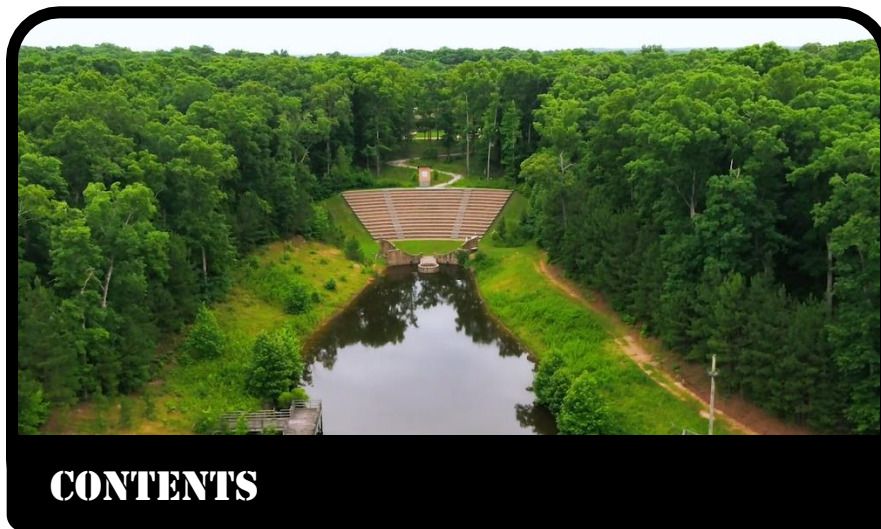




2024 LEADERS GUIDE



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Dear Scouter:

Welcome to 2024 Summer Camp at Camp Mack Morris! We are excited to have you as part of our family. This guide has all the important information you will need for your stay at Camp Mack Morris. It is designed for adult leaders, parents, and youth leadership of your unit. Please make plans to review it completely. We have worked hard this off-season to put together the most exciting program yet.

We have added several new programs this year which will add to the excitement of your Scouts. Our all-inclusive format is sure to ease the minds of your parents and give every Scout the opportunity to have a great week.

Our camp staff is committed to exceeding your expectations. They are carefully selected and trained to assist you and your Scouts. Your Camp Mack Morris experience will be filled with adventures you will never forget! A true Scouting adventure is waiting for your Scouts at Camp Mack Morris this summer! You will be awed by the natural beauty of Birdsong Creek, thrilled by the array of Scouting adventures found in no other camp, and overjoyed by the friendships and fellowship you will experience all week. We look forward to greeting you this summer at Camp Mack Morris.

Please do not hesitate to contact us for any reason; we are here to serve! Thank you for choosing Camp Mack Morris as your camp destination this summer.

If you have a question, or cannot find the answers, feel free to contact The Camp Director, John Mayros at john.mayros@scouting.org, 731-707-3828 or by calling the WTAC Service Center at 731-668-3787.

Yours in Scouting,


John Mayros
Camp Director


Nick Matlock
Council Camping Chairman



Preparing for Camp

Camp Fees 5
 The camp fees for 2024 summer camp season have been updated

Camp Registration 5
 The Registration process has been simplified. Additional participants will still be accepted one week prior to arrival, or until space is no longer available.

Medical Records Changes 7
 The Annual BSA Health and Medical Record is the only accepted medical form for scouts and leaders attending summer camp. As requested in Part A of the form, please attach a photocopy of both sides of your personal insurance card.

Program Information

2024 Session Additions / Changes 26
 Changes to the Camp Mack Morris Merit Badge Program are listed on the Registration Grid in the back of this guide

Twilight Activities 28
 New evening programming for Troops.



Camp Schedule & Reservations

Staff Development => May 26-June 1
 Wolf to Webelos Week => June 2-June 5
 Cub Scout @ CMM => June 2-4
 Week 1 => June 9-15
 Week 2 => June 16-22
 Week 3 => June 23-29
 NYLT => July 7-12

Registration	Amount	Must Be Paid By
Unit Deposit	\$100	Now
In-Council Scout Fee	Early Bird \$270	By April 12, 2024
	\$290	After 4/12
Out-of-Council Scout Fee	Early Bird \$290	By April 12, 2024
	\$300	After 4/12
Provisional Scout	\$270	For 2 nd week
Leader	\$100	Every 10 Scouts get 1 free leader (Max of 3)
Payments	1 st Payment due March 4th	2 nd Payment due April 12 th

Information Subject To Change

We have made every effort to include the most up to date information in this guide. However, depending on camp enrollment, staffing, changes in the national BSA program, and/or circumstances beyond our control (Covid-19), the information in this guide may need to be changed. These will be made at the discretion of the camp administration. All changes will be posted on our Facebook page.

[Facebook.com/CampMackMorris](https://www.facebook.com/CampMackMorris)

Payment

The first payment of \$125 per Scout is due by March 4th. This will be the “Unit Count” payment. This allows us to plan for the size of each Unit. It is possible to add Scouts after this date, pending available space. After March 4th, increases or decreases in the Unit Count must be handled by: Tricia Cashon at patricia.cashon@scouting.org

The initial \$125 deposit per Scout is due prior to merit badge session registration. You will not be able to register Scouts for sessions if this deposit has not been received for each Scout. Final payment is due one week prior to arriving at camp.

Leaders in Camp

All units are required to have at least two adult leaders in camp at all times. This policy is required by the Boy Scouts of America. All leaders must be registered members of the Boy Scouts of America, must meet the qualifications for the leadership position in which they serve, and have completed Youth Protection Training. The two-unit leaders must be at least 21 years of age. If your Unit is struggling with 2-deep leadership, please reach out to the CMM team and we will try to partner you with another Unit. Any additional leaders must be at least 18 years of age. Parents, committee members, and other adults who accompany the unit to camp, must meet all of the above requirements.

For every 10 Scouts that attend, your Troop will receive one Free leader with a maximum of 3 free leaders with any Troop. Free leaders will be based on multiples of ten; we will not prorate leader registration. Leaders may rotate when necessary, however, for the best interest of the Scouts, we recommend having consistent leadership throughout your Troop’s stay at camp.

Campsite Reservations

The \$100 campsite deposit for this summer reserves space for your unit to attend camp during a specific week. As the camp staff prepares for each unit's arrival, it may be necessary to make adjustments to a unit's campsite based on the size of the units attending camp that week. A unit that brings fewer Scouts than the site minimum may be asked to share that site, or to move to a smaller site. Likewise, if a unit exceeds the maximum size of a site, they may be asked to move as well. The Campsite Capacities table on this page indicates the maximum for each campsite. The Camp staff will work to accommodate each unit as much as possible. Your patience and understanding are appreciated.

The camp reserves the right to re-assign campsites based on availability. There is no need to call the camp office, as this will be done automatically based on registrations from all of our units. Final campsite assignments will be available on Sunday at check-in.

Campsite Capacities	
Campsite	Max
Bedrock	18
Camp Ben	46
Chicksha	28
Deadwood	38
Glosson	50
Henry	40
Ittawamba	22
Outpost 1	28
Outpost 2	26
Stump Ridge	20
Talahi	28
Too Mini Oaks	38

Refund Policy

Units that withdraw their reservation prior to February 1st may push their deposit to the following year. Units who make a reservation and for some reason do not attend, will forfeit their \$100 Reservation Deposit. The camp policy regarding Scout fee refunds is as follows: No refunds will be issued except for extreme cases but are transferable to another participant.

The Camp Administration reserves the right to provide a full refund based on medical or extraordinary circumstance. Documented proof of medical conditions or extraordinary circumstances is necessary to receive a full refund. If a Scout has to leave camp early, they may make arrangements with the Camp Administration to return that summer and continue camp from the time they had to leave through the rest of an alternative week as a Provisional Scout.

Refunds will be credited to the unit's account balance, which will be settled prior to check-in. Units from the WTAC will receive the refund as a credit to their unit account with the council, for use year-round at the WTAC Office. Out-of-council units will receive the refund as a council check mailed to the contact address on file. Please allow at least 2-3 weeks after summer camp ends.

Provisional Scouts

Scouts who are unable to attend during their unit's week at camp or wish to attend an additional week of camp should consider attending camp with another unit from their local area. The Scoutmaster of the Troop attending camp will be responsible for the Scout's paperwork.

Full payment is due at the time of submitting registration. Since provisional space is limited, please check with council office for availability.

Medical Forms and Insurance

All Scouts and leaders attending camp must have a physical examination before coming to camp and must have the proper medical form completed.

Youth participants and adults are required to use BSA Medical Form 680-001. National has consolidated all previous versions of the medical form in one form for youth and adult. Please use the most current version of each form. Older versions of the medical forms cannot be accepted.

Each Scout and leader will have a health recheck after their arrival as part of the check-in procedure. The unit's medical forms will be kept on file for the week with the camp's Health Officer. They will be returned to the unit leader on Saturday at the end of the week.

Please make arrangements for physical examinations before summer camp. Any Scout or leader who does not have a completed health form — including the examination — will be restricted from all camp activities until the participant returns to camp with a completed medical form. Also, make sure that each health form has been signed by all parties in the appropriate places. Please keep a copy of each Scout's physical for your records.

National is requiring that proof of insurance be on file for all participants coming to camp. Please attach proof of insurance by providing a copy of an insurance card to the medical form.

Unit leaders need to make sure that they have these completed forms submitted with their final registration materials.

Required Medical Forms

All Scouts and leaders are required to have a physical examination before camp and complete the appropriate medical form.

BSA Form 680-001 (Parts A, B & C)
Scouts and leaders should use these forms

Personal Insurance Card
Attach a copy of Personal Insurance Card to Medical Form (needed for MD or ER visits)

BSA Medication Policy

Per BSA National Standards, all prescription medications (including those needing refrigeration) are to be kept in locked storage and in compliance with local and state laws. An exception may be made for a limited amount of medication to be carried by a camper or leader for life-threatening conditions including bee-stings, heart medications, and inhalers. If sending medication with your Scout to camp, please send it in its original container.

According to local laws, it is required that all schedule II Narcotics be secured under dual lock and key in the Health Lodge for participants under the age of 18. Any other medications may be stored at the campsite under lock and key.

Age, Maturity and Skill Level

Per BSA policy, all merit badges are available to be taken by any Scout. However, the physical or mental demands of some of our programs are more suited toward Scouts of a particular age, maturity, or skill level. In the program section of this guide, you will see our recommendations for whether merit badges and programs are recommended for younger Scouts, older Scouts, or all Scouts. Please keep in mind that the unit leader is responsible for ensuring that all Scouts meet maturity and skill level requirements for all sessions. Scouts who have already earned a merit badge are not eligible to sign up for that merit badge session again.



What to Bring

To help keep you from forgetting those all-important items, we have a list below to help you when you are packing. Items in *italic* maybe purchased in the Trading Post.

Personal Equipment

- Complete Scout uniform
- T-shirts
- Shorts or long pants
- Appropriate swim attire
- Underwear
- *Socks*
- *Insect repellent*
- Footwear for Boating
- Hat if desired
- Sweater or jacket
- Extra shoes or boots
- *Poncho* or rain gear
- Notebook and pencil or pen
- Scout Handbook
- Merit badge pamphlets
- Watch (very important)
- Washcloth and towel
- *Toiletry items (soap, shampoo, toothpaste, etc. No glass bottles)*
- *Feminine Hygiene products*
- Shower shoes
- *Flashlight with new batteries*
- Sleeping bag or sheets & blankets
- Alarm clock (optional)
- Pocketknife
- Footlocker or suitcase or backpack
- Laundry bag
- Fishing rod/tackle box
- \$60 for trading post

Unit Equipment

- Unit flag
- First aid kits
- Patrol flags
- Lanterns
- Rope
- Gate/entry

What Not to Bring to Camp

Personal rifles or other firearms ammunition, and bows, including paintball guns, are not allowed in camp; only those supplied by the Shooting Sports area are to be used. Sheath knives with blades longer than 4" are also not allowed at camp.

In addition, no pets of any kind are allowed at camp; this is policy of the Scouts BSA and includes visitors.

Finally, we strongly recommend that items such as radios, music players, electronic games, and other electronic devices not be brought to camp. Summer camp is an outdoor experience, and these items are not appropriate to that experience. Camp Mack Morris is not responsible for personal or Unit items that are damaged, lost or stolen.

Tips

With the heat and humidity of June and July, it would be advisable to have a change of clothing for each day of the week.

Cell phones for Scouts are not necessary. There are limits on where Scouts can charge them, and reception is weak at best. Scouts are advised to leave them at home. Please adhere to your Troop policy.

Scouts must wear closed toed shoes while travelling around camp. Crocs, Aqua shoes, sandals maybe worn at campsite or appropriate location.



LIVING AT CAMP

Check-in

Units should plan to arrive at Mack Morris between 1:00P.M. and 4:00P.M. on Sunday. The camp is closed between noon Saturday and noon Sunday.

The first thing the unit leader should do is report to the Administration building to meet the camp Administrative staff. At that time, the unit leader should have a final count of Scouts and leaders and registration changes.

The assistant leader should remain with the unit and have copies of the unit's medical forms and written explanation for any Scout who needs special medical treatment.

A guide will be assigned to assist the unit through the check-in process. The guide and the assistant leader will take the unit to the Dining Hall for the health recheck. The assistant leader should bring the medical forms. Everyone must have a current health form.

The recheck is to make sure that no significant changes have occurred since the physical examination was given. A buddy tag will be issued for each person with a health form. To best facilitate this process, all members of the unit are asked to arrive at camp at the same time.

Camp Tour

New units that may be unfamiliar with the layout of Camp Mack Morris can request a tour from their Troop Guide. This tour includes locations of various program areas, the trading post, dining hall and other areas of interest. Your Troop Guide can also further assist by pointing out time saving shortcuts for getting to and from your campsite. Be sure to pick up a camp map and follow along!

Check-in Overview

1:00-4:00 Arrive at Camp

Paperwork — The unit leader should report to the Administration building with all the unit's registration forms, money, and medical forms. Here you will meet your guide who will guide you through the check-in procedure.

Health Recheck — Your guide and assistant leader will take your unit to the Program Center to start health rechecks while the unit leader finishes the paperwork.

Campsite — Your guide will take you to your campsite where you can unload gear and prepare for the camp tour.

Camp Tour & Swim Checks — All Scouts will go on a tour followed by swim checks if not completed prior to camp.

5:20 Assembly

5:30 Supper

Supper — Scouts and leaders should wear Class A uniform to supper.

Vespers — A short fellowship service held after supper.

Leaders' Meeting — The unit leader and Senior Patrol Leader need to attend the Leaders' Meeting.

7:30 Campfire

Your unit gets to meet the staff at the Opening Campfire. Everyone should wear Class A uniform.

10:30 Taps

Leaders' Meetings

A meeting of all unit leaders and Senior Patrol Leaders will be held on Sunday after supper in the dining hall. At this meeting, members of the camp staff will give an overview of camp policies and procedures, and special program activities that will be offered during the week. Members of the Administrative Staff will also be on hand to process last minute session adjustments.

Camp Mack Morris Grace

**We Thank thee O Lord, for these gifts of today.
Be with us we ask, as we work and play.
Our Scout Oath and Law, will always be;
our daily reminder to live for the. Amen**

Tentage

All units will be allowed to bring their own tents. However, if the unit request a camp tent, they are required to inform the Camp Director **1 week prior to arrival**.

Uniform

The official Scouts BSA summer field uniform is recommended for wear by both youth and adults while in camp. This uniform — commonly referred to as Class A uniform — is to be worn to Dinner each day and to camp wide activities such as campfires.

Here are a few tips to help your uniform stay fresh longer:

- Don't wear it at times when it does not have to be worn; change clothes after supper to avoid getting it dirty.
- Bring a hanger for the shirt, and keep the neckerchief and slide (if worn) in the same place each time, so they won't get lost.
- It would be a good idea to have several pairs of Scout socks to avoid wearing the same pair all week.

Dining Hall

Before each meal, units line up in formation on the parade ground outside of the Dining Hall. A member of the Mack Morris staff will lead the camp in returning thanks. The waiter system is used in the Dining Hall for setting the tables and cleaning-up. This process will be explained in more detail during supper on Sunday.

Our Dining Hall staff provides a balanced diet for young Scouts at all meals. If you have a Scout or Leader with special dietary concerns or restrictions, please email the camp director at john.mayros@scouting.org. These individuals are encouraged to bring any specialty foods that they may need to supplement our regular menu with them. Such foods should be labeled with the individual's name, Unit Number and any specific instructions. We will store this food and will make every effort to prepare these foods as required and have them at each meal.

Vespers and Chaplain

Vespers is a short fellowship service held Wednesday after supper. Vespers is held at the fire ring. Everyone is encouraged to attend. In addition, they can provide assistance with homesick Scouts.

Scouts and units may volunteer to assist with Vespers during the week. Scouts who are working on their religious award are especially encouraged to do so.

All scouts or scouters wishing to train to be a Chaplain's Aide will be required to work with the Chaplain staff during evening vespers throughout their stay. Sign-ups will be at the Leaders Meeting on Sunday evening as well as after opening campfire.

Commissioner Service

After your guide finishes helping you check in, you probably won't see them in your campsite again until you check-out on Saturday. That is okay, because we have a staff member with the full-time job of taking care of your needs during the week. That staff member is your Commissioner. The Commissioner Staff will stop by the campsite some mornings to visit with the leaders in the site. They will make sure you have all the supplies and equipment that you need. If there is something broken or missing in your site, they will work to see that it is fixed or replaced. During their visit, they will also inspect the campsite for safety and cleanliness using the Campsite Inspection form. The units with the highest score at the end of the week will be recognized. You can also meet with your Commissioner at the morning Leaders' Meeting. In addition, Commissioners are knowledgeable about the Program and can answer questions or help you plan unit activities. Inspection form in appendix.

Daily Schedule

Each day follows a regular daily schedule. The schedule for Saturday and Sunday vary for check-in and check-out. There are a variety of activities available to choose from each evening, we hope your Troop will participate.

Basic Daily Schedule

5:30	Death March
6:00	Mile Swim
6:30	Reveille
6:50	Flags
7:00-7:45	Breakfast
8:00 - 11:40	Program Session
9:15	Scoutmaster Coffee
11:45	SPL meeting
12:00	Lunch
1:15 – 4:55	Program Session
5:20	Flags
5:30	Supper
6:45	Open Activities
7:30-9:30	Program Session
10:00	Everyone to campsite
10:30	Taps

Trading Post

The Trading Post — located in the middle of camp — stocks a variety of items, such as camp memorabilia (patches, mugs, T-shirts, etc.), program supplies and concession items. The Trading Post is open each day and evening, except at meals and during camp-wide activities. It is a popular place for Scouts and leaders to get a snack and relax. All major credit and debit cards are accepted with a 3% fee.

Scoutmaster's Lounge

This is a gathering place only for adult leaders. Located inside the Back of Carlisle, this is a place for relaxing and coffee to calm your nerves. Please note that the Scoutmaster's Lounge is sometimes reserved for merit badge sessions. Free Wi-Fi is also available.

Wireless Internet

Camp Mack Morris offers Wi-Fi in certain areas of camp for Leaders. For assistance with setup, or for a current list of hotspots visit the Administration Office or the Scoutmasters Lounge.

Lost and Found

A central lost and found area is located in the camp office. At the end of each week of camp, all lost and found items will be boxed and stored. After camp closes for the summer, lost and found items will be kept until August 15th. To make it easier to recover lost items, Scouts should clearly mark their personal possessions with their name and unit number.

Privacy Notice

By participating in West TN Area Council activities, you agree to allow the West TN Area Council to use your image in camp and council promotional materials.



Check-Out

The check-out procedure begins on Saturday, and should be completed before 10:30A.M. Any unit with special check-out considerations should make plans through the Program Director. Merit Badge Cards, health forms and other paperwork will be given to each unit at Breakfast assembly on Saturday.

After Breakfast, the unit will return with the guide to the campsite to pack their gear and clean-up the site. Vehicles will be allowed in camp to load personal and unit equipment. The guide and unit leader will conduct another inventory of the campsite to make sure that no equipment has been misplaced or damaged during the week.

Return any borrowed equipment to the Quartermaster, and the guide will inspect the site to be certain that it is clean. The cost of any damaged property or equipment will be charged to the unit. The unit leader should stop by the Administration building on the way out of camp to check-out and take care of any last-minute business.

Check-Out Overview

6:30 **Reveille**

7:00 **Open Breakfast**

Paperwork — You will receive a packet at breakfast with your merit badge and other paperwork. Review the paperwork to ensure that it is correct and that it all belongs to your unit.

Campsite — After breakfast, return to your campsite with your guide. Pack-up your gear and clean the site one last time.

Trash — Bag up all trash and take it to the edge of the road for the Ranger staff to pick-up.

Administration Building — Before leaving camp, stop at the Administration building to take care of any last-minute paperwork, turn in evaluation forms, or take care of any other final business.

Equipment Damage

Any damage to camp-owned equipment through abuse will be the responsibility of the Unit. The camp staff will assess any damages and notify the Unit. The Unit is responsible for paying for damages before leaving camp.

Postal Mail

Scouts may receive mail at camp. Please send mail addressed as follows:

Scout Name

Unit Number

Camp Mack Morris 435 Camp Mack Morris Road
Camden, TN 38320

Please be sure to include the Scout's unit number on all mail; this will make sure it is routed to the proper mailbox. Also include a return address in case a letter arrives at camp after the Scout has left. Mail service is dependable, but it is recommended that mail not be sent to camp later than Wednesday, while the unit is at camp. Mail can take two to four days to reach camp. Any left items will be mailed back the following week.

Telephone

Should someone at camp need to be contacted, the camp telephone number is (731) 468-7988. This phone is located in the camp office, and is manned from 8:30A.M. until 8:00P.M., with the exception of meals and campfires. There may be a staff member in the office in the evening or at other times as well. Please note, however, that this is the camp's business phone and parents will not be able to talk to their children. The staff member will take a message and deliver it to the unit leader. Of course, emergency will be dealt with as needed.



While we want every Scout to have a fun and exciting week, safety is a top priority in our program, in the campsite, and around camp. Please take note of the policies and procedures to ensure a fun and safe experience.

In Case of Accident or Emergency

Mack Morris has a Health Lodge that is open 24 hours a day and its staff members are emergency responders provided by West Tennessee Health Care. We have an ambulance on property at all times to transport any more serious injuries. In addition, Mack Morris has a working arrangement with physicians in Camden for the treatment of more serious cases. If this kind of treatment is required, the Scout's parents will be notified by telephone, and their wishes concerning treatment will be respected. In the event of an emergency, it is important that camp policies and emergency procedures are followed at all times. Camp staff will provide direction as required.

At the health recheck, the camp reserves the right to refuse admittance to any person who, in the opinion of the Camp Director and Health Officer, has any physical or medical condition that might present a hazard to self or others.

Out of Council participants are required to show proof of insurance for the unit at arrival. When the participant receives professional medical services this policy will be used along with the medical insurance from the participants family. It is the responsibility of the unit leader to notify their insurance carrier of a pending claim.

Furthermore, it will be the responsibility of the participant's family to work with their troop leaders to process all claims of service upon returning home.

Fire Safety

Mack Morris has a fire and emergency alarm system. This system will be explained at the Leaders' Meeting on Sunday, and a test of the system will be conducted early in the week. Some fire-fighting equipment (rakes, shovels) is available in each campsite or from the Quartermaster. If there is an emergency, this equipment will be used by members of the camp staff. This equipment is not to be used by Scouts; Scouts do not fight fires under any circumstances. Under no circumstances shall flames of any kind be used in any tent. If a Scout or leader plans to utilize their own tents for lodging, they should have the tent labeled "NO Flames In Tents." This can be stenciled on the tent or on a place card in front of the tent. Flashlights or battery-powered lanterns—which do not pose the threat of fire or asphyxiation — are the only acceptable light for use in tents.

Coming and Going

The safety and security of every Scout is of paramount concern to all leaders and Staff. To enhance our security efforts we require parents, leaders, and Scouts to sign-in and sign-out at the Administration office when entering or leaving camp during the week. Scouts who are leaving camp early will need to check-out at the Administration Office with our staff while being accompanied by an adult from the unit to authorize the departure. All guests and visitors must depart no later than 10:00P.M. If there are particular concerns of an individual Scout's well-being and protection, the unit leader should contact the Camp Director.

AQUATICS

Class	Pre-Requisite & Additional Information	Requirements that will need to be completed outside of Camp
BSA Lifeguard	CPR certified and Basic Lifesaving certification.	CPR MUST BE COMPLETED BEFORE CAMP.
Canoeing	Pass Swimmer's Test.	None
Watersports	Physical strength, Stamina, and strong swimming skills. Pass Swimmer's Test.	None
Kayaking Award	Pass Swimmer's Test.	None
Lifesaving	Pass Swimmer's Test, Earn Swimming Merit Badge	None
Motor Boating	Pass Swimmer's Test and have Boater's license	Obtain Boater's License
Rowing	Pass Swimmer's Test.	None
Mile Swim	Pass Swim test, attend all 4 sessions	None
Small Boat Sailing	Pass Swimmer's Test.	None
Paddle Boarding Award	Pass Swimmer's Test.	None
Swimming Instruction	A Class for those who have not yet completed their BSA Swimmers Test	None
Swimming	Pass Swimmer's Test.	None
Personal Watercraft	Pass Swimmer's Test, 16yrs of age and have boater's license	None

C.O.P.E & CLIMBING

Class	Pre-Requisite & Additional Information	Requirements that will need to be completed outside of Camp
COPE Adventure	Must be at least 13 years of age and physically fit.	None
Climbing	Recommend 14 years old and physically fit.	None

HANDICRAFT

Class	Pre-Requisite & Additional Information	Requirements that will need to be completed outside of Camp
Art	None	None
Basketry	None	None
Leatherwork	None	None
Metalworking	None	None
Indian Lore	None	None
Photography	View Digital Safety Video	None
Pulp and Paper	None	None
Painting	None	None
Robotics	None	None
Woodworking	Must have Totin' Chip	None
Welding	Friday Class Only/ Long sleeve cotton shirt and jeans	None
Genealogy	Pedigree chart	None

SHOOTING SPORTS

Class	Pre-Requisite & Additional Information	Requirements that will need to be completed outside of Camp
Archery	Recommend Scouts be 13 years of age or older	None
Rifle Shooting	Recommend Scouts be 13 years of age or older	None
Shotgun	Recommend Scouts be 13 years of age or older	None

EAGLE'S NEST

Class	Pre-Requisite & Additional Information	Requirements that will need to be completed outside of Camp
Citizenship in Nation	None	None
Citizenship in World	None	None
Communication	None	None
Emergency Prep.	First Aid merit badge	2 c, 8 b, 9 a, b or c
First Aid	None	None
Public Health	None	None

ECOLOGY

Class	Pre-Requisite & Additional Information	Requirements that will need to be completed outside of Camp
Bird Study	None	5 a-d, 7
Fishing	Bring fishing pole and tackle	None
Fish & Wildlife Management	None	7 a-d
Forestry	None	1, 5 a-c
Geology	None	5 a-d
Insect Study	None	5 a & b, 6 a & b, 9
Mammal Study	None	5
Nature	None	4 a - h
Plant Science	None	8 option 1, 2 or 3
Space Exploration	None	None
Sustainability	None	5a
Soil & Water Conservation	None	7 a-d

SCOUTCRAFT

Class	Pre-Requisite & Additional Information	Requirements that will need to be completed outside of Camp
Camping	None	9 a & b
Cooking	None	4 a-e, 5 a-h, 6 a-f
Geocaching	None	9
Orienteering	None	7 a-b, 8 a or b, 9, 10
Pioneering	None	6
Wilderness Survival	Recommend Scouts be 13 years of age or older	Personal survival kit
<u>Triple Merit Badge</u> Safety, Fire safety & Traffic Safety	None	Safety- 2 a-b, 3b, 4, 5 Fire Safety- 6 a-h Traffic Safety- 3 a-d



AQUATICS



BSA / ARC Lifeguard

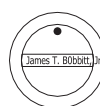
This is a rigorous program that certifies a Scout or adult leader to be a lifeguard. Participants are required to spend almost all of their time in the Aquatics area, including evening free swims. Scouts must be at least 15 years of age.

- 📌 Swim continuously for 550 yards in good form using the front crawl or breaststroke or a combination of either, but swimming on the back or side is not allowed. Immediately following the above swim, tread water for two minutes with the legs only and the hands under the armpits
- 📌 CPR certified



Small-boat Sailing

📌 Successful completion of the BSA Swimmer Test



Non-Swimmer/Beginner Instruction



Kayaking

📌 Successful completion of the BSA Swimmer Test

Personal Watercraft Program

📌 Successful completion of BSA swimmer test, 16 years of age, with a boaters license.



Paddleboarding Award

📌 Successful completion of BSA swimmer test



Swimming

This badge is required for Eagle (alternates: Cycling or Hiking).

📌 Successful completion of BSA swimmer test



Rowing

📌 Successful completion of the BSA Swimmer Test.



Motor Boating

📌 Successful completion of the BSA Swimmer Test.



Mile Swim Award

This session provides Scouts and adult leaders with an opportunity to exercise through recreational lap swimming. Participants who complete specific training swims on Monday, Tuesday, and Wednesday will be invited to participate in open-water mile swim on Thursday. As per national policy, only participants who complete all required training swims will be allowed in the open-water mile.

📌 Successful completion of the BSA Swimmer Test.



Lifesaving

This badge is required for Eagle
Alternate to: Emergency Preparedness

📌 Successful completion of the BSA Swimmer Test and 400-yard swim



Canoeing

📌 Successful completion of the BSA Swimmer Test.



HANDICRAFT



Art

Scouts in this session should have some drawing or artistic experience. There is a lot of freedom in choosing medium and subjects for artwork.



Basketry

Each Scout will weave a square basket, round basket and stool that can be taken home.



Indian Lore

Scouts will learn about cultures, languages, religions and ways of life of American Indians.



Leatherwork

Scouts will explore hand-stitching, lacing, and braiding, and learn how to pre-serve and protect leather items.



Painting

Scouts will paint two different surfaces while working on this merit badge. They also investigate careers related to painting.



Photography

Scouts will be exposed to a life-long passion through this merit badge. They will learn lighting and techniques of taking pictures.



Robotics

Scouts understand the many uses of robots. They learn how to design and test robots to perform simple tasks.



Metalwork - \$10

Learn about the properties of metal and basic metal working techniques. Scouts must bring jeans or non-synthetic pants to wear at camp. We recommend that Scouts be at least 13 years of age in order to participate.



Pulp and Paper

Scouts learn how paper products are manufactured and used while doing the requirements for the Pulp and Paper merit badge. They also find out more about recycling and forest management. They even make a piece of paper themselves. Scouts explore career opportunities related to paper making.



Woodworking

Scouts will learn basic skills with woodworking tools and learn the difference between different types of wood.



SHOOTING SPORTS

Scoutmasters are asked to use discretion when registering participants for programs in the Shooting Sports Area. Scoutmasters must read the requirements and evaluate the Scout's physical size, ability, maturity, and attitude before enrolling Scouts.

Scouts unable to properly hold a firearm or draw a bow will be very challenged at fulfilling the merit badge requirements within the week, and thus will be excused from the session by the merit badge instructor on Monday and assisted in enrolling in another program. All Shooting Sports merit badges are recommended for ***Scouts 13 years of age or older**. Scouts who have already earned a Shooting Sports merit badge are not eligible to sign-up for that badge again.



Archery

We highly recommend that Scouts be 13 years of age or older with archery shooting experience to take this merit badge. Scouts must be able to successfully draw a 22 lb. bow ten times consecutively. Scouts unable to complete this will be assisted in choosing another merit badge. Completing this badge requires a lot of time to qualify



Rifle Shooting*

Scouts with rifle shooting experience is highly encouraged to take this merit badge. Scouts should have adequate strength and size to manage a ten-pound target rifle.



Shotgun Shooting*

Scouts with shotgun shooting experience is highly recommended to take this merit badge. Scouts should have adequate strength and size to manage a seven and one-half pound shotgun.



Bird Study

Scouts will study and identify songbirds and predator's native to our area. Throughout the week, they will learn to label the anatomy of birds and recognize their unique sounds.



Sustainability

This merit badge is required for Eagle.



Geology (evening Class)

Scouts in this session will learn to identify gems and minerals and explore the history of rock formations, volcanoes, and earthquakes. Scouts will also learn about various energy sources, including fossil fuels and geothermal energy.



Mammal Study

Scouts will explore from how mammals lived before we humans affected their lives to working on having a positive impact on the mammals in our current environment, giving Scouts a look into our animal neighbors!



Fish & Wildlife Management

Learn about the populations of fish, birds, mammals, and other wildlife. They study the habitats of wildlife and learn about careers in this area.



Forestry

Study the complexity of forest and trees and the resources they provide humans. Scouts will identify many species of trees and plants and the roles they play in a forest life cycle.



Insect Study

Scouts will explore the strange and fascinating world of insects by learning how they see, hear, taste, smell, and feel the world around them.



Nature

Nature merit badge provides an excellent introduction to the Nature area as it surveys the sciences that connect wildlife, habitats, ecosystems, and humans.



Fishing

Gives Scouts the opportunity to learn about fly fishing, fly tying, and fishing conservation.



Plant Science

Scouts will learn the names and functions of the different parts of plants, gain a basic understanding of photosynthesis, and discover how environmental factors can affect plants.



Space Exploration - \$10

Scouts will explore the mysteries of outer space through discussions and several creative activities.



SCOUTCRAFT



Cooking

Cooking merit badge is required for Eagle. Scouts in this session will be introduced to the principles of cooking that can be used both at home and in the outdoors. Topics covered include food safety, nutritional guidelines, meal planning, and methods of food preparation.



Camping

Camping is one of the best-known parts of the Scouting movement and is an essential skill for all Scouts. This merit badge is required for Eagle.



Geocaching

Scouts will learn how a GPS works and how to operate one. Throughout the week, participants will explore several geocaching courses around camp. Experience with Orienteering may be helpful.



Pioneering

Pioneering—the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars—is among the oldest of Scouting’s skills. In this session, Scouts will discover the many uses of knots, lashings, and splices and put them into practice by constructing one or more structural projects.



Orienteering

Orienteering—the use of map and compass to find locations and plan a journey—has been a vital skill for humans for thousands of years. In this session, Scouts will set up and complete several orienteering courses throughout the week. A lot of time will be spent walking on the courses around camp, so we recommend that all participants bring a reusable water bottle.



Wilderness Survival

Scouts will learn how to make appropriate plans and manage risks when in the wilderness. Additionally, they will learn how to survive when things go wrong. We recommend that Scouts be at least 13 years of age in order to participate. Building a personal survival kit must be completed before coming to camp and should be sent with the Scout to camp to show to the instructor.

TRIPLE MERITBADGE SESSION:

SAFETY



FIRESAFETY



TRAFFIC SAFETY



Scouts will learn how to make informed choices in their everyday activities and respond appropriately during emergency situations. Activities include creating a safety checklist for a home, learning about exit plans in different buildings, making an accident prevention plan, and learning how to use fire responsibly in various situations.



CLIMBING & PROJECT C.O.P.E.



Climbing Merit Badge

We recommend that Scouts be at least 14 years of age in order to participate.

Project C.O.P.E. stands for “Challenging Outdoor Personal Experience.”

It is comprised of initiative games that are conducted on low level and high- level courses. Some of the activities involve group challenges while others test individual skills and agility. Participants climb, swing, balance, jump, rappel and think of solutions to a variety of activities. Most do much more than they thought they could.

Project C.O.P.E. is an exciting outdoor activity that can be used to attract and keep older Scouts in scouting.

- It offers a set of stimulating activities to meet the needs of today’s young people who are seeking greater challenges to their physical and mental abilities.
- The underlying goals of the C.O.P.E. program is consistent with the goals of Scouting.
- Group activities are ideal for emphasizing the patrol method and helping to develop leadership.
- Individual activities help promote personal growth. Other Scouting methods are inherent in conducting this program.

Goals of the Course

There are eight major goals associated with the activities in Project C.O.P.E. Project C.O.P.E. strives to develop skills in:



Additional information:

Leave all jewelry, rings, neck chains, money, pocket-knives, etc. in the campsite or with a Unit leader.

Do not bring these items to the C.O.P.E. course. They are a significant safety hazard.

Long pants must be worn on the COPE course. Excessively loose or baggy clothing should not be worn to the C.O.P.E. course since they could become entangled in climbing gear



FIRST YEAR CAMPER PROGRAM

Your Scouts will get a first-hand look at the entire camp through our “First Year Camper” program. We start by giving them a firm grasp of what Scouting is as well as moving them on their trail to Eagle by focusing on their proficiency in the first and second class rank. We believe this could be one of the best experiences for a first-year camper and will help get your Scouts to 1st Class!

This program is devoted to the new AOL crossovers and new Scouts to your Unit. In the interest of providing a quality program for all Scouts in the “First Year Camper” Program, it is requested that Troops sending a patrol (8 Scouts) provide an adult leader to lend assistance with the program.

The “First Year Camper” Scouts will have the opportunity to earn 3 merit badges during their time in the program:

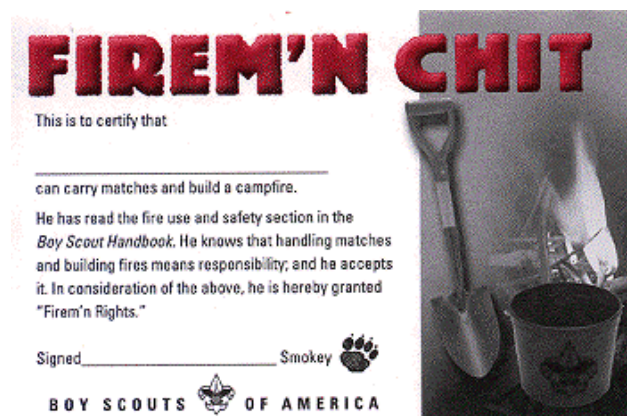
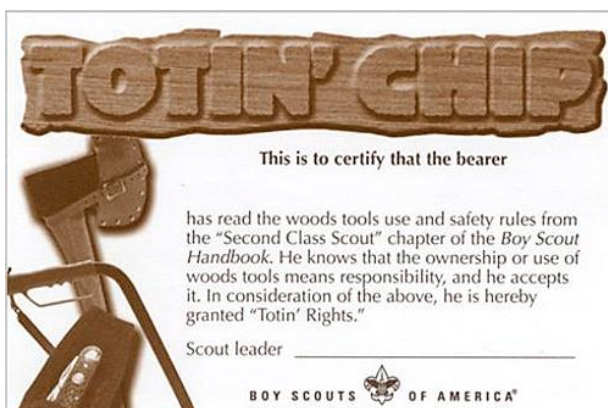
First Aid, Swimming and a choice between: Art, Basketry or Leatherwork.

Please submit a list of your “First Year Camper” participants with a rating of their 1st, 2nd, 3rd choice of handicraft badges.

What to Bring

In addition to regular items to bring to camp, Scouts in the First Year Camper Program should bring the following items:

- Daypack
- Canteen
- Poncho
- Compass
- Pencil and Paper
- Scout Handbook





The Eagle's Nest offers primarily classroom-based Eagle-required merit badges designed for Scouts in the higher ranks of Scouting. We highly recommend that Scouts under the age of 13 refrain from enrolling in Eagle Nest sessions. Most merit badges sessions in the Eagle's Nest area have Pre-Requisite requirements that must be completed before or after attending camp. Because of the extensive written work required for most Eagle Nest badges, we advise that Scouts enroll in no more than two of these sessions per week.



First Aid

Scouts must have completed all first aid requirements in the Tenderfoot, Second Class, and First Class ranks in order to participate.



Citizenship in the World

Scouts learn about the meaning of citizenship and the relationship between nations and world organizations.



Public Health

In earning the Public Health merit badge, you'll learn about different forms of illness, understand the systems we have in place to prevent outbreaks, and even see for yourself how our public facilities properly handle materials to prevent contamination!



Communication

This badge requires several written and oral activities strengthening a Scout's communication skills. Scouts that prepare some material before camp will find it easier to complete this badge.



Citizenship in the Nation

This session focuses on the organization and operation of the United States government.



Emergency Preparedness

The Eagle-required Emergency Preparedness merit badge will test your planning skills in the face of unexpected disasters. After all, a scout must be prepared for anything! In earning this badge you'll learn useful rescue techniques, understand the history behind disaster preparedness, and prepare your own household for a potential emergency. First Aid merit badge required

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**2024 Merit Badge Schedule
Monday thru Thursday**

** tentative schedule subject to change**

Program availability Key		X= 1 period class			XX= 2 period class			
Program	8:00 AM	8:55 AM	10:00 AM	10:55 AM	1:15 PM	2:10 PM	3:15 PM	4:10 PM
Eagles Nest								
Emergency Preparedness								X
First Aid					XX			
Citizenship in the Nation			X					
Citizenship in the World				X				
Public Health							X	
Communications		X						
Ecology								
Bird Study	X							
Sustainability		X						
Fish & Wildlife				XX				
Fishing	XX							
Forestry					XX			
Insect Study							X	
Mammal Study								X
Nature	X							
Plant Science								XX
Soil & Water Conservation					XX			
Space Exploration				XX				
Handicraft								
Art/Painting	X							
Woodworking		X						
Indian Lore			X					
Leatherwork				X				
Robotics					XX			
Pulp & Paper							X	
Metalworking								X
Scoutcraft								
Camping					X			
Cooking		XX						
Fire Safety/Safety/Traffic Safety					X			
Orienteering						X		
Pioneering				XX				
Geocaching							X	
Wilderness Survival								X
First Year Camper	MUST PRE-REGISTER FOR CLASS							
Welding	Friday class only							

Program	8:00 AM	10:00 AM	1:15 PM	3:15 PM
Shooting Sports				
Archery		X		
Rifle Shooting			X	
Shotgun Shooting	X			
Aquatics				
Aquatic Supervision	ALL DAY			
BSA Lifeguard	ALL DAY			
Canoeing		X		
Kayaking & Kayaking/SUP Award	X			
Small Boat Sailing		X	X	
Life Saving	X			
Motor Boating			X	
Rowing				X
Swimming		X	X	
Leamer/Beginner swimming		X	X	
FYC Aquatics				X
PWC/Jet Skis				X
Water Sports	X			
COPE I & II Thursday and Friday Only				
COPE I	Thursday Only			
COPE II	Friday Only			
Night Time Program	Must register for these classes			
Basketry	Mon and Tues	7:30-9:30 pm		
Collecting	Mon and Tues	7:30-9:30 pm		
Photography	Mon and Tues	7:30-9:30 pm		
Geneology	Wed and Thur	7:30-9:30 pm		
Geology	Wed and Thur	7:30-9:30 pm		
Chess	Mon - Thurs	7:30-9:30 pm		



TWILIGHT & OTHER ACTIVITIES

Many activities are available in the evening hours between Vespers and Taps. Some activities have been scheduled by the camp staff and are open to all Scouts and leaders. Other activities may be done on a unit basis and can be scheduled by the unit leader through the appropriate program area. These arrangements can be made at the Sunday Leaders' Meeting.

Death March

Every morning Camp Mack Morris Death March will begin at the Dining Hall at 5:30 a.m.

A Patch will be given to those participants who complete three of the five Death Marches. Additionally, a special Death March T-Shirt will be sold at the Trading Post on Thursday for all who complete 3-5 days. The Death March is a fun and exciting hike through and around the beautiful Camp Mack Morris. The hike will generally last about 1 hour to 1½ hours and they will cover a 2-3 miles. Scouts of ALL ages, young or old, are encouraged to participate in this memorable event.

Totin' Chip Instruction

This is a great opportunity for Scouts who are not in the First Year Camper program to earn their Totin' Chip. Totin' Chip Instruction will be during free time on Tuesday.

Troop Rappel

This is an opportunity for your Troop to experience the tower and have some fun together.

Troop Shoots

Troops are invited to sign-up at the Sunday evening Leaders' Meeting for Troop shooting events. Troop Shoots are available on all three ranges.

Troop Canoe/Kayak adventure

Troops can venture out onto the mighty Tennessee river for a canoe/kayak trip to New Johnsonville. Scouts and leaders must complete the BSA swim test to be able to participate. All gear and a sack lunch will be provided as well as a guide for the adventure.

Open Handicrafts

Scouts are invited to braid paracord survival bracelets. Handicrafts staff members are also available during these times to assist Scouts with finishing up any required craft projects for their merit badge sessions.

Open Nature

The Nature area is open to Scouts, and leaders on Wednesday evening after dinner. Stop by and see the snakes, turtles, and other creatures! And of course, no visit to the Nature area would be complete without observing the Weather Rock.



JUST FOR LEADERS

There is plenty to do at Mack Morris for leaders. We promise that you won't be just sitting in your campsite, unless of course, that is what you want to do. We encourage you to register your Leaders for training through the online registration portal. It is the same process you complete for scout sessions.

Climb on Safely

Climb on Safely is the BSA's safety standard for organizing BSA climbing/rappelling activities. Any adults interested in learning about these policies and procedures are invited to attend the training. The session is entirely classroom-based and will be held at an announced time and location during the week.

CPR

A course in basic Adult and Child CPR/ AED will be offered for leaders during the week; time and location to be determined. A materials fee of \$20 per person will apply. BSA/ARC Lifeguard candidates will take a separate CPR course while at camp, which is included in the lifeguard program fee.

Introduction to Outdoor Leader Skills

This hands-on course provides adult leaders the practical outdoor skills they need to lead Scouts in the outdoors. Upon completion, leaders should feel comfortable teaching Scouts the basic skills required to obtain the First-Class rank.

Safe Swim Defense & Safety Afloat

These two trainings are designed for leaders who are interested in gaining a better understanding of BSA Aquatics policy as it applies to swimming and boating activities. The sessions are entirely classroom based and will be held in the Aquatics area.

Aquatics Supervision

These two courses (Swimming & Water Rescue; Paddle Craft Safety) are designed to give hands-on experience to leaders who are interesting in leading aquatic activities in their units, such as Troop swims and boating trips. Attendance at the Safe Swim Defense and Safety Afloat trainings is mandatory. Participants in the Aquatics Supervision courses will then put the policies into practice on the water during the rest of the course by learning reaching rescues, throwing rescues, going rescues, spinal management, and some basic boating skills. Bring a bathing suit, towel, and shoes for boating that can get wet.

BSA Lifeguard

This rigorous program certifies a leader as a BSA Lifeguard and American Red Cross Lifeguard. Participants will spend most of their time in the Aquatics area. See BSA Lifeguard description in the Aquatics section for more information.

Silver Spoon and Golden Spatula

This culinary cook-off behind the Dining Hall Friday afternoon allows Scoutmasters to showcase their outdoor culinary skills in a friendly competition. All food and ingredients must be brought to camp, or can be purchased locally at Wal-Mart, though storage can be arranged with the dining hall manager if items are placed in a box with the Troop number clearly marked. Troops are strongly encouraged to bring their own equipment. Prizes will be awarded for the best main dish and dessert, so Scout Masters plan a menu ahead of time and be prepared to eat.

Leader Steak Dinner with Scout Executive

On Thursday, the WTAC will sponsor a Dinner for a representative from each unit in camp to share their experiences and comments on Mack Morris. The Council looks forward to your input and invites you to help make Mack Morris the best it can be. 2 tickets will be provided for each Troop. Additional tickets (\$10) can be purchased at the trading post through Tuesday.

Service

If you are a carpenter, plumber, electrician, or just a general handyman, your skills are always needed at camp. The Camp Ranger will be glad to suggest a list of projects to any interested leader. Bring your tools and feel at home.

Scoutmaster Merit Badge

The Scoutmaster Merit Badge recognizes the tremendous contribution adult leaders make to the Camp and the Scouts in attendance. To qualify for the award, an adult leader must complete the requirements during the week.

Scoutmaster Merit Badge

To earn the Scoutmaster Merit Badge, a unit leader must complete nine of the following requirements.

- Help supervise clean-up of the Dining Hall for three meals
- Row for the Mile Swim on Thursday
- Help to prepare the arena for an upcoming campfire
- Serve as an Assistant Ranger for one full day
- Participate in one of the training programs offered
- Serve as a Lookout in the Aquatics Area
- Other activity approved ahead of time by the Program Director or Camp Director
- Assist with serving in the Dining Hall for 3 meals
- Have Unit participate in color guard at breakfast or dinner assembly



2024 CMM Schedule							
TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
5:30		Death March					Pack-up Camp
6:00		Mile Swim Prep					
6:30		Reveille					
6:50		Flags					
7:00-7:45		BREAKFAST					
8:00-11:40		Program Session				8-12pm Friday Only MB	Check-out
9:15		Scout Master Coffee (Carlisle)					
10:00						Scoutmaster Yardzee	
11:45		SPL Meeting					
12:00		LUNCH					
1:15-4:55	Check-in	Program Session					
2:00	Medical Checks, Tour & Swim Test		Scoutmaster Horseshoes	Scoutmaster Washer-toss	Scoutmaster Corn Hole	Blue Card Showdown	
3:00		Program Session				Camp Wide Games 2-4pm	
4:55		Program Sessions End					
5:20	Flag Lowering						
5:30- 6:30 pm	SUPPER						
6:45	Scout Master/SPL Meeting	Open Program					
6:45		Totin' Chip	3 on 3 Basketball Tournament	Chapel			
7:30	Campfire		OA Night	Movie Night	Trading Post Party	Campfire	
7:30 -9:30	Evening Merit Badges						
10:00	Everyone in Campsite						
10:30	Taps						

Troop Roster

(Must be presented at Troop Check-In)

Week # _____ Troop No. _____

Council _____ City/State _____

Scout Master _____ Cell # _____

Leaders:

1. _____

6. _____

2. _____

7. _____

3. _____

8. _____

4. _____

9. _____

5. _____

10. _____

Scouts

1. _____

17. _____

2. _____

18. _____

3. _____

19. _____

4. _____

20. _____

5. _____

21. _____

6. _____

22. _____

7. _____

23. _____

8. _____

24. _____

9. _____

25. _____

10. _____

26. _____

11. _____

27. _____

12. _____

28. _____

13. _____

29. _____

14. _____

30. _____

15. _____

31. _____

16. _____

32. _____

Authorization to Assist Competent Scout with Self-Administration of Medication

Medication shall be administered only when the Scout's health requires it be given during camp. It is the parent/guardian's responsibility to send this medication to camp and remove any unused medication when treatment is completed.

All prescription medication must be brought to camp in the original container. The pharmacy label must include the following information:

Name of Scout _____ Troop #/Council _____

Prescription Number _____

Name of medication and dosage _____

Administration route or other directions _____

Date _____

Licensed prescriber's name _____

Pharmacy name, address and phone number _____

All nonprescription medication must be brought to camp in the original manufacturer's labeled container with the ingredients listed and the scout's name affixed to the container. No more than two week's supply of any medicine should be brought to camp.

Parent/Guardian Authorization

Scout's name _____ Troop #/Council _____ Date _____

I request that health personnel assist the above named Scout to self-administer the following medication while at camp.

Name of Medication: _____

Amount of Medication to be taken: _____

How Medication is to be taken (orally, topically, inhalation, injection): _____

Time(s) Medication is to taken: _____

Date the last dose of this medication is to be taken: _____

Reason medication is needed at camp: _____

It is understood that the medication is administered solely at the request of and as an accommodation to the undersigned parent or guardian. In consideration of the acceptance of the request to perform this service by any person employed by West Tennessee Area Council, BSA, the undersigned parent/guardian hereby agrees to release the West Tennessee Area Council and its personnel from any legal claim they now have or may thereafter have arising out of the administration of or failure to administer the medication to the scout. I will assume full responsibility for any side effects and complications that my child may have as a result of taking this medication.

Parent/Guardian Signature _____ Date _____

Parent/Guardian Name _____

Phone: Home _____ Work _____

Comments: _____


BOY SCOUTS OF AMERICA

BSA Swim Test Certification

A BSA Lifeguard or Red Cross Lifeguard **MUST** administer this test. A copy of their certification card **MUST** accompany this form. Incomplete forms, or absence of proof of certification, will void the Swim Test.

Note to Lifeguard:

It is very important that you administer this test exactly as stated. Do not make exceptions for any reason. There are three classification levels in the BSA Swim Test. The first is **SWIMMER**, which will allow the scout to swim in all areas, boat in open areas of a lake, and participate in waterskiing and open sea activities. The second is **BEGINNER**, which will permit limited boating and swimming. The third is **LEARNER**, which will permit wading and boating only with qualified accompaniment in safe watercraft.

SWIMMERS must demonstrate the following:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl (no dog-paddle); then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and include at least one sharp turn. After completing the swim, rest by floating for one minute.

BEGINNERS must demonstrate the following:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to the starting place.

LEARNERS are those who cannot pass the test required of **SWIMMERS** or **BEGINNERS**.

CERTIFICATION

I attest to the validity of the Swim Test administered by me on _____, 20____. A copy of my certification is attached. I understand that classifying an unqualified scout as a Swimmer or Beginner could endanger the health and safety of the individual and others.

Scout Name _____ Unit Number _____

Pool Name and Location _____

Demonstrated Classification (circle one) **SWIMMER** **BEGINNER** **LEARNER**

Name of Lifeguard (print) _____

Circle One: **BSA LIFEGUARD** **RED CROSS LIFEGUARD**

Certification Expiration _____, 20____

Signature _____

Form invalid
without
attached COPY
of Certification
Card

**West Tennessee Area Council
Camp Mack Morris
Provisional Camp Registration Form**

This program is for an **Individual Camper** who is not camping with their Troop or a camper who has attended with their Troop and wishes to return for an additional week or two. The provisional camper takes part in the regular camp program as offered in this leader guide. The provisional Troop is directed by an adult Scoutmaster or senior patrol leaders who are members of the camp staff. Provisional campers organize and elect their own patrol for the week with the provisional Troop operating the same as all of the other Troops in camp. Scouts staying for an individual week as provisional campers have the opportunities to complete or earn additional merit badges that they were not able to complete during the week at camp with their own Troop. **Medical form is required.**

**\$270 per week of Summer Camp – WTAC Scout
\$290 per week of Summer Camp – Out-of-Council Scout**

Week of Camp (Check One)

- 1st week: June 9-15, 2024
- 2nd week: June 16-22, 2024
- 3rd week: June 23-29, 2024

Name of Scout _____

Troop _____ Scout Rank _____ District/Council _____

Address _____

City/State/ZIP _____

Scoutmaster _____ Phone Number _____

Email _____

Scout's Signature _____

Parent/Guardian Signature _____

Scoutmaster Signature _____

Date Submitted _____

*** Application must be signed by Scoutmaster

Payment Method: Check/Money Order Enclosed Master Card Visa Discover

Fax with credit card information: 731-668-3788 • Mail to: 1995 Hollywood Drive, Jackson, TN 38305

Card No _____ Expiration Date _____

Name on Card _____ Amt. Charged \$ _____

**West Tennessee Area Council
Camp Mack Morris
Fee Transmittal Form**

Unit # _____ Council: _____ Week: _____

Please use this form to track your summer camp payments.
Indicate below how you want the enclosed payment applied to your account.

In-Council Scouts

Early Bird (\$270)

Scout Deposit (March 4) _____ X \$125 = _____

Final Payment (April 12) _____ X \$145 = _____

Scouts (\$290)

Scout Deposit (March 4) _____ X \$125 = _____

Final Payment (1 week prior) _____ X \$165 = _____

Out-Council Scouts

Early Bird (\$290)

Scout Deposit (March 4) _____ X \$125 = _____

Final Payment (April 12) _____ X \$165 = _____

Scouts (\$300)

Scout Deposit (March 4) _____ X \$125 = _____

Final Payment (1 week prior) _____ X \$175 = _____

Leaders (\$100)

Fee (1 week prior) _____ X \$100 = _____

For every 10 Scouts registered the Troop will get 1 free leader with a max on 3 free leaders.

Other Fees

Space Exploration _____ X \$10 = _____

Metalwork _____ X \$10 = _____

C.O.P.E. _____ X \$25 = _____

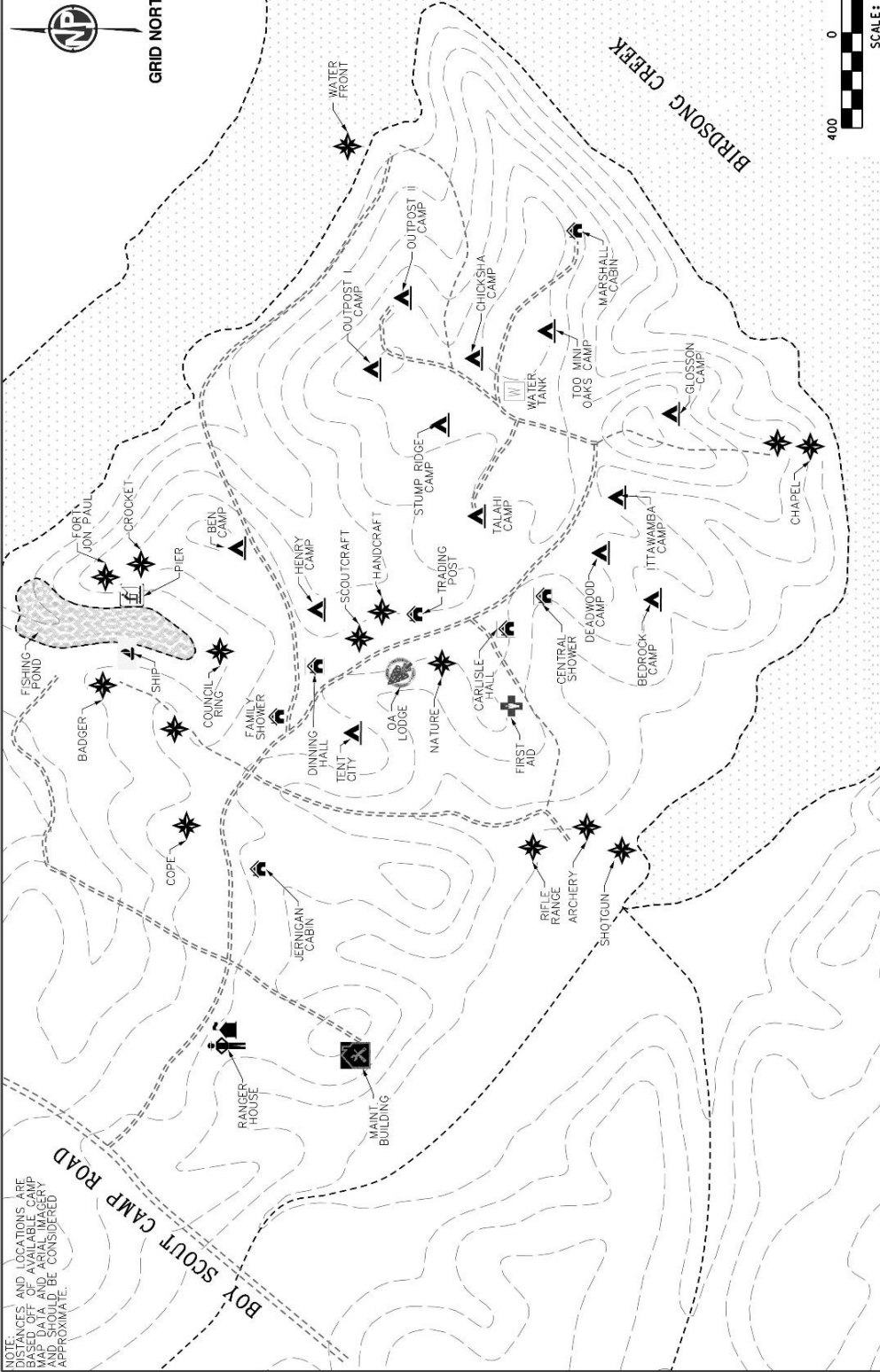
Personal Water Craft _____ X \$30 = _____

Outdoor Leader Skills _____ X \$25 = _____ (limited availability)

Amount Enclosed: _____



GRID NORTH



NOTE: DISTANCES AND LOCATIONS ARE BASED OFF OF AVAILABLE CAMP MAPS AND SHOULD BE CONSIDERED APPROXIMATE.



LEGEND

- EDGE OF WATER
- TRAIL
- ROAD
- TOPOGRAPHIC CONTOUR
- BUILDING
- CAMP SITE
- PROGRAM AREA

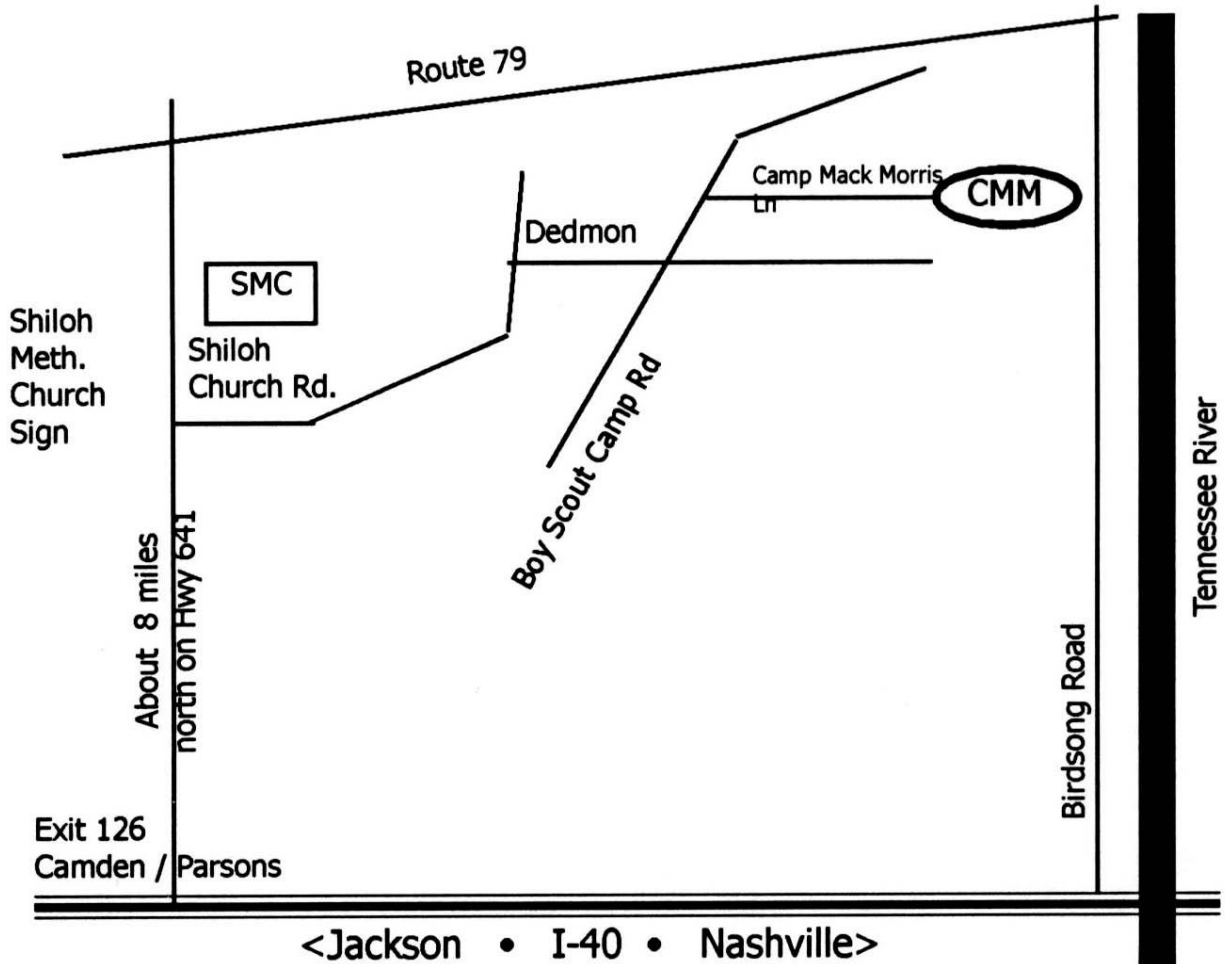
455 CAMP MACK MORRIS ROAD
CAMDEN, TN 38320

CAMP MAP
FOR
CAMP MACK MORRIS

BOY SCOUTS OF AMERICA
WEST TENNESSEE AREA COUNCIL



Directions to Camp Mack Morris



Camp address is: 455 Camp Mack Morris Rd, Camden, TN 38320