "Y" in the road. (Dark wooden sign with the Boy Scout symbol and says "Camp Mountain Run 5 miles")

Proceed 5 miles, turn left into camp entrance.

From the west:

Exit I-80 at exit 101.

Follow directions above.

From the east:

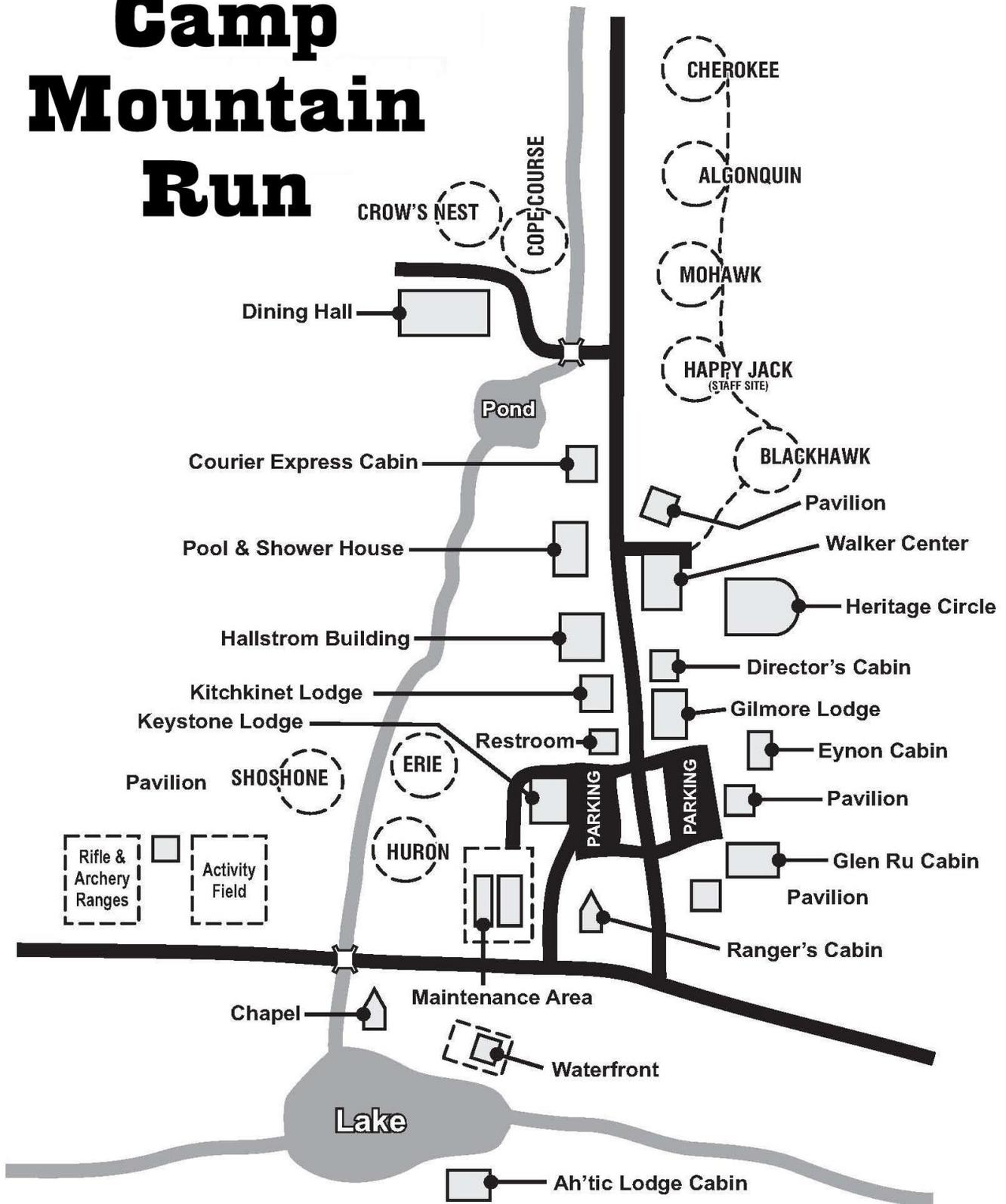
Exit I-80 at exit 111.

Follow Route 153 north to Penfield.

Turn left onto Route 255 south.

Proceed 1.1 miles; turn right (sign directing you to Camp Mountain Run is on the right).

Camp Mountain Run



REGISTRATION - PRE-CAMP

One leader from each troop will be able to log onto the camp registration site and register the Scouts, pay registration fees, register Scouts for merit badges and know instantly what is available and what is not. You can also contact the Council Service Center to make a reservation and pay your fees. Deposits of \$25 per Scout and Leader will hold your campsite and week. Reservations are only made once they are paid.

A few points to consider in regards to reservation deposits from the Council Camping Committee:

1. If your unit's number of paid campers exceeds the number of available spaces in the campsite that you requested, then your unit will be relocated to a larger campsite to accommodate your increased numbers. If your unit brings more campers than our largest campsite can accommodate they will be allocated in neighboring campsites as best facilitates their size
2. If your unit's number of paid campers does not fill the available spaces in the campsite that you requested prior to your arrival at camp, then it is possible that a) to accommodate a larger unit, your unit may be moved to a smaller campsite that will still hold your entire unit or b) your unit may have to share a campsite with another small unit.

CAMPING SESSIONS

Boy Scouts

Session #1 June 26 – July 2
 Session #2 July 10 – July 16
 Session #3 July 17 – July 23

Cub Scouts

Session #1 July 6 - 9

New Special Programs

In addition to our regular camp programs, Camp Mountain Run is pleased to introduce a new, intensive, and unique week-long course each session for veteran campers looking for a change of pace or scouts with an interest in that week's area of concentration. Participants each week will earn several merit badges, learn special skills hands-on, talk to experts, and put their new skills to the test. **Scouts ages 15 and up. There is an additional fee of \$50 to cover transportation and additional program costs.**

Session 1 – Future Ecologist Week (Nature MB's, Leave-no-Trace camping skills, an Ecology field trip, and more!)

Session 2 – Survival Week (Survival and First Aid skills and certifications, a hands-on outpost, and more!)

Session 3 – Extreme Ropes (Hands-on climbing, rappelling, and high-ropes training, an off-site rock climb, and more!)

Youth Eligibility

Boy Scout Resident camp is open to all boys officially registered with a troop in the Boy Scout program. Boys registered in the Cub Scout program or non-registered youth, including siblings, are not eligible to participate in any activities or spend the night at Boy Scout resident camp.

Cub Scout Resident Camp is open to all boys officially registered with a pack in the Cub Scout program. Non-registered youth, including siblings, are not eligible to participate in any activities or spend the night at Cub Scout Resident camp.

Camp Registration Fees – Boy Scout Resident Camp

Discount Fee \$330 per registered Boy Scout if paid in-full by **May 1, 2016**.

Regular Fee \$350 per registered Boy Scout if paid in-full between **May 2 and June 1, 2016**

At the Gate Fee \$385 per registered Boy Scout if paid in-full after **June 2, 2016**

Boys who join Scouting after **May 2, 2016**, are still eligible for the discount fee *if* they turn in their completed application to join a troop along with their complete payment.

WEBELOS Scouts who transition to Boy Scouts after **May 2, 2016**, are still eligible for the discount fee up until **June 1, 2016**, *if* they turn in their completed application to transfer to a troop along with their complete payment.

WEBELOS-to-Scout registrations after that date must pay the regular fee.

Leader Fee \$110 per adult leader who stays all week **\$25** per extra adult leader per day

All individual adults staying in camp must be listed on the Adult Roster Form showing when they will be in camp and sign in and out when they enter or leave camp premises. (Example: Ron will be staying with the troop Sunday through Wednesday and then Chad will arrive to take his place Wednesday through Saturday). You also receive 1 free leader for every 8 scouts attending (or portion thereof).

If a leader or parent is stopping in and wants to join your Troop for a meal then he or she should sign in at the office, pick up a wristband, and then stop at the trading post prior to the time of the meal to pay for a meal ticket.

Camp Registration Fees – Cub Scout Resident Camp

Discount Fee \$200 per registered Cub Scout if paid in-full by **May 1, 2016**.

Regular Fee \$225 per registered Cub Scout if paid in-full between **May 2 and June 1, 2016**

At the Gate Fee \$255 per registered Cub Scout if paid in-full after **June 2, 2016**

Boys who join Cub Scouting after **May 2, 2016**, are still eligible for the discount fee *if* they turn in their completed application to join a pack along with their complete payment.

Leader Fee \$75 per adult leader who stays all week **\$25** per extra adult leader per day

All individual adults staying in camp must be listed on the Adult Roster Form showing when they will be in camp and sign in and out when they enter or leave camp premises. (Example: Ron will be staying with the troop Sunday through Wednesday and then Chad will arrive to take his place Wednesday through Saturday). You also receive 1 free leader for every 8 scouts attending (or portion thereof).

If a leader or parent is stopping in and wants to join your Troop for a meal then he or she should sign in at the office, pick up a wristband, and then stop at the trading post prior to the time of the meal to pay for a meal ticket.

Multiple Boys from the Same Family Attending Camp Mountain Run

If you have more than one Scout from your immediate family attending either Resident Camp or Cub Scout Day Camp this summer at Camp Mountain Run, a 5% discount will be applied. When you pay full fees, you need to make the Council aware of this. *This discount is taken after any Campership awarded.*

Provisional Camping - Scouts Without a Troop

If any Boy Scout in your troop wants to attend a week at camp this summer, but can't because your troop is: going to another camp, going to be at camp a week that he's away or in summer school, only attending one week and he wants to attend two, wants to attend an additional or a different specialty program week, or doesn't have any registered adults available to attend with him, ***we can help!***

Camp Mountain Run can provide a provisional troop during Boy Scout resident camp for individual Scouts in any of these situations. Scouts will stay in a regular campsite together under the supervision of adult leadership arranged by the camp leadership. An additional fee of \$25 per boy will apply.

Campership Grants

For families who need financial assistance to send their Scout to camp, a campership grant program is available that will grant up to 50% of the discount camp fee. Please have the family of the Scout in need fill out the Campership Application Form in its entirety and send to the Scout Service Center as early as possible. Final deadline for submitting campership applications is **March 14, 2016**.

After review, parents will be notified by mail if their application has been funded or unfunded. Campership grants are only available to Scouts who reside within the Bucktail Council, Boy Scouts of America's geographical boundaries, whose primary registration is with a Bucktail Council unit, and are attending a Bucktail Council sponsored camp.

Cancellations and Refunds

There is no refund for missed days at camp. Each camp week requires a **\$25** non-refundable cancellation fee for each Scout and campership recipient. Camp registration fees are transferable between Scouts, less the **\$25** cancellation fee. (Example: Dave pays for camp, but then cancels. Dave's fee can be used for Gary, *but* Gary must make his own separate payment of **\$25** to cover the difference of Dave's non-refundable cancellation fee). Only refund requests submitted by the Scout's troop will be considered. *"Homesickness" is not considered to be a refundable medical reason.*

Each leader fee is considered a non-refundable cancellation fee. Leader fees are transferable. Refunds will not be issued at camp through the camp office. Please submit any refund requests in writing with the following information: Scout's name, troop #, dates Scout attended camp and the reason for the Scout's cancellation. All refund requests must be submitted in writing to the Scout Service Center by **August 15, 2016**. Refund checks will be made payable to the Scout's troop.

Camp fees and Camp Staff

The non-refundable/non-transferable deposit will be returned in the event that a Boy Scout is hired for Summer Camp Staff and they fulfill their obligation.

HEALTH SERVICES

Health and Medical Records

Every youth and adult who will be attending camp this summer must submit a New BSA Health Form. The form must be filled-out completely and **signed by a licensed physician annually. It can be difficult to obtain the necessary signatures once you've arrived at Camp, so be sure to stress the importance of this form to parents and leaders.** The form can be found in the back of this guide.

Adults staying in camp, even for one night, must submit the appropriate health form completed and signed by a licensed physician. Adults who are visiting camp during the day only, do not need to submit a health form, unless they wish to participate in any of the program areas or activities.

The Bucktail Council is no longer required to keep health forms on file and therefore will be returning them once camp has concluded. It is still always a good idea to make copies, just in case the originals are lost or damaged. We will be happy to return the unit's form to a Camp Leader when you stop by as you prepare to leave at the end of the week.

Medical Recheck

A medical recheck is required as part of your troop's check-in procedure. All health forms will be turned-in to the Camp Health Officer who will review them with you. The medical recheck is provided to protect against the spread of illness, to verify the use and proper administration of prescription drugs and to evaluate any changes in medical conditions. Buddy Tags for the Aquatics program area will be issued during the medical re-check and swim-test process.

All prescription drugs should be clearly labeled with the Scout's name and troop number. Troops will be provided a lock box for safe storage and Scout Leaders will oversee their proper administration. The Camp Health Officer will also be available to maintain and administer medication by request.

Unit Rosters - Scout & Adult

The Scout Roster Form and Adult Roster Form **must** be updated in their entirety and submitted with your unit's final registration fees. The rosters contain important information regarding the number of youth and adults in your troop as well as emergency contact information. If your troop will be using different leaders throughout the course of the week, make sure that the rotation schedule is clearly indicated on the Adult Roster Form when turned-in. *Scouts must have two-deep adult leadership at all times.*

You should have at least three copies of your completed roster before you arrive at camp:

1. **Campsite** – to post on the bulletin board in your campsite
2. **Office** - to turn-in when you make your initial payment at the Service Center
3. **Health Office** – to turn-in with all your troop's medical forms and prescription medications, to be kept in the camp office

PERSONS LEAVING CAMP

Adults

Any adult member of your troop who must leave camp during the week must sign-out and sign-in at the camp office in Hallstrom Lodge. A log book will be available at all times for this purpose. Every time they sign-in to camp, they will be issued an ID bracelet that they must wear the entire time they are in camp.

If your troop will be using different leaders throughout the course of the week, make sure that the rotation schedule is clearly indicated on the Adult Roster Form when turned-in. *Scouts must have two-deep adult leadership at all times.*

Scouts

Youth members of your troop may not leave camp without the permission of a parent or legal guardian and a troop leader. The Scout wishing to leave must be accompanied to the camp office by a leader to make sure that the Scout is leaving with the right person. Any Scout leaving camp with anyone other than a parent or guardian must present a Scout Release Request Form completed and signed by their parent or legal guardian and be approved by the troop leader. The Scout must also sign-out and sign-in the log book at the camp office.

Parents taking their Scout home before the end of a session must sign their Scout out.

All absentees or “*no shows*” will be verified with the troop leader at the camp office during check-in. The Camp Director will request that a reason be provided by the troop leader for each absent or “*no show*” member.

Reason(s) for each absence may be verified, as necessary, by telephone with the parent or legal guardian. Irregularities will be documented by the Camp Director, who will take action, as appropriate, and will promptly notify the Scout Executive.

VISITORS AND FAMILY NIGHT

Visitors are welcome throughout the week at camp. Please inform anyone from your troop who is planning to visit camp that they must first report to the camp office (Hallstrom Lodge) where they will sign-in the logbook; giving their name, the name of the Scout and/or campsite they’re visiting and/or the purpose of their visit. At that time, they will be issued a colored wristband that they must wear the entire time they are in camp. Once their visit has concluded, they must stop by the camp office again and sign-out and surrender their colored wristband.

If a visitor is planning to join your troop for any meal, please have them pay (if they haven’t already done so) at the trading post and pick up their meal ticket.

Breakfast - **\$5.00** Lunch - **\$6.00** Dinner - **\$8.00**

Family Night

Every Wednesday night, parents are welcome to join their scouts at camp for dinner and the Order of the Arrow Call-Out Ceremony. Guided tours can be arranged for families and visitors ahead of time free of charge.

Dinner will remain on the normal camp schedule with the Retreat Ceremony at **5:50 p.m.** followed immediately by dinner at **6:00 p.m.** The camp parking lot can get quite congested, so make sure to tell parents to leave for camp with enough time to spare. Parents planning on eating in the dining hall are reminded that the cost is **\$8.00** per person and reservations should be made in advance. Your troop should collect all the meal reservations and payments before arriving at camp. All parent’s night dinner reservations, as well as any other guest meals, for your troop should be submitted by or before the designated time your unit checks into camp.

All visitors will be required to sign-in the logbook and wear guest wristbands the entire time they are in camp. This applies to those who will be visiting within the main camp and those that will just be viewing the OA

Call Out ceremony (held near the lakefront). The sign in book will be moved to the Camp's Main entrance for the convenience of those attending, weather depending.

Camp is closed to vehicular traffic, even on Parent's Night, except for official camp business. If your troop will have family members visiting, who for health reasons, will need special arrangements to travel through camp, please see the Camp Health Officer who will transport persons throughout camp.

Please advise all parents to leave all family pets at home. No pets of any type are permitted on camp property.

All visitors are required to depart camp by TAPS - **10:30 p.m.** unless prior approval has been given by the Camp Director for a later departure.

CAMP SERVICES

Campsites

Each campsite contains a set number of two-person canvas tents on wooden platforms each equipped with two cots. Each campsite also has picnic tables, at least one dining fly, and a latrine with a wash stand and bubbler fountain. A fire rake, broom, cleaning bucket, and recycling containers will be provided for each campsite. Indian Tanks are also available by request. Most campsites are not equipped with electrical service.

Showers

Camp is pleased to provide a modern hot water shower facility for campers' and leaders' use. It is located by the pool.

Restrooms

Camp is pleased to provide the comfort of indoor flushing toilets for camper's and visitor's use. Facilities are located at the Dining Hall, shower house, Walker Center, Gilmore Lodge, Hallstrom Lodge, and the Visitor's Restroom. Latrines are also available at each campsite.

Commissioner

The camp provides a full-time Commissioner as part of its administrative staff. The Commissioner will visit your troop's campsite daily to meet with you and your troop. **The Commissioner should be your first point of contact should your troop have any program or advancement needs, problems with your campsite and facilities or any general questions or concerns regarding camp.** While at your campsite, the Commissioner will conduct a daily health and safety inspection to ensure that BSA standards are maintained.

Quartermaster

Camp has an inventory of tools and equipment that can be loaned to your troop for use in your campsite. These items, along with cleaning supplies and additional toilet paper for your campsite's latrine, can be obtained upon request. The

quartermaster will be headquartered in the trading post and is open by appointment. Please inspect each item when you borrow it and return all items before your troop's departure at the end of the week. Lost or missing items will be billed to your troop.

Chaplain

The camp's services also provide for a full-time chaplain. Its facilities also include the Hazel and Lawrence Reitz Chapel. The chapel is located in a quiet corner of camp just out of the way of the main program areas. It is available at all times for any Scouts who wish to have time to worship, pray or reflect. Every Tuesday night after dinner an organized service will be offered for those wishing to attend. The exact time and format (non-denominational, interfaith, etc.) will be announced at camp. During the service a freewill offering will be collected on behalf of the World Friendship Fund.

Trading Post

Camp maintains a well-stocked trading post for the convenience of visiting Scout troops. Items available include: camping supplies, merit badge pamphlets, related materials for merit badge coursework, camp t-shirts and hats, and of course refreshments. **Ice is also available for purchase from the Trading Post.** Trading Post hours will be posted and allow plenty of time for browsing and shopping throughout the week.

Valuables

All campers must be responsible for their own finances while at camp. The camp is not responsible for lost or stolen money or personal possessions. Gift cards are available through the Scout Service Center or the Trading post. It is suggested that items like cell phones, radios, CD & MP3 players, handheld video games and DVD players should not be brought to camp. Lost and found items can be turned in or sought for in Hallstrom Lodge. Any wayward item found by your troop should be turned in here as well.

Pool

Changing rooms, pre-swim showers, and restrooms are available at the pool complex. Buddy Tags should be stored on the Buddy Board on the outside wall when scouts are outside the pool area. When scouts are given permission and enter the building they should bring their tags with them and place them on the area they will be swimming. They must be moved back to the outside board when scouts leave the area. Leaders are encouraged to assist in the process. All campers must complete a swim test to be able to participate in swimming activities.

Waterfront

Canoes, Row Boats, Paddle Boards, and Kayaks are available at camp as well as PFD's and paddles. Boating Tags should be stored on the outside Boating board when scouts are outside the waterfront area. When scouts are given permission and enter the area they should bring their tags with them and place them on the boating section they are utilizing. They must be moved back to the outside board when scouts leave the area. Leaders are encouraged to assist in the process. Each camper's swimming ability will affect the type of boat and area that they are eligible to utilize.

Telephone

The camp office is equipped with a full-service telephone for official camp business and emergencies only. Please advise parents of the following procedures should they need to contact someone at camp as quickly as possible in the event of a family emergency.

Call the camp office first at **(814) 637-5530** - if no one is able to answer please leave a voicemail including the following information; please leave your name, telephone number where you can be reached, the person's name you're trying to contact, their troop number and indicate clearly that it is an urgent matter or family emergency. Your call will be returned as quickly as possible.

Mail

Anyone wishing to post any mail while at camp should drop-off properly addressed and stamped mail at the trading post before 12:00 noon. The camp staff will make sure that any outgoing mail is posted.

Letters and postcards received at camp for visiting troops will be distributed by the camp staff to you or your leaders, usually during mealtime. Anyone wishing to send mail to camp should indicate their return address so that any late or unclaimed mail may be returned to sender. All incoming mail should be addressed as follows:

Scout's Name, Troop #, Week attending camp: _____

Camp Mountain Run
4980 Mountain Run Road
Penfield, PA 15849

PERSONAL CHECKLIST - SCOUT & ADULT

Camp Equipment

- First aid kit*
- Sleeping bag/2-3 warm blankets*
- Sleeping pad or air mattress (optional)
- Pillow
- Backpack*
- Tarp/waterproof ground cloth*
- Rope*
- Folding Pocketknife*
Open blade should not exceed 3½" in length
- Compass*
- Matches in waterproof container*
- Utensils-knife, fork & spoon*
- Dinnerware-cup, bowl & plate*
- Canteen/water bottle*
- Flashlight & extra batteries
- Insect repellent (*No Aerosol Sprays*)
- Sunscreen (*No Aerosol Sprays*)
- Sunglasses
- Watch

Clothing

- Field uniform*
Scout shirt, shorts or pants, belt, neckerchief & slide or bolo tie, & hat
- OA sash (*If a member*)
- Swim suit & beach towel
- Extra scouting T-shirts
- Extra underwear - for 7 days of camp
- Extra socks - for 7 days of camp
- Pajamas/sweat suit
- Sweater/sweatshirt or jacket
- Raincoat /poncho*
- Sneakers
- Hiking boots*
- Old shoes for boating

Personal

- Soap
- Shampoo
- Washcloth
- Towel
- Comb
- Toothbrush & toothpaste
- Handkerchief/tissues

Miscellaneous

- Bible, Testament, or Prayer Book

- ___ Scout Handbook*
- ___ Merit Badge Pamphlets
- ___ Nature books
- ___ Notebook, pens & pencils*
- ___ Swim goggles
- ___ Fishing gear
- ___ Sporting equipment
- ___ Camera & extra film
- ___ Wallet & money for snacks and other items

**Items required for Scouts participating in the Trail to Eagle - First Year Camper Program*

Remember: Scouting happens in all weather. It even rains occasionally at Camp Mountain Run!

TROOP CHECKLIST

Camp Equipment

- ___ First aid kit
- ___ Rope
- ___ Binder twine
- ___ Flagging tape
- ___ Axes
- ___ Saws
- ___ Dining fly/tarps
- ___ Folding tables
- ___ Folding chairs
- ___ Cook wear
- ___ Dutch oven
- ___ Coffee pot
- ___ Cooler/water jug
- ___ Hand soap
- ___ Dish soap

Program

- ___ Merit Badge Pamphlets
- ___ Program books
- ___ Advancement book
- ___ Advancement chart

Ceremonial

- ___ American flag
- ___ Troop flag
- ___ Patrol flags
- ___ Ceremonial candles

Miscellaneous

- ___ Tents (*For Outpost Use*)

- ___ Flashlight
- ___ Extra batteries
- ___ Fishing gear
- ___ Camera & extra film
- ___ Lockable cashbox
- ___ Wood spars (*Gateway Project*)
- ___ Fire wood

PACK CHECKLIST

Scouts will be staying in two man canvas army tents on wood platforms with metal cot frames. Suitcases or bags can fit under the cot.

Camp Equipment

___ Cot pad – Place on top of the metal cot frames to cover mesh and springs. Generally a piece of cardboard is sufficient but you can upgrade with other materials (like carpet pieces, rubber mat, etc.).

___ Sleeping pad – You may want to bring additional padding to go on top of the of the Cot pad (pad, cushy blanket, etc.). Not required but can make it more comfortable. Do NOT send an air mattress.

___ Sleeping bag

___ 1 extra blanket – it can get cold at night

___ Pillow

___ Flashlight & extra batteries

___ Water bottle or canteen (easy to carry)

___ Insect repellent (No Aerosol Sprays)

___ Sunscreen (No Aerosol Sprays)

___ Raincoat or poncho

* Your scout needs to be ready for any type of weather. Activities continue even if it rains.

Clothing

* Make sure a personal ID mark is made on all uniforms as we will have many of the same kind.

___ Field Uniform/Class A (REQUIRED)

· We will wear each day to breakfast and dinner)

· A plastic hanger can be helpful in keeping it hung up

___ Activity Uniform/Class B (not required but recommended)

___ 2 pairs of pants

___ 3 pairs of shorts

___ Belt - as needed

___ 3 extra shirts beyond above uniforms (4 if no class B)

___ 1 Sweatshirt

___ 1 Jacket

___ 5 pairs of socks (extra is good)

___ 3 pairs of underwear

___ 2 sets of Pajamas – one cool, one warm (long sleeve, full leg)

___ Extra pair of shoes

___ Hat – if wanted – make sure name is on it

___ 2 Garbage bags – one for dirty clothes, one for wet clothes

Personal

___ Toothbrush & toothpaste (put into a zip lock bag)

___ Comb or Brush

___ Towel

___ Wet wipes – a small packet is always handy

___ Soap

___ Shampoo

___ Washcloth

Activities Equipment – as needed

- Scout Handbook
 - make sure to put your name on it
 - put it in a zip lock bag to keep dry
- Swim suit – EVERYONE will have pool time!
- Swimming towel
- Swim goggles - optional
- Fishing gear
- Extra shoes or boots for water activities (boating, fishing)

Optional Miscellaneous

- Wallet & money for snacks and other items
 - * Scout will be responsible for their own money
- Snacks – please limit it to only a few – they will have plenty to eat.
 - * Put it in a sealed container. Extra food only attracts animals.
- Camera – don't send an expensive one – disposable are good
- Glo Sticks – these can make for a nice night light if needed without using up flashlight batteries.
- Carpet piece – a narrow piece of carpet can be put between the cots to give a dry, clean place to stand in your tent. Not necessary but nice.
- Watch
- Bible
- Notebook and pen

DO NOT BRING

- Alcoholic beverages
- Non-prescription drugs
- Firearms or Ammunition
- Machete/sheath knives
- Firecrackers/fireworks
- Pets
- Non Scout-like literature
- Bicycles, skateboards or rollerblades
- Water guns/super soakers
- Spray paint
- Dice (*Except with Board Games*)
- Camouflage clothing

Camp Mountain Run is not responsible for lost or stolen money or personal possessions.

PRE-CAMP INFORMATION MEETING

On Sunday, April 30, 2016 from noon to 1:30 the Bucktail Council Camp Committee will be hosting one large Camp Program Meeting for Cub and Boy Scout Leaders to go over any last minute questions or issues that your Unit may need help with before camp begins.

The Meeting will be held in the Dining Hall at Camp Mountain Run and will begin promptly at twelve noon. The program area directors that are available will be invited to attend to answer questions about their area, and specifics of the check in process will be discussed. This will help your unit ensure that all leaders receive the same information and are on the same page about things. Also, it will give leaders the chance to hear suggestions and questions from other adults. Please do your best to attend this meeting, or have a representative attend for your unit, because important information will be discussed.

Please make a list of any questions you have regarding camp, so that we can answer them at the meeting in a timely manner. If you are not going to be able to make it on this date please contact the Camp Director, so that he can answer any questions and distribute information through email.

This is an information session to assist any leaders or parents with questions and all are invited. Additional youth payments will be collected at this meeting if needed.

REGISTRATION CHECKLIST - PRE-CAMP

1. Distribute Campership Application Forms to interested families
Deadline for completed submissions is **March 14, 2016** at the Scout Service Center.
2. Distribute new BSA Health Forms to all Scouts and adults going to camp
3. Encourage parents to sign the Photo Release on the new health forms for all Scouts
4. Arrange for two adult leaders to be in camp at all times while troop is attending camp
5. Arrange for adequate transportation of Scouts, adults and their gear to camp and back home.
6. Pay camp registration fees. Early Discount Fee deadline: **Friday, May 1, 2016**
Regular Fee deadline: **May 2 - June 1, 2016**
At the Gate Fee deadline: **Beginning June 2, 2016**
7. Submit completed T-Shirt Order Form and complete payment by **May 1, 2016**.
8. Collect completed BSA Health Forms from all Scouts and adults going to camp and make a second set of copies
9. Collect all reservations and payments for Open House Night and other guest meals
10. Collect any completed and signed Scout Release Forms
11. Complete Scout & Adult Roster Forms and have three separate copies made of each
12. Have copies of all camp related receipts and forms (including the Unit Swim Roster) organized for arrival at camp
13. Attend Pre-Camp Program Gathering on **April 30, 2016**. You will be able to:
 - a. Submit completed last-minute registrations with complete payments
 - b. Submit completed C.O.P.E Registration Form's
 - c. Submit Parent's Night reservations and payments
 - d. Submit pre-camp swim tests
14. Register Scout's merit badge selections and any specialty programs online by **May 1, 2016**

REGISTRATION CHECKLIST - AT CAMP

1. Arrive as a troop at camp by your assigned check-in time (Be sure to watch for up to date check-in schedules.)
 - **The Camp Staff is not in a position to handle early arrivals**
 - Wait in the parking lot with your troop until the whole Troop arrives
 - Consolidate all personal and troop gear

- Only one vehicle per troop will receive a driving permit to enter camp.
 - All vehicles must be returned to the camp parking lot prior to **5:30 p.m.**
2. Check-in with Camp Commissioner and meet your Site Guide
 - Verify all troop members have arrived and your total number of Scouts and adults
 3. Check-in at the Welcome pavilion with the following items:
 - Speedy Check-in Form (from the Leader's Guide)
 - All camp related receipts and any last-minute registrations and payments
 - Updated copy of Scout & Adult Roster Forms
 - Verify final campsite assignment
 4. Pick-up any pre-ordered t-shirts and hats from the Riverside Trading Post.
 - Have copies of receipts and orders for t-shirts and hats
 5. Your Site Guide will escort your scouts and adults to the Dining Hall for table assignments and orientation.
 6. Site Guides will escort your scouts and adults to check-in with the Health Officer, then to the pool to complete their swim tests. (Campers should wear their swimming gear under their uniform.)
 - **Campers need to submit completed and signed BSA Health Forms to the Health Officer**
 - **Prescription medications (must be kept under leader supervision in a locked container)**
 - **Submit your unit's swim roster to the Aquatics director**
 7. Site Guides will escort the unit to their campsite and conduct a site inspection with the unit leader and senior patrol leader. Complete the site check-in inspection form before Scouts move into tents.
 8. Leader's meeting for at least one adult leader and the Senior Patrol Leader of each troop at Hallstrom Lodge at **7:15 p.m.** One adult leader will be asked to review their unit's roster for completeness and sign it.

Sunday Evening Schedule

- 5:45 p.m.** Waiters report to dining hall
5:50 p.m. Camp assembly at parade field
 Retreat ceremony - Field Uniform
6:00 p.m. Dinner
7:15 p.m. Leaders' Meeting
8:00 p.m. Opening Campfire – Heritage Circle
10:30 p.m. TAPS - All quiet
** Exact times subject to change at camp*

CHECK OUT TIMELINE - FROM CAMP

- 8:00 a.m.** Continental Breakfast
9:00 a.m. Site Guides report to Campsites
9:30 a.m. Units check out and head home
** Exact times subject to change at camp*

Saturday Morning Schedule

1. Pack up all Troop gear to be prepared to load and go on Saturday Morning.

2. Attend Breakfast.
3. Head back to the Campsite for Scouts to prepare personal and troop gear.
4. One vehicle per troop will retrieve their driving permit to enter camp and load up gear.
5. Meet your Site Guide to go through the site check out process.
 - Check out all tents, cots, and tarps
 - Sweep the floors and wipe down walls in the campsite latrine. (Be sure to wash hands afterward)
 - Wipe down, wash, and rinse off picnic tables.
 - Pick up all trash in and around your campsite.
6. Check-out at the Health Office and retrieve the following:
 - **BSA Health Forms for all Scouts and Adults**
 - **Prescription medications and equipment**
7. Drop off your Camper Survey and Unit Reservation Sheet for Camp Mountain Run 2017 & turn in any remaining Adult Leader and Youth evaluations at the Office (If you haven't already done so)
8. Check-out the trading post to pick-up any last minute mementos
 - Return items checked out from the Quartermaster.
9. Drive safely and enjoy wonderful memories of another great summer at Camp Mountain Run!

Camp Policies & Procedures

Statement of Camp Policies & Procedures

1. The camp will be operated on the chartered unit basis (troops and packs under their own leadership) which is recognized as the ideal method for Scout Camping.
2. The camp program will be organized on a troop/pack basis and administered on the principal that it is a camp being operated and maintained for the benefit of all units and the youth members of the Bucktail Council, Boy Scouts of America.
3. Unit leaders will deal directly with the Scouts. The services of the camp staff are counseling, coaching and of a supervisory nature. The purpose of camp is to provide experiences for the units that will make them better able to conduct their own program.
4. The program of the camp will be based upon the needs and desires of the units to the greatest possible extent that camp resources will permit.
5. Unit leaders should see to it that all new campers are properly oriented and assisted to get the most out of the camp facilities and to assure the Scouts of a positive experience.
6. Each youth camper must be a registered member of the Boy Scouts of America to attend these camps. Boy Scout camp participants must be registered as Boy Scouts or Varsity Scouts. It is not permitted because of health, safety and insurance reasons for younger children of unit leaders or other non-registered youth to stay in campsites during camp.
7. There shall be a minimum of two adult leaders in each unit campsite. The unit leader or anyone serving as a unit leader must be at least 21 years of age and a registered member of the Boy Scouts of America. The second adult may be a registered Scouter 18 years of age or older, or a registered parent of a participating youth member. Registration must be paid registration with a unit, district or the council. The sharing of qualified leaders between units in the same campsite is permitted under a mutual agreement between chartered organizations in that each accepts the other's unit leader. Such agreements must be stated in writing. Beyond the minimum of two registered leaders, any third or fourth leader would not need to be registered as long as they are the parents or guardians of a participating unit member.
8. Each participant will be provided accident and sickness insurance by the Bucktail Council as long as they are currently registered with the Bucktail Council. Participants who are not members of Bucktail Council units must provide evidence of their own accident insurance as they are not covered by the council policy.

9. The buddy system is used at all times. The adult leader is responsible for carrying out this regulation. Whenever a Scout leaves his group for any reason, he must be accompanied by his buddy. This applies also to the necessary trip to the latrine at night.
10. **Hazing, initiation or any type of physical or emotional abuse to any person in camp will not be tolerated at any time. Immediate action will be taken to correct these occurrences should it be necessary.**
11. Any emergency in camp will be handled quickly and effectively. All campers are asked to go immediately to the Dining Hall upon hearing the siren located at Hallstrom Lodge. Unit leaders should take roll call of their Scouts and await further instructions from a staff member. These steps should be followed regardless of the type of emergency.
12. Any Scout or Scouter who arrives later or leaves earlier than check-in and check-out must sign-in and out at the camp office. Record your name, date and time of day in the log book that will be available at all times at the camp office. Please cooperate in the interest of maintaining accurate camp counts. The adult leadership is responsible for providing written notice to the camp office if a camper leaves. If a youth participant is leaving prior to the end of the scheduled session, sign-out must occur (this includes leaving on a Parent's Night). All guests are required to depart from camp by TAPS - 10:30 p.m. unless special approval is given by the Camp Director to remain in camp after that time.
13. Firearms, fireworks or weapons of *any* type are not permitted in camp. Punk and incense sticks are also not permitted.
14. Any damages or destruction of property by any camper or leader will have the cost of repair or replacement billed to their respective unit.
15. The waiter system will be used in the dining hall with primarily family-style serving. Waiters should report 15 minutes prior to meals. Scouts will sit at designated tables with their respective units. Waiters will bring food from the Kitchen to their unit's tables allowing the entire camp to eat at the same time. Following the meal, each table waiter is responsible for clean-up and is dismissed only after his area has been inspected by a member of the food services staff.

Camp Security

The Camp Mountain Run administration has implemented procedures to address the possible intrusion of unauthorized persons onto the camp property. All camp staff will be trained in the use of these procedures and steps to take in such instances.

Camp Commissioner - Daily inspections will be made of all campsites and irregularities will be reported to the Camp Director.

Camp Ranger - Will monitor security of the camp property and during resident camp will report irregularities to the Camp Director.

Camp Clerk - Will monitor the sign-in/out log and will report any irregularities to the Camp Director.

Camp Director - Will investigate all reports as appropriate, will notify law enforcement agencies as required and will promptly notify the Scout Executive.

Dangerous Wildlife

Camp is a wilderness area that is inhabited by many different kinds of wildlife. Scouts are encouraged to observe wildlife in their natural environment, but they should never approach or try to apprehend any wildlife they might encounter.

Camp is home to scavenging animals such as chipmunks, squirrels, skunks and even bears. For this reason, Scouts should not store any type of food items in their tents. All food items should be properly stored so as not to attract the attention of these animals.

Knives, Axes & Saws

While in camp, all Scouts and leaders are expected to follow the Totin' Chip guidelines for proper use and storage of knives, axes and saws. Training in Totin' Chip is available at camp for anyone who needs certification. Machetes and sheath knives should not be brought to camp. Only folding pocketknives should be brought to camp and should not exceed an open blade length of 3½". Hatchets, Axes, and hand held saws should be in good shape. Chain saws should never be used around youth members

No live or standing trees are to be cut on the camp property without the specific permission of the Camp Ranger or Camp Director. A \$5.00 per inch of diameter penalty fee may be enforced on any violators by the Camp Ranger.

Firearms, Archery Equipment & Ammunition

Camp has all the necessary equipment required for the operation and use of the rifle, shotgun and archery ranges. Scouts wishing to work on any shooting sports merit badges should not bring any personal equipment.

No firearm or bow may be used in camp by any person except at the appropriate range under the direct supervision of an authorized person. Violations will result in suspension of the privilege to use any camp or personal rifles, shotguns or bows.

Scouts wanting to participate in open rifle and shotgun shoots will be charged a minimal fee for ammunition. Tickets can be purchased at the trading post. This fee does not apply to scouts who are enrolled in the rifle and shotgun merit badges (and have not yet completed the shooting requirements).

Patrol shoots will be held as a part of the patrol schedule under the direction of the Camp Shooting Sports Director. Those patrols who sign up during the lunch period and are on time for that day's activity can participate in a number of different shooting sports group competitions after a brief safety orientation. Each day's activity will be announced at morning colors and as a group, your patrol must decide which specialty areas to participate in. Enjoy!!

Chemical Fuels

The Bucktail Council follows the standards set forth in the Guide to Safe Scouting regarding the use of liquid fuel or propane stoves and lanterns during resident camp and short-term camping. Liquid fuels and propane may be used under the supervision of knowledgeable adults and all bulk storage tanks or containers must be removed from the camping area after use.

Pets in Camp

Scouts and leaders are not permitted to bring *any* type of pets to camp. Campers are not permitted to remove from their natural habitat any mammal, bird, reptile or amphibian except at the direction of an authorized camp official.

Fishing

Camp Mountain Run has a very well stocked fishing pond, as well as a lake to enjoy fishing. Our cooperative hatchery ensures that there are always many fish to catch. We ask that you follow a few simple rules so that everyone may enjoy what we have to offer:

- No live bait except worms and night crawlers
- Fishing is not permitted in any boating areas
- Please practice “catch and release” using barbless hooks

Vehicles in Camp

All vehicles using the camp’s roads will travel with their flashers and headlights on and travel at or below the posted speed limit of 10 miles per hour. Only one vehicle per unit at a time will receive a permit and be granted entry past the main gate of the camp on check-in day to unload equipment at the campsite and on check-out day to reload and remove unit equipment. All vehicles must be returned to the camp parking prior to 5:30 p.m. Sunday. **Please do not ask to keep your vehicle at your campsite. Unit trailers are permitted to remain in the campsite as long as it is detached from a vehicle and the trailer does not interfere with the functioning of camp.** Camp program vehicles are the only vehicles permitted past the main gate during the week of camp’s programs. The main gate will remain closed and locked to all traffic except for official camp business. The Camp Director may make exceptions for delivery, construction, emergency or medical reasons. The safety of campers and the preservation of the camping atmosphere prohibit other exceptions.

CAMP PROGRAM – BOY SCOUTING

Overview

The program at camp is designed to strengthen your troop and its existing patrols. Camp program elements, such as merit badges and camp-wide activities, are based on a flexible schedule to accommodate the program of your troop. Take time with your youth leaders before camp and plan your troop’s weeklong program and allow them to lead it. The camp staff will not plan your week for you, but they will offer you the resources to carry out the one your troop has designed. Remember to not only schedule unit activities, but ones for the individual patrols as well.

Online Program Registration

Like last year, we will be using a web-based program to schedule your Troop’s Scouts. Based on feedback that we got from Troops and Camp Staff, we will be once again utilizing a program called Black Pug. Troops submitting Online Program Registrations should be able to access and change pre-registrations up until 2 weeks before their camp week. Due to safety concerns and supplies, some classes have size limits. We will make every effort to accommodate each scout’s first choice. However, late registrations and any registrations handed in at the gate will lose priority for sessions.

Advancement

Camp Mountain Run provides an outstanding opportunity for Scouts to work on merit badges that relate to the outdoors. Scouts can experience a wide spectrum of outdoor activities from aquatics to ecology to field and shooting

sports. Challenges range from fundamental Scouting skills in Outdoor Skills and First Aid to advanced skills in Lifesaving and Climbing.

As with all merit badges, the Scout must make the commitment. **He must review the merit badge requirements before coming to camp.** Once at camp, he will meet with his counselor to determine the process for earning the badge. The camp staff serving as merit badge counselors will review information, demonstrate skills and explain difficult concepts.

It is the premise of the advancement program in the Boy Scouts of America to foster the three aims of Scouting: build strong character, train in responsible leadership and promote fitness. The principles for advancement in the BSA are the same principles for advancement at Camp Mountain Run.

Uniforms

The Official Boy Scout Uniform (Field Uniform) consisting of the Scout shirt, shorts or pants, belt, neckerchief & slide or bolo tie, and hat, worn neatly and correctly, is the attire for Morning Assembly, Breakfast, the Retreat Ceremony, evening meal, and all special events at camp, such as campfires and Vespers, as announced. The dress code for all other times is at the discretion of each troop while still being appropriate for Scouting and camping.

Camp Daily Schedule

7:00 a.m. Reveille
 7:45 a.m. Waiters report to dining
 7:50 a.m. Camp assembly at parade field, flag raising ceremony – Field Uniform
 8:00 a.m. Breakfast
 9:00 a.m. – 12:00 Merit badges
 9:15 a.m. - 9:45 a.m. Leader's Meeting (Monday, Wednesday, & Friday)
 11:40 a.m. Waiters report to dining hall (Monday & Friday only)
 12:00 p.m. - 1:00 p.m. Lunch (a la carte Tuesday – Thursday)
 1:00 p.m. - 2:00 p.m. Merit Badge Class Make-up by appointment
 2:00 p.m. - 4:00 p.m. Merit badges
 4:00 p.m. - 5:00 p.m. Open program areas
 5:40 p.m. Waiters report to dining hall
 5:50 p.m. Camp assembly at parade field, Retreat ceremony - Field Uniform
 6:00 p.m. Dinner
 7:30 p.m. - 8:30 p.m. Evening program
 10:30 p.m. – Taps (all campers in campsites) – **ALL QUIET**

Dining Hall

Most meals will be served family-style. The entire camp will present their identification bracelet or meal ticket, enter the Dining Hall together, and be seated at their respective tables. The waiters will then bring the food from the Kitchen to their troop's tables allowing the entire camp to eat at the same time by eliminating long waits in the serving lines.

Thursday Cook-in-your-Campsite

Scout troops will be required to cook a meal in their campsite. For Thursday evening dinner, troops will be supplied all the necessary ingredients to prepare a meal in their campsite. Food will be available for pickup at a predetermined

time from the Dining Hall. Troops are encouraged to bring any cooking equipment that they may need or additional cooking supplies to camp. The Dining Hall will be closed during Thursday evening dinner.

First Year Program - Trailblazer

This program has been designed specifically for Scouts who are attending their first week at Boy Scout resident camp and who have not yet attained the rank of First Class. The program is designed to provide such Scouts with instruction and experience in basic Scouting Skills found on the trail to First Class. There will be two half day sessions. It is also designed to help first year campers become familiar with all the other opportunities that camp has to offer and to get them excited about returning next summer.

Since the patrol is the backbone of any strong Boy Scout troop, the course will be run on the patrol method. On Monday, Scouts will be divided into several patrols in which they will learn and work together in for the duration of the week. This promotes teamwork and a better understanding of how a patrol functions within a troop.

The course is held daily, Monday through Friday, which gives ample time for both skills instruction and practice. The course will focus on the following Scout Skills:

- Camping
- First Aid
- Pioneering
- Orienteering
- Cooking
- Totin' Chip (*Woods Tools*)
- Firem'n Chit (Fire Safety)

These skills will be re-enforced through fun and challenging inter-patrol competitions. The course may also re-convene during the tutorial period with the sole intent of giving first year campers the opportunity to experience other areas of camp. Excursions may include: the swimming pool, archery range, sports field and handicraft.

An overnight outpost will be held Thursday evening. This will allow the Scouts to put the skills that they have been learning into practical use. They will hike out to a secluded area of camp where they will make camp. They will have to set-up their shelter, collect firewood and build a fire, prepare and cook their dinner and campout overnight. If severe or inclement weather is forecast the staff will try to re-schedule for Friday night. **Scouts participating in the outpost should bring suitable gear for overnight, outdoor camp.** Camp will supply all the food for the event and supplement available equipment.

Scoutmasters and Assistant Scoutmasters are encouraged to attend and participate in the program with their Scouts. The camp staff welcomes the extra help in skills instruction which allows for more individual attention for each Scout. You will also be able to monitor your Scouts' progress and sign-off on completed skills toward earning their First Class rank. At the end of the week, the camp staff will provide leaders with a record of the skills that they reviewed with the Scouts who participated in the program. However, it is ultimately up to those leaders to officially sign-off on any requirement covered by Scouts in Trailblazer.

Trailblazer Program Outline

Monday

General introduction/ Scout History/ Patrol System/Flags

Importance of the buddy system

Demonstration and mastery of the Square, 2- Half-Hitch, Taut line, and Bowline Knots

Totin' Chip card instruction for Axe, Saw, and Knife

Model Campsite Overview

Flag Etiquette & Team Building Activities

Tuesday

Instruction to and practice using a compass and map

Discuss ways to find your way without use of a compass

Rules of safe hiking and what to do if you become lost
 Plant Identification
 Fireman Chit & Fire building practice & Cooking over a Campfire

Wednesday

Types and uses of lashings (square, diagonal, shear)
 Demonstration and mastery of the Clove Hitch and Timber Hitch
 Useful “camp gadget” ideas
 Whipping and Fusing Ropes
 Introduce and review First Aid Kit needs for the upcoming hike.
 First Aid - “hurry cases” and Heimlich maneuver

Thursday

Instruction on the Outdoor Code and the principles of Leave No Trace
 5-Mile Hike with the use of a map & compass
 Identification of poisonous plants and animal signs

Friday

Review and Clean Up

At the conclusion of the week, Scoutmasters will be provided with a chart detailing all of the requirements that Scouts from their unit completed. This chart is specific to each Scout and is dependent on their attendance and participation in class.

Requirements usually met by completing this program include:

Tenderfoot : 1,3,4a,4b,5,6,8,9,11,12a,12b

Second Class: 1a,1b,2,3c,3d,3e,3f,4,5,6,7a,7b,7c,8a,8b,8c

First Class: 1,2,4d,6,7a,7b,8a

** based off of the 12th Edition Handbook. Above requirements will be matched with the 13th edition handbook by units arrival at camp.

Adult Training Offered During the Week

COPE Belaying Training - Offered to prepare adults to assist with any climbing, bouldering, or COPE high ropes activities for their unit.

Climb on Safely Training (online training) - Know the rules and safety guidelines for taking your group on any kind of climbing activity.

Youth Protection Training (online & in class training) - This protects the youth members and you from being in a situations where danger or liability could come into play. Please call the Bucktail Council to schedule an in class training while at camp.

Safe Swim Defense (online training) - Every group that wants to take their unit swimming needs this training.

Safety Afloat (online training) - Every group that wants to take their unit boating needs this training.

Cardiopulmonary Resuscitation (CPR)- Offered Monday evening from 7-9. Upon successful completion of the course, attendees will be issued a course completion card. Cost for this program is \$15.00. Please pre-register by calling the Bucktail Council.

Additional training opportunities may be offered by the council training committee.

Leader's Meetings

In order to share important information and answer questions a Unit Leader's meeting scheduled Sunday, Monday, Wednesday, and Friday in camp. We will meet at 9:15 am at Hallstrom Lodge (7:15 pm on check-in day at Hallstrom Lodge) to review and discuss upcoming activities. There will also be a meeting on Wednesday at 2 pm in Hallstrom Lodge with the Scout Executive and Vice President of Program for the Bucktail Council.

Senior Patrol Leader's Meeting

In order to help strengthen the youth leadership in your unit, a Senior Patrol Leader's meeting is scheduled for Monday, Wednesday, and Friday. We will meet at 1pm at Hallstrom Lodge.

Application for Merit Badge – Blue Cards

Camp will have an abundant supply of blue cards for leaders to obtain for their Scouts available for purchase in the Trading Post. Blue Cards are also available to be downloaded and printed out at home at www.bucktail.org/forms. Before attending any merit badge class, a Scout must completely fill-out a blue card and have it signed by their unit leader. They must submit it to their counselor the first day of class. No blue cards will be accepted after Thursday for any badge. All blue cards (complete and partials) will be returned to the unit leader at the end of the week. Please review them with your Scouts to check for any errors, especially in regards to partials. It is much easier to have the problem resolved at camp with the actual counselor who taught the badge, who has the records with him, than it is weeks after camp has concluded and the counselor has moved on and the records are in storage.

Merit Badge Preparation

Each Scout should determine what merit badges he wants to work on before he gets to camp and complete preparation on as many requirements as possible before camp. Many merit badges cannot be completed at camp without prior work or preparation. If this prior work is not completed, the Scout can only earn a partial in those merit badges at camp. The Scout must bring a merit badge card with completed requirements signed by a home merit badge counselor as evidence of work completed. The camp staff will not abbreviate or short cut any requirements. A list of Merit Badges offered is listed in this document.

Prerequisites

These are requirements that the Scout needs to complete before camp if they want to complete the merit badge while at camp. For example, a Scout must complete requirements 3e of Environmental Science before coming to Camp

Mountain Run if they wish to complete it while at camp. Certain merit badge prerequisites must be complete before camp in order to finish other requirements at camp. Prerequisites are shown in the back of this book.

Post Camp Requirements

These are requirements that the Scout will need to complete after camp. For example, a Scout must complete Requirement 7d of Cooking after completing requirements 7a, 7b, and 7c at camp. Post Camp requirements are listed in the back of this book.

Completing Requirements after Camp

Sometimes it is not possible to complete all of the merit badge requirements at camp due to time requirements, approvals and/or instruction. As a result, Scouts will receive a partial at camp and are encouraged to find an appropriate counselor to finish at home. A complete list of approved merit badge counselors for the Bucktail Council can be obtained from the Council Service Center. There is no time limit to when a badge can be completed.

Special Programs

Mountain Man Award

Perform three or more hours of service to Camp Mountain Run during your camping experience to earn the award. We have many conservation and maintenance projects available. Please consult the Camp Commissioner to have your project approved for this award during the Sunday Leader meeting. This award is available to both youth and adults.

Troop or Patrol COPE

Take your Troop or Patrol on the ultimate team building experience. Challenge them at our COPE area with initiative games and COPE elements during open program time from 4 – 5 pm each day.

Mile Swim

Earn the Mile Swim, BSA award. Requirements call for 4 hours of training leading up to the swim at a maximum of one hour per day. Join us for the open instructional period from 1 – 2 pm to train and then come Friday morning at 6:30 am for the Mile Swim.

Polar Bear

Join us each morning at 6:30am (Monday – Thursday) at the pool to earn the Polar Bear patch!

Scout of Steel

This is the ultimate Camp Mountain Run challenge! Swim the Mile Swim (must participate in the week-long training) before breakfast, canoe the entire perimeter of the lake by lunch and take a ride on the zipline during open program time on Friday. Make sure to make arrangements to participate in this special program through Hallstrom Lodge by Thursday at 5 pm.

Honor Camper Award

Are you a Scout that wants to show that you are ready for a leadership position in your Troop? Participate in the honor camper award and show your Troop that you know how to set and achieve advancement goals, teach younger Scouts about camping, work to help set the example in your campsite showing that you know how to take care of your personal and Troop equipment and above all participated in summer camp. Requirements to achieve this award are available at Hallstrom Lodge. All forms must be picked up on Monday and then submitted by Friday at 5 pm.

Honor Patrol Award (Positive Group-Decision Making)

Patrol, Patrol, Patrol... Did you participate in camp as a Patrol? Did you work to earn the Honor Camper Award? Let's see how well your Patrol Leaders take initiative to lead their own Patrols towards reaching this award. Requirements to achieve this award are available at Hallstrom Lodge. All forms must be picked up on Monday and then submitted by Friday at 5 pm.

Honor Troop Award (Honoring the Troop as a whole)

Earn the Honor Camper, Honor Patrol and then try your leadership initiative at the Honor Troop Award. Requirements to achieve this award are available at Hallstrom Lodge. All forms must be picked up on Monday and then submitted by Friday at 5 pm.

Evening Programs

Sunday

- Leader's Meeting, 7:15 pm in Hallstrom Lodge. An orientation to prepare you for the rest of the week. Please send at least one Adult from your unit. Any changes to be made to the advancement schedule will be done at this meeting.
- Opening Campfire, 8:00 pm at Heritage Circle. Following dinner, sit back and enjoy the staff welcoming you home with skits, songs and special messages.

Monday

- Open Swim, 7:30 – 8:30 pm. All participants must pass the BSA swim test.
- CPR 7:00- 9:00 (information listed on page 32)

Tuesday

- Vespers, 7:30 – 8:30 pm at the Hazel and Lawrence Reitz Chapel. The 12th point of the Scout Law, Reverent. Take time to reflect on all things good.

Wednesday

- Family Night, 4 – 10 pm. Invite your family and friends to camp for a visit, give them a tour or have them participate in special open programs with you. A picnic style chicken Bar-b-q will be served at the dining hall at 6 pm for a cost of \$8 per meal. (Family meal vouchers must be purchased at the Trading Post no later than 5 pm on Monday.)
- Order of the Arrow Call Out Ceremony, 7:30 – 8:30 pm. The Ah'Tic Lodge Dance Team will perform at the Lakefront, then silently move your Troop for the calling out ceremony. Please observe with the respect that it deserves and do your best to recognize everything the Order of the Arrow does for Camp Mountain Run. Scouts currently in the OA are encouraged to wear their sash when wearing the Scout uniform during the evening.
- OA Member Ice Cream Social following the Call Out Ceremony. Ah'Tic Lodge will host an ice cream social in Ah'Tic Lodge (Lake cabin) immediately following the Call Out Ceremony for all past, present and newly inducted members of the OA. Out of Council OA members are also invited.

Thursday

- Cook at your campsite - 6 pm. Each unit will cook dinner in their campsite. Troops should pick up their meals from the dining hall no later than 4 pm and each Troop should come prepared to store and cook the items within suggested storage and cooking guideline temperatures. Units are encouraged to invite a Staff member or two to their campsite for dinner. (Troops are also encouraged to do a flag retreat in their campsite at the appropriate time.)
- Troop Program Night, 7:30 – 8:30 pm. Let your Patrol Leaders Council decide. Troop Shoot? Volleyball Competition? Open COPE? Water Polo? Let's see who wants to challenge another Troop to a friendly competition. Your imagination is the limit. There will also be a dutch oven cookoff at the Walker Pavilion starting at 8:00.

Friday

- Closing Campfire, 8:00 pm at Heritage Circle. To finish off your last night with us, we will have some special entertainment and recognition to share with you. Units will have the opportunity to perform skits and songs for the rest of the camp to enjoy.
- Blue Card reconciliation with all Staff, 9 (after campfire) – 10 pm in Hallstrom Lodge. Verify that all of your Scout's blue cards and activity awards have been properly processed. Staff will be available to clarify and resolve any discrepancies.

Camp Program – Cub Scouting

Camp Mountain Run’s Cub Scout Program will be themed. With the recent changes to the Cub Scout program, we are evaluating which “adventures” fit well with our summer program and are most advantageous to you and your Scouts.

Daily Schedule

Here are the basics of the program for your stay at camp:

Packs in each campsite will follow a unique schedule rotating through program areas together. The schedule below shows a typical day. Variances between each day will arise in your activities from 9 am to noon and between 2 – 5 pm.

7:00	Reveille
7:40	Waiters report to the dining hall
7:50	Flag raising
8:00	Breakfast
9:00	Advancement Choice #1
10:00	Advancement Choice #2
11:00	Program Area Visit (Open Program time)
12:00	Lunch
1:00	Leader’s Meeting
2:00	Advancement Choice #3
3:00	Advancement Choice #4
4:00	Program Area Visit (Open Program time)
5:40	Waiters report to dining hall
5:50	Flag Retreat
6:00	Dinner
7:30 – 8:30	Evening Program
10:00	Taps

Leader’s Meeting

In order to share important information and answer leader’s questions, a unit leader’s meeting is scheduled each day (except check-out day) in camp. We will meet at 1:00 pm (7:15 on check-in day) at Hallstrom Lodge to review and discuss the following day’s activities.

Evening and Camp-wide Programs

Wednesday

- Opening Campfire, 8:00 pm Wednesday at Heritage Circle. Join us in an exciting welcome to camper and meet the staff.

Thursday

- Polar Bear Swim, 6:30 am Thursday and Friday at the pool. There is no better way to start your day! Head down to the pool and join us for an early morning swim.
- Vespers Service, 7:15 – 7:45 pm, Friday at the Hazel and Lawrence Reitz Chapel. The 12th point of the Scout Law, Reverent. Take the time to reflect on all things good.
- Camp-wide Games, 8:00 – 8:45 pm, Thursday at the Activity Field near the Shooting Range.

Friday

- Polar Bear Swim, 6:30 am Thursday and Friday at the pool. There is no better way to start your day! Head down to the pool and join us for an early morning swim.
- Family Night, 4 – 10 pm on Friday. Invite your family and friends to camp for a visit, give them a tour or have them participate in special open programs with you. A picnic style chicken Bar-b-q will be served at the dining hall at 6 pm for a cost of \$8 per meal. (Family meal vouchers must be purchased at the Trading Post no later than 5 pm on Thursday.)
- Closing Campfire, 8:00 pm at Heritage Circle. To finish off your last night with us, we will have some special entertainment and recognition to share with you. Some units will have the opportunity to perform skits and songs for the rest of the camp to enjoy.

Saturday

- Open Program

The Den Chief

Den Chiefs play an important role in camp. Not only do they keep the Cub Scouts on task, but they are seen as role models to the younger boys. They tell stories of scouting's trail that await them. Please share the guidelines below with your Den Chief prior to coming to camp.

Den Chiefs:

- Help the program run smoothly for the Cub Scout
- Be the example and role model, not a Cub Scout
- Use your Scout skills – Explain, Demonstrate, Enable
- Help Scouts learn the rules of camp
- Help build positive camp spirit and positive teamwork, cooperate with Leaders and Staff

Adult Leader Resource Form

Leaders are the most important people in camp because they have the skills and training that is needed in a camp setting. We would like all of the leaders staying in camp to fill out one of the resource questionnaires and return it before arriving to camp. We hope that you will spend some of your time assisting us in providing a wonderful camp program for all of the boys in camp.

Name: _____ Unit #: _____

Week Attending Camp: _____ Campsite: _____

Please indicate the program area(s) that you would be able to assist during the week you are in camp.
(Please circle or highlight those you would like to assist in)

Nature	Waterfront	Pool	Outdoor Skills	Handicraft
Rifle Range	Archery	COPE	STEM	Trades
Leader Training	First Aid	1st Year Program		Trail to Eagle

Please indicate below those training opportunities you would like to attend during your week at camp.
(Please circle or highlight those you would like to participate in)

Trek Safely (online)	Youth Protection (online)	Climb on Safely (online)
Safe Swim Defense (online)	Scoutmaster Specific Training	Introduction to Outdoor Leader Skills
Safety Afloat (online)	CPR (\$15.00)	

Would you like to attend one of our overnight outpost activities? **Yes** **No**

Please list any merit badges that you would like to offer or assist with during your week at camp.

Is there any other way in which you would like to assist us while you are at camp?

**2016 Merit Badges &
Requirements that Cannot be Completed Entirely at CMR**

Archery
 Astronomy
 Athletics – 3, 5
 Basketry
 Canoeing
 Chemistry
 Citz. In the Community – 3a, 4b, 7c
 Citz. In the Nation – 2, 3, 8
 Citz. In the World
 Climbing
 Cooking – 5c, d, e, 6c, d, e, 7c, d, e
 Cycling**
 Digital Technology
 Emergency Preparedness – 1, 2c, 7
 Engineering - 4
 Environmental Science
 First Aid – 1, 2d
 Fish & Wildlife Management
 Fishing
 Geocaching
 Geology***
 Indian Lore
 Kayaking
 Leatherworking
 Life Saving - 1
 Nature – 4a option 2
 Nuclear Science
 Painting
 Personal Fitness – 1, 6, 7, 8
 Pioneering – 2a
 Plant Science***
 Reptile & Amphibian Study – 8
 Rifle
 Rifle (Black Powder Option)
 Robotics
 Rowing
 Shotgun
 Space Exploration
 Sports – 4, 5a
 Swimming
 Welding
 Wilderness Survival
 Woodcarving – 2a

Revision Notes

Version 2 (April 21, 2016) – Made the date of April 30th consistent throughout the guide when it comes to the Pre-Camp Leader’s meeting.

Version 3 (June 10, 2016) – Corrected the day of the week for Cub Scout Resident Camp. Although the dates are correct throughout the Leader Guide (July 6-9), the days of the week were incorrect on the (Wednesday, Thursday, etc.)