Camp Mountain Run

2020

Program Guide

Scouts, BSA Summer Camp
Camp Mountain Run
Bucktail Council, BSA

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Camp Operations

THIS SECTION CONTAINS ALL THE POLICIES, PROCEDURES, SERVICES, CHECK IN, AND PRECAMP REPARATION INFORMATION FOR CAMP MOUNTAIN RUN 2020!

CAMP MAP

Camp Mountain Run
CHEROKEE
ALGONQUIN
MOHAWK
HAPPY JACK
BLACKHAWK
CROW'S NEST
COPE COURSE
Stackpole Hall Dining Hall
Pond
Courier Express Cabin
Pavilion
Stackpole Hall Pool and Shower House
Walker Center
Heritage Circle
Hallstrom Building
Director's Cabin
Kitchkinet Lodge
Gilmore Lodge
Keystone Lodge
Restroom
Eynon Cabin
Pavilion
SHOSHONE
ERIE
PARKING
PARKING
Pavilion
Rifle & Archery Ranges
Activity Field
HURON
Glen Ru Cabin
Pavilion
Ranger's Cabin
Ryan Family Maintenance Area
Hazel and Lawrence Reitz Chapel
Waterfront
Lake
Ah'tic Lodge Cabin

PLANNING FOR SUMMER CAMP

CAMPERSHIPS

For families who need financial assistance to send their Scout to camp, a campership grant program is available that may grant up to 50% of the discount camp fee. Please have the family of the Scout in need fill out the Campership Application Form in its entirety and send to the Council Service Center as early as possible. The final deadline for submitting campership applications is March 15, 2020

After review by the Council Camping Committee, parents will be notified if their application has been funded or denied. Campership grants are only available to Scouts who reside within the Bucktail Council, Boy Scouts of America's geographical boundaries, whose primary registration is with a Bucktail Council unit and are attending a Bucktail Council sponsored camp.

CANCELLATIONS AND REFUNDS

There is no refund for missed days at camp.

Each camp week requires a $25 non-refundable cancellation fee for each Scout and campership recipient. Camp registration fees are transferable between Scouts, less the $25 cancellation fee. Example: Dave pays for camp, but then cancels. Dave's fee can be used for Gary, but Gary must make his own separate payment of $25 to cover the difference of Dave's non-refundable cancellation fee.

All refunds request must be submitted greater than three weeks of the start of the camping season. All requests will be reviewed and acted upon by the Bucktail Council Camping Committee after the summer camp season.

Only refund requests submitted by the Scout's Troop/Crew will be considered. "Homesickness" is not considered to be a refundable medical reason.

Each leader fee is considered a non-refundable cancellation fee. Leader fees are transferable.

Refunds will not be issued at Camp Mountain Run. Please submit any refund requests in writing to the Bucktail Council Camping Committee with the following information: Scout's name, Troop #, dates Scout scheduled to attended camp, and the reason for the Scout's cancellation. All refund requests must be submitted in writing to the Bucktail Council Camping Committee through the Council Service Center by August 10, 2019. Upon the decision of the Council Camping Committee, refunds will be made payable to the Scout's Pack, Troop, or Crew. No exceptions.

PROVISIONAL CAMPING

If any scout in a troop/crew wants to attend a week at camp this summer without other attendees and leadership from his/her unit because of the following reasons: the troop/crew is going to another camp; the troop/crew is attending camp a week the scout is away or in summer school; the unit is attending one week, and scout wants to attend an additional week, or doesn't have any registered adults available to attend with him, we can help!

Camp Mountain Run can provide a provisional troop during Scouts, BSA Resident Camp for

individual Scouts in any of these situations. Scouts will stay in a regular campsite together under the supervision of adult leadership arranged by the camp administration.

YOUTH ELIGIBILITY

Scouts, BSA Resident Camp is open to all scouts officially registered with a Troop in the Scouts, BSA program. It is also open to registered Venturers from a Venturing Crew. Youth registered in the Cub Scout program or non-registered youth, including siblings, are not eligible to participate in any activities or spend the night at Scouts, BSA Resident Camp.

ADULT LEADERS

All individual adults staying in camp must be listed on the Adult Roster Form (see appendix) showing when they will be in camp. Adults must sign in and out in Hallstrom Lodge when they enter or leave camp premises. (Example: Tobey will be staying with the Troop Sunday through Wednesday, and then Cody will arrive to take his place Wednesday through Saturday).

If a leader or parent is visiting and wants to join your Troop for a meal, then he or she should sign in at the office, pick up a wristband, and then stop at the trading post before the time of the meal to pay for a meal ticket. Adults must be compliant with youth protection guidelines and clearances. See Visitor Policies on page 13.

WHAT TO BRING TO CAMP

Every unit has different supplies and guidelines for camping gear and equipment needed to take to camp. It is recommended that campers follow guidelines from their troops on what they need to bring to camp. General recommendations are clothes (for 7 days with extra socks), swimming suits, Field Uniform (class A), soap/shampoo, towels, closed toe shoes (open shoes are only permitted in shower areas), toiletry items (deodorant, toothbrush, toothpaste, etc.), and some cash for the Trading Post! Scouts in the First Year Camper Program/Trailblazers and those taking the Cooking Merit Badge will need to bring personal mess kits. It is recommended that scouts have a reusable water bottle. CMR water bottles are available for purchase in the trading post.

ARRIVAL AT CAMP

UNIT CHECK IN

Check In day is a busy but exciting process for campers and camp staff. Our goal at CMR is to make check in a quick, easy, and painless experience. In order to do that, we ask that all units please follow the check in guidelines and follow staff directions.

For check in, units will reserve a time prior to arriving at camp. We ask that units be ready to start the check in process at the time scheduled. Units are assigned site guides who will take your units through the entire process. The site guide will bring you to the start of check in at your designated time. Units are not permitted to start check in prior to their scheduled time. Units that are running behind and miss their scheduled check should expect delays in their check in process. We also ask that units do not unpack in their campsites until they have checked in at Gilmore Lodge. Units are not permitted to have more than two vehicles in the campsite during check in.

The check in process will go as follows:

1. Site Guide meets and brings unit to Gilmore Lodge.
2. The Scoutmaster should enter the lodge first to begin the administrative check in, scouts will follow. We ask that scouts have their completed medical form in their hands.
3. Scouts and Leaders will go through the medical check in at the health office where the medical records will be collected and reviewed.
4. After the medical check, scouts will be taken to the pool for swim tests. Pre-camp swim test forms (if applicable) will be turned in at this time.
5. Scouts will then go to the dining hall to find their seating arrangements and for a dining hall orientation.
6. Units will then be taken to their campsites!

For check in questions and concerns please see the Senior Camp Commissioner who will be in Gilmore Lodge during check in.

MEDICAL CHECK IN AND HEALTH RECORDS

A medical recheck is required as part of your unit`s check-in procedure. All health forms will be turned into the Camp Health Officer who will review them with you. The medical recheck is provided to protect against the spread of illness, to verify the use and proper administration of prescription drugs, and to evaluate any changes in medical conditions. Parts A, B, and C of the Annual Health and Medical Record must be completed and signed by an MD, DO, PA, or CRNP for resident camp.

All prescription drugs should be clearly labeled with the Scout's name and unit number. Units will be provided a lock box for safe storage, and unit leaders will oversee their proper administration. The Health Officer will perform spot checks to verify medication records/logs. The Camp Health Officer will also be available to maintain and administer medication by request.

The Bucktail Council is no longer required to keep health forms on file and therefore will be returning them once camp has concluded. It is still always a good idea to make copies, just in case the originals are lost or damaged. We will be happy to return the unit's forms to the unit leader when you stop by as you prepare to leave at the end of the week.

CAMP SERVICES

SHOWERS

Showers for youth are located at the pool house. Recently, the showers have been retrofitted to accommodate single showers. It is required that youth change in the stall and that the curtain must be closed. This is to accommodate youth protection guidelines. Adults do have access to use showers in the Walker Center at assigned times posted on the doors.

RESTROOMS

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

COMMISSIONER

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

TRADING POST

Camp maintains a trading post for the summer. Items available include camping supplies, camp T-shirt and hats, and of course refreshments. Ice is also available for purchase from the Trading Post. Trading Post hours will be posted and allow plenty of time for browsing and shopping throughout the week.

TELEPHONE AND MAIL

Mail for campers may be sent to 4980 Mountain Run Road, Penfield, PA 15849. Please address the letter to the individual and provide their unit number (Ex`s. Ben— Camp Staff, Andrew D.– Troop 44), For emergency purposes, please contact the camp office at 814-637-5530. If there is no answer, please leave a detailed message and the camp will get back to you as soon as possible.

CAMP POLICIES AND PROCEDURES

GENERAL CAMP POLICIES

1. The camp will be operated on the chartered unit basis (Troops, Packs, and Crews) under their own leadership, which is recognized as the ideal method for Scout Camping.
2. The camp program will be organized on a Troop/Pack /Crew basis and administered on the principle that it is a camp being operated and maintained for the benefit of all units and the youth members of the Bucktail Council, Boy Scouts of America.
3. Unit leaders will deal directly with the Scouts. The services of the camp staff are counseling, coaching and of a supervisory nature. The purpose of camp is to provide experiences for the units that will make them better able to conduct their own program.
4. The program of the camp will be based upon the needs and desires of the units to the greatest possible extent that camp resources will permit.
5. Unit leaders should see to it that all new campers are properly oriented and assisted to get the most out of the camp facilities and to assure the Scouts have a positive experience.
6. Each youth camper must be a registered member of the Boy Scouts of America to attend these camps. Scout camp participants must be registered in Scouts, BSA or Venturing, BSA units. It is not permitted because of health, safety and insurance reasons for younger children of unit leaders or other non-registered youth to stay in campsites during camp.
7. Each participant will be provided accident and sickness insurance by the Bucktail Council as long as they are currently registered with the Bucktail Council. Participants who are not members of Bucktail Council units must provide evidence of their own accident insurance as they are not covered by the council policy.

CAMP SECURITY

The Camp Mountain Run administration has implemented procedures to address the possible intrusion of unauthorized persons onto the camp property. All camp staff will be trained in the use of these procedures and steps to take in such instances. In case of any intruders, please notify the nearest staff member who will notify Camp Administration. The Camp Director will investigate and handle concerns.

LEADERSHIP REQUIREMENTS

There shall be a minimum of two adult leaders in each unit campsite. The unit leader or anyone serving as a unit leader must be at least 21 years of age and a registered member of the Boy Scouts of America. The second adult may be a registered Scouter 18 years of age or older, or a registered parent of a participating youth member. Registration must be paid and be with a unit, district or the council. The sharing of qualified leaders between units in the same campsite is permitted under a mutual agreement between chartered organizations in that each accepts the other's unit leader. Such agreements must be stated in writing. Beyond the minimum of two registered leaders, any third or fourth leader would not need to be registered as long as they are the parents or guardians of a participating unit member. Youth Protection Training is required for all adults attending any portion of summer camp.

LEAVING CAMP

Adults

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

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

Scouts

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

Parents taking their Scout home before the end of a session must sign their Scout out!

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

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

SIGN IN AND SIGN OUT

Any Scout or Scouter who arrives later or leaves earlier than check-in and check-out must sign-in and out at the camp office. Record your name, date and time of day in the logbook that will be available at all times at the camp office. Please cooperate in the interest of maintaining accurate records and camp counts. The adult leadership is responsible for providing written notice to the camp office if a camper leaves. If a youth participant is leaving before the end of the scheduled session, sign-out must occur (this includes leaving on a Parent's Night). All guests are required to depart from camp by TAPS – 11:00 p.m. unless special approval is given by the Camp Director to remain in camp after that time.

VISITOR POLICY

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

If a visitor is planning to join your Troop for any meal, please have them pay (if they have not already done so) at the trading post and pick up their meal ticket by the time listed below. Breakfast - $5.00 (Previous Night) Lunch - $6.00 (10:00AM) Dinner - $8.00 (3:00 PM)

CAMP MOUNTAIN RUN VEHICLE POLICY

CMR does not permit vehicles to be parked in any campsites. Recently, vehicle use and parking in campsites have caused safety concerns and damage to property. There are plenty of parking spaces and lots available. We ask that all leaders limit driving through camp. Vehicles driving in camp may go no faster than 10 MPH and must have their four-way flashers on. Any vehicle driving through camp must check in at Hallstrom Lodge and explain why they need their vehicle in camp. We thank everyone for their cooperation with this matter!

BUDDY SYSTEM

The buddy system is to be used at all times. The adult leader is responsible for carrying out this regulation. Whenever a Scout leaves his/her group for any reason, he/she must be accompanied by his/her buddy. This also applies to the necessary trip to the latrine at night. All scouts seen by a staff member to be without a buddy will be taken to a member of the camp administration team in Hallstrom Lodge. All scouts without a buddy will need to be picked up at Hallstrom by an adult leader. **There will be no exception to this policy.**

BULLYING

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

CAMP EMERGENCIES

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

FIREARMS, TOBACCO AND TOBACCO PRODUCTS, AND OTHER PROHIBITED ITEMS

Firearms, fireworks, or weapons of any type are not permitted in camp. Incense sticks are not permitted. Smoking, cigars, smokeless tobacco, chewing, dipping, and vaporizers are only permitted in the designated tobacco area, which will be discussed during the leaders meeting Sunday night. Leaders are not permitted to use tobacco products outside of the tobacco area or near any youth. Recreational drugs and illegal herbal medications are not, under any circumstances, permitted on camp property. Any violation of this policy will result in the notification of law enforcement.

CAMP PROTERTY DAMAGES

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

CAMPSITES

Each campsite contains a set number of two-person canvas tents on wooden platforms each equipped with two cots. Each campsite also has a picnic table. If another picnic table is needed, place requests through the commissioner or ranger. **Unit Leaders are required to enforce the youth protection policy of two-year age difference in each tent.** This policy will be checked by Camp Administration. Requests will be honored based on availability. All campsites have an assigned latrine, most are located in the campsite. A rake, broom, shovel, and a garbage container will be provided for each campsite. We ask that units only use garbage bags provided by CMR. If garbage bags are needed, please see the quartermaster or camp clerk. Indian Tanks are also available by request. Most campsites are not equipped with electrical service. The camp will try to accommodate adults or youth needing electricity in their campsites for medical reasons (Ex. CPAP). Campsites that have are able to electricity if medically necessary are Mohawk, Huron, and Erie.

KNIVES, AXES, AND SAWS

While in camp, all Scouts and leaders are expected to follow the Totin' Chip guidelines for proper use and storage of knives, axes, and saws. Training in Totin' Chip is available at camp for anyone who needs certification. Machetes and sheath knives should not be brought to camp. Only folding pocket knives should be brought to camp and should not exceed an open blade length of 3.".No live or standing trees are to be cut on the camp property without the specific permission of the Camp Ranger. A $100.00 per inch of diameter penalty fee may be enforced on any violators by the Bucktail Council.

CHEMICAL FUELS

The Bucktail Council follows the standards outlined in the Guide to Safe Scouting regarding the use of liquid fuel or propane stoves and lanterns during Resident Camp and short-term camping. Liquid fuels and propane may be used under the supervision of knowledgeable adults, and all bulk storage tanks or containers must be removed from the camping area after use.

WILDLIFE

Scouts should never approach or try to apprehend any wildlife they might encounter. If a scout encounters a dangerous animal (especially venomous snakes), they should keep a safe distance from the animal and alert camp staff of its presence. Do not attempt to handle the situation yourself; the Camp Ranger and Ecology/Conservation Director are specifically trained to handle dangerous wildlife safely. Scouts should not store any type of food items in their tents. All food items should be properly stored so as not to attract the attention of scavenging animals (Racoons, skunks, squirrels, bears, etc.).

FISHING

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

1. No live bait except worms and night crawlers!
2. Fishing is not permitted in any boating areas
3. Please practice “catch and release” using barbless hooks

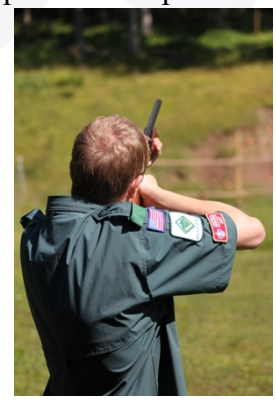
** In order to fish, a CMR fishing permit is required. Fishing permits are obtained by attending a quick informational meeting on fishing at CMR. Date, location, and time will be announced. **

PETS

Scouts, leaders, and visitors are not permitted to bring any type of pets to camp. Campers are not permitted to remove animals from their natural habitat. Service, emergency, and law enforcement animals are permitted by producing proper paperwork.

SHOOTING SPORTS PROGRAM

Camp has all the necessary equipment required for the operation and use of the rifle, shotgun and archery ranges. Scouts wishing to work on any shooting sports merit badges should not bring any personal equipment. No firearm or bow may be used in camp by any person except at the appropriate range under the direct supervision of the Shooting Sports Director. Violations will result in suspension of the privilege to use any camp or personal rifles, shotguns or bows and violators will be asked to leave camp. No refund will be rewarded. Scouts wanting to participate in open rifle and shotgun shoots will be charged a minimal fee for ammunition. Tickets can be purchased at the trading post. This fee does not apply to scouts who are enrolled in the rifle and shotgun merit badges (and have not yet completed the shooting requirements.



Scouts, BSA Program

THIS SECTION CONTAINS ALL THE INFORMATION REGARDING THE SCOUTS, BSA SUMMER CAMP PROGRAM OFFERED AT CAMP MOUNTAIN, RANGING FROM EVENING PROGRAM TO MEETINGS AND OTHER EVENTS AND PROGRAM OPPORTUNITIES HAPPENING IN CAMP.

GENERAL PROGRAM INFORMATION

ADVANCEMENT IN CAMP

Camp Mountain Run is pleased to offer several Merit Badges and other programs to Scouts. **It is asked that prior to camp, scouts review requirements and prerequisites of the Merit Badges they are planning to take. It is important that all listed pre-requisites are completed prior to camp and signed off by a registered counselor for that specific Merit Badge in order to obtain successful completion at CMR.** Alternative Merit Badge requirements cannot be assigned by leaders, staff, or volunteers. In order for any exceptions or alternative requirements to be valid, they must be approved by the appropriate Council and National committees. All requirements must be completed successfully in order to complete a Merit Badge. Camp Mountain Run Staff will not accept that a requirement(s) is complete without a notice from a registered Merit Badge counselor. All requirements for any advancement opportunity will be followed. For example: If a merit badge requirement states to "discuss with your councilor" then the scout must do so. Written information alone will not be accepted in place of the discussion. For any concerns or further information please see the BSA`s most current edition of: "GUIDE TO ADVANCEMENT".

APPLICATION FOR MERIT BADGES – BLUE CARDS

This year at Camp Mountain Run, upon arrival at camp, during check in, the unit leader will be given a folder containing the preprinted blue cards for their youth's preregistered classes. If there is any reason a blue card is misprinted or needs to be changed, the camp has an abundance of fillable blue cards to distribute. Please go to Hallstrom and see the Camp Clerk. Blue Cards will need to be completely filled out and signed by the unit leader. This unit leader signature acts as approval for the youth to participate in the merit badge. **Without the signature, the youth will not be able to participate**. Please bring these to Monday sessions.

MERIT BADGE PREPARATION

Scouts will be able to schedule Merit Badges and activities prior to arrival at CMR online using the software provided through the registration website. For any assistance with this process, please contact the Bucktail Council Service Center. Scouts may not change their Merit Badges once they arrive at camp without approval from the Program Director *and* Area Director. Scouts may not change Merit Badge courses without pre-approval. This is to avoid confusion and ensure adequate program for all scouts. Camp Mountain Run Merit Badge Schedule is available on the Registration Software. See the Course Catalogue.

Please remember, Merit Badges have class size limits and no exceptions can be made to this due to safety and quality assurance reasons. If there are any concerns with the class limits, units are asked to contact Robert Straw, the 2020 Program Director. Scouts are required to bring a filled-out Merit Badge Blue Card to all of their courses. The cards must be filled out and signed by the Unit Leader. **The camp staff will not abbreviate or short cut any requirements.**

Camp Mountain Run follows all National Council guidelines for all programs offered.

We ask that camp staff are not approached to "sign off" on any Merit Badges or requirements that were completed outside of camp. For any discrepancies, camp staff and leaders will consult with the camp administration.

PREREQUISITES

A scout may have to do a few of the requirements before they arrive at camp. This is because of time and resource availability while at camp. Please see Appendix A, or refer to the Bucktail Council Service Center's website, bucktail.org/camping, for a list of Merit Badges being offered this year at Camp Mountain run and their prerequisites. **It is the responsibility of the scout, leader, and/or parent, not the counselor or camp, to understand and assure all prerequisites are completed before camp.**

POST CAMP REQUIREMENTS AND COMPLETING REQUIREMENTS AFTER CAMP

Sometimes, it is not possible to complete all of the merit badge or program requirements at camp, due to time restraints, approvals, and unforeseen instructional circumstances. If a scout does not complete all the requirements for a merit badge or program at camp, they will get a *partial* and can complete the remaining requirements at any time with any certified counselor.

A complete list of approved merit badge counselors for the Bucktail Council can be obtained from the Bucktail Council Service Center. There is no time limit to when a badge can be completed as long as it is finished before the scouts 18th birthday.

LEADERS' MEETINGS

Scoutmaster Orientation will be held on Sunday at 7:15 pm at Hallstrom Lodge. All leaders are asked to attend, as many important things will be discussed, including ang changes to the schedule.

Leaders' Meetings will be held Monday, Wednesday, and Friday immediately following breakfast on the front porch of the Dining Hall. Leaders please come prepared with any questions or concerns.

SENIOR PATROL LEADER'S MEETINGS

SPL Meetings will be held on Monday, Wednesday, and Friday on the Dining Hall Porch, starting immediately following lunch. Units are asked to send, at a minimum, the SPL; however, the ASPL is also welcomed to attend. Beyond discussing how camp is going, on Monday, units will sign up for flag ceremonies and grace. All units are asked to participate at least once.

DAY AT CAMP MOUNTAIN RUN

CAMP DAILY SCHEDULE

7:00 a.m. Reveille
7:45 a.m. Waiters report to Dining Hall
7:50 a.m. Camp Assembly, Flag Raising Ceremony – Field Uniform Required
8:00 a.m. Breakfast (Leaders Meetings after Breakfast - Monday, Wednesday, and Friday)
9:00 a.m. – 12:00 Merit Badge Sessions 1, 2, and 3
12:00 p.m. - 1:00 p.m. Lunch (SPL Meetings after Lunch – Monday, Wednesday, and Friday)
1:00 p.m. - 2:00 p.m. Merit Badge Make Up (By appt with instructor only)
2:00 p.m. – 3:50 p.m. Merit Badge Sessions 4, and 5
4:00 p.m. - 4:50 p.m. Open program areas
5:00 p.m. – 5:30 p.m. Merit Badge Make Up (By appt with instructor only)
5:40 p.m. Waiters report to Dining Hall
5:50 p.m. Camp Assembly, Retreat ceremony - Field Uniform Required
6:00 p.m. Dinner
7:00 p.m. - 9:00 p.m. Evening program
10:00 p.m. All Campers Must be in Campsites
11:00 p.m. Taps (All Quiet)
Daily Program Schedules will be available in Hallstrom

DINING HALL

All camp meals will be served cafeteria style. The scout waiter system will be used in the dining hall. Waiters are expected to arrive at the dining hall **20 minutes** prior to each meal to have ample time to complete their duties as waiter and still make it to the flag ceremony, which starts **10 minutes** prior to mealtime. Waiters are also tasked with getting a totem of a staff member and placing it in the center of the table. Please be sure you have an open seat at that table before getting a totem. The staff member to whom that totem belongs will sit at the table and eat with the units.

All units must arrive at the Parade Assembly Field in front of the Dining Hall at 7:50 PM for Breakfast and 5:50 PM for Dinner. The Flag Ceremony will start promptly at that time and units will be expected to be there in full Field Uniform. **The program will continue as scheduled, whether or not all units are present.** After the Flag Ceremony there will be announcements from the staff and time provided for announcements from the units. Lastly, Grace will be said before dismissal.

Once in the Dining Hall, proper etiquette will be *expected*. Campers will split into two lines, follow along the serving line, and continue to their tables. Units must sit together in the Dining Hall for safety (allergies) and quality assurance (count) purposes. All units not planning to attend a meal must notify the Head Cook or Camp Director 24 hours before that meal. **Any unit that did not make prior arrangements will be treated as lost campers.**

Units will be dismissed, and waiters must stay behind and follow instructions of the Dining Hall Steward and Head Cook on taking up the dishes and cleaning around their table. **No campers are permitted to leave the Dining Hall unless dismissed.**

UNIFORMS

At any flag raising, flag lowering, religious service, ceremony, or campfire program scouts are expected to wear a full BSA Field Uniform (formerly referred to as “Class A”). Any other circumstances requiring BSA Field Uniform will be announced. During regular camp program time throughout the day and general times at camp, scouts are asked to wear a BSA activity uniform (formerly referred to as “Class B”).

UNIT PICTURES

Camp Mountain Run staff will be taking pictures of units. Pictures will be available via a shared online drive following campfire on Sunday. Units will be responsible for obtaining the photos from online. Any questions, please see the Program Director. We ask that all units have their picture taken.

WEEKLY OPPORTUNITIES

OPENING AND CLOSING CAMPFIRE

Come be with the staff while welcoming the units to Camp Mountain Run by coming to Heritage Circle Campfire Arena at 8:00 PM on Sunday. The staff will entertain you with song, skits, and special messages! All units are encouraged to attend. Please arrive at the Dining Hall at 7:50 pm and the entire camp will walk to Heritage Circle Campfire Arena together.

At the end of the week, join the staff in providing wonderful entertainment to the units as we say our farewells for the summer. All units are encouraged to participate in the fire with a skit or song. This will take place at Heritage Circle Campfire Arena on Friday at 8:00 PM. Units will have an opportunity to sign up to participate. All units please arrive at the Dining Hall at 7:50 pm and the entire camp will walk to Heritage Circle Campfire Arena together. This event will be the official end of camp program.

SCOUTS VESPERS

Vespers Service will be held on Tuesday at 7:00 PM at the Lawrence and Hazel Reitz Chapel. Remember the 12th point of the Scout Law: Reverent. Take time to reflect on all things good.

FAMILY NIGHT / OA DAY

Every Wednesday night, parents are welcome to join their scouts at camp for dinner and the Order of the Arrow Call-Out Ceremony.

Wednesdays are OA Day at Camp Mountain Run. All day, scouts are encouraged to wear an OA shirt, and invited to wear their OA sash as part of their Field Uniform to Breakfast, Dinner, and evening ceremonies. In the evening, the Ah'tic Lodge will demonstrate Native American Dance and Drum techniques, then the entire camp will gather on the breast of the dam to recognize those campers selected for membership in scouting's honor society, the Order of the Arrow.

Dinner will remain on the normal camp schedule with the Retreat Ceremony at 5:50 p.m. followed immediately by dinner at 6:00 p.m. The camp parking lot can get quite congested, so make sure to tell parents to leave for camp with enough time to spare. Parents planning on eating in the dining hall are reminded that the cost is $8.00 per person and reservations should be made by Sunday by the Leaders Meeting.

All visitors will be required to sign-in and wear guest wristbands the entire time they are in camp. This applies to those who will be visiting within the main camp and those who will just be viewing the OA Callout Ceremony (held near the lakefront). The sign in book will be moved to the Camp's Main entrance for the convenience of those attending, weather depending.

The Ah'Tic Lodge Dance Team will have a demonstration at the Lakefront, then silently move your Troop for the calling out ceremony on the breast of the dam. Please be at the Lakefront by 7:30 to view the Dance and Drum Demonstration. All are welcome!

Camp is closed to vehicular traffic, even on Parent's Night, except for official camp business. If your troop will have family members visiting, who for health reasons, will need special arrangements to travel through camp, please speak with a camp administrator. Please advise all

parents to leave all family pets at home. No pets of any type are permitted on camp property. All visitors are required to depart camp by the end of ceremonies, unless prior approval has been given by the Camp Director, Program Director, Commissioner, or Ranger for a later departure.

THURSDAY "COOK IN CAMPSITE" NIGHT

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

DUTCH OVEN COOK-OFF

On Thursday evening, while your scouts are having fun somewhere in camp, leaders and scouts are encouraged to enjoy their evening, relax, and cook some great food in the campfire. All recipes and ideas are solely in the hands of the chef, any type of food is permitted. A group of selected staff members will judge the dishes and select a winner based on a numerical style judging. A limited number of Dutch Ovens are available if needed!

FIRST YEAR CAMPER PROGRAM

TRAILBLAZERS

Location: The Pavilion located between the parking lot and Eynon Cabin. This program has been designed specifically for Scouts who are attending their first week at Scouts, BSA Resident Camp and who have not yet attained the rank of First Class. The program is designed to provide such Scouts with instruction and experience in basic Scouting Skills found on the trail to First Class. It is also designed to help first-year campers become familiar with all the other opportunities that camp has to offer and to get them excited about returning next summer. The program meets for the whole day. Since the patrol is the backbone of any strong Scouts, BSA troop, the course will be run on the patrol method. On Monday, Scouts will be divided into several patrols in which they will learn and work together for the duration of the week. This promotes teamwork and a better understanding of how a patrol functions within a troop. The course is held daily, Monday through Friday, which gives ample time for both skills instruction and practice. The course will focus on the following Scout Skills:

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

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

DAILY OPPORTUNTIES

OPEN SWIM

Come cool off after a fun-filled day in the Stackpole-Hall Swimming Pool, on Tuesday, Thursday, and Friday from 1-1:45 PM. Be sure to bring a buddy! Other opportunities will exist and will be announced during camp.

OPEN PROGRAM AND APPOINTMENT TIME

Every day at 4:00 – 4:50 pm, most program areas are operating on an open program schedule, meaning scouts are free to go to that program area looking for further assistance in the merit badge instruction or for leisure. Please encourage the scouts to use this time wisely. Also, merit badge instructors are free to meet with the scout on scheduled appointment times. Please see the merit badge instructor to discuss a good time for meeting.

POLAR BEAR SWIM

Polar Bear Swim will be offered Monday-Friday mornings. Scouts must attend at least four of the five sessions to get the award. The gates will open promptly at 6:30 AM. All the pool and aquatics rules still apply. Please bring a buddy!

SPECIAL PROGRAMS

MILE SWIM

Earn the Mile Swim, BSA award. Requirements call for 4 hours of training leading up to the swim at a maximum of one hour per day. Training opportunities are scheduled during merit badge session 6. Friday morning during merit badge session 6 will be the Mile Swim. If you think you will need more than the required 4 hours of training, see the Aquatics Director.

IRON SCOUT

This is the ultimate Camp Mountain Run challenge! Requirements will be available in Hallstrom Lodge any day of the week. Just stop in and ask the Camp Clerk. Make sure to turn in the completed form to the Program Director Mailbox in Hallstrom Lodge by Friday before Lunch.

HONOR CAMPER AWARD

Are you a Scout that wants to show that you are ready for a leadership position in your Troop? Participate in the honor camper award and show your Troop that you know how to set and achieve advancement goals, teach younger Scouts about camping, work to help set the example in your campsite showing that you know how to take care of your personal and Troop equipment and above all participated in summer camp. Requirements to achieve this award are available at Hallstrom Lodge. All forms must be picked up on Monday and then submitted to the Camp Commissioners Mailbox in Hallstrom Lodge by Friday before lunch.

HONOR PATROL AWARD (POSITIVE GROUP-DECISION MAKING)

Patrol, Patrol, Patrol… Did you participate in camp as a Patrol? Did you work to earn the Honor Camper Award? Let's see how well your Patrol Leaders take the initiative to lead their own Patrols towards reaching this award. Requirements to achieve this award are available at Hallstrom Lodge. All forms must be picked up on Monday and then submitted to the Camp Commissioners Mailbox in Hallstrom Lodge by Friday before lunch.

HONOR TROOP/CREW AWARD (HONORING THE UNIT AS A WHOLE)

Earn the Honor Camper, Honor Patrol and then try your leadership initiative at the Honor Troop Award. Requirements to achieve this award are available at Hallstrom Lodge. All forms must be submitted to the Camp Commissioners Mailbox in Hallstrom Lodge by Friday before lunch.

ADULT PROGRAMS

COFFEE DRINKING MERIT BADGE

That's right! Adults need to have some fun too! Come get your caffeine buzz on and earn a badge! This will take place every morning Monday – Friday at 10am in Hallstrom Lodge.

COPE BELAYING TRAINING & CLIMB ON SAFELY

Offered to prepare leaders and adults to assist with any climbing, bouldering, or high ropes activity planed for their unit. Time to be announced at the Sunday Night Leaders Meeting.

YOUTH PROTECTION TRAINING

This will be the updated YTP class, required for all adults regardless of current YPT status. This will be offered on Tuesday from 10 am – 12 pm in Hallstrom Lodge.

ADULT CPR AND AED

This will be offered on Monday, from 1:00 PM to 3:00 PM in Hallstrom Lodge. Leaders must sign up by Sunday at the Leaders Meeting. If no leaders express interest, the CPR Instructor will not come to camp. Please sign up at the Sunday Night Leaders Meeting. There is an additional fee for this program.

CAMP-WIDE EVENING PROGRAM SCHEDULE

SUNDAY

7:15 pm: Leader's Meeting in Hallstrom Lodge. An orientation to prepare you for the rest of the week. Please send at least one Adult from your unit, more is preferred. Any changes to be made to the scout's schedule must be done at this meeting
8:00 pm: Opening Campfire at Heritage Circle. Following dinner, sit back and enjoy the staff welcoming you home with skits, songs, and special messages.

MONDAY

6:30 am: Polar Bear Swim
1:00 – 2:00 CPR Day 1
5:00 – 5:30 Ecology Conservation Awards Information Session
7:00 pm - 8:30 pm: Camp-Wide Game!
9:00 pm - 12:00 am: Astronomy observation open to all but require for those taking Astronomy Merit Badge (meet at the Nature Lodge and bring layers to stay warm!)

TUESDAY

6:30 am: Polar Bear Swim
10:00 am – 12:00 pm: Leader Youth Protection Training
1:00 pm – 1:45 pm: Open Swim
1:00 – 2:00 pm: CPR Day 2
7:00 - 7:30 pm: Vespers at the Lawrence and Hazel Reitz Chapel.
7:30- 8:30 pm: Open Climbing
9:00 – 10:00 pm: Herpetology Walk to search for frogs, toads, and other nocturnal creatures (meet at the Nature Lodge) Open to all but required for those taking Reptile and Amphibian Study, Fish and Wildlife Management, and Nature Merit Badge Students.

WEDNESDAY

5:30 am: Bird Watch (Required for Bird Study, Fish and Wildlife Management, and Nature Merit Badge Students, open to all)
6:30 am: Polar Bear Swim
5:00–9:30 pm: Family Night
7:30– Finished: Order of the Arrow Calling-Out Ceremony; the Ah'Tic Lodge Dance Team will perform at the Lakefront, then silently move your Troop for the calling out ceremony on the breast of the dam. OA Member Ice Cream Social following the completion of the Calling Out Ceremony will be held at the Dining hall.

THURSDAY

6:30 am: Polar Bear Swim
1:00 pm – 1:45 pm: Open Swim
4:30 pm: Pick up food in Dining Hall
5:00 pm: Trailblazer Outpost
6:00 pm: Cook in your Campsite
7:00 pm: Open Lakefront, and Camp Wide Volleyball Tournament
8:00 pm: Dutch Oven Cookoff at Walker Pavilion
9:00 pm: Night Shoot at Rifle Range

FRIDAY

6:30 am: Polar Bear Swim
1:00 pm – 1:45 pm: Open Swim
4:00-5:45 pm: Blue Card Reconciliation Hallstrom Lodge. Verify that all of your Scouts blue cards and activity awards have been properly processed. Staff will be available to clarify and resolve any discrepancies.
4:00 - 5:45 pm: Open COPE
4:00 - 5:45 pm: Open Shoot
8:00 pm: Closing Campfire at Heritage Circle. To finish off your last night with us, we will have some special entertainment and recognition to share with you. Units are encouraged to participate in the campfire.

Scouts, BSA Youth Program Offerings		
Program	Prerequisites	Other Requirements
Animal Science Merit Badge	None	None
Archery Merit Badge	None	None
Art Merit Badge	6	None
Astronomy Merit Badge	6	Efforts will be made to complete 6, weather depending
Basketry Merit Badge (for trailblazers only)	None	None
Bird Study Merit Badge	None	None
BSA Lifeguard	None	Must be at least 15-years-old
Canoeing Merit Badge	None	Must Pass the BSA Swimmers Test
Challenging Outdoor Personal Experience (COPE)	N/A	Must be 14-years-old
Chemistry Merit Badge	None	None
Citizenship in the Community Merit Badge	3a, 4, 7	Must be 14-years-old
Citizenship in the World Merit Badge	None	Must be 14-years-old
Climbing Merit Badge	None	None
Communication Merit Badge	3, 4, 5	Must be 14-years-old
Cooking Merit Badge	4, 6c, 6d, 6e	None
Digital Technology	1	None
Emergency Preparedness Merit Badge	1, 2c, 6c, 7b	Must have the First Aid Merit Badge and be 14-years-old
Energy Merit Badge	4	None
Engineering Merit Badge	4	None
Environmental Science Merit Badge	None	None
Fingerprinting Merit Badge	None	None
Fire Safety Merit Badge	6a, 11, 12	None
First Aid Merit Badge	1, 5	Must be 14-years-old
Fish and Wildlife Management Merit Badge	None	None
Fishing Merit Badge	None	None
Forestry Merit Badge	None	None
Geocaching Merit Badge	8	None
Kayaking Merit Badge	None	Must Pass the BSA Swimmers Test
Leatherwork Merit Badge	None	None
Leave No Trace	None	None
Lifesaving Merit Badge	1	Must Pass the BSA Swimmers Test
Mammal Study (for trailblazers only)	None	None
Medicine Merit Badge	7a, 10	None
Mile Swim	N/A	None
Oceanography Merit Badge	None	None
Painting Merit Badge	None	None
Pets Merit Badge	1, 4	None
Pioneering Merit Badge	None	None
Public Health Merit Badge	None	None
Pulp and Paper Merit Badge	None	None
Reptile and Amphibian Study Merit Badge	8	None
Rifle Shooting Merit Badge	None	Must be at least 14-years-old to do black powder option
Rowing Merit Badge	None	Must Pass the BSA Swimmers Test
Shotgun Shooting Merit Badge	None	Must be at least 14-years-old
Soil and Water Conservation Merit Badge	None	None
Space Exploration Merit Badge	None	None
Swimming Merit Badge	None	Must Pass the BSA Swimmers Test
Trailblazers First Year Camper Program	N/A	N/A
Veterinary Medicine Merit Badge	6	None
Welding Merit Badge	7	None
Weather Merit Badge	None	None
Wilderness Survival Merit Badge	None	None
Wood Carving Merit Badge	2a	None

Adult Roster Form
Camp Mountain Run

Troop: _____ Campsite: _____

On the following lines, please list any adult leaders that will be leaving camp throughout the week, and the days they are leaving.

1. _____
2. _____
3. _____
4. _____
5. _____

On the following lines, please list any leaders that will be coming into camp after check in or leaders that are replacing a leader that has left camp. Also, please list the days they are going to be coming.

1. _____
2. _____
3. _____
4. _____
5. _____

☐
Please check this box if you are not planning on having any other adult leaders come to camp during the week you are here.

Must be turned in during administrative check in at Gilmore Lodge on Sunday Afternoon.

Pre-Camp Swim Classification Record

Camp Mountain Run

Unit Number: _____ Date: _____

Full Name	Swimmer Classification		
	Swimmer	Beginner	Non-Swimmer
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			

Name of Evaluator: _____

Evaluator Qualifications: _____

Council Name/Agency Name: _____

Evaluator Contact Information: _____

Evaluator Signature: _____

Unit Leader Signature: _____

Note: When swim tests are not conducted in camp, the Aquatics Director has the right to review and retest participants/scouts to insure adequate swimming ability.