



Scouts BSA Week #1 (July 3 thru July 9, 2022)  
Scouts BSA Week #2 (July 10 thru July 16, 2022)  
Scouts BSA Week #3 (July 17 thru July 23, 2022)  
Scouts BSA Week #4 (July 24 thru July 30, 2022)

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# Summer Camp 2022

## Scouts *BSA* Leader's Guide

VERSION 3.0 – UPDATED 3-25-22

Dear Scouts BSA Leaders:

We are pleased to present to you the 2022 edition of the Camp Mountain Run Summer Camp Leader's Guide. More specifically, thank you for choosing Camp Mountain Run this summer as we celebrate our 90<sup>th</sup> Anniversary.

We are a 380+ acre facility located in the scenic wooded hills of central Pennsylvania. Because of this unique setting, we can provide a wide variety of program opportunities and fun Scouting adventures that will only leave you in anticipation of your next return visit to CMR.

We all know that Scouts go camping to learn and have fun! Attending summer camp is one of the best experiences a Scout can have. That's why we have assembled a very diverse, enthusiastic and knowledgeable staff that cannot wait to welcome you. It is our goal to "Do Our Best" to provide you and your Scouts with an unforgettable summer camp experience!

This leader's guide will provide basic information about camp operations and the camp programs that we offer. Please familiarize yourself with this guide to best prepare your unit for an outstanding week of camp. You can also visit our website at [www.campmountainrun.org](http://www.campmountainrun.org) for more information and regular updates throughout the coming months.

Please do not hesitate to reach out with any questions that may arise. Once again, thank you for choosing Camp Mountain Run for your 2022 summer camp experience.

See you at camp!

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# PLANNING FOR SUMMER CAMP

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## 2022 SUMMER CAMP DATES

- Scouts BSA Week #1 (July 3 thru July 9, 2022)
- Scouts BSA Week #2 (July 10 thru July 16, 2022)
- Scouts BSA Week #3 (July 17 thru July 23, 2022)
- Scouts BSA Week #4 (July 24 thru July 30, 2022)

## SUMMER CAMP PLANNING TIMELINE AND FEES

- WINTER: Begin summer camp promotions with Scout families, and recruiting leadership
- Send in a non-refundable \$100 site deposit by March 1.
- Watch and/or participate in Virtual Pre-camp Meeting on April 10.
- Early Bird discounted price of \$370/Scout if paid in full by May 2.
- Regular price of \$385/scout if paid by May 30.
- \$405/scout if paid after May 30.
- Watch and/or participate in Virtual Pre-camp Meeting on June 5.

## CAMPERSHIPS

For families who need financial assistance to send their Scout to camp, a campership grant program is available that may 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 Council Service Center as early as possible. The final deadline for submitting campership applications is March 15, 2022.

After review by the Council Camping Committee, parents will be notified if their application has been funded or denied by April 15<sup>th</sup>. 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/Crew 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 Mountain Run. Please submit any refund requests in writing to the Bucktail Council Camping Committee with the following information: Scout's name, Troop #, dates Scout scheduled to attend camp, and the reason for the Scout's cancellation. All refund requests must be submitted in writing to the Council Service Center by August 10, 2022. Upon the decision of the Council Camping Committee, refunds will be made payable to the Scout's Pack, Troop, or Crew. There will be no exceptions.

## **PROVISIONAL CAMPERS**

If a Scout wants to spend a week (or additional week) at camp but not with his/her home Troop, we can help!

Camp Mountain Run can provide a provisional Troop during Scouts BSA Long Term Camp for individual Scouts in this situation. Scouts will stay in a regular campsite together under the supervision of adult leadership arranged by the camp administration. This service is provided for an additional fee of \$25.

## **YOUTH ELIGIBILITY**

Scouts BSA Long Term Camp is open to all Scouts officially registered with a Troop in the Scouts BSA program. It is also open to registered Venturers from a Venturing Crew. Youth 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 Scouts BSA Long Term Camp.

## **ADULT LEADERS**

All individual adults staying in camp must be listed on the Adult Roster Form showing when they will be in camp. Adults must sign in and out in Hallstrom Lodge when they enter or leave camp premises. (Example: Tobey will be staying with the Troop Sunday through Wednesday, and then Cody will arrive to take his place Wednesday through Saturday).

If a leader or parent is visiting 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 before the time of the meal to pay for a meal ticket. Adults must be compliant with Youth Protection Guidelines and clearances.

## **WHAT TO BRING TO CAMP**

Every unit has different supplies and guidelines for camping gear and equipment needed to bring to camp. It is recommended that campers follow guidelines from their troops on what they need to bring to camp. General recommendations are clothes (for 7 days with extra socks), swimming suits, Field Uniform (class A), soap/shampoo, towels, closed toe shoes (open shoes are only permitted in shower areas), toiletry items (deodorant, toothbrush, toothpaste, etc.), and some cash for the trading post! Scouts in the First Year Camper Program/Trailblazers and those taking the Cooking Merit Badge will need to bring personal mess kits. It is recommended that Scouts have a reusable water bottle. CMR water bottles are available for purchase in the trading post.

## **PROMOTIONS**

Contact the Council Office (814) 371-5650 or the Camp Director ([scott.creighton@scouting.org](mailto:scott.creighton@scouting.org)) to schedule an in-person or virtual visit.

## **CORONAVIRUS (COVID-19) SAFETY PRECAUTIONS**

While it is impossible to eliminate the risk of COVID-19, here is what we are doing to make your experience at Camp Mountain Run as safe as possible. Keep in mind, we must follow the most current recommendations of the CDC and PA Department of Health, so these are subject to change.

- Promoting social distancing when/if necessary.
- Hand sanitizing stations located at all program areas and buildings.
- Masks provided to anyone who wants one.
- Program areas and all buildings will be sanitized several times daily.

## **MAILING ADDRESS AND CAMP PHONE NUMBER**

(Scout's Name – Troop #)  
4980 Mountain Run Road  
Penfield, PA 15849

814-637-5530

## **JOIN THE CAMP STAFF**

Working at Camp Mountain Run is truly an awesome experience! It gives you an opportunity to live and work in one of the best camps in the country!

There are three different ways to be a part of our team:

- Paid staff: We recommend you are at least 16 years old, but qualified 15-year-olds may be considered, especially if you have completed our CIT program. Director level positions have higher age and experience requirements and may need National Camp School certification.
- Counselor In Training: CITs are 14- and 15-year-olds. They spend a minimum of 3 weeks at CMR, including staff week. CITs get to work in a different program or operations area each week they attend. They do not get paid but do get a free week of summer camp with their Troop.
- Volunteer: There are short-term and long-term volunteer opportunities at CMR for adults and Scouts who are at least 16 years old.



## CAMPSITE INFORMATION

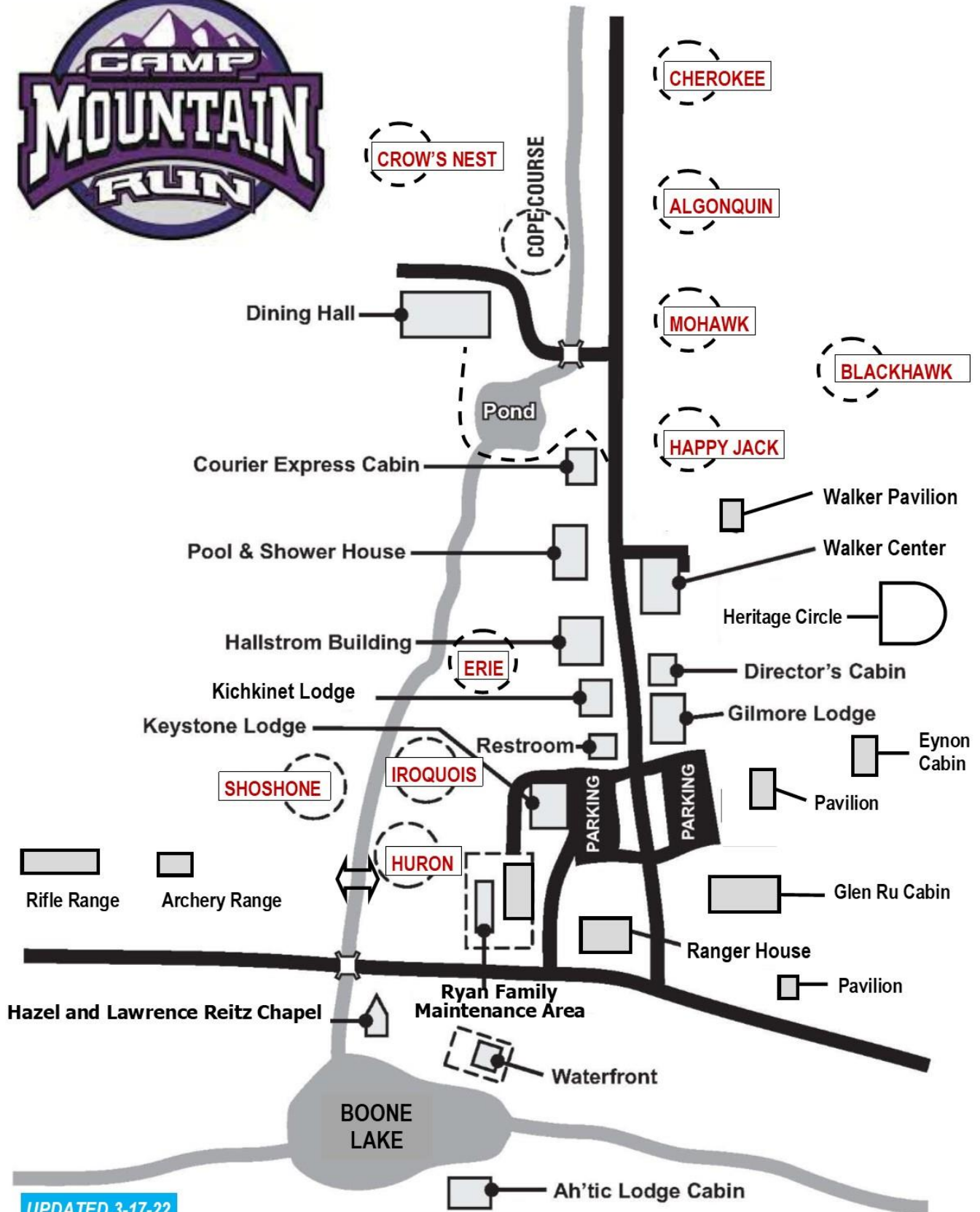
In each site, we provide two-man canvas tents (either 9x9 or 9x7) along with two cots. Tents sit on a wooden platform and are supported by an aluminum frame. Even though we take pride in maintaining our canvas and “it never rains at camp”, it is still recommended that you bring a tarp, just in case.

Campsites include a latrine with wash basin, an Adirondack shelter, rake, broom, shovel, garbage can, fire ring, and one picnic table. Most campsites also have plenty of space for hammocks to be set up. See the Quartermaster or Ranger for any help you may need within your campsite.

**Unit Leaders are required to enforce the youth protection policy of two-year age difference in each tent.** This will be monitored by Camp Administration.

<u>Campsites</u>	<u>Adirondack</u>	<u>Latrine</u>	<u>Electric</u>	<u>Capacity</u>
Algonquin	Yes	Yes	No	40
Cherokee	Yes	Yes	No	28
Crow's Nest East	Yes	Yes	No	30
Crow's Nest West	Yes	Yes	No	26
Erie East	Yes	Yes	Yes	20
Erie West	Yes	Yes	Yes	20
Huron	Yes	Yes*	Yes	28
Iroquois	No	Yes*	No	10
Mohawk	Yes	Yes	Yes	36
Shoshone	Yes	Yes	No	36

\* Denotes shared latrine.





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# ARRIVAL AT CAMP

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## UNIT CHECK IN

Check-in day is a busy but exciting process for campers and camp staff. Our goal at CMR is to make check in a quick, easy, and painless experience. In order to do that, we ask that all units please follow the check-in guidelines and follow staff directions.



For check-in, units will be assigned an arrival time between 1:00 and 3:00 on Sunday. We ask that units be ready to start the check in process at the time scheduled. Site guides will take your units through the entire process. The site guide will bring you to the start of check in at your designated time. Units are not permitted to start check-in prior to their scheduled time. Units that are running behind and miss their scheduled check should expect delays in their check-in process. We also ask that units do not unpack in their campsites until they have checked in at Gilmore Lodge. Units are permitted to have two vehicles transport equipment to the campsite during check-in.

The check-in process will go as follows:

1. Site Guide meets Troop in parking lot and brings them to Gilmore Lodge.
2. The Scoutmaster should enter the Gilmore first to begin the administrative check-in, Scouts will follow. We ask that Scouts have their completed medical form in their hands.
3. Scouts and Leaders will go through the medical check at the health office where the medical records will be collected and reviewed.

4. After the medical check, Scouts will be taken to the pool for swim tests. Pre-camp swim test forms (if applicable) will be turned in at this time. If your Troop conducts Pre-camp swim tests, this will speed up the process.
5. Scouts will then go to the dining hall for seating arrangements and dining hall orientation. Please be ready to confirm food allergies and diet restrictions with the Head Cook.
6. Units will then be taken to their campsites!

## **MEDICAL CHECK AND HEALTH RECORDS**

A medical recheck is required as part of your unit's check-in procedure. All health forms will be turned into the Camp Health Officer who will review them with the Scout, Leader and any parents present. 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. Parts A, B, and C of the Annual Health and Medical Record must be completed and signed by an MD, DO, PA, or CRNP for long term camp.

All prescription drugs should be clearly labeled with the Scout's name and unit number. Units will be provided a lock box for safe storage, and unit leaders will oversee their proper administration. The Health Officer will perform spot checks to verify medication records/logs. The Camp Health Officer will also be available to maintain and administer medication by individual request.

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 forms to the unit leader when you stop by as you prepare to leave at the end of the week.



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# CAMP SERVICES

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## SHOWERS

Showers for youth are located at the pool house. Recently, the showers have been retrofitted into individual use stalls. It is required that youth change in the stall and that the curtain must be closed. This is to comply with youth protection guidelines. Adults should use the showers in the Walker Center at assigned times posted on the doors.

## RESTROOMS

The pool shower facilities are equipped with restrooms for youth. The visitor latrines are always kept open. We ask that youth do not use the restrooms in the Walker Center, in accordance with youth protection guidelines. **The Dining Hall Restrooms are single use and the door must be locked behind you.**

## COMMISSIONER SERVICE

The camp provides a commissioner who serves on the administrative staff. The commissioner should be your first point of contact for any concerns or questions you have during camp. The Commissioner, Asst. Commissioner, commissioner staff (site guides), or designated staff members will conduct a daily campsite inspection to make sure that BSA health and safety standards are being followed.

## TRADING POST

Camp maintains a trading post for the summer. Items available include camping supplies, camp t-shirt and hats, snacks and of course, the famous Camp Mountain Run slushie...aka the "Mountain Mushie". Trading post hours will be posted and allow plenty of time for browsing and shopping throughout the week. Encourage your Scouts not to bring any currency larger than \$20 bills. **Clothing pre-orders are available through the Black Pug registration site.**

## QUARTERMASTER

This is located in the back of Walker Building, around the corner from the Trading Post. It is open one hour after each meal to allow Troops to replenish supplies for the latrine, sign out board games, borrow rakes and shovels, etc.

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# **CAMP POLICIES & PROCEDURES**

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## **GENERAL CAMP POLICIES**

1. The camp will be operated on the chartered unit basis (Troops, Packs, and Crews) 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 /Crew basis and administered on the principle 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 have a positive experience.
6. Each youth camper must be a registered member of the Boy Scouts of America to attend these camps. Scout camp participants must be registered in Scouts BSA or Venturing, BSA units. 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. Each participant will be provided accident and sickness insurance by the Bucktail Council if 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.

## **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. In case of any intruders, please notify the nearest staff member who will notify camp administration. The Camp Director will investigate and handle concerns.



## LEADERSHIP REQUIREMENTS

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 scoutmaster 18 years of age or older, or a registered parent of a participating youth member. Registration must be paid and be 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(s). Such agreements must be stated in writing. Any adult leaders staying for the full week or a portion of the week must be listed on the Adult Roster Form. **Youth Protection Training is required for all adults attending any portion of summer camp.**

## LEAVING CAMP

**Adults** - Any adult member of your Troop/Crew who must leave camp during the week must sign-out and sign-in at the camp office in Hallstrom Lodge. A logbook will be always available for this purpose. Every time someone signs-in to camp, they will be issued an ID bracelet that they must wear the entire time they are in camp.

If your Troop/Crew is 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 always have two-deep adult leadership.

**Scouts** - Youth members may not leave camp without the permission of a parent or legal guardian and a Troop/Crew 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/Crew leader. The Scout must also sign-out and sign-in the logbook 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/Crew leader at the camp office during check-in. The Camp Director will request that reason be provided by the 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 appropriate action, and will promptly notify the Council Camp Staff Adviser or Scout Executive. It is the Unit Leader's responsibility to assure that Scouts from their unit for whom they are responsible are signed out or in according to the guidelines.

## **SIGN IN AND SIGN OUT**

Anyone who arrives later or leaves earlier than check-in and check-out must sign-in and out at Hallstrom Lodge. Lobby Guard is the program we use, and it may require you to swipe your Driver's License or have your photo taken in order to record time/date information and produce a temporary badge (for guests). The adult leadership is responsible for providing written notice to the camp office if a camper leaves. If a youth participant is leaving before 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 – 11:00 p.m. unless special approval is given by the Camp Director to remain in camp after that time.

## **VISITOR POLICY**

Please inform anyone from your unit who is planning to visit camp that they must first report to Hallstrom Lodge. They will sign-in giving their name, the name of the Scout and/or campsite they are visiting, and/or the purpose of their visit. At that time, they will be issued a 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. All guests are required to depart from camp by 11:00 p.m. unless special approval is given by the Camp Administration to remain in camp after that time.

Visitor meal tickets may be purchased at the Trading Post.

- Breakfast	\$6.00
- Lunch	\$8.00
- Dinner	\$10.00

## **CAMP MOUNTAIN RUN VEHICLE POLICY**

CMR does not permit vehicle parking in any campsites. Recently, vehicle use and parking in campsites have caused safety concerns and property damage. There are plenty of parking spaces and lots available. Other than check in and check out, there should not be any vehicles in campsites or driving through

camp without approval from the Camp Ranger and/or Camp Director. We thank everyone for their cooperation with this matter!

## **CAMP MOUNTAIN RUN BICYCLE POLICY**

CMR does not permit bicycles in camp. If you bring a bike to camp it must be stored in the maintenance area. See the Camp Ranger and/or Camp Director for more details.

## **BUDDY SYSTEM**

The buddy system is to be always used. The adult leader is responsible for carrying out this regulation. Whenever a Scout leaves his/her group for any reason, he/she must be accompanied by his/her buddy. This also applies to the necessary trip to the latrine at night. All Scouts seen by a staff member to be without a buddy will be taken to a member of the camp administration team in Hallstrom Lodge. All Scouts without a buddy will need to be picked up at Hallstrom by an adult leader. **There will be no exception to this policy.**

## **BULLYING**

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.

## **CAMP EMERGENCIES**

Any emergency in camp will be handled quickly and effectively. All campers are asked to follow the emergency procedures upon the activation of the emergency action plan. Unit leaders should take a roll call of their Scouts and await further instructions from a staff member. These steps should be followed regardless of the type of emergency. A review of the emergency procedures will take place at Sunday dinner upon arrival at camp.

## **CAMP PROPERTY DAMAGES**

Any damages or destruction of property by any camper or leader will result in the cost of repair or replacement billed to their respective unit.

## **PROHIBITED ITEMS IN CAMP**

Firearms, fireworks, or weapons of any type are not permitted in camp. Incense sticks are not permitted. Smoking, cigars, smokeless tobacco, chewing, dipping, and vaporizers are only permitted in the designated tobacco area,

which will be discussed during the leaders meeting Sunday night. Leaders are not permitted to use tobacco products outside of the tobacco area or near any youth. Recreational drugs and illegal herbal medications are not, under any circumstances, permitted on camp property. Any violation of this policy will result in the notification of law enforcement.

## **KNIVES, AXES, AND 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 3". No live or standing trees are to be cut on the camp property without the specific permission of the Camp Ranger.

## **CHEMICAL FUELS**

The Bucktail Council follows the standards outlined in the Guide to Safe Scouting regarding the use of liquid fuel or propane stoves and lanterns during Long Term 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.

## **WILDLIFE**

Scouts should never approach or try to apprehend any wildlife they might encounter. If a Scout encounters a dangerous animal (especially venomous snakes), they should keep a safe distance from the animal and alert camp staff of its presence. Do not attempt to handle the situation yourself; the Camp Ranger and Ecology/Conservation Director are specifically trained to handle dangerous wildlife safely. 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 scavenging animals (Racoons, skunks, squirrels, bears, etc.).

## **PETS**

Scouts, leaders, and visitors are not permitted to bring any type of pets to camp. Campers are not permitted to remove animals from their natural habitat. Service, emergency, and law enforcement animals are permitted by producing proper paperwork.



## **FISHING**

Camp Mountain Run has a very well stocked fishing pond and 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:

1. No live bait except worms and night crawlers!
2. Fishing is not permitted in any boating areas
3. Please practice "catch and release" using barb-less hooks



\*\* In order to fish, a CMR fishing permit is required. Fishing permits are obtained by attending a quick informational meeting on fishing at CMR. Date, location, and time will be announced. \*\*

## **SHOOTING SPORTS INFORMATION**

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 the Shooting Sports Director. Violations will result in suspension of the privilege to use any camp or personal rifles, shotguns or bows and violators will be asked to leave camp. No refund will be rewarded. 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).

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# MERIT BADGE INFORMATION

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## ADVANCEMENT IN CAMP

Camp Mountain Run is pleased to offer several Merit Badges and other programs to Scouts. **Scouts should review requirements and prerequisites of Merit Badges prior to attending camp. Prerequisites should be completed prior to camp and signed off by a registered Merit Badge counselor.** Alternative Merit Badge requirements cannot be assigned by leaders, staff, or volunteers. In order for any exceptions or alternative requirements to be valid, they must be approved by the appropriate Council and National committees. All requirements must be completed successfully in order to complete a Merit Badge. Camp Mountain Run Staff will not accept that a requirement(s) is complete without a notice from a registered Merit Badge counselor. All requirements for any advancement opportunity will be followed. For example: If a merit badge requirement states to “discuss with your counselor” then the scout must do so. Written information alone will not be accepted in place of the discussion. **THE REQUIREMENT IS THE REQUIREMENT.** For reference, see the BSA's most current edition of: “GUIDE TO ADVANCEMENT.”

## APPLICATION FOR MERIT BADGES – BLUE CARDS

This year at Camp Mountain Run, during check-in, the unit leader will be given a folder containing the pre-printed blue cards for their youth's preregistered classes. If there is any reason a blue card is misprinted or needs to be changed, the camp has an abundance of blank blue cards to distribute. Please go to Hallstrom and see the Camp Clerk. Blue Cards will need to be filled out completely and signed by the unit leader. This unit leader signature acts as approval for the youth to participate in the merit badge. **Without the signature, the youth will not be permitted to participate.** Blue cards should be taken to the very first merit badge session on Monday.

## MERIT BADGE PREPARATION

Scouts will be able to schedule Merit Badges and activities prior to arrival at CMR online using the software provided through the registration website. For any assistance with this process, please contact the Bucktail Council Service Center. Scouts may not change their Merit Badges once they arrive at camp without approval from the Program Director and Area Director. This is to avoid

confusion and ensure adequate programs for all Scouts. Camp Mountain Run Merit Badge Schedule is available on the Registration Software.

Please remember, most Merit Badges have class size limits, and no exceptions will be made to this due to safety and quality assurance reasons. If there are any concerns with the class limits, units are asked to contact the Program Director. Scouts are required to bring a completed Merit Badge Blue Card to all of their courses. The cards must be filled out and signed by the Unit Leader. Mountain Run follows all National Council guidelines for all programs offered. Remember, merit badge completion is up to the Scouts. Camp staff serve as the merit badge counselor and are not going to give out merit badges. The Scout must complete each requirement. **The camp staff will not abbreviate or short cut any requirements. THE REQUIREMENT IS THE REQUIREMENT. Camp staff only verifies the work that was completed or not completed for each Merit Badge. It is up to each Unit to approve the completion of the Merit Badge.**

DO NOT ask camp staff to “sign off” on any Merit Badges or requirements that were completed outside of camp. For any discrepancies, camp staff and leaders will consult with the camp administration.

## PREREQUISITES

A scout may have to do a few of the requirements before they arrive at camp. This is because of time and resource availability while at camp. Please see Appendix A, or refer to the Bucktail Council Service Center's website, [bucktail.org/camping](http://bucktail.org/camping), for a list of Merit Badges being offered this year at Camp Mountain run and their prerequisites. **It is the responsibility of the Scout, leader, and/or parent, not the counselor or camp, to understand and assure all prerequisites are completed before camp.**

## REQUIREMENTS COMPLETED AFTER CAMP

For various reasons, it is not always possible to complete all the merit badge requirements at camp. If a Scout does not complete all the requirements for a merit badge or program at camp, they will get a *partial* and can complete the remaining requirements at any time with any certified counselor.

A complete list of approved merit badge counselors for the Bucktail Council can be obtained from the Bucktail Council Service Center. There is no time limit to when a merit badge can be completed if it is finished before the scout's 18<sup>th</sup> birthday.

Merit Badge	Prerequisites	Requirements/Recommendations
Archery	None	None
Art	6	None
Astronomy	None	Requirement 6 depends on weather
Basketry	None	None
Bird Study	None	None
BSA Lifeguard ***	None	Required 15 years old minimum
Canoeing	None	Required to pass BSA Swimmer test
Citizenship in the Nation	2a, 2b, 2c, 2d	None
Climbing	None	None
Composites	None	None
Cooking	4, 6c, 6d, 6e	None
COPE	None	None
Emergency Preparedness	1, 2c, 6c, 7b	Required to have First Aid Merit Badge
Engineering	4	None
Environmental Science	None	None
Family Life	3, 5	None
Fingerprinting	None	None
First Aid	1, 5	None
Fish & Wildlife Management	None	None
Fishing	None	None
Fly Fishing	None	None
Forestry	None	None
Indian Lore	None	None
Kayaking	None	Required to pass BSA Swimmer test
Leatherwork (Trailblazers only)	None	None
Lifesaving	1	Required to pass BSA Swimmer test
Mammal Study (Trailblazers only)	None	None
Nature (Trailblazers only)	None	None
Orienteering	None	None
Painting	None	None
Photography	1a	You will need a BSA Cyber Chip
Pioneering	None	None
Public Health	None	None
Reptile & Amphibian Study	8	None
Rifle Shooting	None	None
Rifle Shooting (Black powder)	None	Recommended 14 years of age
Rowing	None	Required to pass BSA Swimmer test
Shotgun Shooting	None	Recommended 14 years of age
Space Exploration	None	None
Squirrel Riding	None	Self Guided
Swimming	None	Required to pass BSA Swimmer test
Trailblazers (First Year Campers)	None	None
Welding	7	None
Wilderness Survival	None	None
Woodcarving	2a	None

\*\*\*CPR certification will be an additional fee.



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# COMMUNICATION

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## COMMUNICATIONS WITH CAMP STAFF

Do not hesitate to come to us with any questions or concerns that you may have throughout the week. If we are not aware of an issue until the end of the week, it may be too late for us to fix it. If we do not have an immediate answer, we will find a solution and get back to you ASAP. We are confident that we can find a reasonable solution within 24 hours in most cases.



## LEADER'S MEETINGS

Scoutmaster Orientation will be held on Sunday at 4:00 at Hallstrom Lodge before Dinner. All leaders are asked to attend, as many important things will be discussed, including any changes to the schedule.

Leaders' Meetings will be held Monday, Wednesday, and Friday immediately following breakfast on the front porch area of the Dining Hall. Leaders should come prepared with any questions or concerns.

## SENIOR PATROL LEADER'S MEETINGS

SPL Meetings will be held on Monday, Wednesday, and Friday on the Dining Hall Porch, starting immediately following lunch. Units are asked to send the SPL or the ASPL. Beyond discussing how camp is going, units will sign up for flag ceremonies, sign up for grace at meals, and organize closing campfire program. All units are asked to participate.

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# DAY AT CAMP MOUNTAIN RUN

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## DAILY SCHEDULE

7:00AM	Reveille
7:45AM	Waiters report to Dining Hall
7:50AM	Camp Assembly, Flag Raising Ceremony Activity Uniform (formerly Class B) Required
8:00AM	Breakfast (Leaders Meeting after Breakfast - Monday, Wednesday, and Friday)
9:00AM-11:50	Merit Badge Sessions 1, 2, and 3
12:00-1:00	Open Lunch (SPL Meetings after Lunch – Monday, Wednesday, and Friday)
1:00-1:50	Open program areas & MB Tutoring (By appt w/ instructor only)
2:00-3:50	Merit Badge Sessions 4, and 5
4:00-4:50	Open program areas
5:00-5:30	MB Tutoring (By appt w/ instructor only)
5:40	Waiters report to Dining Hall
5:50	Camp Assembly, Retreat ceremony Field Uniform (formerly Class A) Required
6:00	Dinner
7:00-9:00	Evening program
10:00	All Campers Must be in Campsites
11:00	Taps (Lights Out and All Quiet)

## DINING HALL PROCEDURES

All camp meals will be served cafeteria style. The Scout waiter system will be used in the dining hall. Waiters are expected to arrive at the dining hall **20 minutes** prior to each meal in order to complete their duties as waiter and still make it to the flag ceremony, which starts **10 minutes** prior to mealtime.

All units must arrive at the Parade Assembly Field in front of the Dining Hall by 7:50 AM for Breakfast and 5:50 PM for Dinner. The Flag Ceremony will start promptly at that time and units will be expected to be there in the Field Uniform (for dinner) or Activity Uniform (for breakfast). **The program will continue as scheduled, whether or not all units are present.** After the Flag Ceremony there will be announcements from the staff and time provided for announcements

from the units. Lastly, Grace will be said before dismissal for food. Scouts will be asked to participate in the flag ceremony and grace.

Once in the Dining Hall, proper etiquette will be expected. Campers will split into two lines, follow along the serving line, and continue to their tables. Units must sit together in the Dining Hall for safety (allergies) and quality assurance (count) purposes. All units not planning to attend a meal must notify the Head Cook or Camp Director 24 hours before that meal. Any unit that did not make prior arrangements may be treated as lost campers.

Units will be dismissed, and waiters must stay behind awaiting clean up instructions from the Dining Hall Steward and Head Cook. Campers should not leave the Dining Hall without permission.

## UNIFORM

At flag lowering, religious services, special ceremonies, or campfire program Scouts are expected to wear a full BSA Field Uniform (formerly Class A). Any other circumstances requiring BSA Field Uniform will be announced. During regular camp program time throughout the day and general times at camp, scouts are asked to wear a BSA Activity Uniform (formerly Class B).



## OPEN PROGRAM AND APPOINTMENT TIME

Every day from 1:00-1:50 and 4:00-4:50 pm, most program areas are open. For a total camp experience, Scouts are encouraged to visit each area at some time during the week. Also, if you need extra merit badge help, set up an appointment with your counselor from 5:00-5:30.

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## WEEKLY OPPORTUNITIES

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### **OPENING CAMPFIRE (8:00 Sunday Night)**

Come hang out as the staff welcomes you to Camp Mountain Run at Heritage Circle at 8:00 PM on Sunday. The staff will entertain you with songs, skits, and special messages! Please arrive in the wooded area across from Hallstrom at 7:50 pm so the entire camp can enter together.



### **SCOUT VESPERS**

Vespers Service will be held on Tuesday at 7:00 PM at the Hazel and Lawrence Reitz Chapel. Remember the 12th point of the Scout Law: Reverent. Take time to reflect on all things good.

### **FAMILY NIGHT / ORDER OF THE ARROW DAY**

Every Wednesday night, parents are welcome to join their scouts at camp for a chicken dinner and the Order of the Arrow activities. The evening flag ceremony and dinner will remain at 5:50 and 6:00 respectively.

Wednesdays are also Order of the Arrow Day. Scouts are encouraged to wear an OA shirt during the day and wear their OA sash as part of their Field Uniform to Dinner and evening ceremonies. Ah'tic Lodge will demonstrate Native American Drum and Dance techniques and conduct a Calling Out Ceremony.





**CHICKEN DINNER: Visitor meals must be purchased in advance to ensure we have enough food for everyone. Visitor meals are \$10.00 per person and tickets MUST BE PURCHASED by Sunday at the Leaders Meeting. We cannot guarantee anyone a meal who has not purchased a ticket ahead of time.**

All visitors will be required to sign in and wear guest wristbands to identify themselves while they are in camp. The sign in book will be moved to the Camp's main entrance for the convenience of those attending, weather permitting.

Camp remains closed to vehicles on Parent's Night, except for official camp business. If your Troop has family members visiting, who for health reasons, will need special travel arrangements, please speak with a camp administrator. Please advise all parents to leave all family pets at home. **Only certified service animals are permitted on camp property.** All visitors are required to depart camp by the end of ceremonies, unless prior approval has been given by the Camp Director, Program Director, Commissioner, or Ranger for a later departure.

### **THURSDAY "COOK IN CAMPSITE" NIGHT**

All Troops will cook in the campsite on Thursday night. The food will be provided to units. An accurate meal count must be turned in to the Camp Cook, no later than Wednesday at breakfast. Food will be ready for pickup at the Dining Hall between 3-4 PM on Thursday. We ask that units invite their Site Guide and any other staff members to join them.

## DUTCH OVEN COOK-OFF

On Thursday evening, while your Scouts are having fun somewhere in camp, Leaders and Scouts are encouraged to enjoy their evening, relax, and cook some great food in the campfire. All recipes and ideas are solely in the hands of the chef, any type of food is permitted. **The secret ingredient will be revealed and distributed prior to the event.** A group of selected staff members will judge the dishes and select a winner. A limited number of Dutch Ovens are available at the Quartermaster in the back of the Walker Building.



## CLOSING CAMPFIRE (8:00 Friday Night)

At the end of the week, join the staff again at Heritage Circle as we present our weekly awards and say farewell for the summer. All units are asked to participate in the campfire program with a skit or song. Units should see the Program Director to sign up participate. Please arrive in the wooded area across from Hallstrom at 7:50 pm so the entire camp can enter together. This event will be the official end of camp program.



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# FIRST YEAR CAMPER PROGRAM

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## TRAILBLAZERS

Location: The Pavilion located between the parking lot and Eynon Cabin. This program has been designed specifically for Scouts who are attending their first week at Scouts BSA Long Term 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. 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. The program meets for the whole day. Since the patrol is the backbone of any strong Scouts BSA 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 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 (Wood Tools)
- Firem'n Chit (Fire Safety)

These skills will be reinforced through fun and challenging inter-patrol competitions. The course may also reconvene 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, COPE and handicraft. An overnight outpost will be held Thursday evening. This will allow the Scouts to put the skills they have been learning into practical use. They will hike out to a secluded area of CMR 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 camp out overnight. If severe or inclement weather is forecast, arrangements will be made. Scouts participating in the outpost should bring suitable gear for overnight, outdoor camping. Camp will supply all the food for the event. Not all items needed for each scout will be available from CMR, so scouts are expected to come prepared. 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 Scout's 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 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. **Trailblazers will have the opportunity to earn Leatherwork, Nature and Mammal Study Merit Badges.**





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## DAILY ACTIVITIES

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### OPEN SWIMMING/OPEN BOATING

Cool off in Stackpole-Hall swimming pool or look for Eagles as you navigate a kayak on Boone Lake. These areas alternate when they are open during open program time each day. Check the schedule and be sure to bring a buddy!

### POLAR BEAR SWIM

Polar Bear Swim will be offered Monday-Friday mornings. Scouts must attend at least four of the five sessions to get the award. The gates will open promptly at 6:00 AM. All the pool and aquatics rules still apply. Make sure to bring a buddy!

### 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. Daily opportunities are scheduled from 6:30-7:30 AM Monday through Friday. If you think you will need more than the required 4 hours of training, see the Aquatics Director.

### TROOP COPE

Your Troop can schedule a time slot to experience team building opportunities and the low elements of the COPE course. This is an introduction to COPE in hopes of creating future interest within your Troop. Troops can pursue more advanced level training (high elements) in the off-season. The Scouts will have an awesome opportunity to develop the communication, leadership, and decision-making skills you are looking for in your youth leaders. ***This is one of the requirements to achieve the Honor Troop Award.***



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## **SPECIAL AWARD PROGRAMS**

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### **IRON SCOUT**

This is the ultimate Camp Mountain Run challenge! Requirements will be available in Hallstrom Lodge any day of the week. Just stop in and ask the Camp Clerk. Make sure to turn in the completed form to the Program Director Mailbox in Hallstrom Lodge by Friday before Lunch.

### **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 you know how to set and achieve advancement goals, teach younger Scouts about camping, work to help set the example in your campsite, show you know how to take care of equipment, and, above all, participate in summer camp. Requirements to achieve this award are available at Hallstrom Lodge. All forms must be picked up on Monday and then submitted to the Camp Commissioners Mailbox in Hallstrom Lodge by Friday before lunch.

### **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 the 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 to the Camp Commissioners Mailbox in Hallstrom Lodge by Friday before lunch.

### **HONOR TROOP AWARD (Honoring the Unit 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 submitted to the Camp Commissioner Mailbox in Hallstrom Lodge by Friday before lunch.

### **SQUIRREL RIDING MERIT BADGE**

This merit badge is unique to Camp Mountain Run. It is a self-guided merit badge that can be earned by youth and leaders alike. You may purchase the booklet and patch at the Trading Post.

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## ADULT LEADER TRAINING

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### COFFEE DRINKING MERIT BADGE

That's right! Adults need to have some fun too! Come get your caffeine buzz on while earning a badge of your own! This will take place every at 10am (Monday thru Friday) in Hallstrom Lodge.



### COPE BELAY TRAINING & CLIMB ON SAFELY

Offered to prepare leaders and adults to assist with any climbing, bouldering, or high ropes activity planned for their unit. Time to be announced at the Sunday Leaders Meeting. See COPE Director for more details.



### SAFE SWIM DEFENSE & SAFETY AFLOAT

Offered to prepare leaders and adults to assist with any swimming or boating related activity planned for their unit. Time to be announced at the Sunday Leaders Meeting. See the Aquatics Director for more details.

### ADULT CPR AND AED

This will be offered on Monday, from 1:00 PM to 3:00 PM in Hallstrom Lodge. Leaders must sign up by Sunday at the Leader's Meeting. There is an additional fee for this program. See the Program Director for more details.

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## CAMP-WIDE EVENTS & EVENING SCHEDULE

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### SUNDAY

1:00-4:00	Unit Check-In
4:00	Leader's Meeting in Hallstrom Lodge. An orientation to prepare you for the rest of the week. Please send at least one Adult from your unit, but more is preferred. Any changes to be made to a Scout's schedule must be done at this meeting
8:00 pm:	Opening Campfire at Heritage Circle. Following dinner, sit back, relax, and enjoy the staff welcoming you home with skits, songs, and special messages.

### MONDAY

6:00AM	Polar Bear Swim
1:00-1:45	Open Boating
4:00-4:45	Open Swim
4:00-4:45	Open Shoot (Archery only)
5:00	30 Minute Ecology Conservation Information Session (Gilmore Lodge)
7:00-8:30	Camp-Wide Games! (Staffenger Hunt and Water Polo Competition)
9:00-Midnight	Astronomy Observation. Open to everyone but required for those taking Astronomy MB (meet at Gilmore Lodge and dress warm!)

### TUESDAY

6:00AM	Polar Bear Swim
1:00-1:45	Open Swim
4:00-4:45	Open Boating
4:00-4:45	Open Shoot (Rifle only)
7:00	Vespers at the Hazel and Lawrence Reitz Chapel.
7:30- 8:30	Open Climbing
9:00	Hour long Herpetology Walk to search for frogs, toads, and other nocturnal creatures (meet at Gilmore Lodge) Open to everyone but required for those taking Reptile and Amphibian Study, Fish and Wildlife Management, and Nature Merit Badges.



## WEDNESDAY

5:30AM	Bird Watch (Required for Bird Study, Fish and Wildlife Management, and Nature Merit Badge Students, open to everyone)
6:00AM	Polar Bear Swim
1:00-1:45	Open Boating
4:00-4:45	Open Swim
4:00-4:45	Open Shoot (Archery only)
5:00-9:30	Family Night
7:30-Finished	Ah'Tic Lodge Drum & Dance Team performance at Lakefront followed by Order of the Arrow Calling Out Ceremony on the breast of the dam. OA Member Ice Cream Social following the completion of the Calling Out Ceremony at the Dining Hall

## THURSDAY

6:00AM	Polar Bear Swim
1:00-1:45	Open Swim
4:30	Pick up food in Dining Hall
5:00	Trailblazer Outpost departure
6:00	Cook in your Campsite
7:00	Volleyball Tournament (Includes a Staff vs Leaders Game!)
8:00	Dutch Oven Cookoff at Walker Pavilion (Scouts and Leaders encouraged to participate)
9:00	Night Shoot at Rifle Range

## FRIDAY

6:00AM	Polar Bear Swim
1:00-1:45	Open Swim
4:00-5:30	Merit Badge Reconciliation (aka...Blue Card Party) at Hallstrom Lodge. Verify that all your Scouts' blue cards and activity awards have been properly processed. Admin Staff will be available to clarify and resolve any discrepancies.
4:00 - 5:30	Open COPE
4:00 - 5:30	Open Shoot (Rifle)
4:00 - 5:30	Open Boating
8:00	Closing Campfire at Heritage Circle

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# FORMS

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The following forms can be found on the [www.campmountainrun.org](http://www.campmountainrun.org) website.

- Annual Health and Medical Record Form, Part A, B, and C
- Adult Roster Form
- Scout Release Request Form
- Pre-Camp Swim Record Form