

CAMP MOUNTAIN RUN

"Scouting's Hidden Gem"



4980 Mountain Run Road
Penfield, PA 15849
www.campmountainrun.org
814-371-5650



SUMMER CAMP 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 refer to this page to check for the most recent version of this guide of this guide.**

FEBRUARY UPDATE: WEEKLY MERIT BADGE SCHEDULE. (Page 23)

APRIL UPDATE: MERIT BADGE PRE-REQUISITES (Page 20)

MAY UPDATE: LEADERSHIP REQUIREMENT CORRECTION (Page 12)

Dear Scouts BSA Leaders:

We are thrilled to unveil the 2025 edition of the Camp Mountain Run Summer Camp Leader Guide! Thank you for selecting Camp Mountain Run as your destination, where we are dedicated to delivering an exceptional experience for both Scouts and leaders.

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 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.

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

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)	\$430
Regular price (paid by May 31)	\$455
Late fee (paid after May 31)	\$480

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 15th. 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 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.

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.

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 6 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 – 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 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 generator or power source. These can also be recharged regularly at Hallstrom Lodge. We can no longer provide direct electric service to individuals or individual campsites.

CAMPSITES

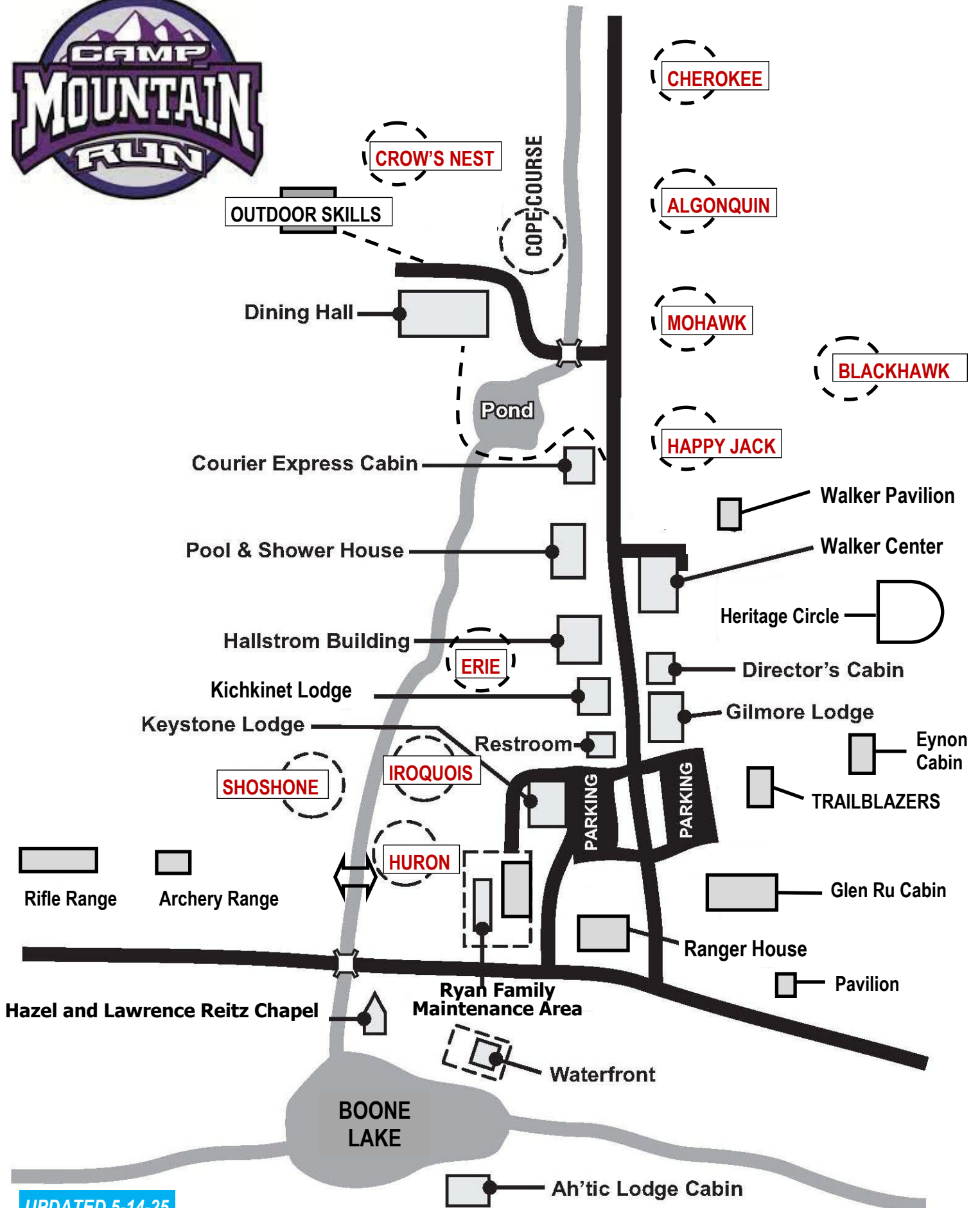
Name	Adirondack	Latrine	Capacity
Algonquin	Yes	Yes	40
Cherokee	Yes	Yes	30
Crow's Nest East	Yes	Yes*	30
Crow's Nest West	Yes	Yes*	26
Erie East	Yes	Yes*	20
Erie West	No	Yes*	22
Happy Jack+++	(Octagon)	Walker/Pool	38
Huron	Yes	Yes*	28
Iroquois	No	Yes*	10
Mohawk	Yes	Yes	36
Shoshone	Yes	Yes	36

* Denotes shared latrine.

+++Denotes an increased fee per person.

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UPDATED 5-14-25

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 Sunday 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 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 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. Unit 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 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 Center, around the corner from the Trading Post. It is open 30 minutes 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 on Tuesday and Thursday 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 offers 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

Scouting America policy requires two registered adult leaders 21 years of age or over are required at all Scouting activities, including summer camp. There must be a required female adult leader 21 years of age or over in every Unit serving females. A registered female adult leader 21 years of age or over must be present for any activity including female youth or female adult program participants. If your Unit is rotating 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 Sunday night. 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

All necessary equipment for the rifle, shotgun, and archery ranges is provided. Scouts are not to bring personal equipment. Firearms and bows may only be used under the direct supervision of the Shooting Sports Director. Violations will lead to suspension of shooting sports privileges, and violators may be asked to leave camp.

Scouts wishing to participate in open rifle and shotgun shoots will incur a minimal fee for ammunition. Your first round at open shoot is included in the Scout's summer camp fee. Additional tickets are available at the Trading Post for \$5, which includes TEN .22 caliber rounds or FIVE shotgun rounds. This fee is waived for Scouts enrolled in rifle and/or shotgun merit badge classes.

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".

*To obtain a CMR fishing permit, you are required to attend a brief informational meeting after lunch on Monday at Hallstrom porch.

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**

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 Bucktail Council can be obtained from the Bucktail Council Service Center. The only time limit to complete a merit badge is prior to the Scout's 18th birthday.

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.



Merit Badge	Prerequisites	Be Prepared®	Other Notes
Archaeology MB	7		
Archery MB	None	None	
Art MB	None	None	
Astronomy MB	None	None	Requirement 6 is dependent upon the weather.
Bird Study MB	None	None	
Canoeing MB	2	None	Must pass the BSA Swimmers Test to take this MB.
Chemistry MB	None	None	
Citizenship in the Community MB	3, 4, 7	None	
COPE None	None	Double class period combined with Pioneering MB.	COPE
Climbing MB	None	None	Double class period.
Cooking MB	None	4, 6	
Emergency Preparedness MB	1	2c, 6c, 7b	Must have First Aid MB.
Entrepreneurship MB	None	None	Combined with Salesmanship MB
Environmental Science MB	None	1, 3, 5	
First Aid MB	None	1, 5a	
Fishing MB	None	None	Combined with Fly Fishing MB
Fly Fishing MB	None	None	Combined with Fishing MB
Forestry MB	None	None	
Health Career Professions MB	9	None	
Horsemanship MB	None	None	Recommended age of 14
Indian Lore MB	None	None	Indian Lore kits are available for purchase.

Insect Study MB	None	9	
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Kayaking MB	2	None	Must pass the BSA Swimmers Test to take this MB.
Leatherwork MB	None	None	Leatherwork kits are available for purchase.
Lifesaving MB	2	None	Must be a BSA Swimmer and have Swimming MB.
Metalworking MB	None	None	
Mining in Society MB	None	None	
Nature MB	None	None	
Oceanography MB	None	8	
Orienteering	None	None	
Painting MB	None	None	
Pioneering MB	None	None	Combined with COPE.
Reptile & Amphibian Study MB	8	None	
Rifle MB	None	None	Black Powder version of Rifle MB is also available.
Salesmanship MB	None	None	Combined with Entrepreneurship MB

Search and Rescue MB	None	None	
Shotgun MB	None	None	Recommended age: 14+
Signs, Signals, and Codes MB	None	None	
Soil and Water Conservation MB	None	None	
Space Exploration MB	None	None	
Swimming MB	2	None	Must pass the BSA Swimmers Test to take this MB.
Welding MB	None	7	
Wilderness Survival MB	None	None	
Woodcarving MB	None	2a	Must have Totin' Chip. Kits available for purchase.

- Prerequisites and Other notes: These are things that must be done before enrolling in this Merit Badge.
- Be Prepared: These requirements are areas that we recommend you complete before coming to camp.

[illegible]

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

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

Leader Meetings will also 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 EVERYDAY 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 flag raising and daily program, Scouts may wear a BSA Activity Uniform (formerly Class B).

OPEN PROGRAM TIME

From 4:30-5:30 pm and 7:00-9:00pm, most program areas are open (Monday through Thursday) for Scouts to experience what they have to offer. If you need extra merit badge help, this is also a time to set up an appointment with your counselor. **Additional Merit Badges taught by Unit leaders in camp may be offered at these times. If you would like to teach a Merit Badge that is not offered, please let us know ASAP so that we can add it to our schedule.**

EVENING EVENTS

OPENING NIGHT (SUNDAY NIGHT)

At 7:30 the week kicks off with the Opening Campfire. Our staff will entertain you with songs, skits, introductions and special messages! Immediately following the campfire, Troops will head to Boone Lake for Ah'tic Lodge Drum & Dance performance and the Order of the Arrow Calling Out Ceremony.

VOLLEYBALL TOURNAMENT (MONDAY)

At 7:30 PM Troops will form patrols (teams) of 6 or more and meet at the Volleyball court beside the pool shower house. Smaller Troops may combine if necessary. **Teams should be made up of youth only (Sorry Leaders☹️).**

SCOUTMASTER CORNHOLE TOURNAMENT (MONDAY)

7:30 in the yard above the pool. Leaders...get a partner and join in on the fun.

SCOUT VESPERS (TUESDAY)

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.

NIGHT SHOOT (TUESDAY)

This will begin immediately following Vespers and is for Scouts and Adults.

OPEN CLIMB (TUESDAY)

This will begin on the COPE Course immediately following Vespers.

FRISBEE GOLF TOURNAMENT (WEDNESDAY)

Scouts and leaders should join us at 7:30 in the Activity field near the ranges.

COWBOY ACTION (THURSDAY NIGHT)

One of our newest 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 and Wilderness Survival Merit Badge will spend the night in their designated outpost location.

COOK IN CAMPSITE DAY (THURSDAY)

All Troops will cook in the campsite Thursday for breakfast, lunch and dinner. An accurate meal count must be turned in to the Camp Chef, no later than Wednesday after at breakfast. Food buckets will be ready for pickup at the Dining Hall one hour prior to normal meal time (7am, 11am, and 5pm). Units should invite their Site Guide and/or other staff members to join them.

DUTCH OVEN COOK-OFF (THURSDAY)

Thursday at 9:00PM at Walker Pavilion. We look forward to tasting the recipes that you have accumulated in your Troop's history. **This year we will be selecting a type of meal (Example: entrée, dessert, casserole, etc.), NOT a secret ingredient.** That will be announced at dinner on Sunday night.

CAMPWIDE GAME (FRIDAY)

Troops should meet in the Activity Field at 2:00 to begin the Campwide Game. Scouts will compete in various challenges. While this is going on, leaders are invited to enjoy a cold beverage while relaxing in our leader tent area.

FAMILY NIGHT (FRIDAY)

On Friday 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 SUNDAY.**

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 (7:30 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.

TRAILBLAZERS (First Year Campers)

TRAILBLAZERS (First Year Campers)

This ever-evolving program is designed specifically for Scouts attending their first week of Scouts BSA Long Term Camp and/or who have not yet 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. Advancement requirements are worked on in the morning. From 1:00-1:50 each day, Trailblazers will visit various program areas that have been specifically reserved for them during that time.

Trailblazers are then free to sign up for Merit Badges of their choosing ONLY in the afternoon sessions.

An overnight outpost will be held Thursday evening that allows the Scouts to put their skills to practical use. They will hike out to a secluded area of CMR where they will set up their tent, build a fire, and cook their dinner. 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 during Merit Badge Reconciliation on Friday.



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 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. ***Participation in Troop COPE 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 include completing the Mile Swim, completing the Camp Mountain "Run", and paddling a kayak around the perimeter of Boone Lake. Stop in and ask the Program Director for an application form. 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 TROOP AWARD (Honoring the Unit as a whole)

All Troop members must earn the Honor Camper award 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

QPR TRAINING (MONDAY)

Just as people trained in CPR and the Heimlich Maneuver help save thousands of lives each year, people trained in QPR learn how to recognize the warning signs of a suicide crisis and how to question, persuade, and refer someone to help. The special training is in Hallstrom from 1:00-1:50.

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 at the pool. 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 in Hallstrom Lodge. 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.

INTRODUCTION TO OUTDOOR LEADER SKILLS (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) / Cook in campsite on Thursday 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		LUNCH / Cook in campsite on Thursday SPL Meeting (Every day at 12:30 on front porch of Dining Hall)				
1:00PM	Troop Check In	Troop Time/Camp Siesta/Leader Training (see daily courses offered below)				
		Safe Swim Defense & Safety Afloat	BSA Angler Education	Introduction to Outdoor Leader Skills	BSA Angler Education	Stop The Bleed Training
			Open Swim 1:00-1:40		Open Swim 1:00-1:40	Mile Swim 1:00
2:00PM		Merit Badge Session #4 (2:00-3:10) Merit Badge Session #5 (3:20-4:30)				Campwide Game 2:00-4:00? OPEN SWIM AFTER
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 4:30-5:20		Open Boat 4:30-5:20		
6:00PM	DINNER (Flag Ceremony begins at 5:50)				Cook in campsite	FAMILY NIGHT DINNER
7:15PM	Opening Campfire	Scoutmaster Cornhole	Vespers	Frisbee Golf Tournament		Closing Campfire
8:00PM		Volleyball Tournament	Night Shoot	Cowboy Action	Dutch Oven Cookoff	
		Drum & Dance OA Calling Out	Open Climb		Open Climb “Climb On Safely”	Outpost Night
10:00PM	Everyone returns to their own campsite Showers CLOSED					
11:00PM	Lights Out Taps					

FRIDAY CHECK OUT

The week of camp concludes at the end of the Closing Campfire. Troops should complete check out procedures with their site guide before or after the Closing Campfire.

MOUNTAIN ADVENTURE CAMP

NEW!



MOUNTAIN ADVENTURE CAMP (JULY 24-27)

This is a completely unique and re-designed experience intended for older Scouts. This program is supplemental to the normal week of Resident Camp. Participating Scouts will get an opportunity to challenge themselves and put their Scouting skills to the test through various outdoor activities. This stand alone four-day schedule includes but is not limited to:

- COPE training
- Backpacking/Hiking
- 50 Miler Award
- Evening sessions to earn more advanced and Eagle required MBs



Scouts will utilize current talents and learn advanced skills on their way to earning requirements from various merit badges. 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. Adult leaders may also sign up to fill empty slots and/or serve as additional supervision. We must get a minimum of 8 qualified Scouts to run this program as intended.

SCOUTS AGES 14 & UP

