

Camp Mountain Run 2023

Scouts BSA Leader Guide



BOY SCOUTS OF AMERICA
BUCKTAIL COUNCIL



NATIONALLY
ACCREDITED
BOY SCOUTS OF AMERICA CAMP

*Celebrating 100 years of Scouting
with the Walker Family*

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

- 2/1/23 Leader Guide was published on this date.
All information reflects our 2023 rate, dates, schedule, etc.

- 3/1/23 Merit Badge Schedule inserted on page 24.
Minor changes to page 37 (Saturday check out information added).

- 4/2/23 Trading Post updates on page 12.
Meal prices updated on page 16.
Shooting sports ticket clarification on page 18.
Merit badge schedule update for Aquatics Merit Badges

Dear Scouts BSA Leaders:

We are pleased to present to you the 2023 edition of the Camp Mountain Run Summer Camp Leader Guide. More specifically, thank you for choosing Camp Mountain Run this summer as we celebrate 100 years of Scouting with the Walker Family.

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 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 and regular updates throughout the coming months.

Please do not hesitate to reach out with any questions that may arise. Once again, thank you for choosing Camp Mountain Run for your 2023 summer camp experience.

See you at camp!

A stylized, white, cursive signature of the name "Scott" with a slight drop shadow effect.

Scott Creighton
Camp Director

scott.creighton@scouting.org

PLANNING FOR SUMMER CAMP

2023 SUMMER CAMP DATES

- Scouts BSA Week #1 (June 25-July 1)
- Scouts BSA Week #2 (July 2-July 8)
- Scouts BSA Week #3 (July 9-July 15)
- Scouts BSA Week #4 (July 16-July 22)

SUMMER CAMP PLANNING TIMELINE AND FEES

- WINTER: Begin summer camp promotions with Scout families, and recruiting leadership
- Send in a non-refundable \$100 site deposit by March 1.
- Watch and/or participate in Virtual Pre-camp Meeting on April 9.
- Early Bird discounted price of \$390/Scout if paid in full by May 1.
- Regular price of \$405/Scout if paid by May 31.
- \$420/Scout if paid after May 31.
- Watch and/or participate in Virtual Pre-camp Meeting on June 5.

CAMPERSHIPS

For families who need financial assistance to send their Scout to camp, a campership grant program is available that may grant up to 50% of the discount camp fee. Please have the family of the Scout in need fill out the Campership Application Form in its entirety and send to the Council Service Center as early as possible. The final deadline for submitting campership applications is March 15, 2023.

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 Troop/Crew will be considered. "Homesickness" is not considered to be a refundable medical reason. Each leader fee is considered a non-refundable cancellation fee. Leader fees are transferable.

Refunds will not be issued at Camp Mountain Run. Please submit any refund requests in writing to the Bucktail Council Camping Committee with the following information: Scout's name, Troop #, dates Scout scheduled to attend camp, and the reason for the Scout's cancellation. All refund requests must be submitted in writing to the Council Service Center by August 10, 2023. 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 in 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 before the time of the meal to pay for a meal ticket. Adults must be compliant with Youth Protection Guidelines and clearances.

WHAT TO BRING TO CAMP

Every unit has different supplies and guidelines for camping gear and equipment needed to bring to camp. It is recommended that campers follow guidelines from their 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.

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.

- * Girls suits must be either one-piece or the tankini must meet the bottoms.
- * Boys suits should be shorts style not "speedo brief" style.

CORONAVIRUS (COVID-19) SAFETY PRECAUTIONS

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

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

MAILING ADDRESS AND CAMP PHONE NUMBER

(Scout's Name – Troop #)
4980 Mountain Run Road
Penfield, PA 15849
814-637-5530

CAMPSITE INFORMATION

In each site, 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. Even though we take pride in maintaining our canvas and “it never rains at camp”, it is still recommended that you bring a tarp, just in case. Campsites include a latrine with wash basin, an Adirondack shelter, rake, broom, shovel, garbage can, fire ring, and one picnic table. Most campsites also have plenty of space for hammocks to be set up. Capacity limits below are based on two occupants in each of the tents we provide for each site. You are more than welcome to bring your own additional tents.

IMPORTANT: If you have a CPAP machine, please bring your own power supply (battery). While some campsites do have access to electricity, we still recommend you bring your own power. You can charge it during the day at Hallstrom Lodge.

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



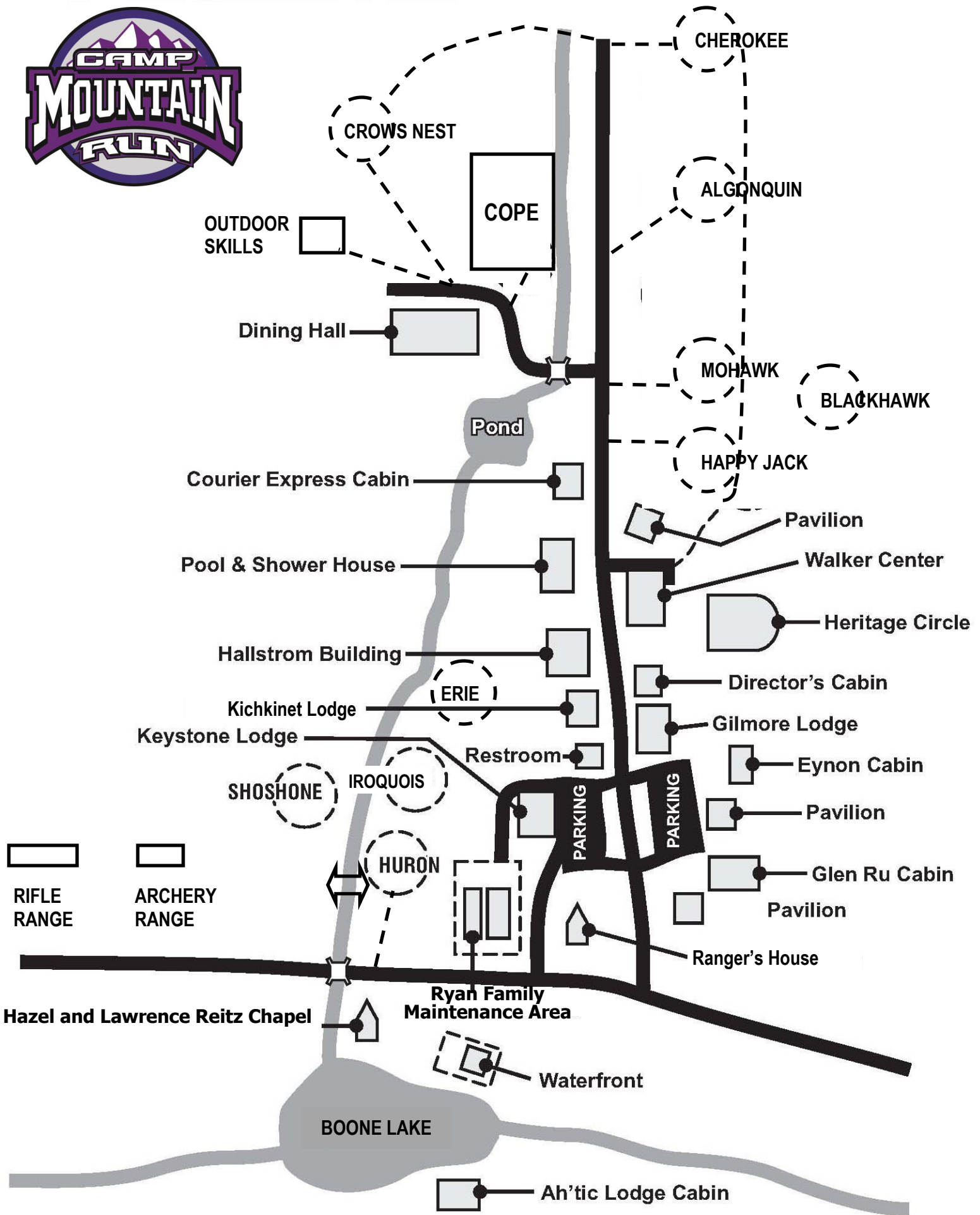
CAMPSITES

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)	No	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.





CHECK IN PROCEDURES

UNIT CHECK IN

Our goal at CMR is to make check in a quick, easy, and painless experience. In order to do that, we ask that all units please follow the check-in guidelines and follow staff directions.



For check-in, units will be assigned an arrival time between 1:00 and 3:00 on Sunday. Units should be ready to start the check in process at the time scheduled. Site guides will meet you in the parking lot at your designated time and guide you through the entire process. 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.

The check-in process will go as follows:

1. Site Guide meets Troop in parking lot and brings them to Gilmore Lodge.
2. The Scoutmaster should enter Gilmore first to begin check-in, Scouts will follow. Scouts should have 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!

MEDICAL CHECK AND HEALTH RECORDS

A medical recheck is required as part of your unit's check-in procedure. All health forms will be turned into the Camp Health Officer who will review them with the Scout, Leader and any parents present. The medical recheck is provided to protect against the spread of illness, to verify the use and proper administration of prescription drugs, and to evaluate any changes in medical conditions. Parts A, B, and C of the Annual Health and Medical Record must be completed and signed by an MD, DO, PA, or CRNP for long term camp. All prescription drugs should be clearly labeled with the Scout's name and unit number. Units will be provided a lock box for safe storage, and unit leaders will oversee their proper administration. The Health Officer will perform spot checks to verify medication records/logs. The Camp Health Officer will also be available to maintain and administer medication by individual request. The Bucktail Council is no longer required to keep health forms on file and therefore will be returning them once camp has concluded. It is still always a good idea to make copies, just in case the originals are lost or damaged. Health forms can be picked up at the end of the week during departure.



CAMP SERVICES

SHOWERS

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

Under 18 males – Pool showers 6:00AM-10:00PM
18 & Over males – Walker showers 6:00AM-10:00PM
Under 18 females – Walker showers 6:00AM-9:00AM, 6:00PM-9:00PM
18 & Over females – Walker showers 9:00AM-6:00PM

RESTROOMS

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

COMMISSIONER SERVICE

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

TRADING POST

Available items in the Trading Post 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.

Please DO NOT bring any currency larger than \$20 bills.
Credit cards and pre-paid credit cards will be accepted.
Clothing pre-orders will begin online in May.



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.

CAMP POLICIES & PROCEDURES

GENERAL CAMP POLICIES

1. The camp will be operated on the chartered unit basis (Troops, Packs, and Crews) under their own leadership, which is recognized as the ideal method for Scout camping.
2. The camp program will be organized on a Troop/Pack /Crew basis and administered on the principle that it is a camp being operated and maintained for the benefit of all units and the youth members of the Bucktail Council, Boy Scouts of America.
3. Unit leaders will deal directly with the Scouts. The services of the camp staff are counseling, coaching and of a supervisory nature. The purpose of

camp is to provide experiences for the units that will make them better able to conduct their own program.

4. The program of the camp will be based upon the needs and desires of the units to the greatest possible extent that camp resources will permit.
5. Unit leaders should see to it that all new campers are properly oriented and assisted to get the most out of the camp facilities and to assure the Scouts have a positive experience.
6. Each youth camper must be a registered member of the Boy Scouts of America to attend these camps. Scout camp participants must be registered in Scouts BSA or Venturing, BSA units..
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. Registration must be paid and be with a unit, district or the council. The sharing of qualified leaders between units in the same campsite is permitted under a mutual agreement between chartered organizations in that each accepts the other's unit leader(s). Such agreements must be stated in writing. Any adult leaders staying for the full week or a portion of the week must be listed on the Adult Roster Form.

Adult leaders attending any portion of summer camp should have YPT certificate, ABC medical form, AND clearances in hand when checking in.

LEAVING CAMP

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

If your Troop/Crew is using different leaders throughout the course of the week, make sure that the rotation schedule is clearly indicated on the Adult Roster Form when turned in. Scouts must always have two-deep adult leadership.

Scouts - Youth members may not leave camp without the permission of a parent or legal guardian and a Troop/Crew leader. The Scout wishing to leave must be accompanied to the camp office by a leader to make sure that the Scout is leaving with the right person. Any Scout leaving camp with anyone other than a parent or guardian must present a Scout Release Request Form completed and signed by their parent or legal guardian and be approved by the Troop/Crew leader. The Scout must also sign-out and sign-in the logbook at the camp office. Parents taking their Scout home before the end of a session must sign their Scout out!

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

Reason(s) for each absence may be verified, as necessary, by telephone with the parent or legal guardian. Irregularities will be documented by the Camp Director, who will take appropriate action, and will promptly notify the Council Camp Staff Adviser or Scout Executive. It is the Unit Leader’s responsibility to assure that Scouts from their unit for whom they are responsible are signed out or in according to the guidelines.

SIGN IN AND SIGN OUT

Anyone who arrives later or leaves earlier than check-in and check-out must sign-in and out at Hallstrom Lodge. Lobby Guard is the program we use, and it may require you to swipe your Driver’s License or have your photo taken in order to record time/date information and produce a temporary badge (for

guests). The adult leadership is responsible for providing written notice to the camp office if a camper leaves. If a youth participant is leaving before the end of the scheduled session, sign-out must occur (this includes leaving on a Parent's Night). All guests are required to depart from camp by TAPS – 11:00 p.m. unless special approval is given by the Camp Director to remain in camp after that time.

VISITOR POLICY

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

Visitor meal tickets may be purchased at the Trading Post. If necessary, 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. Scouts without a buddy will be taken to a member of the camp administration team in Hallstrom Lodge to be picked up by an adult leader. **There will be no exception to this policy.**

BULLYING

Hazing, initiation, or any type of physical or emotional abuse to any person in camp will not be tolerated at any time. Immediate action will be taken to correct these occurrences should it be necessary.

CAMP EMERGENCIES

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

CAMP PROPERTY DAMAGES

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

PROHIBITED ITEMS IN CAMP

Firearms, fireworks, or weapons of any type are not permitted in camp. Incense sticks are not permitted. Smoking, cigars, smokeless tobacco, chewing, dipping, and electronic cigarettes are only permitted in the designated tobacco area (back porch of Hallstrom). Leaders should not use these products when 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 so to avoid attracting racoons, skunks, squirrels, bears, etc.

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 must purchase \$5 tickets at the Trading Post (TEN .22 caliber rounds or FIVE shotgun rounds). This fee does not apply to Scouts qualifying for rifle and/or shotgun MB.

FISHING

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

1. No live bait except worms and night crawlers!
2. Use barb-less hooks.
3. Please practice "catch and release".

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

PETS

Pets are not permitted at camp. Service, emergency, and law enforcement animals are permitted with the proper paperwork.

DINING HALL PROCEDURES

All camp meals will be served cafeteria style. The Scout waiter system will be used and waiters are expected to arrive **15-20 minutes** prior to each meal to complete their duties.

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. Camp Mountain Run Staff will not accept that a requirement(s) is complete without a notice from a registered Merit Badge counselor. 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.”

APPLICATION FOR MERIT BADGES – BLUE CARDS

Unit leader will be given pre-printed blue cards for their youth's preregistered classes. If a blue card is misprinted or needs to be changed, please see the

Program Director. Blue Cards should be filled out completely, signed by the unit leader and taken to the first class session on Monday. This unit leader signature acts as approval for the youth to participate in the merit badge. **Without the signature, the youth will not be permitted to participate.**

MERIT BADGE PREPARATION

Scouts will be able to schedule Merit Badges and activities prior to arrival at CMR online using Black Pug software. For scheduling assistance, 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.

Please remember, most Merit Badges have class size limits, and no exceptions will be made to this due to safety and quality assurance reasons. If there are any concerns with the class limits, units are asked to contact the Program Director. Scouts are required to bring a completed Merit Badge Blue Card to all

their courses. The cards must be filled out and signed by the Unit Leader. Mountain Run follows all National Council guidelines for all programs offered. Remember, merit badge completion is up to the Scouts. Camp staff serve as the merit badge counselor and are not going to give out merit badges. The Scout must complete each requirement. **The camp staff will not abbreviate, 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.

	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)	Lifesaving	Swimming	Trailblazers (W) Safe Swim Defense (M)	BSA Lifeguard		Mile Swim (MTWRF) Open Swim (TR)
Aquatics <i>(Waterfront)</i>	Kayaking	Canoeing	Rowing	Safety Afloat (T)	Kayaking	Canoeing	Trailblazers (W) Open Boat (MW)
Shooting Sports	Rifle Archery	Shogun Archery	Rifle Archery	Trailblazers (M)	Shotgun Archery	Rifle Archery	Trailblazers (M) Open Area (TWR)
Outdoor Skills	Pioneering Signs, Signals & Codes	Orienteering Geocaching	Wilderness Survival	CLOSED (MTWRF)	Fishing	Cooking	Open Area (MTWR)
COPE & Climbing	CLOSED (MTWRF)	COPE		TROOP COPE (MTWR) Climb On Safely (F)	Climbing	Climbing	TROOP COPE (MTWR)
Handicraft	Woodcarving	Art Basketry	Indian Lore	CLOSED (MTWRF)	Painting	(Trailblazers ONLY)	Open Area (MTWR)
STEM	Moviemaking	Composites	Photography Fingerprinting	CLOSED (MTWRF)	Space Exploration	Astronomy	Open Area (MTWR)
Health & Safety	Citizenship in the Community	Public Health	Family Life	Stop The Bleed (R)	Emergency Preparedness	First Aid	Appt. Only
Trailblazers <i>(First Year Campers)</i>	Requirement work (Tenderfoot through First Class)			Open Archery (M) Open Swim (W)	Nature/ Mammal Study	Leatherwork	Open Rifle (M)
Ecology/ Conservation	Fish & Wildlife Bird Study	Environmental Science	Soil & Water	CLOSED (MTWRF)	(Trailblazers ONLY)	Forestry Reptile & Amphibian Study	Open Area (MTWR)
Ranger	Welding						

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 closing campfire program. All units are asked to participate.

SAMPLE DAY AT CMR

DAILY SCHEDULE

7:00AM	Reveille
7:45AM	Waiters report to Dining Hall
7:50AM	Camp Assembly, Flag Raising Ceremony Activity Uniform (formerly Class B) Required
8:00AM	Breakfast (Leaders Meeting after Breakfast - Monday, Wednesday, and Friday)
9:00AM-11:50	Merit Badge Sessions 1, 2, and 3
12:00-1:00	Open Lunch (SPL Meetings after Lunch – Monday, Wednesday, and Friday)
1:00-1:50	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 be in 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

Most days from 4:30-5:30 pm and 7:00-9:00, most program areas are open. Also, Scouts that need extra merit badge help, should set up an appointment with your counselor during one of these times.

EVENING EVENTS & CAMPWIDE GAME

OPENING CAMPFIRE (SUNDAY NIGHT)

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



STAFFENGER HUNT or WATER POLO TOURNAMENT (MONDAY)

Troops will form patrols of 6 or more and search the camp property to gain various staff member signatures. Patrols may be asked to answer trivia questions, perform Scout related tasks, etc. to receive additional points.

Also for the Water Polo Tournament, Troops should form patrols of 6 or more and prepare for a splashingly fun competition.

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.



FAMILY NIGHT / ORDER OF THE ARROW DAY (WEDNESDAY)

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

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



FAMILY NIGHT DINNER: Visitor meals **MUST BE PURCHASED** by Sunday at the Leaders Meeting to ensure we have enough food for everyone. **FAMILY NIGHT MENU AND PRICING** will be updated closer to camp. We cannot guarantee anyone a meal who has not purchased a ticket ahead of time.

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

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

COOK IN CAMPSITE NIGHT (THURSDAY)

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

VOLLEYBALL TOURNAMENT (THURSDAY)

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 in a round robin format for seeding purposes, followed by a single-elimination tournament. **Teams should be made up of youth only (Sorry Leaders ☹).**

DUTCH OVEN COOK-OFF (THURSDAY)

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.

CAMPWIDE GAME (FRIDAY AFTERNOON)

Back by popular demand, the Campwide Game will return to its Friday afternoon time slot. Since afternoon Merit Badges conclude on Thursday, Friday afternoon is wide open for a few hours of fun to celebrate the week.

CLOSING CAMPFIRE (8:00 Friday Night)

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



FIRST YEAR CAMPER PROGRAM



TRAILBLAZERS

Meet at the Pavilion located between the parking lot and Eynon Cabin. This program has been designed specifically for Scouts attending their first week at Scouts BSA Long Term Camp and who have not yet attained the rank of First Class. The program is designed to provide such Scouts with instruction and experience in basic Scouting Skills on the trail to First Class. It is also designed to help first-year campers become familiar with all the opportunities that camp has to offer and to get them excited about returning next summer. The program meets for the whole day. Since the patrol is the backbone of any strong Scouts BSA troop, the course will be run on the patrol method. The course is held daily, Monday through Friday.

The course will focus on the following Scout Skills:

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

These skills will be reinforced through fun and challenging inter-patrol competitions. The course may also reconvene during the tutorial period with the sole intent of giving first-year campers the opportunity to experience other areas of camp. Excursions may include the swimming pool, archery range, COPE and handicraft. An overnight outpost will be held Thursday evening. This will allow the Scouts to put the skills they have been learning into practical use. They will hike out to a secluded area of CMR where they will make camp. They will have to set-up their shelter, collect firewood and build a fire, prepare and cook their dinner and camp out overnight. If severe or inclement weather is forecast, arrangements will be made. Scouts participating in the outpost should bring suitable gear for overnight, outdoor camping. Camp will supply all the food for the event. Not all items needed for each scout will be available from CMR, so scouts are expected to come prepared. Scoutmasters and Assistant Scoutmasters are encouraged to attend and participate in the program with their Scouts. The camp staff welcomes the extra help in skills instruction which allows for more individual attention for each Scout. You will also be able to monitor your Scout's progress and sign-off on completed skills toward earning their First-Class rank. At the end of the week, the camp staff will provide leaders with a record of the skills they reviewed with the Scouts who participated in the program. However, it is ultimately up to those Leaders to officially sign-off on any requirement covered by Scouts in Trailblazer. **Trailblazers will have the opportunity to earn Leatherwork, Nature and Mammal Study Merit Badges.**



DAILY ACTIVITIES



SQUIRREL RIDING MERIT BADGE (YOUTH AND ADULTS)

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 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. Requirements call for 4 hours of training leading up to the swim at a maximum of one hour per day. Daily opportunities are scheduled from 4:30-5:30 PM Monday through Friday. See the Aquatics Director for more information.

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 (MONDAY) & SAFETY AFLOAT (TUESDAY)

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 and Tuesday in Hallstrom Lodge. See Aquatics Director for details.



MERIT BADGE COUNSELOR 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 (THURSDAY)

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

COPE BELAY TRAINING & CLIMB ON SAFELY (FRIDAY)

Offered to prepare leaders and adults to assist with any climbing, bouldering, or high ropes activity planned for their unit. This will be offered from 1:00-1:50 at the COPE Course on Friday. See COPE Director for more 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	Camp Mountain 3K RUN 7:00-7:30	Polar Bear Plunge 7:00-7:15	Polar Bear Plunge 7:00-7:15
8:00AM		BREAKFAST Leader Meeting (MWF at 8:30 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)				
12:00PM		GRAB & GO LUNCH SPL Meeting (MWF at 12:45 on front porch of Dining Hall)				
1:00PM	Troop Check In	Troop Time/Siesta/Leader Training (see daily courses offered below)				
		<i>Safe Swim Defense</i>	<i>Safety Afloat</i>	<i>MB Counselor Training</i>	<i>Stop The Bleed</i>	<i>Climb On Safely</i>
2:00PM		Merit Badge Session #4 (2:00-3:10) Merit Badge Session #5 (3:20-4:30)				Campwide Game (2:00-4:30?)
4:30PM	Scoutmaster Orientation in Hallstrom	Mile Swim Open Areas	Mile Swim Open Areas	Mile Swim Open Areas	Mile Swim Open Areas	Mile Swim
5:00PM		Open Boat	Open Swim	Open Boat	Open Swim	Merit Badge Reconciliation
6:00PM	DINNER				Cook In Site Dinner	DINNER
7:00PM	Campsite Set Up	Staffenger Hunt, Water Polo Tournament	Vespers, Flag Retirement	Order of the Arrow Drum & Dance, Calling Out Ceremony	Volleyball Tournament	Campsite Clean Up
8:00PM	Opening Campfire		Night Shoot		Dutch Oven Cookoff	Closing Campfire
10:00PM	Everyone returns to their own Campsite Showers Closed					
11:00PM	Lights Out Taps					

SATURDAY

- 8:00AM Grab & Go Continental Breakfast (No flag ceremony)
- Schedule a check out time with your Site Guide between 8:00-9:30AM

JOIN OUR CAMP STAFF



Working at Camp Mountain Run is truly an awesome experience! It gives you an opportunity to live and work in one of the best camps in the country! There are three different ways to be a part of our team:

Paid staff: We recommend you are at least 16 years old, but qualified 15 year-olds may be considered, especially if you have completed our CIT program. Director level positions have higher age and experience requirements and may need National Camp School certification.

Counselor In Training: CITs are 14 and 15-year-olds. They spend a minimum of 3 weeks at CMR, including staff week. CITs get to work in a different program or operations area each week they attend. They do not get paid but do get a free week of summer camp with their Troop.

Volunteer: There are short-term and long-term volunteer opportunities at CMR for adults and Scouts who are at least 16 years old.



FORMS

The following forms can be found on the www.campmountainrun.org website.

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