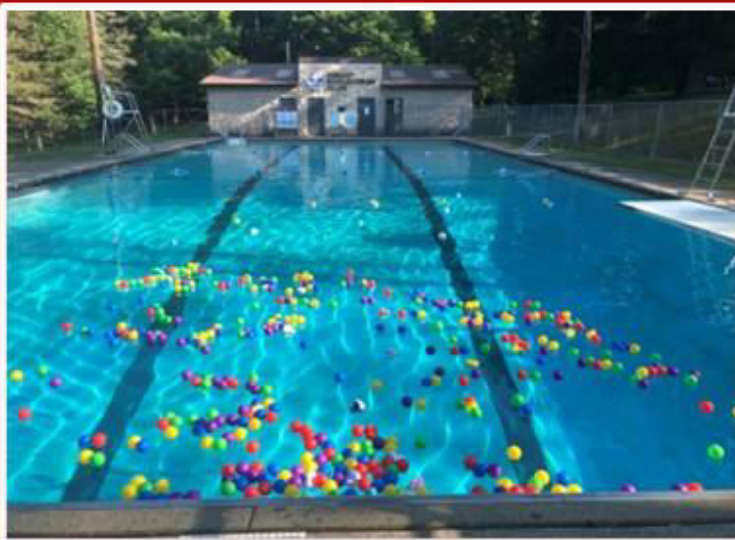


Camp Mountain Run 2024

Scouts BSA Leader Guide



Scouting's Hidden Gem

GUIDE UPDATES

As we get closer to the opening of summer camp, there may be a need for updates to this Leader Guide. There are already additions and changes from last year so please carefully review the entire guide. **Please continue to refer to this page to check for the most recent version of this guide.**

MAY 1 – Before scheduling MB classes, please check the MB Schedule and the Weekly Schedule at a Glance because both have been updated. Remember that Scouts cannot register for MB classes until they are paid in full any time after 11:59PM on May 1st.

Dear Scouts BSA Leaders:

We are pleased to present the 2024 edition of the Camp Mountain Run Summer Camp Leader Guide. More specifically, thank you for choosing Camp Mountain Run this summer as we continue to provide an outstanding experience for Scouts and leaders alike.

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.

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 guide will provide basic information about camp operations and the camp programs that we offer. Please familiarize yourself with this guide and **regularly refer back to the GUIDE UPDATES page (previous page)** to best prepare your unit for an outstanding week of camp. We have taken your suggestions and tried to improve an already great weekly schedule. You can also visit our website at www.campmountainrun.org for more information 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, "Scouting's Hidden Gem".

See you at camp!

Scott Creighton
Camp Director
scott.creighton@scouting.org

PLANNING FOR SUMMER CAMP

2024 SUMMER CAMP DATES

- Scouts BSA Week #1 (June 23-June 29)
- Scouts BSA Week #2 (June 30-July 6)
- Scouts BSA Week #3 (July 7-July 13)
- Scouts BSA Week #4 (July 14-July 20)

SUMMER CAMP PLANNING TIMELINE AND FEES

- WINTER: Begin summer camp promotions with Scout families
- Send in a non-refundable \$100 site deposit by March 1.
- Watch and/or participate in Virtual Pre-camp Meeting in May and June.

	Bucktail Council	Out of Council
Early Bird (paid in full by May 1)	\$425	\$450
Regular price (paid by May 31)	\$450	\$475
Late fee (paid after May 31)	\$475	\$500

CAMPERSHIPS

For Bucktail Council 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, 2024.

After review by the Council Camping Committee, parents will be notified if their application has been funded or denied by April 15th. 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.

Only refund requests submitted by the Scout's unit will be considered. "Homesickness" is not 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, 2024. 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 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 at Hallstrom Lodge when they enter or leave camp premises. (Example: Tobey will be staying with the Troop Sunday thru Wednesday, and then Cody will arrive to take his place Wednesday thru 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 to pay for a meal ticket. Adults must be compliant with Youth Protection Guidelines and clearances.

WHAT TO BRING TO CAMP

Every unit has their own guidelines for camping gear and equipment needed for camp. We recommend campers follow guidelines from their unit 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 all Scouts bring a reusable water bottle.

CORONAVIRUS (COVID-19) SAFETY PRECAUTIONS

We must follow the most current recommendations of the CDC and PA Department of Health, which may include:

- 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

CAMPSITE INFORMATION

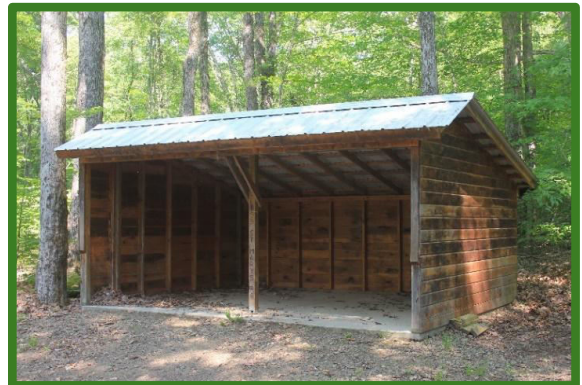
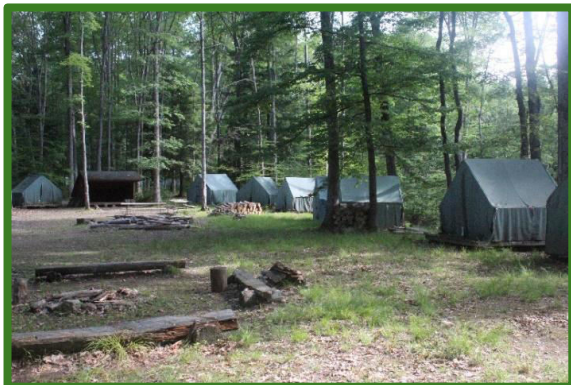
We provide two-person canvas tents (either 9x9 or 9x7) along with two cots. Tents sit on a wooden platform and are supported by an aluminum frame. We take pride in maintaining our canvas and “it never rains at camp”, but we still recommend that bringing a tarp, just in case. Campsites include a latrine 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. Capacity limits below are based on two occupants per tent. You are welcome to bring additional tents. **Unit Leaders are required to enforce the youth protection policy of two-year age difference in each tent.**

CAMPSITES

Name	Adirondack	Latrine	Electric	Capacity
Algonquin	Yes	Yes	No	40
Cherokee	Yes	Yes	No	30
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
Happy Jack+++	(Octagon)	Walker/Pool	Yes	38
Huron	Yes	Yes*	Yes	28
Iroquois	No	Yes*	No	10
Mohawk	Yes	Yes	Yes	36
Shoshone	Yes	Yes	No	36

* Denotes shared latrine.

+++Denotes an increased fee per person.



MAP

UNIT CHECK IN

Our goal at CMR is to make check in a quick, easy, and painless experience. To do that, we ask that all units follow the check-in guidelines below and follow staff directions. Units will be assigned an arrival time between 1:00 and 3:00 on Sunday and should be ready to start the check in process at the time scheduled.



The check-in process will go as follows:

1. At the scheduled arrival time, Site Guide will meet Troops in the parking lot and bring them to Gilmore Lodge to begin the check-in process.
2. The Scoutmaster should enter Gilmore first to begin check-in, Scouts will follow. Scouts should have a 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. Scouts are then 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. Next up is the dining hall for seating arrangements and orientation. Be ready to confirm food allergies and diet restrictions with the Head Cook.
6. Units will then be taken to their campsites and given a camp tour, including a safety talk at the rifle range!

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. Units are permitted to have two vehicles transport equipment to the campsite after check-in. Vehicles must then return to the parking lot by dinner time on Sunday.

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 for review 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. Prescription drugs should be clearly labeled with the Scout's name and unit number. Units will be provided a lock box for safe storage with unit leaders to 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. Bucktail Council is no longer required to keep health forms on file and therefore will be returning them once camp has concluded. Health forms can be picked up as part of your check out procedures.

CAMP SERVICES

SHOWERS

Individual use shower stalls are available for everyone. See schedule below.

Under 18 males	Pool showers 6AM-10PM
18 & over males	Walker showers 6AM-10PM
Under 18 females	Pool showers 6AM-10PM
18 & over females	Walker showers 9AM-6PM

RESTROOMS

The pool shower facilities are equipped with restrooms for youth. The visitor latrines are always kept open. Youth should not use the restrooms in the Walker Center. **The Dining Hall Restrooms are a single use facility.**

COMMISSIONER SERVICE

The commissioner should be your first point of contact for any concerns or questions you have during camp. The Commissioner and commissioner staff (site guides) 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 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 game equipment, borrow rakes and shovels, etc.

SERVICE AND CONSERVATION PROJECTS

A Scout is Helpful. Anyone interested in performing a service or conservation project for the betterment of camp can coordinate the project with the Camp Ranger, Camp Director, or Commissioner's Staff.

RANGER SERVICE

The Camp Ranger oversees all camp maintenance and day to day facility operations. If something in your campsite needs attention, please contact the Ranger or Camp Director to have things resolved.

Trash pick up will be done every evening. Please have your bags set out by the nearest "GARBAGE" sign along the road near your campsite for the Camp Ranger to collect.



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 Unit 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 scouter 18 years of age or older, or a registered parent of a participating youth member. 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.

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.

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 to record time/date information and produce a temporary badge.

WHO SIGNS IN/OUT	PROCEDURE
SCOUTS	LOBBY GUARD/CLIPBOARD
LEADERS/ADULTS/GUESTS	LOBBY GUARD/CLIPBOARD
FAMILY NIGHT	CLIPBOARD

Youth participants may not leave camp without the permission of a parent or legal guardian and adult unit leadership. 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 (Example: baseball game) must present a Scout Release Request Form completed and signed by their parent or legal guardian and be approved by the Troop/Crew leader.

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 an ID sticker that must be worn the entirety of their visit. Once their visit has concluded, they must stop by the camp office again and sign-out. Guests are required to depart camp by 11:00PM unless special approval is given by the Camp Administration.

Visitor meal tickets may be purchased at the Trading Post. Prices will be updated closer to camp pending supply chain issues.

- **Breakfast** \$ 10
- **Lunch** \$ 12
- **Dinner** \$ 15

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 exceptions 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 Sunday prior to dinner.

CAMP PROPERTY DAMAGES

Any damage 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 electronic cigarettes 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

Pets are not permitted at camp. Campers are not permitted to remove animals from their natural habitat. Service, emergency, and law enforcement animals are permitted with the proper paperwork.

SHOOTING SPORTS INFORMATION

Camp has all the necessary equipment required for the operation and use of the rifle, shotgun and archery ranges. Scouts should not bring any personal equipment. No firearm or bow may be used in camp except under the direct supervision of the Shooting Sports Director. Violations will result in suspension of shooting sports privilege and violators may be asked to leave camp. Scouts wanting to participate in open rifle and shotgun shoots will be charged a minimal fee for ammunition. \$5 tickets (TEN .22 caliber rounds or FIVE shotgun rounds) can be purchased at the Trading Post. This fee does not apply to Scouts who are enrolled in the rifle and/or shotgun merit badges and have pre-paid for their class ammunition usage.

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.

- No live bait except worms and nightcrawlers!
- Use barb-less hooks.
- Please practice "catch and release".

** To obtain a CMR fishing permit, you are required to attend a brief informational meeting. Time and location TBA. **

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 **15-20 minutes** prior to each meal 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 all units are present or not.** Announcements will be made and grace will be said after the flag ceremony. 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. Any 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.



MERIT BADGE INFORMATION

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.** All requirements must be completed successfully to complete a Merit Badge. If a 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.”

BLACK PUG

At Camp Mountain Run, we utilize Black Pug as our main source of managing Merit Badges. At the end of the week, each unit will receive a list of completed and partially completed Merit Badges for each Scout. This will be the main record source. Blue cards will only be used in an emergency back up situation.

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 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.

Most Merit Badges have class size limits due to safety and quality assurance reasons. Changes can only be made with the permission of the Camp Director and/or the Program Director.

The camp staff will not abbreviate, substitute or short cut any requirements. THE REQUIREMENT IS THE REQUIREMENT. Camp staff only verifies work 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.

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 18th birthday.

ADDITIONAL MERIT BADGE FEES

If you choose to purchase the specific kits at summer camp for the following Merit Badges, these additional fees may apply. This list is provided as a courtesy. Keep in mind prices are approximate.

- Archery \$8 - Arrow kit
- Basketry \$22 - Kits for two baskets and a stool
- Leatherwork \$12 - Knife sheath kit
- Space Exploration \$15 - Model rocket kit
- Wood Carving \$6 - Wood slide kit

NEW MERIT BADGES & PROGRAMS FOR 2024 (Listed by Program Area)

- Aquatics – Stand Up Paddleboarding
- Shooting Sports – Cowboy Action, Black Powder
- Ecology/Conservation – Fish & Wildlife, Insect Study, Soil & Water
- Outdoor Skills – Backcountry Adventure (week-long program)
- Health & Safety – Citizenship in the World, Fire Safety, Search & Rescue
- Ranger – Haunt Training
- Leader Training – Certified Angling Educator, plus more to be announced.

DRESS CODE FOR POOL & AQUATICS ACTIVITIES

Based on National BSA recommendations and due to the physical nature of swimming related activities, only modest swimsuits are permitted. Swim shirts/t-shirts may be worn as additional cover. Shirts must be worn when travelling outside of the pool area.

- Female suits – standard one-piece or the tankini must meet the bottoms.
- Male suits - shorts style not “speedo brief” style.

	9:00-9:50	10:00-10:50	11:00-11:50	1:00-1:50	2:00-3:10	3:20-4:30	4:30-5:30
Aquatics <i>(Pool)</i>	CLOSED (MTWRF)			Open Swim (TR) Trailblazers (W) Mile Swim (F)	Swimming	Lifesaving	Mile Swim (MTWR)
Aquatics <i>(Waterfront)</i>	Kayaking	Canoeing	Rowing	CLOSED (MTWRF)	Kayaking	Canoeing	Open Area (MW) SUP (TR)
Shooting Sports	Rifle Archery	Shotgun Archery	Rifle (Black Powder)	Archery (M) Rifle (T)	Rifle Archery	Shotgun Archery	Open Area (MTWR)
Outdoor Skills	Pioneering Signs, Signals & Codes	Cooking	Wilderness Survival	CLOSED (MTWRF)	Fishing Orienteering	Geocaching	Open Area (MTWR)
COPE & Climbing	CLOSED (MTWRF)	COPE		TROOP COPE (MTWR)	Climbing		TROOP COPE (MTWR)
Handicraft	Woodcarving	Basketry	Indian Lore	CLOSED (MTWRF)	Painting	Leatherwork	Open Area (MTWR)
STEM	Moviemaking	Composites	Space Exploration	CLOSED (MTWRF)	Photography Fingerprinting	Astronomy	Open Area (MTWR)
Health & Safety	Citizenship in the World	Fire Safety	Search & Rescue	CLOSED (MTWRF)	Emergency Preparedness	First Aid	Appt. Only
Trailblazers <i>(First Year Campers)</i>	Requirement work (Tenderfoot through First Class)			Open Archery (M) Open Rifle (T) Open Swim (W)	Photography Fingerprinting	Geocaching	Outpost (R)
Ecology/ Conservation	Fish & Wildlife Bird Study	Environmental Science	Soil & Water	CLOSED (MTWRF)	Insect Study	Forestry	Open Area (MTWR)
Ranger	Welding	CLOSED (MTWRF)					
Backcountry Adventure	Monday – Outpost Set Up Tuesday AM-Friday AM – Pack & Yak (Participants will leave after breakfast and return before dinner every day) Friday PM – Campwide Game						

COMMUNICATION



COMMUNICATIONS WITH CAMP STAFF

Please come to us with any questions or concerns that you may have throughout the week. If we are unaware of an issue, we cannot fix it. If we do not have an immediate answer, we will find one and get back to you ASAP. In most cases, we can find a reasonable solution within 24 hours.

LEADER MEETINGS

Scoutmaster Orientation will be held on Sunday at 4:15 at Hallstrom Lodge before Dinner. All leaders are asked to attend, as many important things will be discussed, including any changes to the schedule.

Daily Leader Meetings will be held Monday, Wednesday, and Friday immediately following breakfast on the front porch area of the Dining Hall.

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 a closing campfire program. All units are asked to participate.

TYPICAL DAY AT CAMP

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 – Mon-Wed-Fri)
9:00AM-11:50	Merit Badge Sessions 1, 2, and 3
12:00-1:00	Grab & Go Lunch (SPL Meetings after Lunch – Mon-Wed-Fri)
1:00-1:50	Troop Time/Siesta/Leader Training
2:00-4:30	Merit Badge Sessions 4, and 5
4:30-5:30	Open program areas. 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 return to Campsites/Showers Closed
11:00	Taps (Lights Out and All Quiet)

UNIFORM

At flag lowering, religious services, or special ceremonies Scouts are expected to wear a full BSA Field Uniform (formerly Class A). During daily program and general times, Scouts may wear a BSA Activity Uniform (formerly Class B).

OPEN PROGRAM AND APPOINTMENT TIME

From 4:30-5:30 pm and 7:00-9:00pm, most program areas are open (Monday through Thursday). Also, Scouts that need extra merit badge help, should set up an appointment with your counselor during one of these times. **If approved, additional Merit Badges taught by Unit leaders in camp may be offered at this time as well.**

EVENING EVENTS & CAMPWIDE GAMES

OPENING NIGHT (SUNDAY NIGHT)

At 7:15 Ah'tic Lodge kicks off the week with a North American Drum & Dance performance in Heritage Circle. This leads right into the Opening Campfire where the staff will entertain you with songs, skits, introductions and special messages! Immediately following the campfire, Troops will head to the breast of the dam at Boone Lake for the Order of the Arrow Calling Out Ceremony.

VOLLEYBALL TOURNAMENT (MONDAY)

At 7:00PM Troops will form patrols (teams) of 6 or more and meet at the Volleyball court beside the pool shower house. Smaller Troops may combine to form patrols if necessary. We begin with round robin format for seeding purposes, followed by a single-elimination tournament. **Teams should be made up of youth only (Sorry Leaders 😞).**

SCOUTMASTER CORNHOLE TOURNAMENT (MONDAY)

Leaders...get a partner and join in on the fun. Get to know the other leaders in camp while competing in a fun environment. And yes, there will be a prize for the winners!

SCOUT VESPERS (TUESDAY)

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.

DUTCH OVEN COOK-OFF (WEDNESDAY)

You prepare and submit your entry by Thursday at 8:00PM at Walker Pavilion. We look forward to tasting the recipes that you have accumulated in your Troop's history. **A secret ingredient to include will be revealed and distributed prior to the event.** A group of 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.

COWBOY ACTION (WEDNESDAY NIGHT)

One of our new features this summer will be the opportunity to participate in the Cowboy Action event. Scouts and Leaders will get an opportunity to shoot a rifle, shotgun and pistol.

OUTPOST NIGHT (THURSDAY NIGHT)

Participants in the Trailblazer program, Wilderness Survival Merit Badge, and the new Backcountry Adventure program will spend the night in their designated outpost location.

COOK IN CAMPSITE DAY (FRIDAY)

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

FAMILY NIGHT (FRIDAY)

On Friday night, parents are welcome to join their Scouts for dinner and closing campfire. 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 or Ranger for a later departure.

CLOSING CAMPFIRE (7:00 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 in order to participate.

SPECIAL WEEK-LONG PROGRAMS



BACKCOUNTRY ADVENTURE - aka "Pack & Yak"

Older Scouts should sign up for the Backcountry Adventure program to challenge themselves and put their Scouting skills to the test through various outdoor activities. The weekly schedule includes but is not limited to:

- One day shakedown and base camp set up
- 3 days of hiking on and off the CMR property
- 10-20 mile kayak trip
- Overnight outpost

Scouts will utilize current talents and learn advanced skills on their way to earning requirements from various merit badges like Hiking, Orienteering, Pioneering, Wilderness Survival, Fishing and Kayaking. Participants will also complete requirements for Leave No Trace and parts of Wilderness First Aid.

We will be running this as a pilot program with limited participation so sign up early. Scouts will return from their daily adventure before or after dinner so that they can still participate in evening events with their Troops. Adult leaders may also sign up to fill empty slots and/or serve as additional supervision.

RECOMMENDED AGES: 15 & UP





TRAILBLAZERS (First Year Campers)

This program has been designed specifically for Scouts attending their first week at Scouts BSA Long Term Camp and/or who have not attained the rank of First Class. We provide Scouts with instruction and experience in basic Scouting Skills on the trail to First Class. We also want the first-year campers to become familiar with everything Camp Mountain Run has to offer and to get them excited about returning next summer. The program meets for the entire day, Monday through Friday. Advancement requirements are worked on in the morning. Geocaching, Photography and Fingerprinting merit badges are worked on in the afternoons. There will also be times that program areas are specifically reserved for Trailblazers only.

The course will focus on the following Scout Skills:

- Camping
- First Aid
- Pioneering
- Orienteering
- Cooking
- Totin' Chip
- Firem'n Chit

An overnight outpost will be held Thursday evening that allows the Scouts to put the skills they have been learning to practical use. They will hike out to a secluded area of CMR where they will set up their shelter, build a fire, and cook their dinner. Early in the week, Scouts will be given a packing list of what to bring on the outpost. Leaders are encouraged to participate in the program with their Scouts. A record of the skills learned throughout the week will be provided to each unit.



DAILY ACTIVITIES

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.

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 PLUNGE

Polar Bear Plunge will be offered Monday, Tuesday, Thursday, and Friday mornings between 7:00-7:15 AM. Scouts must attend ALL four sessions to earn the award. **You must completely submerge yourself to receive credit!**

CAMP MOUNTAIN "RUN"

This morning jog is a fun run that will be held on Wednesday at 7:00 AM. Meet at the lower gate in front of Gilmore Lodge. The course runs to the top gate on Nolan Road and back (approximately 2 miles).

MILE SWIM

Earn the Mile Swim, BSA award. Daily training opportunities are scheduled from 4:30-5:30 PM Monday through Thursday, with the final swim to begin at 1:00 on Friday. See the Aquatics Director for more information.

HAUNT TRAINING MERIT BADGE

This is another CMR exclusive that gives you a behind the scenes look at our council's top fundraising event, "The Haunt", and provides you with an opportunity to be a part of the creative process. While you will be able to complete the majority of this during the week, the final bonus requirement is for you to actively participate in this year's October event as a scare-actor, set up crew member, or tear down crew member.

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. Your Scouts will have an awesome opportunity to develop the communication, leadership, and decision-making skills you are looking for in a youth leader. ***This is one of the requirements to achieve the Honor Troop Award.***

SPECIAL AWARDS PROGRAMS

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 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.

COFFEE DRINKING MERIT BADGE (LEADERS ONLY)

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

ADULT LEADER TRAINING

SAFE SWIM DEFENSE & SAFETY AFLOAT (MONDAY)

Offered to prepare leaders and adults to assist with any swimming or boating related activity planned for their unit. This will be offered from 1:00-1:50 on Monday in Hallstrom Lodge. See Aquatics Director for details.

CERTIFIED ANGLING EDUCATOR TRAINING (TUESDAY & THURSDAY)

This is a two-part course and participants must attend both days from 1:00-1:50 on the Dining Hall porch. Everything you need to know about teaching your Scouts how to become successful at fishing.

COPE BELAY TRAINING & CLIMB ON SAFELY (TUESDAY EVENING)

Offered to prepare leaders and adults to assist with any climbing, bouldering, or high ropes activity planned for their unit. This will be offered at the COPE Course immediately following Vespers Service.

HAZARDOUS WEATHER TRAINING (WEDNESDAY)

The Bucktail Council Training chairman will be here to offer this course. It will be offered from 1:00-1:50 on Wednesday in Hallstrom Lodge.

STOP THE BLEED (FRIDAY)

This will be offered from 1:00-1:50 in Hallstrom Lodge on Friday. Leaders should sign up by Sunday at the Leader's Meeting. See Health Officer for details.

WEEKLY SCHEDULE AT A GLANCE

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7:00AM		Polar Bear Plunge 7:00-7:15	Polar Bear Plunge 7:00-7:15	CMR Fun Run 7:00-7:30	Polar Bear Plunge 7:00-7:15	Polar Bear Plunge 7:00-7:15
8:00AM		BREAKFAST (Flag Ceremony 7:50AM) Leader Meeting (MWF at 8:30AM on front porch of Dining Hall)				
9:00AM		Merit Badge Session #1 (9:00-9:50) Merit Badge Session #2 (10:00-10:50) Merit Badge Session #3 (11:00-11:50)				
NOON		GRAB & GO LUNCH SPL Meeting (MWF at 12:30 on front porch of Dining Hall)				
1:00PM		Troop Time/Camp Siesta/Leader Training (see daily courses offered below)				
	Troop Check In	<i>Safe Swim Defense Safety Afloat</i>	<i>Certified Angling Educator Training</i>	<i>Hazardous Weather Training</i>	<i>Certified Angling Educator Training</i>	<i>Stop The Bleed (Penn Highlands)</i>
		OPEN SWIM 1:00-1:40	<i>Meet The Council President</i>	OPEN SWIM 1:00-1:40	Mile Swim 1:00	
2:00PM		Merit Badge Session #4 (2:00-3:10) Merit Badge Session #5 (3:10-4:30)				
4:30PM	Scoutmaster Orientation in Hallstrom	Mile Swim Open Areas	Mile Swim Open Areas	Mile Swim Open Areas	Mile Swim Open Areas	Merit Badge Reconciliation
5:00PM		Open Boat		Open Boat		
6:00PM	DINNER (Flag Ceremony begins at 5:50)					FAMILY NIGHT DINNER
7:15 PM	OA Drum & Dance	Scoutmaster Cornhole	Vespers	Dutch Oven Cookoff	Frisbee Golf Tournament	Closing Campfire
8:00PM	8:00 Opening Campfire	Volleyball Tournament	Night Shoot	Cowboy Action	Outpost Night	
	OA Calling Out	Open Climb	Open Climb "Climb On Safely"			
10:00PM	Everyone returns to their own Campsite Showers CLOSED					
11:00PM	Lights Out Taps					

OPEN SWIMS – There will be an Open Swim on Tuesday and Thursday from 1:00-1:40 and Friday immediately following Campwide Game. Other times will be announced as the week progresses.

The program portion of the week ends at the conclusion of the Closing Campfire. Troops must make arrangements with their Site Guide prior to check out on Friday night.

SATURDAY

- Troops staying Friday night should schedule a morning check out time with your Site Guide between 8:00-9:00AM
- There is no meal provided on Saturday morning.