

# CMR WARS

THE RETURN OF JEDI JOE

Scouting  America

**COMING SOON!**  
**CAMP MOUNTAIN RUN**  
**CUB SCOUT RESIDENT CAMP**  
**JULY 17-20, 2025**

# GUIDE UPDATES

It is essential to stay informed about potential updates to the Leader Guide. As always, there are several modifications and new programs added since the previous year, so it is crucial to thoroughly review the complete guide. **Please continue to check this page for the latest updates and version of this guide.**

Dear Cub Scout Leaders:

We are thrilled to unveil the 2025 edition of the Camp Mountain Run Cub Scout Resident Camp Leader Guide!

Nestled within the picturesque wooded hills of central Pennsylvania, our expansive 380+ acre facility offers an array of exciting program opportunities and thrilling Scouting adventures. This unique environment ensures that your visits to Camp Mountain Run will always leave you eager for your next adventure!

Summer camp is one of the most rewarding experiences a Scout can enjoy. That's why we've gathered a diverse, enthusiastic, and knowledgeable team, ready to warmly welcome you. Our mission is to “Do Our Best” to provide you and your Scouts with a summer camp experience that is truly unforgettable!

**This year our theme is “CMR WARS – The Return of Jedi Joe”.**

This leader guide is designed to offer essential information about camp operations and the various programs we provide. We have embraced your feedback and made enhancements to our already fantastic weekly schedule. We encourage you to explore this guide and frequently check the **GUIDE UPDATES** page (on the previous page) to prepare your unit for an incredible week at camp.

For additional information in the coming months, feel free to visit our website at [www.campmountainrun.org](http://www.campmountainrun.org).

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](mailto:scott.creighton@scouting.org)



# PLANNING FOR SUMMER CAMP

## 2025 SUMMER CAMP DATES

- Scouts BSA Week #1 (June 22-June 27)
- Scouts BSA Week #2 (June 29-July 4)
- Scouts BSA Week #3 (July 6-July 11)
- Cub Scout Resident Camp (July 17-20)
- Mountain Adventure Camp (July 24-July 27)

## 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 April and June.

	Camp Fees
Early Bird (paid in full by May 1)	\$230
Regular price (paid by May 31)	\$255
Late fee (paid after May 31)	\$280

## 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, 2025.

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'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, 2025. 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 Unit, we can help! Camp Mountain Run can provide a provisional Unit during Cub Scout Resident 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.

## **YOUTH ELIGIBILITY**

Cub Scout Resident Camp is open to all Scouts officially registered with a Unit in the Scouts BSA program.

## **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.

If a visitor (leader or parent) wants to join your Troop for a meal, then he or she should sign in at the office and go to the Trading Post to pay for a meal ticket.

## WHAT TO BRING TO CAMP

Every unit has their own guidelines for camping gear and equipment needed for camp. General recommendations include: clothes (for 4 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.), personal mess kits, a reusable water bottle and some spending money for the Trading Post.

## CORONAVIRUS (COVID-19) SAFETY PRECAUTIONS

We will continue to follow the most current recommendations of the CDC and PA Department of Health.

## MAILING ADDRESS AND CAMP PHONE NUMBER

(Scout's Name – Unit #)  
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 metal Army-style cots that sit on a wooden platform. We take pride in maintaining our canvas and “it never rains at camp”, but we still recommend you bring a tarp, just in case. Most 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 are based on two occupants per tent. Some units use the Adirondack for leaders. 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.**

## IMPORTANT

- Due to recent mold and allergy concerns, we will no longer provide cardboard or mattresses to individuals or Units. Please bring your own if necessary.
- Also, if you have a CPAP, refrigerator, or other type of device, you will need to provide your own extension cord or rechargeable power source. These can be recharged regularly at Hallstrom Lodge. We can no longer provide direct electric service to individuals or individual campsites.

# CAMPSITES

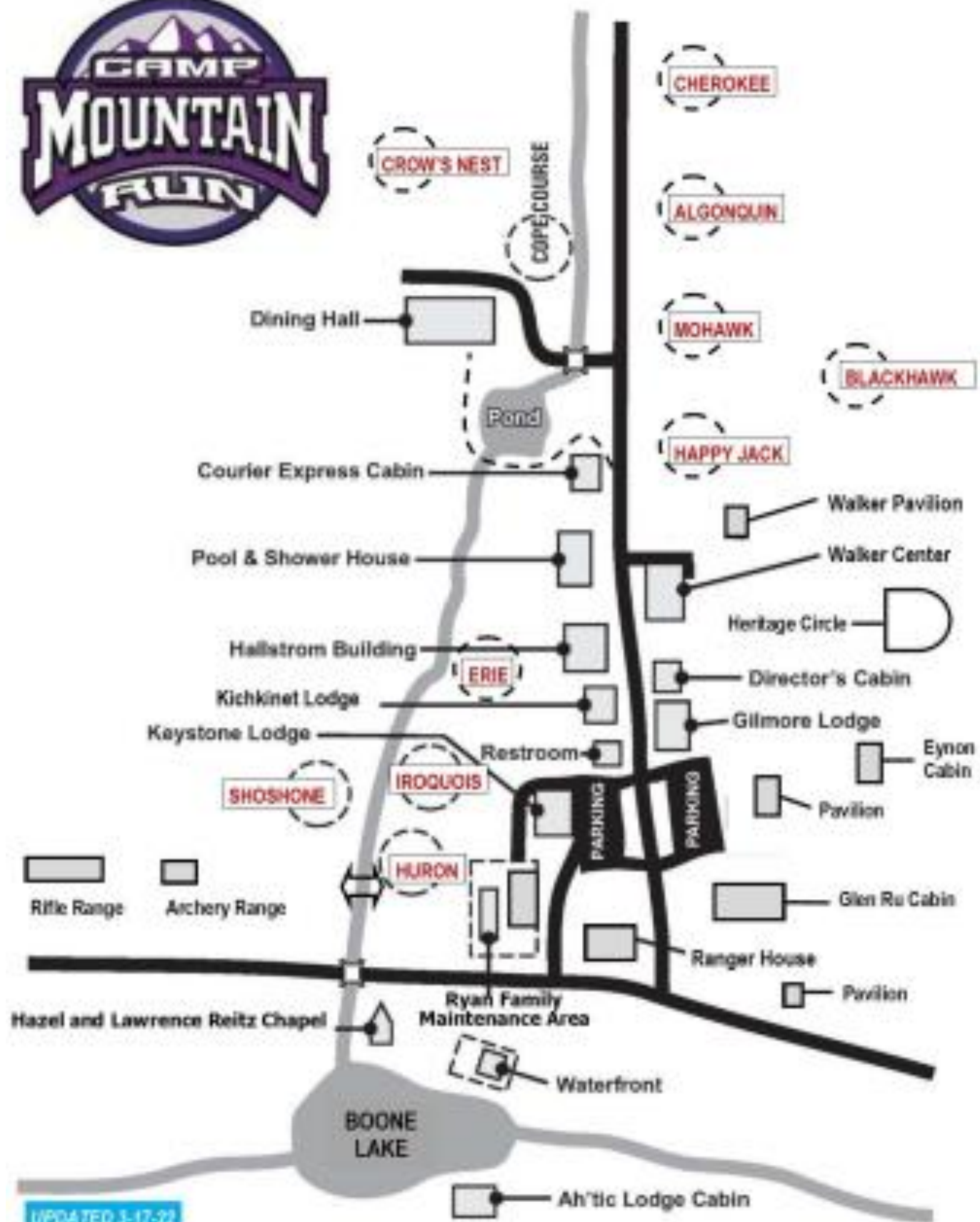
Name	Adirondack	Latrine	Capacity
Algonquin	Yes	Yes	40
Cherokee	Yes	Yes	30
Crow's Nest East	Yes	Yes*	30
Crow's Nest West	Yes	Yes*	26
Erie East	Yes	Yes*	20
Erie West	No	Yes*	22
Happy Jack+++	(Octagon)	Walker/Pool	38
Huron	Yes	Yes*	28
Iroquois	No	Yes*	10
Mohawk	Yes	Yes	36
Shoshone	Yes	Yes	36

\* Denotes shared latrine.

+++Denotes an increased fee per person.

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## **CHECK IN PROCESS**

To ensure a swift and hassle-free check-in experience, all units must adhere to the following guidelines. Each unit will receive a designated arrival time between 1:00 PM and 3:00 PM on registration day and must be prepared to check in at that time. Early check-in is not permitted. Units that arrive late may experience delays in the check-in process.

The check-in process will go as follows:

1. At the scheduled arrival time, Site Guide will meet Units in the parking lot and bring them to Gilmore Lodge to begin the check-in process.
2. The Unit leader 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 Chef.
6. Units will then be taken to their campsites and given a camp tour, including a safety talk at the rifle range!

## **MEDICAL CHECK AND HEALTH RECORDS**

As part of the check-in process for your unit, a medical recheck is mandatory. All health forms will be submitted to the Camp Health Officer for review in the presence of the Scout, Leader, and any attending parents. This recheck aims to prevent illness, ensure proper use of prescription medications, and assess any changes in medical conditions.

Parts A, B, and C of the Annual Health and Medical Record must be completed and signed by a licensed MD, DO, PA, or CRNP for long-term camp participation. Prescription medications should be labeled with the Scout's name and unit number. A lock box will be provided for secure storage, overseen by unit leaders to ensure proper administration. The Health Officer will conduct spot checks to verify medication logs and will be available to manage medication upon request.

Please note that Bucktail Council does not retain health forms. Units should collect them during the checkout process.

# 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 6AM-10PM

## RESTROOMS

The pool shower facilities are equipped with restrooms for youth. The visitor latrines are always kept open. Restrooms in the Walker Center are Adult ONLY.

**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 Scouting America 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 Quartermaster is located in the back of Walker Center, around the corner from the Trading Post. It is open 30 minutes after each meal to allow Units 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 on Thursday and Saturday evenings. Please have your bags set out by the nearest "GARBAGE" sign along the road near your campsite to be collected.

## **GENERAL CAMP POLICIES**

1. The camp will be operated on the chartered unit basis 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.
3. Disciplinary matters should be first handled by the individual unit before involving Camp Administration. Camp staff can offer assistance in counseling, coaching and supervision.
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.
6. Each youth camper must be a registered member of Scouting America to attend these camps.
7. Each participant will be provided accident and sickness insurance by 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. In case of any intruders, please notify the nearest staff member. The Camp Director will investigate and handle these 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 Scouting 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 Unit 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 Unit 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 may 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 campsites. There are micro-lots just outside of each campsite that are available for parking throughout each week. 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.

## **CAMP MOUNTAIN RUN BICYCLE POLICY**

**CMR does not permit bicycles in camp.** If you bring a bike to camp, you must see the Ranger and it will be stored in the maintenance area.

## **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.

## **BULLYING/HAZING POLICY**

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. Leaders should not 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. We recommend that only folding pocketknives are 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 BB 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 Ranges and Targets Director. Violations will result in suspension of shooting sports privilege and violators may be asked to leave camp.

## **FISHING**

Camp Mountain Run has a very well stocked fishing pond and a lake to enjoy fishing. Our cooperative trout 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".

## **DINING HALL PROCEDURES**

All camp meals will be served cafeteria style, utilizing the Scout waiter system in the dining hall. Waiters must arrive 10-15 minutes before each meal to fulfill their duties and attend the flag ceremony, which begins 5 minutes prior to mealtime.

Waiters typically only need to set the tables for 8 people (items include cups, silverware, napkins, and full water pitcher). Individuals will get their own plates when going through the serving line.

### **Meal Times:**

- Breakfast: Units must arrive at the parade field by 7:50 AM.
- Lunch: Begins at Noon and follows a Grab & Go format.
- Dinner: Units must arrive at the parade field by 5:50 PM.

Units should wear the Field Uniform for dinner and the Activity Uniform for breakfast. Announcements and grace will follow the flag ceremony.

### **Dining Hall Etiquette:**

Campers will form two lines when entering the Dining Hall, proceed to the serving line, and sit at their assigned tables. Units not attending a meal must inform the Head Chef or Camp Director 24 hours in advance.

After meal dismissal, waiters must remain for clean-up instructions from the Dining Hall Steward and/or Head Chef.



## FOOD ALLERGIES & SPECIAL DIETARY RESTRICTIONS

Our Head Chef and Dining Hall staff will do what it takes to take good care of your Scout. If your Scout has food allergies, we ask that you indicate that on Black Pug which is passed directly on to our Head Chef and Dining Hall staff. Because there are some common food allergies (i.e., peanuts, tree nuts) we already plan our standard menu to minimize potential exposure and provide substitutes when necessary. In the event of severe food allergy or complex dietary needs, you may be required to send your Scout to camp with their own food. Storage space (dry, refrigerator and/or freezer) will be provided to keep food items safe.

Our kitchen staff does not have time to prepare and cook special meals for individual Scouts or Leaders. A parent and/or leader from the Unit will be responsible for preparing and cooking the special food/meals for the Scout and will be required to complete a food service orientation upon arrival. Scouts under the age of 16 years old will not be permitted to prepare or cook their own meals in the kitchen. Access to a microwave and other cooking equipment will be made available.

Have your Scout (and their leader) review any food allergies with the Health Officer and Head Chef during Check-In Orientation. Also instruct your Scout that after going through the main serving line, they will pick up their alternate food items at the main door to the kitchen for each meal.

**NOTE:** Being a picky eater or not liking a certain food item, is not considered a FOOD ALLERGY.



**VEGAN**



**DAIRY  
FREE**



**GLUTEN  
FREE**



**NUT  
FREE**



**SUGAR  
FREE**



**CORN  
FREE**



## DRESS CODE FOR POOL & AQUATICS ACTIVITIES

Based on Scouting America 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.





## SAMPLE SCHEDULE AT A GLANCE

	17	18	19	20
7:00AM-7:15AM		POLAR BEAR PLUNGE	POLAR BEAR PLUNGE	POLAR BEAR PLUNGE
8:00AM		7:45 – COLORS 8:00 - BREAKFAST		
9:00AM-9:45AM		SESSION #1	SESSION #1	SESSION #1
10:00AM-10:45AM		SESSION #2	SESSION #2	SESSION #2
11:00AM-11:45AM		SESSION #3	SESSION #3	SESSION #3
12:00PM		GRAB & GO LUNCH		
1:00PM	CHECK IN  SWIM TEST  CAMP TOUR  CAMPSITE SET UP	SIESTA	SIESTA	SIESTA
1:30PM-2:15PM		SESSION #4	SESSION #4	SESSION #4
2:25PM-3:10PM		SESSION #5	SESSION #5	SESSION #5
3:20PM-4:05PM		SESSION #6	SESSION #6	SESSION #6
4:15PM-5:00PM		SESSION #7	SESSION #7	SESSION #7
6:00PM		5:45 – COLORS 6:00 - DINNER		
7:00PM		VESPER	CAMP SITE TIME	OA DRUM & DANCE
7:30PM	OPENING CAMPFIRE	OPEN AREAS	CAMPWIDE GAME	CLOSING CAMPFIRE
9:00PM	TAPS	TAPS	TAPS	TRAVEL HOME

# 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 an agreeable solution within 24 hours.

## **LEADER MEETINGS**

Leader Orientation will be held on Thursday at 4:30 at Hallstrom Lodge before Dinner. One leader from each Pack is asked to attend, as many important things will be discussed, including any changes to the schedule. If necessary, additional Leader Meetings time/location will be announced (TBA).

# 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)
9:00AM-11:50	Sessions 1, 2, and 3
12:00-1:00	Grab & Go Lunch (You may eat in DH or take food to go)
1:00-1:30	Siesta
1:30-5:00	Sessions 4, 5, 6 and 7
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	Open Areas (Friday ONLY)
10:00	Taps (Lights Out and All Quiet)

## UNIFORM

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

## OPEN PROGRAM TIME

All program areas are open from 7:00-9:00pm on Friday for Scouts to experience what each has to offer.

# EVENING EVENTS

## OPENING NIGHT (THURSDAY NIGHT)

Come hang out as the staff welcomes you to Camp Mountain Run at Heritage Circle at 7:30PM. The staff will entertain you with songs, skits, and special messages regarding our theme "CMR WARS – The Return of Jedi Joe". Please meet in the wooded area across from Hallstrom at 7:20PM so the entire camp can enter together.

## POLAR BEAR PLUNGE (EVERY MORNING)

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

## SCOUT VESPERS (FRIDAY)

Vespers Service will be held on Tuesday at 7:15 PM at the Hazel and Lawrence Reitz Chapel. Remember the 12th point of the Scout Law: A Scout is Reverent.

## CAMPWIDE GAME (SATURDAY)

Always a popular event, the Campwide Game will be held Saturday evening. Are you a member of the Rebel Alliance? Are you a member of the Galactic Empire? Is everyone who they seem to be? Join us and find out.

## FAMILY NIGHT / ORDER OF THE ARROW PERFORMANCE (SUNDAY)

On Sunday night, parents are welcome to join their Scouts for dinner and closing campfire. **Please advise all parents to arrive no earlier than 5:00.** The evening flag ceremony and dinner will begin at normal time. **GUEST MEAL TICKETS MUST BE PURCHASED PRIOR TO DINNER ON THURSDAY.**

All visitors will be required to sign in. The sign in book will be moved to the Camp's main entrance at 5:00 for the convenience of those attending, weather permitting.



### **CLOSING CAMPFIRE (SUNDAY 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.

