

Camp Mack Morris

Leaders Guide 2026





Table of Contents

		Fire Safety	16
Welcome	3	Mail	16
Camp Fees & Payments	4	Checkout	17
Medical and Insurance	7	Daily Schedule	18
Packing for Camp	8	Merit Badges	19
Unit Check-In	10	Merit Badge Schedule	23
Leader's Meeting, Tents	11	Additional Programs	24
Uniform, Dining Hall	11	Leader, Scout and Unit Activities	27
Vespers, Commissioner	12	Campsite Inspection Scoresheet	31
Trading Post, SM Lounge, Wi-Fi, Lost & Found	13	Honor Troop Scoresheet	32
Damage, Leaving Camp during week	14	Map of CMM	33
Safety, Accidents, Emergencies	15	Directions to CMM	34



Dear Scouter:

Welcome to 2026 Summer Camp at Camp Mack Morris! We are excited to have you as part of our family. This guide has all the valuable 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.

Yours in Scouting,

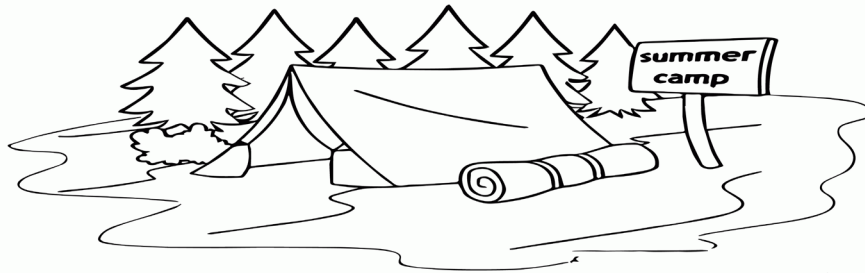
Daphne Jackson

Program Director

Angela Tharp

Camp Director

Information Subject to Change: In the event of unforeseen circumstances details of this guide may change. Unit leaders will be briefed of minor changes at check-in. Major changes will be emailed to unit leaders.



Camp Schedule & Reservations

Week 1 => June 7 – June 13

Week 2 => June 14 – June 20

Webelos => June 20 – June 21

Fees and Payments

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 adjust 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 small 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 reassign campsites based on availability. There is no need to call the camp office, as this will be done automatically based on registration from all the units. Final campsite assignments will be available on Sunday at check-in.

Campsites	Capacities Maximum
Bedrock	18
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

The first payment of \$125 per Scout is due by Mar 1st, 2026. 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.

The initial \$125 deposit per Scout is due prior to merit badge session registration. You cannot 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 Scouting America. All leaders must be registered members of Scouting America, must meet the qualifications for the leadership position in which they serve, and have completed Safeguarding Youth Training (All leaders must provide proof of current SYT training at check-in). The two-unit leaders must be at least 21 years of age. If your Unit is struggling with 2-deep

leadership, please contact the Camp Mack Morris team, and we will try to partner you with another Unit. Any additional leader must be at least 18 years of age. Parents, committee members, and other adults who accompany the unit at camp, must meet all the above requirements.

For every 10 Scouts that attend, your Troop will receive one Free leader with a maximum of 2 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.

Registration	Amount	Must Be Paid By
Campsite Reservation	\$100	Feb 1, 2026
Unit Deposit	\$125 per Scout	March 1, 2026
In-Council Scout Fee	\$310	May 15, 2026
Out-of-Council Scout Fee	\$325	May 15, 2026
Leaders	\$100	May 15, 2026

Refund Policy

The unit campsite reservation is nonrefundable. The Council policy regarding Scout/Leader fees refunds is as follows: No refunds will be issued except for extreme cases but are transferable to another participant.

Medical Forms and Insurance

All Scouts and Leaders attending camp must have current Personal Health Assessment documented on the current BSA Medical Form 680-001. All participants must attach their current health insurance card to the form.

The Unit's medical forms will be kept on file for the week with the Camp's Health Officer. They will be turned in as part of the check-in process. They will be returned at the end of the week when the unit's check-out. Please keep a copy of each Scout's physicals for your records.

National requires 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.

Out-of- Council Participants must show proof of Unit insurance at check-in. If a participant receives professional medical services, that policy along with the medical insurance from their family will be required. The Unit Leader is responsible for notifying their insurance carrier of a pending claim.

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 you send medication with your Scout to camp, please send it in its original container.

According to local laws, it is required that schedule II Narcotics be secured under dual lock and key in the Health Lodge for

Participants under the age of 18. Any other medication may be stored at the campsite under lock and key.

What to Bring to Camp

To help keep you from forgetting those all-important items, we have a list below to help you when you are packing. Items underlined may be purchased at the Trading Post. It is Recommended that clothing and equipment are marked with the Scout's name, unit number, and council name.

We recommend having a change of clothing for each day of the week.

- **Complete Scout Uniform**
- **T-shirts**
- **Shorts or long pants**
- **Appropriate swimming attire**
- **Underwear**
- **Socks**
- **Footwear for boating**
- **Hat if desired**
- **Hoodie or Jacket**
- **Notebook and pencil or pen**
- **Scout Handbook**
- **Watch (very important)**
- **Washcloth and towel**
- **Toiletry Items (soap, shampoo, toothpaste, toothbrush, deodorant, etc. NO GLASS BOTTLES)**
- **Shower shoes**
- **Sleeping bag or sheets & blankets**
- **Alarm clock (optional)**
- **Backpack, footlocker, or suitcase**
- **Laundry bag**
- **Bug net**
- **Money for Trading Post**
- **Camp chair for campsite**
- **feminine hygiene products**
- **flashlight with new batteries**
- **insect repellent**
- **Pocketknife**
- **Poncho or rain gear**
- **Camera (not a cell phone)**
- **Chafing powder/sticks**

Unit Equipment

- **Unit Flag**
- **First Aid kits**
- **Patrol Flags**
- **Lanterns**
- **Rope**
- **Gate/entry**

What Not to Bring to Camp

Personal firearms and ammunition of any kind, which includes bow and arrows and paintball guns. No Sheath knives with blades longer than 4".

In addition, no pets of any kind are allowed at camp; this is the policy of Scouting America. This includes visitors. The only animals allowed are service animals.

Finally, we strongly recommend that items such as radios, music players, electronic games, and other electronic devices not to 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.

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's policy. No cell phones will be allowed in dining hall during mealtimes (except for medical necessity).

Unit Check-In

Units should plan to arrive at Camp between 1:00pm and 3:00pm. on Sunday. Please do not show up early. Upon arrival, each unit is assigned a Troop Guide to help units through the check-in process.

Sequence of events

- **Leader checks in with Camp Director at the office in the Dining Hall. Unit leader will provide a final count of Scouts, leaders, and any registration changes for scouts. Unit will proceed to the dining area with the Troop Guide and Assistant leaders at that time.**
- **After leader checks in with the Camp Director, they will review the scouts' program registration with the Program Director and make changes as needed.**
- **Next the unit will visit the health officer to turn in medical forms and medicine.**
- **Then the Scoutmaster will get a swim test sheet to fill out. If the swim test has been completed already, please have that form with you. The unit will still need to go down to the waterfront at their time for additional health screening and safety presentation.**
- **The troop will then meet with dining hall personnel to go over the waiter duties and dining hall processes.**
- **After everything is completed in the Dining Hall the Troop Guide will take the unit to their campsite. By that time, the unit's trailer should be at the campsite and ready to go. The unit will either set up their camp or go to the Waterfront. The waterfront will let the troop guides know when to come down. Camp tours can be done as you are headed to the waterfront or as you come back from the waterfront, depending on time.**

It is very important for all Scouts to check-in together as a unit at the same time if they do not travel together.

Leader's Meeting

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 available to process any last-minute session adjustments.

Tents

Canvas tents and cots are provided by the camp will already be set up in campsites. Recommend Scouts bring bug nets.

Uniforms

The official Scouts BSA Field uniform (aka Class A) is only worn at Breakfast, dinner and campfires. (unless told otherwise by camp staff).

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

- **Do not wear it at times when it does not have to be worn.**
- **Change clothes after supper or events that require Field uniform.**
- **Bring a hanger for the uniform shirt and keep the neckerchief and slide (if worn) in the same place each time so they will not 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 outside of the Dining hall to receive program updates and participate in flag ceremonies. 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 the check-in process on Sunday. Our Dining Hall Staff provide 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 council office or Camp Director, Angela Tharp at a.tharp14@yahoo.com. 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 the 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 on Wednesday after supper. Vespers is held at the Chapel. Everyone is encouraged to attend.

Scouts and units are encouraged to volunteer to assist with Vespers during the week. Sign-ups will be at the Leaders Meeting on Sunday evening.

Commissioner Service

During the week the Camp Commissioner will take care of your campsite needs and inspections during the week. The Commissioner will usually stop by the campsite in the mornings to visit with the leaders. 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 each day will be recognized daily at lunch. You can also meet your Commissioner at the morning Leader's Meeting. In addition, Commissioners are knowledgeable about the Program and can answer

questions or help you plan unit activities. The inspection form is in the appendix.

Trading Post

The Trading Post 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 for 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 to relax, grab an extra snack and coffee to calm your nerves. Please note that the Scoutmaster's Lounge is sometimes reserved for merit badge sessions and free Wi-Fi are also available. It is located in the back of Carlyse Hall.

Wireless Internet

Camp Mack Morris offers Wi-Fi in certain areas of the camp for Leaders. For assistance with the setup, or for the current list of hotspots, visit the Administration Office or the Scoutmasters Lounge. It is not to be used by scouts.

Lost and Found

A central lost and found area is located in the Dining Hall at the fireplace. Lost valuables will be held by the Camp or Program Director. 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. Scouts should clearly mark their personal possessions with their name and unit number.

Privacy Notice

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

Equipment Damage

Any damage to Camp-owned or used equipment through abuse will be the Unit's responsibility. The camp staff will assess any damage and notify the Unit. The Unit is responsible for paying for the damage before leaving camp.

Coming and Going

The safety and security of every Scout is of paramount importance 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 after check-in. 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 concerns about an individual Scout's well-being and protection, the Unit leader should contact the Camp Director.

Safety

- **With the heat and humidity of June and July in the state of Tennessee, scouts and leaders should always have a water bottle with them and hydrate regularly.**
- **Closed-toed shoes are required throughout the entire camp. You can change shoes when you are down at the waterfront or at the bath house.**
- **There is no running in camp.**
- **If you have not had the training, you cannot drive an ATV/UTV on camp property.**

In Case of Accident or Emergency

Camp Mack Morris has a Health Lodge open 24 hours a day, and its staff are emergency responders provided by West Tennessee Health Care. We always have an ambulance on the property to transport any more serious injuries. In addition, Camp 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 directions as required.

At check-in, 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.

Furthermore, the participant's family will be responsible for working with their Troop Leaders to process all claims of service upon returning home.

Fire Safety

Camp 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 and 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.

Postal Mail

Scouts may receive mail at camp. 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. Note: Mail can take four days to reach camp. (Recommend you send letters with the unit leader). Please send mail addressed as follows:

**Scout's name
Unit number
Camp Mack Morris
435 Camp Mack Morris Road
Camden, TN 38320**

Check-Out

All Units need to be checked out by 10:00a.m. on Saturday. Any unit with special check-out considerations should make plans through the Camp Director. Merit Badge Cards, health forms, and other paperwork will be given to each unit upon the final walk-through of your campsite.

After breakfast, the unit will return with the Troop Guide to the campsite to pack their gear and clean up the site. The guide and unit leader will conduct another inventory of the campsite to ensure no equipment is misplaced or damaged during the week.

Return any borrowed equipment to the Quartermaster by Friday campfire. The cost of any damaged property or equipment will be charged to the unit. Take care of any last-minute business with Camp Director.

Basic Daily Schedule

Each day follows a regular daily schedule. The schedule for Saturday and Sunday will vary due to check-in and check-out. There are various activities available for your troop to participate in.

Time	Activities
5:00a.m. to 6:00a.m.	Death March 1 to 5 miles ★
5:40a.m. to 6:50a.m	Mile Swim ★
6:30a.m.	Reveille
6:50a.m.	Flags
7:00a.m. to 7:45a.m.	Breakfast
8:00a.m. to 11:30a.m.	Program Sessions
9:15a.m.	Scoutmaster Coffee
12:00p.m. to 12:45p.m.	Lunch
1:00p.m. to 5:00p.m.	Program Sessions
5:20p.m	Flags
5:30p.m. to 6:30p.m.	Supper
6:45p.m.	SPL Meeting
7:30p.m. to 9:30p.m.	Evening Program Sessions
7:30p.m. to 9:30p.m.	Open Activities
10:00p.m.	Everyone to campsite
10:30p.m.	Lights out (Taps)

Friday is camp wide games and preparing for closing campfire.

★ **Throughout the week the Death March start time will change. The Scouts will work their way up to 5 miles by Friday. The Mile Swim will be on Tuesday from 6:00a.m. to 6:40a.m and on Thursday from 5:30a.m. to 6:50a.m.**



Merit Badges

The merit badge program is the cornerstone of the summer camp program and Camp Mack Morris offers a wide selection.

IMPORTANT NOTES:

- Most merit badges can be completed at camp; however, some require work at home because of the time requirements, special projects, or other considerations.
- Some merit badges require prerequisites as outlined below
- **Due to travel time**, it is impossible to take an Aquatics merit badge and a Range merit badge back-to-back.
 - Please schedule one in the morning and one in the afternoon if wanting these merit badges
- The Trading Post has Kits for the following merit badges (at scouts' expense): Leatherwork, Basketry, and Indian Lore.

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 particular merit badge will be the first ones to be rescheduled if classes are too big.

Aquatics		
Class	Pre-Requisites	Outside of Camp
Canoeing	Pass the Swimmer's Test	None
Watersports	Pass the Swimmer's Test Recommended for 14 yrs old or older; Class Limit: 5	None
Kayaking	Pass the Swimmer's Test	None
Lifesaving	Completed the Swimming Merit Badge and pass swim test	None
Motor Boating	Pass the Swimmer's Test Class Limit: 5	Boater's License
Rowing	Pass the Swimmer's Test	None
Mile Swim	Pass the Swimmer's Test & Attend all sessions	None
Small Boat Sailing	Pass the Swimmer's Test Class Limit: 8	None
Swimming Instruction	A Class for those who have not yet passed their BSA Swimmer's Test	None
Junior Lifeguard	Complete Lifesaving & Swimming Merit Badges	Before Camp
Swimming	Pass the Swimmer's Test	None
C.O.P.E. and Climbing		
Climbing	Recommend 13 years old and physically fit	None
COPE Adventure	Must be at least 13 years old and physically fit	None

Handicraft		
Art	None	None
Leatherwork	None	None
Metalworking	None	None
Indian Lore	None	None
Pulp and Paper	None	None
Genealogy	Pedigree Chart	None
Basketry	None	None

Range and Target		
Archery	Scouts should be 13 years old or older	None
Rifle Shooting	Scouts should be 13 years old or older	None
Shotgun Shooting	Scouts should be 13 years old or older	None
Eagle's Nest		
Citizenship in the Nation	None	None
Citizenship in the World	None	None
Communication	None	None
Emergency Prep	Completed First Aid Merit Badge	2c, 8b, 9a, b or c
First Aid	None	None
Ecology		
Fishing	Bring Fishing pole and tackle	None
Forestry	None	1, 5a-c
Nature	None	4a-h
Plant Science	None	8 option 1, 2 or 3
Sustainability	None	5a
Environmental Science	None	Non
Soil & Water Conservation	None	7a-d

Scoutcraft		
Camping	None	9a & b
Cooking	None	4a-e, 5a-h, & 6a-f
Geocaching	None	9
Orienteering	None	7a-b, 8a or b, 9 & 10
Pioneering	None	6
Wilderness Survival	Scouts should be 13 years old or older	Personal Survival Kit
<u>Triple Merit Badge</u> Safety, Fire & Traffic Safety	None	Safety 2a-b, 3b, 4, 5 Fire Safety 6a-h Traffic Safety 3a-d



Scoutmasters are asked to use discretion when registering participants for programs in the Range and Target Activities 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 with 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 Range and Target Activities merit badges are recommended for "Scouts 13 years of age or older." Scouts who have already earned these merit badges are encouraged to take another merit badge class as these are usually the first to fill up.

2025 Merit Badge Schedule Monday thru Thursday								
Program/merit badge	8:00 – 8:50	9:00 – 9:50	10:00 – 10:50	11:00 – 11:50	1:00 – 1:50	2:00 – 2:50	3:00 – 3:50	4:00 – 4:50
Emergency Preparedness								
First Aid								
Citizenship in the Nation								
Citizenship in the World								
Communications								
Sustainability								
Fishing								
Forestry								
Nature								
Plant Science								
Soil & Water Conservation								
Art								
Indian Lore								
Leatherwork								
Pulp & Paper								
Metalworking								
Camping								
Cooking								
Orienteering								
Pioneering								
Geocaching								
Wilderness Survival								
Fire/Traffic Safety & Safety								
Canoeing								
Lifesaving								
Motor Boating								
Watersports								
Kayaking								
Small Boat Sailing (2 times offered)								

Rowing								
Swimming								
Swimming Instruction								
Junior Lifeguard					Starts	at	12:00	
Shotgun								
Rifle								
Archery								
Baden Powell								
Swimming (M-TH)								
Art (Wednesday)								
COPE I (M-TU)								
COPE II (W-TH)								
Climbing								

Additional Programs

C.O.P.E.

“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.

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 are 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 C.O.P.E. It strives to develop skills in: Communication, Planning, Trust, Leadership, Problem Solving, Self-Esteem, Teamwork, and Decision Making.

Additional Information: Leave all jewelry, rings, neck chains, money, pocket-knives, etc. in the camp site 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 C.O.P.E. 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 **Baden Powell**

First Year Campers:

We have our Baden Powell: First Year Camper program that focuses on Rank requirements, Totin' Chip, and Firem'n Chit. They will also be able to work on merit badges that reinforce the advancements Tenderfoot through First Class such as swimming and one elective from handicraft.

We ask that each unit with youth in the First Year Camper Program send an adult volunteer to help the instructors and ensure your unit standards are achieved.

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 and moving them on their trail to Eagle by focusing on their proficiency of Scouts Skills. We believe this could be one of the best experiences for a first-year camper and help them on their way to 1st Class.

This program is devoted to the new AOL crossovers and new Scouts to your Unit.

When your Scout signs up for this program you give permission to the instructors to help them earn the Totin’ Chip & Firem’n Chit.

Leader, Scout, and Troop activities

Death March

Every morning, starting between 5:00 and 6:00a.m. at the dining hall, you can go on a hike. Starting off with just one mile and increasing each morning. If you complete all 5 days, you can purchase a Camp Mack Morris Death March Patch at the Trading Post. Scouts of all ages are encouraged to participate.

Troop Rappel

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

Troop Shoots

Troops are invited to sign-up at the Sunday evening Leader's Meeting for Troop Shooting events. Troop Shoots are available on all three ranges. There will be awards for "Top Shots."

Introduction to Outdoor Leader Skills (Adult Training)

This hands-on course provides adult leaders with 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.

Junior Lifeguard Program (Scouts)

The Junior Lifeguard program is designed to accommodate 14–15-year-old scouts who are not eligible to earn their Red Cross Lifeguard at camp but are interested in honing skills beyond Lifesaving Merit Badge. It is designed to prepare youth for the full Red Cross Lifeguard Certification Training and qualify them for Aquatics staff

positions. Scouts will spend Lunch until Dinner with the CMM Aquatics staff at the waterfront. An Additional Fee of \$40 to cover a special shirt and training materials. To receive shirts, youth must be registered and paid by May 1, 2025. Prerequisites: Completed the Swimming and Lifesaving Merit Badge and be classified as a swimmer.

Safe Swim Defense & Safety Afloat (Adult Training)

These two training courses 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. Time and place will be announced.

Aquatics Supervision (Adult Training)

These two courses, Swimming & Water Rescue and Paddle Craft Safety, are designed to give hands-on experience to leaders who are interested in leading aquatic activities in their units, such as Troop swims and boating trips. Attendance at the Safe Swim Defense and Safety Afloat training course is mandatory.

Troop Beachfront Luau and Cypress Grove Kayaking/Canoeing Adventure

Troops will enjoy a Hot Dog/Hamburger dinner on the waterfront followed by a guided paddle craft trip to the incredibly beautiful and unique CMM Cypress Grove. Non swimmers and Beginner's must travel in canoes with swimmers. Others have a choice of canoe or kayaks. (\$5 per scout, maximum of 20 participants).

Silver Spoon and Golden Spatula (Leaders)

This culinary cook-off behind the Dining Hall Friday afternoon allows Scoutmasters to highlight their outdoor culinary skills in a

friendly competition. All food and ingredients must be brought to the camp or can be purchased locally. 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 Scoutmasters plan a menu ahead of time and be prepared to eat.

Scoutmaster Merit Badge (Leaders)

The Scoutmaster Merit Badge recognizes the tremendous contribution adult leaders make to the Camp and to the scouts in attendance. To qualify for the award, an adult leader must complete the requirements during the week. You will be provided with a blue card upon check-in with the requirements.

Leader Supper with Scout Executive

On Thursday, the WTAC will sponsor a Supper for unit leaders in camp to share their experiences and comments on Camp Mack Morris. The Council looks forward to your input and invites you to help make Camp Mack Morris the best it can be. Two Leaders for the unit can go any over that is \$10 for each leader. Please see the Camp Director to pay.

Games (Scouts and Leaders)

We have Volleyball, basketball, horseshoes, washer toss, corn hole, Gaga ball, Yardzee, Chess, cards, Yard Jenga, Wiffleball, oversized badminton, checkers, and a few other games. Please see the Quartermaster to check out items

Service (Leaders)

If you are a carpenter, plumber, electrician, or just a general handyperson, 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.

Troop Service Project

The camp is always looking for help with small service projects to help fix the camp up. Please see the Camp director for a list of projects needed at CMM.

Camp Mack Morris Campsite Inspection

Items scored for Troop	Mon.	Tue.	Wed.	Thu.	Fri.	Comments
Campsite Gateway						
American Flag						
Campsite Clean: no trash on ground, leaves raked 2 ft from around tent platforms						
Pioneering gadget in campsite						
First Aid Kit in central area						
Troop gear stored correctly						
Fire Guard posted						
Duty Roster posted						
Daily Scout activities posted						
Tents neat and clean						
Total Points Scored						

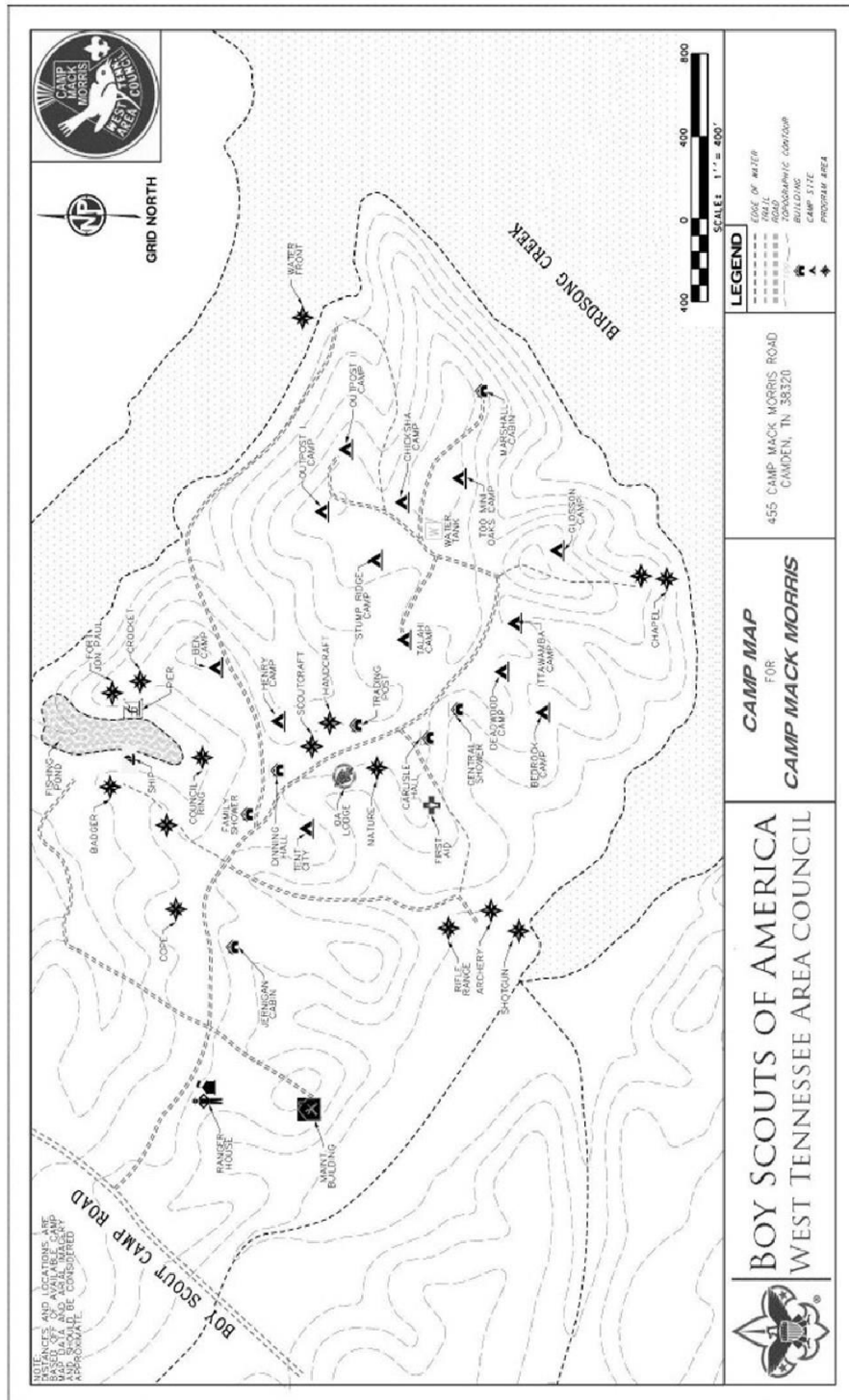
Max points per day is 10.

Camp Mack**Summer Camp****Honor Troop**

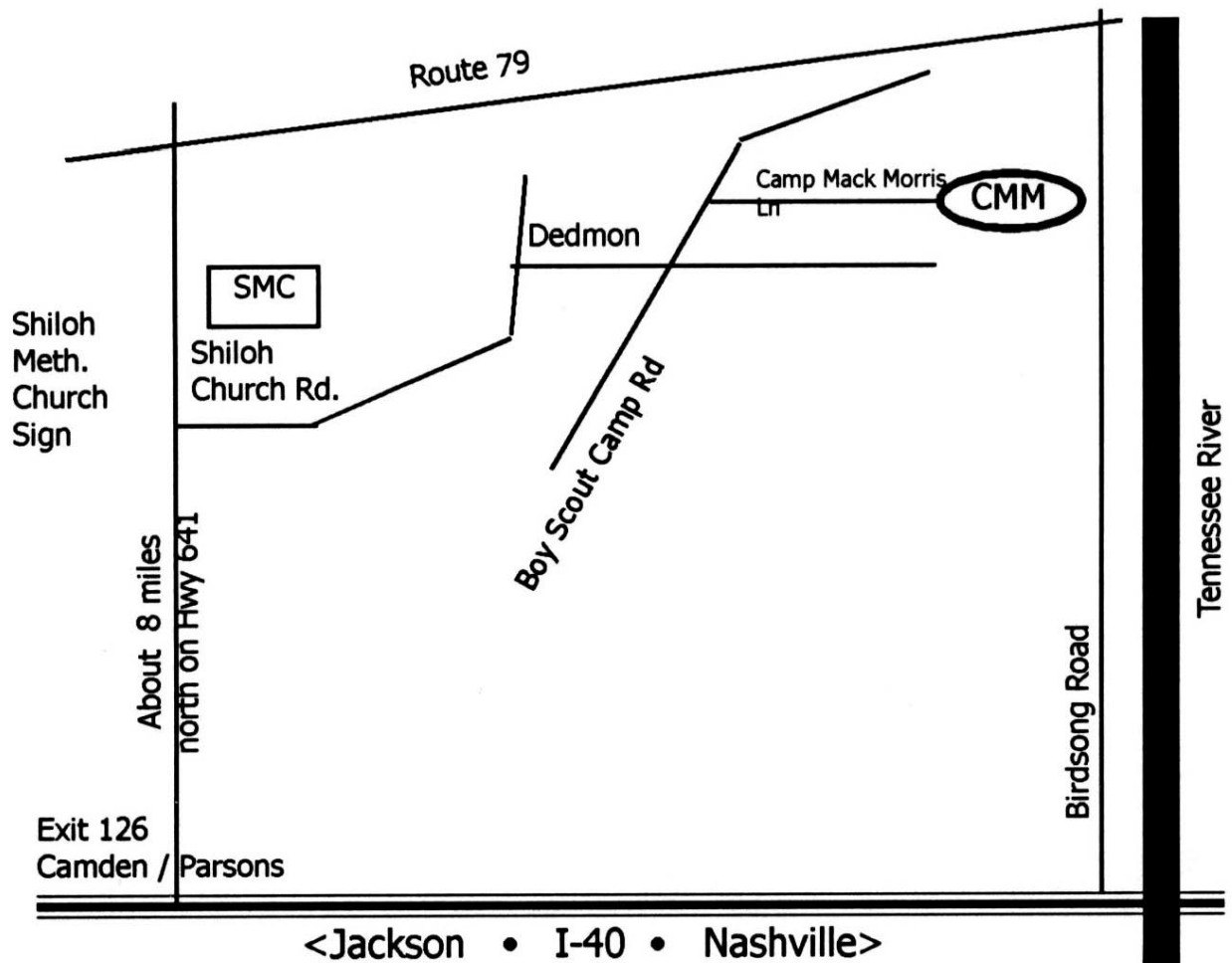
Troop # _____ Campsite _____

Requirement	Pts. Available	Pts. Earned
Monday Campsite Inspection	10	_____
Tuesday Campsite Inspection	10	_____
Wednesday Campsite Inspection	10	_____
Thursday Campsite Inspection	10	_____
Friday Campsite Inspection	10	_____
Class A Uniform to Dinner, Chapel & Campfire	10	_____
Troop Service Project (See the ranger)	10	_____
Troop Table Decoration @ DH	10	_____
Assist Dining Hall (Cook's)	10	_____
Troop member offers grace @ meal	10	_____
Troop raise/lower colors	10	_____
Merit Badge Attendance (90%)	10	_____
SPL attended ALL SPL meetings	10	_____
Friday Camp-wide Activity (assist or cheer on other participants)	10	_____
Troop participation in Death March	10	_____
Troop participation in Mile Swim	10	_____
Troop participation in 3 troop events (i.e. Wiffle Ball, Basketball Tournament, OA Night)	10	_____
Troop participation in 1 Troop Activity (e.g. Troop Rappel, Luau, Shoot)	10	_____
Scout Spirit (Camp & Program Director)	10	_____
Scoutmaster Event Participation	10	_____
Honor Troop Points	<u>200</u>	_____

(Note: 180 points needed for Honor Troop) *Top Troop will be decided by the highest score in camp.



Directions to Camp Mack Morris



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

All payments, forms and correspondence should be sent to Council Service Center.



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