2018
Camp Seph Mack
Guidebook
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The Camp Seph Mack 2018 guidebook

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About us & New to CSM

Some information helpful for new units

We are excited to have you join us this summer. We know that sometimes it can be challenging coming to a new camp. Here is some information about us that you may find helpful:

- Camp Seph Mack is located in 3000-acre Yellow Creek State Park with a 720-acre lake near Indiana, Pennsylvania. Last summer, we had an evaluation of our program from BSA National in which all our program areas ranked very highly.
- Our camp fee includes all program supplies needed with the exception of shotgun. All kits needed for merit badges will be provided to Scouts.
- Thursday evening dinner is cooked in the campsite. We provide steaks, potatoes, and sides. It is up to your unit how you decide to cook them. This allows for some unit camaraderie and also allows for Scouts working on cooking rank requirements to complete some of these requirements.
- We provide a mix of canvas army cots and metal spring cots. For the metal spring cots, most units prefer to bring a foam pad or pieces of cardboard to cover the springs.
- Supplemental Medical forms are highly recommended (see page.36)
- Follow Camp Seph Mack on Facebook (www.facebook.com/campsephmack) to stay up to date as we get closer to camp.
Preparation
Boy Scouts
Cub Scouts
Life in Camp
Promotion
Registration
Resources
Camp Seph Mack

A message from the Camp Director

Camp Leaders and Parents:

We are thrilled that you are considering joining us at Camp Seph Mack this summer for resident camp. We are a smaller camp that allows for a more personal camp experience. It allows for smaller class sizes, so that your Scouts receive the attention they need to learn and succeed along with ample time to participate in numerous other activities.

Having smaller weeks also allows us to better focus on the needs of the Scout and Scouters that call our camp home for the week. We pride ourselves on working to ensure that each camper has an OUTSTANDING experience at camp. This, along with our enthusiastic staff, have caused several troops that usually rotate around to consider coming back to see us the following year.

Take an opportunity to read through this guidebook which provides you with details about our programs, procedures, and services. Our ultimate goal is to ensure every Scout and leader who come through our gates has an outdoor adventure like no other. For those troops that have been to Camp Seph Mack before, we put together a section in the beginning with changes that have been made for this year, so that you can, at a glance, see what new stuff we have in store for you.

Thank you for choosing Camp Seph Mack as your summer destination. Please contact us with any questions you may have about your week of camp. See you soon!

The CSM Staff
csmdirector@outlook.com

Boy Scout Camp
- Mountain Man Program
- CSM Bandana for all Campers
- Jam Session
- Open Merit Badges

Cub Scout Camp
- CSM Bandana for all Campers
- Slingshot Range

Open Merit Badges
- Safety
- Fire Safety
- Bird Study
- Cycling
- Nature
- Plant Science
- Scouting Heritage
- Oceanography

Highlights for 2018

Changes and improvements for 2018

Boy Scout Camp
- Mountain Man Program
- CSM Bandana for all Campers
- Jam Session
- Open Merit Badges

Cub Scout Camp
- CSM Bandana for all Campers
- Slingshot Range

Open Merit Badges
- Safety
- Fire Safety
- Bird Study
- Cycling
- Nature
- Plant Science
- Scouting Heritage
- Oceanography

Camp Seph Mack 2018 Guidebook  Boy Scouts of America, Laurel Highlands Council
Preparation Timeline

A schedule for proper unit planning

Right Now
• Submit your unit reservation and deposit to secure your space at camp.
• Inform all Scouts and their parents about your unit’s summer plans. Be sure to inform the Webelos crossing over.
• Recruit at least two adult leaders (one at least 21 or older) to be in camp at all times.

February
• Attend the Boy Scout Camp Leader meeting on February 24th at the Johnstown Galleria Scout Shop in Johnstown, PA at 10:30 a.m.
• Distribute campership Applications which are due to Flag Plaza by March 1, 2018.

March
• Begin entering youth and adult camper names in the online registration system. Reservations without names after April 15th will be canceled.
• Full payment due April 1, 2018, to get early bird rates.

April
• April 16, begin signing Boy Scouts up for their advancement sessions.
• Out-of-council units should ensure all forms are on file at your Council’s office. Please bring your own council’s insurance form to camp.
• Plan to attend Beaver Day at Camp Seph Mack on April 28th.

May
• Send out final camp notices to parents
• Have committee members visit parents of Scouts not registered to encourage their attendance with your unit, with another unit, or with a provisional unit.
• Work with each Scout on planning an advancement schedule and getting them started with the pre-camp work listed in this guidebook.
• Ensure that all Scouts and leaders will have their medical form and Supplemental Medical Form with updated signatures before coming to camp.
• Pay in full by June 2nd to receive the regular camp rate.

Two Weeks Before Camp
• Fill out online special dietary needs form for all Scouts requiring special meals.
• Fill out merit badge applications (blue cards) to be turned in at first merit badge class (Boy Scouts). Check up on each Scout’s pre-camp advancement work (Boy Scouts only).
• Make last minute roster additions and advancement updates.
• Review packing list with Scouts and prepare unit equipment for camp.
• Review transportation to ensure everyone has a ride to and from camp.
• Plan to arrive on time. Gates open at 1:30 p.m. Please arrive no later than 3:00 p.m.
• Collect all Scout & leader medical records and supplemental medical forms.
• Ensure rides will be at camp to pick you up before 10:00 a.m. on Saturday.
Leadership
You must have a minimum of two leaders (one of which needs to be 21 or older and a registered leader) who will be staying at camp. We recommend having one additional leader, 18 or older, for every ten Boy Scouts (five Cub / Webelos Scouts).

- All leaders will need to have clearances on file with the council in accordance with Pennsylvania state law.
- Any adult staying in camp for 72 hours or longer that is accompanying a Boy Scout Troop must be a registered member of the Boy Scouts of America.
- For Cub Camp-Units that have been approved to participate in the soft launch of Family Scouting must provide a 21 or older female leader for female attendees.
- All adults must complete Youth Protection Training prior to attending.

Boy Scout Advancement/Activity Sign-Up
- The summer camp coordinator should enter all advancement/activity selections for youth and adults into the online system beginning April 16.
- All Scouts should be given their own copy of their advancement schedules.
- Leaders should make sure that each Scout has chosen programs according to their interests and ability.
- All Scouts taking merit badges should have their blue cards filled out and signed by an adult leader before arriving at camp.
- All Scouts should be made aware of their prerequisites (page 12).

Help Make Camp Seph Mack Better
Opportunities to leave your mark on the best camp out there

Materials and Equipment Needs
The best camps need the best equipment. However, this is often out of our price range, so we rely on assistance. Contact the Camp Director to help at csmdirector@outlook.com.

Summer Service Projects
Throughout the summer, many camp improvement projects are in the works. Check our project list at the camp office to see what is going on while you will be attending. If you can help, contact the Camp Director. Tools can be checked out or you may bring your own.

Beaver Day
There is a workday scheduled for Camp Seph Mack on Saturday, April 28th. We hope that you will consider attending, as it is important to take pride in our summer camp. Many projects are planned for this day and it is a great day to get the summer camp season started!
<table>
<thead>
<tr>
<th>Time</th>
<th>Sunday</th>
<th>Monday</th>
<th>Tuesday</th>
</tr>
</thead>
<tbody>
<tr>
<td>6:30</td>
<td>Early Morning Programs</td>
<td>Chapel</td>
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<tr>
<td>7:00</td>
<td>Reveille</td>
<td>Reveille</td>
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<tr>
<td>7:40</td>
<td>Waiter’s Report</td>
<td>Waiter’s Report</td>
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<tr>
<td>7:50</td>
<td>Flag Raising</td>
<td>Flag Raising</td>
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<tr>
<td>8:00</td>
<td>Breakfast</td>
<td>Breakfast</td>
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<tr>
<td></td>
<td>Pirates Breakfast</td>
<td>Pirates Breakfast</td>
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<tr>
<td></td>
<td>Leader’s Roundtable (8:40)</td>
<td>Leader’s Roundtable (8:40)</td>
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<td>8:00</td>
<td>Breakfast</td>
<td>Breakfast</td>
<td></td>
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<tr>
<td>8:30</td>
<td>Sm Fundamentals (10:30 - 12)</td>
<td>Sm Fundamentals (10:30 - 12)</td>
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</tr>
<tr>
<td>8:40</td>
<td>早上会议 (8:40)</td>
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<td>IOLS (9-10:30)</td>
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<td></td>
<td>SM Fundamentals (10:30 - 12)</td>
<td>SM Fundamentals (10:30 - 12)</td>
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<tr>
<td>11:00</td>
<td>Lunch</td>
<td>Lunch</td>
<td></td>
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<tr>
<td>12:00</td>
<td>SPLC Meeting (Rinn Lodge)</td>
<td>SPLC Meeting (Rinn Lodge)</td>
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<tr>
<td>12:30</td>
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</tr>
<tr>
<td>1:30</td>
<td>Arrival After 1:30</td>
<td></td>
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<tr>
<td>2:00</td>
<td>Check-in</td>
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<tr>
<td>3:00</td>
<td>Med Check</td>
<td></td>
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<td></td>
<td>Swim Test</td>
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<tr>
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<td>Safety Talk</td>
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<td>Dinning Hall</td>
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<td>Camp Tour</td>
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<td></td>
<td>Set-up Campsite</td>
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<td>4:00</td>
<td>Open Merit Badge Signup</td>
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<td>5:00</td>
<td>Climb on Safely Training (Tower)</td>
<td>Safe Swim Defense Safety Afloat (Aqua)</td>
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<td>Leaders Meeting Bike Checks</td>
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<td>Eco Night</td>
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<tr>
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<td>Open Shoot (7-8:30)</td>
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<tr>
<td>8:30</td>
<td>Jam Session</td>
<td>OA Cracker Barrel</td>
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<td>SPLC Meeting (after campfire)</td>
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<tr>
<td>10:00</td>
<td>Taps</td>
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<td>Time</td>
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<tr>
<td>6:30</td>
<td>Early Morning Programs</td>
<td>Early Morning Programs</td>
<td>Early Morning Programs</td>
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<td>7:00</td>
<td>Reveille</td>
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<tr>
<td>7:40</td>
<td>Waiter’s Report</td>
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<tr>
<td>7:50</td>
<td>Flag Raising</td>
<td>Flag Raising</td>
<td>Flag Raising</td>
</tr>
<tr>
<td>8:00</td>
<td>Breakfast</td>
<td>Breakfast</td>
<td>Breakfast</td>
</tr>
<tr>
<td>9:00</td>
<td>Morning Merit Badge Schedule</td>
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<td>Morning Merit Badge Schedule</td>
</tr>
<tr>
<td>10:00</td>
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<td>IOLS (9-10:30)</td>
<td>IOLS (9-10:30)</td>
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<tr>
<td>11:00</td>
<td>SM Fundamentals (10:30 - 12)</td>
<td>SM Fundamentals (10:30 - 12)</td>
<td>SM Fundamentals (10:30 - 12)</td>
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<tr>
<td>12:00</td>
<td>Lunch</td>
<td>First Year Camper Hike</td>
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<td>SPLC Meeting (Rinn Lodge)</td>
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<td>1:00</td>
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<td>1:30</td>
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<td></td>
</tr>
<tr>
<td>2:00</td>
<td>Afternoon Merit Badges</td>
<td>Afternoon Merit Badges</td>
<td>Afternoon Merit Badges</td>
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<tr>
<td>3:00</td>
<td></td>
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<td></td>
</tr>
<tr>
<td>4:00</td>
<td>Open Program (No Aquatics)</td>
<td>Open Program</td>
<td>Open Program</td>
</tr>
<tr>
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<td></td>
<td>Food Pick-Up at Dinning Hall</td>
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<tr>
<td>5:45</td>
<td>Waiter’s Report</td>
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<td>Waiter’s Report</td>
</tr>
<tr>
<td>5:50</td>
<td>Flag Lowering</td>
<td>Flag Lowering</td>
<td>Flag Lowering</td>
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<tr>
<td>6:00</td>
<td>Dinner</td>
<td>In Site Dinner</td>
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<tr>
<td>7:00</td>
<td>Iron Man / Water Carnival Scoutmaster</td>
<td>Open Zip (7-9)</td>
<td>Family Night Dinner</td>
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<tr>
<td>7:30</td>
<td>Belly Flop</td>
<td>Open Shoot (7-8:30)</td>
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<tr>
<td>8:00</td>
<td>Wildernes Survival</td>
<td>Ultimate Frisbee/ Game Night</td>
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<tr>
<td>8:30</td>
<td>Overnighter</td>
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</tr>
<tr>
<td>9:00</td>
<td>Tie-Dye (Handicraft)</td>
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<tr>
<td>10:00</td>
<td>Taps</td>
<td>Taps</td>
<td>Taps</td>
</tr>
<tr>
<td>11:00</td>
<td>Lights out</td>
<td>Lights out</td>
<td>Lights out</td>
</tr>
</tbody>
</table>

Very important stuff, please read carefully!
Advancement in Camp

Very important stuff, please read carefully!

Supporting Scouting’s advancement philosophy, opportunities offered at camp are geared principally to rank advancement and merit badge subjects related to the outdoors where resources are more readily available than at home.

Advancement is not the principal objective of the camp program. There needs to be time for fun and to bring a positive, successful, outdoor camping experience to all Scouts and leaders. If a Scout comes to camp and does nothing but work towards advancement, the program is certainly incomplete.

Troop leaders should be sensitive to the capacity of the individual and assure that the program he pursues is appropriate to rank and age. A first-year camper could work on a few merit badges such as Basketry, Art, or Leatherwork. He should also find reward at the first-year camper program.

Each unit leader should prepare a detailed advancement plan before arrival, to include:
• Setting realistic goals for each Scout. Discourage making the number of merit badges earned a primary summer camp objective.
• Review with each Scout the advancement path he plans to take. Scouts should be familiar with the requirements in advance. We recommend that they have the merit badge pamphlet for each badge.
• While having partials recorded on the blue card is preferred, the minimum acceptable will be a note from the unit leader saying a Scout has completed the requirement.

Merit Badge Cards
A Scout must present the counselor with a merit badge card (supplied by the unit) signed by his Scoutmaster. Merit Badge Applications (blue cards) will be collected by the respective instructors on the first day of class.

Scouts will attend a number of instruction and review sessions with the counselors. A few things to keep in mind:
• Just because a Scout attends a session, this does not mean that he passes the requirements that were taught that day. Scouts are usually taught as a group, but are reviewed individually.
• If a Scout is going to miss an instruction session, he needs to let the counselor know to set up a make-up appointment.
• Troop leaders are encouraged to monitor the progress of their Scouts in each merit badge. Daily merit badge reports on each Scout’s progress will be available in the leaders lounge by 6:00 pm daily.
• Counselors maintain instruction records for each badge, noting each Scout’s attendance and progress in completing requirements. We maintain a record of this after camp at Flag Plaza Scout Center.
• On Friday evening, after the campfire, merit badge cards are signed by members of the staff and are available for inspection in the Dining Hall by troop leaders.
## Merit Badge Schedule Morning

**When and where you will find every activity**

<table>
<thead>
<tr>
<th>Area</th>
<th>9:00-9:50</th>
<th>10:00-10:50</th>
<th>11:00-11:50</th>
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<tr>
<td><strong>Aquatics</strong></td>
<td>Canoeing</td>
<td>Canoeing</td>
<td>Rowing (8)</td>
</tr>
<tr>
<td></td>
<td>Lifesaving* 2 Hours</td>
<td></td>
<td>Snorkeling BSA</td>
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<tr>
<td></td>
<td>Kayaking (12)</td>
<td>Swimming*</td>
<td>Swimming*</td>
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<tr>
<td></td>
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<td></td>
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</tr>
<tr>
<td><strong>Brownsea</strong></td>
<td>Cit in the World*</td>
<td>Emergency Prep*</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Public Speaking</td>
<td>Communications*</td>
<td></td>
</tr>
<tr>
<td></td>
<td>First Aid*</td>
<td></td>
<td>Project C.O.P.E. (12)</td>
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<tr>
<td><strong>Ecology</strong></td>
<td>Environmental Science</td>
<td>Weather</td>
<td>Chemistry</td>
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<td>Reptile &amp; Amphibian</td>
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<td>Fish &amp; Wildlife Management</td>
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<td><strong>First-Year Camper</strong></td>
<td>Ecology Skills</td>
<td>Hiking Skills (WRF)</td>
<td>Open Skills Development</td>
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<td></td>
<td>Outdoor Skills</td>
<td>Swimming MT</td>
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<tr>
<td></td>
<td>First Aid</td>
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<td><strong>Handicraft</strong></td>
<td>Space Exploration</td>
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<td>Sculpture</td>
<td>Leatherwork</td>
<td>Woodcarving</td>
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<td></td>
<td>Music</td>
<td>Art</td>
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<tr>
<td><strong>Outdoor Skills</strong></td>
<td>Camping*</td>
<td>Camping*</td>
<td>Orienteering</td>
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<td>Indian Lore</td>
<td>Wilderness Survival</td>
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<td><strong>Shooting Sports</strong></td>
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<td>Rifle Shooting (16)</td>
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<td>Archery (8)</td>
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* - denotes Eagle required merit badges
### Merit Badge Schedule Afternoon

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<th>4:00-4:50</th>
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<tr>
<td><strong>Aquatics</strong></td>
<td>Sailing (12)</td>
<td>Swimming*</td>
<td>Open Area: Open Swim &amp; Boating</td>
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<td>Kayaking (12)</td>
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<td>Motorboating (8)</td>
<td>Motorboating (8)</td>
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<td>BSA Lifeguard (All day except for 2:00 - 2:50)</td>
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<td><strong>Brownsea</strong></td>
<td>Emergency Prep*</td>
<td>Electronics (12)</td>
<td>Open C.O.P.E &amp; Open Climbing as Scheduled</td>
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<td>Climbing Merit Badge (12) - 2 Hours</td>
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<td><strong>Ecology</strong></td>
<td>Energy</td>
<td>Environmental Science*</td>
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<td>Soil &amp; Water Conservation</td>
<td>Mammal Study</td>
<td></td>
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<td></td>
<td>Plant Science</td>
<td>Nature</td>
<td></td>
</tr>
<tr>
<td><strong>First-Year Camper</strong></td>
<td>Outdoor Skills</td>
<td>Swimming Skills (MT)</td>
<td>Open Skill Development</td>
</tr>
<tr>
<td></td>
<td>First Aid Skills</td>
<td>Hiking Skills (WRF)</td>
<td></td>
</tr>
<tr>
<td><strong>Handicraft</strong></td>
<td>Moviemaking</td>
<td>Basketry</td>
<td>Open Program</td>
</tr>
<tr>
<td></td>
<td>Woodcarving</td>
<td>Painting</td>
<td></td>
</tr>
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<td></td>
<td></td>
<td>Game Design (Board Games)</td>
<td></td>
</tr>
<tr>
<td><strong>Outdoor Skills</strong></td>
<td>Wilderness Survival</td>
<td>Signs, Signals &amp; Codes</td>
<td>Open Skill Development</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Pioneering</td>
<td></td>
</tr>
<tr>
<td><strong>Shooting Sports</strong></td>
<td>Shotgun Shooting (8)</td>
<td>Shotgun Shooting (8)</td>
<td>Open Shooting as Scheduled</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Archery (8)</td>
<td></td>
</tr>
</tbody>
</table>

* - denotes Eagle required merit badges
Prerequisites

Understanding what can be done in camp and out of camp

Merit Badge Preparation

Each Scout should determine what merit badges he wants to work on before he gets to camp and complete preparation on as many requirements as possible before camp. Many merit badges cannot be completed at camp without some prior work or preparation. If this prior work is not done, the Scout can only earn a partial in those merit badges at camp. The Scout must bring a merit badge card (supplied by the unit) with completed requirements signed by a home merit badge counselor as evidence of work completed. The camp staff will not abbreviate or short cut any requirements.

Prerequisites

These are requirements that the Scout needs to complete before camp if they want to complete the merit badge/activity while at camp. For example, a Scout must complete requirement five of Communications before coming to camp if they want to complete it while at camp.

Levels of Difficulty

Listed in parentheses after each merit badge/activity is a letter that indicates its difficulty.

- (A) - Difficult merit badge, recommended for older scouts.
- (B) - Appropriate for advancing Scouts with two or more years in Scouting.
- (C) - Easy merit badge, appropriate for all Scouts.
- ( * ) - Denotes Eagle required merit badges

Blue Card Party

Immediately following the Friday night campfire, there will be an optional meeting at the Dining Hall with the Program Director and Area Directors to address any questions or concerns with blue cards. Please address any issues before you leave camp. Merit badges will not be on hand. Units are encouraged to place their order with a Scout Shop.

Completing Requirements After Camp

Sometimes it is not possible to complete all of the merit badge requirements at camp due to time requirements, weather, approvals, and/or proper instruction. As a result, Scouts will receive a partial at camp and are encouraged to find an approved troop or district counselor to finish at home.

Requirement numbers listed are taken from the Merit Badge Requirements listing on www.scouting.org. Merit badge pamphlets may have incorrect or outdated requirements listed, so please refer to the website or current Boy Scout Requirements Book when inquiring about requirement specifics.
<table>
<thead>
<tr>
<th>Boy Scouts</th>
<th>Cub Scouts</th>
<th>Life in Camp</th>
<th>Promotion</th>
<th>Registration</th>
<th>Resources</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Prerequisites and Class Difficulties</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Understanding what can be done in camp and out of camp</strong></td>
<td></td>
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<td></td>
</tr>
<tr>
<td><strong>Merit Badge</strong></td>
<td><strong>Requirements</strong></td>
<td><strong>Comments</strong></td>
<td><strong>Merit Badge</strong></td>
<td><strong>Requirements</strong></td>
<td><strong>Comments</strong></td>
</tr>
<tr>
<td>Archery</td>
<td>A</td>
<td></td>
<td>Art</td>
<td>C</td>
<td>6</td>
</tr>
<tr>
<td>Basketry</td>
<td>C</td>
<td></td>
<td>BSA Lifeguard</td>
<td>A</td>
<td>1-5</td>
</tr>
<tr>
<td>Camping*</td>
<td>B</td>
<td>4b, 5e, 7b, 8d, 9a, 9b</td>
<td>Chemistry</td>
<td>B</td>
<td></td>
</tr>
<tr>
<td>Cit. in the World*</td>
<td>A</td>
<td>7</td>
<td>Climbing</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>Communications*</td>
<td>B</td>
<td>5</td>
<td>Electronics</td>
<td>B</td>
<td></td>
</tr>
<tr>
<td>Emergency Prep.*</td>
<td>B</td>
<td>First Aid MB, 2c, 6c</td>
<td>Energy</td>
<td>B</td>
<td>1a, 4a</td>
</tr>
<tr>
<td>Environmental Science*</td>
<td>A</td>
<td>3e, 4</td>
<td>First Aid</td>
<td>C</td>
<td>First aid for Tend., 2nd &amp; 1st</td>
</tr>
<tr>
<td>Fish &amp; Wildlife Management</td>
<td>B</td>
<td></td>
<td>Fire Fishing</td>
<td>B</td>
<td></td>
</tr>
<tr>
<td>Forestry</td>
<td>C</td>
<td></td>
<td>Game Design</td>
<td>B</td>
<td>This is a board games not video games</td>
</tr>
<tr>
<td>Game Design</td>
<td>B</td>
<td>This is a board games not video games</td>
<td>Will need to attend game night</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Indian Lore</td>
<td>B</td>
<td>3d</td>
<td>Kayaking</td>
<td>B</td>
<td>Be A swimmer, 2</td>
</tr>
<tr>
<td>Leatherwork</td>
<td>C</td>
<td></td>
<td>Lifesaving*</td>
<td>A</td>
<td>Be A swimmer, 1a</td>
</tr>
<tr>
<td>Motor Boating</td>
<td>C</td>
<td>Be A swimmer</td>
<td>Moviemaking</td>
<td>B</td>
<td></td>
</tr>
<tr>
<td>Music</td>
<td>B</td>
<td>3a, b, or c</td>
<td>Mammal Study</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>Orienteering</td>
<td>A</td>
<td></td>
<td>Music</td>
<td>B</td>
<td>1b</td>
</tr>
<tr>
<td>Photography</td>
<td>B</td>
<td>1b</td>
<td>Pioneering</td>
<td>A</td>
<td>2a</td>
</tr>
<tr>
<td>Public Speaking</td>
<td>C</td>
<td></td>
<td>Public Speaking</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>Reptile &amp; Amphibian</td>
<td>C</td>
<td>8</td>
<td>Rifle Shooting</td>
<td>B</td>
<td></td>
</tr>
<tr>
<td>Rowing</td>
<td>A</td>
<td>Be a Swimmer</td>
<td>Sculpture</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2c can be done before camp</td>
</tr>
</tbody>
</table>
### Prerequisites and Class Difficulties

#### Understanding what can be done in camp and out of camp

<table>
<thead>
<tr>
<th>Merit Badge</th>
<th>Requirements</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Signs, Signals &amp; Codes</td>
<td>A Read the book before arriving at camp.</td>
<td>You must have the book for this badge.</td>
</tr>
<tr>
<td>Shotgun Shooting</td>
<td>A</td>
<td>Recommended 13 or older, additional costs of $25</td>
</tr>
<tr>
<td>Small-Boat Sailing</td>
<td>A Be a swimmer</td>
<td></td>
</tr>
<tr>
<td>Space Exploration</td>
<td>C</td>
<td>Do not bring your own rocket or engine</td>
</tr>
<tr>
<td>Sports</td>
<td>B 4, 5</td>
<td></td>
</tr>
<tr>
<td>Swimming*</td>
<td>B Be a swimmer</td>
<td></td>
</tr>
<tr>
<td>Weather</td>
<td>B 9</td>
<td></td>
</tr>
<tr>
<td>Wilderness Survival</td>
<td>B 5</td>
<td>Bring req. 5 kit to camp, Scout will stay in shelter.</td>
</tr>
<tr>
<td>Woodcarving</td>
<td>B Totin’ Chip</td>
<td>No pocket knives w/ blades over 3.5”</td>
</tr>
</tbody>
</table>

**OPEN MERIT BADGES (Must bring MB books)**

<table>
<thead>
<tr>
<th>Merit Badge</th>
<th>Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Safety</td>
<td>Any requirement that can’t be completed at camp</td>
</tr>
<tr>
<td>Fire Safety</td>
<td>Any requirement that can’t be completed at camp</td>
</tr>
<tr>
<td>Cycling</td>
<td>Any requirement that can’t be completed at camp</td>
</tr>
<tr>
<td>Scouting Heritage</td>
<td>Any requirement that can’t be completed at camp</td>
</tr>
<tr>
<td>Oceanography</td>
<td>Any requirement that can’t be completed at camp</td>
</tr>
<tr>
<td>Bird Study</td>
<td>Any requirement that can’t be completed at camp</td>
</tr>
<tr>
<td>Plant Science</td>
<td>Any requirement that can’t be completed at camp</td>
</tr>
<tr>
<td>Nature</td>
<td>Any requirement that can’t be completed at camp</td>
</tr>
</tbody>
</table>

**A** - Difficult (recommended for older scouts), **B** - Appropriate for advancing Scouts with 2+ years in Scouting, **C** - Easy merit badge appropriate for all Scouts.  * - Denotes Eagle Required
AQUATICS

Explore our 720-Acre Lake

**Merit Badges**
Swimming • Lifesaving • Motorboating • Canoeing • Rowing • Kayaking • Small Boat Sailing

**BSA Lifeguard Certification**
For Scouts age 15 and older, and interested adults. This is an intensive lifeguard certification course that is recognized beyond the BSA as a professional certification. Several Scouts who have completed this have gotten hired at their local pools. It will take most of the program periods as shown on the merit badge schedule. You will need to have a Professional CPR certification before receiving certification.

**IRONMAN Competition**
The Ironman competition is our own mini triathlon. Swim about 1/4 mile across the lake, run a mile, then canoe a mile ending back at the aquatics area to the cheers of your fellow Scouts.

**Water Carnival**
After the Ironman competition, everyone gets to enjoy the aquatics area with the water carnival. The water carnival will have activities for all swimming levels for Scouts to participate in and even some for the leaders too.

**Pirates Breakfast**
Your troop can pick a morning to have breakfast on the lake. All swimmers will go out in kayaks, canoes, or row boats. The leaders, learners, beginners and staff will go out on the motor boats. Breakfast is packaged up and thrown into the lake where the pirates paddle around and find their breakfast.
Log Rolling
Put your lumberjack skills to the test with our log rolling log. This isn’t your regular log though. It is specially designed with fins to control the spinning speed and a surface to give better traction. The best part is no splinters!

Snorkeling Certification
Participate in an introductory snorkeling course where you will learn the basics of snorkeling and then have the opportunity to put that knowledge to use in the lake.

Paddle Board Certification
Arrange a time with the aquatics staff to learn the basics of stand up paddle boarding and then have the opportunity to put that knowledge to use in the lake.

Mile Swim Certification
Test your stamina in the water and earn the Mile Swim Certification.

Safe Swim Defense & Safety Afloat Training
Leaders and Scouts will have the opportunity to complete Safe Swim Defense and Safety Afloat training where you will learn the steps needed to plan a safe swimming or boating activity with your unit.

Anything that floats competition
Get creative with our anything that floats competition. Build a craft at camp and then test its ability in the lake by racing it against others Friday during open program.

Rules:
1. Must be human powered
2. Must be built at camp
3. You may bring materials from home
4. Must be able to safely fit and float four Scouts
5. Units may make more than one vessel
6. No trees may be cut down
7. No camp property may be used to construct

This is a YOUTH-run activity. Adults are encouraged to motivate their Scouts. Adults may build their own vessel if they wish and compete against their Scouts.

Water Trampoline
What could be more fun than combining a trampoline with water! Come down during available times and jump around and have a blast.
Brownsea

Including C.O.P.E. & Climbing

Merit Badges
Citizenship in the World • Public Speaking • Communications • First Aid • Emergency Preparedness • Climbing • Electronics

C.O.P.E. Course
C.O.P.E. (Challenging Outdoor Personal Experience) features a 12-element, low ropes course designed to teach team building, communication, leadership, trust, and other skills. Sign up to participate as a patrol, troop, or individually and we will put you together in a group.

Zip Line
Come test out our zip line that runs from the top of the climbing tower down into the woods. Open zip times are offered several times throughout the week.

Field Sports
The sports field is always available for Scouts who would like to play pickup basketball, volleyball, or other sports.

Bikes in Camp
Camp Seph Mack is unique in allowing campers to bring bicycles to camp. This is done because, while being fun, riding a bike also teaches responsibility and promotes physical fitness. Nevertheless, it is important to remember that bikes can be dangerous. For this reason, campers who wish to ride bikes in camp must abide by the rules posted and provided to each Scout. Failure to do so will result in a loss of bike privileges. Troop leaders determine whether their Scouts may bring bikes to camp. A bike safety check will be conducted on Sunday evening. All campers riding a bike (both youth and adult) must wear a helmet at all times.

Climb on Safely Training
Leaders and Scouts will have the opportunity to complete the BSA Climb on Safely training which covers the steps needed to conduct a troop climbing outing.
Ecology

Discover the plants and animals that share our 3000 acres

Merit Badges
Chemistry • Environmental Science • Soil & Water Conservation • Reptile & Amphibian Study • Weather • Energy • Mammal Study • Fish & Wildlife Management • Fishing • Fly Fishing • Nature • Plant Science

Mad Scientist Monday
Watch our mad scientist staff do experiments relating to chemistry, biology, and physics that will blow your mind.

Fly Tying Tuesday
Learn how to tie beginner level flies.

Wildlife Wednesday
Come and check out CSM’s reptiles, amphibians, insects, arachnids, and fish.

Fishing
In addition to the 720-acre lake, we also have Hopocan Pond that is great for fishing. Even if you do not have your own poles, we have some that you can borrow. Live bait is sold in the Trading Post for you to purchase. See if you can catch the largest fish in camp for which a prize will be given each week. Fishing is not permitted in any swimming areas or from any boating docks. No fishing from boats except with permission of the Aquatics staff. Since we are located in a state park a fishing license is required for anyone 16 years or older per Pennsylvania State Law.
Shooting Sports

Teaching safety first

Merit Badges
Archery • Rifle Shooting • Shotgun Shooting

Open Range
Several times during the week, there will be the opportunity to participate in open ranges both during open program and in the evenings. There is no additional cost.

Handicraft

Let out your creative side

Merit Badges
Art • Basketry • Moviemaking • Painting • Games Design • Music • Leatherwork • Photography • Sculpture • Space Exploration • Woodcarving

Tie-dying
For those who are not aquatics folks, during the water carnival, we will offer tie-dying in the Handicraft area. Bring your own white clothing or we will have some white shirts for sale in the Trading Post that you can purchase.

Game Night
Thursday evening, join us in the Handicraft area for Game Night. Here, the Scouts participating in the Game Design merit badges will have their games available to play and we will also have a variety of other games available such as Chess, Magic the Gathering, and various other games. You are welcome to bring your favorite game too.

Jam Session
During the week, we will have an opportunity for you to bring your favorite instrument to the Handicraft pavillion and have a jam session with several staff members.
Outdoor Skills

Mastering the outdoors

Merit Badges
Camping • Orienteering • Pioneering • Signs, Signals, & Codes • Indian Lore • Wilderness Survival

Totin’ Chip & Fireman Chit
Stop by during open program and work on earning these awards that teach proper wood tools, fire skills and safety.

Dutch Oven Cookoff
Show off your dutch oven cooking skills and put them to the test for our staff judges.

This year, the dutch oven cook off will have a color theme added. Each item will be required to have a different color added to the meal.

• Breakfast – White
• Main course – Red
• Dessert – Blue

Each entry must have something made with the color coding for that meal. Prizes will be awarded and each entry submitted with a recipe will be put in the Camp Seph Mack cookbook.
First-Year Camper Program

Part of the Outdoor Skills Program Area

Our First-Year Camper Program offers opportunities to help Scouts complete many of their Tenderfoot, Second Class, and First Class rank requirements while incorporating them into fun activities and games.

The schedule is designed to cover the requirements that naturally fit into the camp setting focusing on five skill sets of Scouting. There are other requirements for these ranks that will need to be completed within the troop. Final evaluation, however, of all covered requirements, must be completed by the unit leadership as with all rank requirements. A list of the requirements that were covered during the week will be provided to leaders with their blue cards at the end of the week.

If a Scout needs help on only one or two requirements, they should sign up for merit badges and come to the outdoor skills program area during open program. Open program runs from 4:00 - 5:00 p.m. and is a good way to make up missed requirements or to complete new ones. However, it is not a replacement for attendance. Some requirements, like the five-mile hike and the one-mile compass course, cannot be completed during open program.

Scouts sign up for the Skill sessions that they need and are then free during the other times to sign up for merit badges.

Pick from either morning or afternoon session, each includes:

- Outdoor Skills
- Swimming Skills
- First Aid Skills
- Hiking Skills
- Ecology Skills
Mountain Man Program

A unique opportunity for older Scouts

The mountain man program is an excellent opportunity for those Scouts 15 or older who may have many of the merit badges being offered. It will be offered every day from 2:00-4:00 p.m. This will still allow the Scouts to participate in open areas. Through this program, they will get to participate in the following activities and more:

**Advanced Fire Building** - Start a fire using alternative fire lighting methods.

**Chalkball** - Go through our chalkball course and see how many targets you can hit.

**Black Powder Rifle** - Load and fire a black powder rifle.

**Tomahawk & Throwing Knives** - Throw tomahawks and throwing knives at targets.

**3D Archery** - Shoot at various targets other than your typical flat ring targets.
Leader Opportunities

Certifications for Troop Leaders (Pending qualified instructor)

While your Scouts are off learning, troop leaders are invited to take advantage of the learning opportunity to complete some required trainings. These trainings are open to all adults and Scouts 14 and older. You are welcome to attend individual sessions if you wish, but to receive the training certification you will need to attend each day.

**Introduction to Outdoor Leader Skills (IOLS)**
This program will be offered Monday thru Friday in the outdoor skills area from 9:00 a.m. to 10:30 a.m.. It is open to all adult leaders and Scouts 14 and older. This provides an overview of some of the basic outdoor related Scouting topics, so that they can be better informed when covering these topics in their troops.

Classes that will be offered are:
1. Campsite selection
2. Outdoor Ethics
3. Fire site Prep and setup
4. Cooking
5. Interfaith worship
6. Flag ceremonies
7. Ropes
8. Woods tools
9. Plant Identification
10. Animal Identification
11. Finding your way
12. Packing and hiking techniques

**Scoutmaster Fundamentals**
Scoutmaster Fundamentals will be offered Monday through Friday from 10:30 a.m. to Noon in the outdoor skills area. Also included in this training will be Leave no Trace and Trek Safely.

This course is designed to give adult leaders and youth-specific training in the operation and function of a troop, so that all have a better understanding of their role in running a good program to help the troop operate. This course is in no way intended to replace Twin Arrow or Wood Badge, but to enhance both of these programs.

Some of the classes offered will be:
1. Aims and Methods
2. Role of the Scoutmaster
3. Role of the Senior Patrol Leader and Patrol Leaders Council
4. The patrol method
5. The troop meeting
6. Advancement
7. The support team
8. Annual planning
Early Morning Programs

Join us each morning from 6:30 a.m. - 7:00 a.m.

**Scoutmaster Merit Badge**

The Scouts aren't the only ones able to earn merit badges while in camp. The leaders are able to work towards the Camp Seph Mack Scoutmaster merit badge. There are various tasks that encourage leaders to become involved in camp activities. Those leaders who complete this will receive a special patch and certificate.

**Leader Dinner**

Leaders are invited for a special dinner Tuesday evening. In attendance at this meeting will be a representative from the Laurel Highlands Council to keep you up to date on the latest council activities and listen to your feedback.

**Early Morning Programs**

- **CSM Morning Activities Award**
  
  Scouts will be able to participate in various camp activities each morning. Scouts who participate in at least three of the activities will receive the CSM Morning Activity Patch.

- **Polar Bear Swim**
  
  What better way to wake up and start your day than to take a dip in the lake? Sometimes the fog is still working on clearing out.

- **Foggy Fish**
  
  There is no such thing as too much fishing. Take a nice relaxing morning before Scouts get up and running to get in some fishing time.

- **Cantaloupe Run**
  
  You don’t have to stop your running routine just because you are at camp. Start off your day with a run with other campers and staff.

- **Tour De Camp**
  
  Your bike is one of the best ways to get around camp and check out what it has to offer. Start off your day with a morning bike ride.

- **Nature hike**
  
  Wake up in the morning with nature, and enjoy a walk in the woods.
**Campwide Program**

**Special activities throughout camp**

**Opening Campfire**
Sunday night, campers will get the opportunity to meet the staff during the opening campfire. Watch the staff perform many of their own songs, skits, and cheers to get you excited for the week to come.

**Senior Patrol Leaders Council**
The Senior Patrol Leaders from each unit meet daily at 12:30 p.m. at Sassafras to discuss events that are planned and other concerns. This is an opportunity for the SPL's to give the camp staff feedback from his troop members.

**Leader Meetings**
Leaders will meet daily, immediately after breakfast. Meetings will include updates to camp programs, address concerns, provide information, and provide an opportunity to make suggestions.

**Vespers**
On Tuesday morning at 7:00 a.m., a short, interfaith chapel service will be held at the chapel.

**Cook in Site Night**
Thursday night dinner will be cooked by each unit in their site. Steaks and sides will be provided. It is up to each unit as to how they prepare it. This gives the troop an evening to take some time for some troop camaraderie and an opportunity for Scouts to complete some of their cooking rank requirements.

**Open Program**
Open program from 4:00-5:00 p.m. is great for activities like open boating, climbing, field sports, swimming, and additional program area instruction. This is a great time to finish that partial from last year. Program areas will also have organized special activities/events/competitions that will be promoted throughout the week.
Honor Troop Award / Golden Broom
Recognition is given each day at retreat to the troop with the highest campsite inspection score for the day. The troop with the highest score for the week will be awarded at the closing campfire.

Brownsea Island Award
There are four levels to the Brownsea Island award. You can complete one level each year you come to camp. Each level has different requirements that encompass various program areas. A listing of the for each level can be found on the resource page of the council website. A patch will be awarded with compass points for subsequent years.

Family Night
Family night is on Friday. Guests should plan to arrive at 5:30 p.m. and are welcome to join us for dinner and the closing campfire. All vehicles must be parked in the parking lot. If you need special access, please visit the camp office upon arrival. Guests are invited for dinner at $6 per person. These meals will be available for purchase in advance for your guests. To assist in planning, your unit must make reservations for family night during check-in on Sunday. Please do not bring pets with you to camp.

Order of the Arrow
On Tuesday night at 8:00 p.m., all members of the Order of the Arrow are encouraged to attend the OA Ice Cream Social. This is an opportunity for Scouts of Alloahk Menewi and other lodges to get to know each other.

Potential Camp Staff Orientation
Friday after lunch, there will be a potential staff orientation for any Scouts interested in learning more about camp staff and the CIT program. Staff candidates must be 15 years old and available for the entire camp season, as well as pre-camp staff development events. CIT applicants must be at least 14 years old.

Closing Campfire
As the final night at Camp Seph Mack comes to a close, each troop will have the opportunity to perform songs, skits, and cheers for the other troops and parents. This is a time to recognize all of the effort given by the Scouts and the leaders. It is also a chance to look back at the week through a slideshow.

Knot Master
Come down to ODS in your free time and earn the Knot Master Pebble while learning some new and interesting knots.
The Order of the Arrow (OA) plays a vital role in the camping program of our Council. Those who best exemplify the Scout Oath and Law in their everyday lives are recognized through their election to the OA. The objective of Allohak Menewi Lodge #57 is to promote the camping program of the Laurel Highlands Council, to recognize honor campers, and to provide opportunities for cheerful service.

**Meetings**

There will be one meeting for all OA members at 8:00 p.m. Tuesday at the dining hall to enjoy ice cream and discuss upcoming OA events and ceremonies.

**Call-Out Ceremony**

The Order of the Arrow call-out ceremony is scheduled during the closing campfire on Friday. Parents are invited to view this unique ceremony. Troops are encouraged to let their parents know about this before camp. Any units attending camp from out of council, who wish to have their members called out at camp, must have a letter sent to camp from their home lodge granting permission for those individuals to be called out.

**Brotherhood Induction Available**

Ordeal members eligible to seal their membership in the OA as Brotherhood members can take part in the Brotherhood induction process while at camp with their troop. Brotherhood counseling will take place on Wednesday at 1:00 p.m. in the dining hall. The Brotherhood induction ceremony will take place on Thursday evening. All Brotherhood candidates assemble at the Trading Post at 8:30 p.m. Brotherhood and Vigil Honor members wishing to attend the ceremony should gather at the OA circle by 8:00 p.m. Each member completing his Brotherhood membership during camp will pay a $15 fee to cover the cost of the Brotherhood sash. This fee must be paid at the camp business office before the candidate can participate in the Brotherhood ceremony.

**Home Troop Elections**

Home troop elections are the only way to elect candidates. Elections will not be held at summer camp. A troop election should be conducted at a predetermined troop meeting. Home troop elections are to be held anytime up through May 31, by an authorized representative of Allohak Menewi. Please contact your local chapter to schedule an election. Please check [www.lodge57.org](http://www.lodge57.org) for contact information.
Camp Site Inspections
Each campsite is inspected each day by the camp commissioner staff. The criteria for the inspection will be given at check-in. The site with the highest score will be recognized each day at retreat. The highest score for the week will be awarded at closing campfire.

Commissioner’s Award
Troops may work toward the Commissioner’s Award by completing a number of requirements. This year, the award will be a ribbon which you can display with your troop flag. The requirements are divided by service and program, required and optional. Forms will be available when you check-in to camp.

Service Project
Each unit is expected to complete a camp service project. Please see your Commissioner for ideas and to sign up. The Camp Ranger has an inexhaustible list of opportunities.

Troop Fireguard Plan
The troop fireguard plan is to be used in every campsite; this plan will help us prevent forest fires, so we can enjoy our camp for many years to come. The plan will be discussed along with our emergency procedures at the unit leader meeting on the day your unit arrives in camp. As always: NO FLAMES IN TENTS. This includes candles, matches, propane lanterns or stoves, and cigarettes, cigars, and pipes. Smoking is not permitted in campsites.

Wood Tools Use
Scouts should not cut or mark trees, buildings, or any other camp equipment with any sharpened tool. Proper use of a knife, axe, and saw must be demonstrated at all times; used unwisely, they become dangerous weapons. Use of these tools should be restricted to the campsite axe yard unless supervised in the Scoutcraft area. Improper use of edged equipment will result in the impounding of the tool. Also, there is no need for non-folding sheath knives in camp. They should be left at home.

Conservation
Please take care of the natural resources at Camp Seph Mack. Scouts are not to cut any living tree, shrub, or bush. Be careful with fires in your area. Make sure that all fires are attended until they are out and that the ground has been cleared the proper distance around it.

Campsite Equipment
Campers are provided with a tent, platform, and cot. It is recommended that campers bring a mat or cardboard. Each site has a picnic table, fire ring, and trash barrel. Each site also has a nearby latrine that is equipped with some cleaning equipment. Units are responsible for all equipment and campsite facilities. Please take responsibility for these items. If they are missing upon your arrival, let your site guide know, so that they can arrange to have them made available for you.
Camp Seph Mack - Cub Scouts

Your camp adventure begins!

Howdy Partners! Come join us for our Seph Mack Ranch Rodeo Roundup. Drop a line or take a dip in the great Yellow Creek waters. Help the staff rope a steer, cook a cowboy lunch around the cooking fire, and search the ranch for equipment to load your wagon to start the cattle drive.

Ranch Seph Mack is continuing on the journey to deliver great programming. You and your Scouts will find education and fun for each rank of Scouting. Come join us at the Seph Mack Ranch as we deliver the promise of great Cub Scout camping.

The Rodeo Gang

Aquatics
Yellow Creek Lake provides a unique experience for campers to practice their swimming skills and earn several swimming requirements. Most importantly, the campers will have the chance to participate in games and other fun water-related activities.

Shooting Sports
The BB Gun and Archery Ranges give campers the opportunity to learn how to safely use BB Guns, sling shots and bows, as well as practice their aim.

Handicraft
The Handicraft area provides campers the chance to create multiple craft projects to take home.

Cub Craft
The Cub Craft area is where campers will learn several of the most important things about camping and Scouting. Campers will learn about fire safety, knots, and lashings, using a map, and the basic principles of Boy Scouts.

Ecology
The Ecology area will teach campers about the outdoors. The campers will be out on Camp Seph Mack’s trails exploring the area. Campers will have the opportunity to complete several requirements for advancement.

Sports
The Sports area is a chance for campers to learn the basic rules to a game, practice, and play with the other campers.

Climbing
This is a chance for all Webelos to climb Camp Seph Mack’s Climbing Tower. This will allow campers to grow both physically and mentally with this challenge.
## Activity Schedule

### When and where you will find every activity

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<tr>
<th>Time</th>
<th>SUNDAY</th>
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<td>6:30</td>
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<td>Early Morning Activity</td>
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<td>Morning Activity Rotation</td>
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### Family Night

Family night is on Wednesday. Guests should plan to arrive at 5:00 p.m. Families are welcome to join us for Wednesday night campfire. All vehicles must be parked in the parking lot. If you need special access, please visit the camp office upon arrival. These meals will be available for purchase for your guests as well. Guests are invited for dinner at $6 per person. To assist in planning, your unit must make reservations for family night during check-in on Sunday. Please do not bring pets with you to camp.
Check-In / Check-Out Process

How to make your first day at the greatest place on earth a smooth one

**Check-in begins at 1:30 p.m.**

This is also the time that the camp office opens. You may want to have your troop begin meeting at camp slightly before that time to get organized, but understand that the camp entrance will be blocked until the staff arrives to greet you at 1:30 p.m. The camp staff will be having a lunch meeting and orientation for the week in the dining hall before check-in begins.

**Please do not plan on entering camp until 1:30 p.m.**

Beginning at 1:30 p.m., the camp business office will be open and the campsite guides will be available in the parking lot. We ask that you find your campsite guide before anything else. The guides will be holding signs, so look for the person holding a sign with your campsite name.

This staff member will help orient you to summer camp. The next thing you should do is account for your troop. If you all travel together, this will be easy. After that, one adult leader from your troop (the person who is handling camp organization would be best) should report to the OA pavilions at the camp entrance.

At the pavilion, you’ll meet our camp director and business manager to do several things:

- Review your attendance roster
- Check on and settle any outstanding camp fees
- Receive wristbands for adults and Scouts
- Make reservations for Family Night (Friday) dinner
- Review advancement registration
- Medical rechecks will be completed at OA pavilion (Please have all your health forms ready)

After you have finished at the office, there are several things for your troop to do:

- Swimming ability checks in aquatics & orientation
- Camp tour
- Dining Hall orientation
- Set up your camp site and evaluate equipment.

**Departing Camp**

Units should plan to depart camp by 10:00 a.m. on Saturday. Before leaving camp, your unit must be checked out of your campsite by your campsite guide or the camp commissioner. It is important that this is done correctly. Otherwise, your unit may be charged for any damages found after your unit leaves. Please return any tools or supplies that you may have borrowed during the week to the camp commissioner.
Units are encouraged to complete a swim test prior to their arrival. By participating, you will save valuable campsite setup time on check-in day. This will also make it easier to do individual unit aquatics activities before you come to camp.

- Trained staff members will certify that each Scout and Scouter completing the test meet the requirements for their skill level.
- Units may also complete swim tests prior to camp on their own. A BSA Lifeguard, Red Cross Lifeguard or equivalent must administer the tests and certify the results.
- Forms and procedures for unit-run swim tests are available at [http://lhcscouting.org/camping/resources](http://lhcscouting.org/camping/resources).

### Qualification Levels

- **SWIMMER:** Allows Scouts to swim in all swim areas and boat in open areas of the lake
- **BEGINNER:** Allows boating in rowboats and swimming
- **LEARNER:** Permits wading

### Swimmers Test

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 elementary 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.

### Beginners Test

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 starting place.
The 200-seat dining hall Camp Seph Mack provide campers with excellent food service. During the Sunday check-in, the dining hall manager will review all procedures with your unit. It is important that you visit the dining hall during the camp tour on Sunday to receive your table assignment.

**Table Waiters**
- Each table assigns a waiter using a rotating schedule.
- When two troops have odd numbers and cannot fill a table, another troop in the same situation will be placed together at the same table. It will be the responsibility of the troops to set-up a fair waiter system. A Scout is friendly.
- Waiters arrive at the dining hall 20 minutes prior to each meal. It is important to be prompt. The dining hall manager gives all waiters instructions on their responsibilities at each meal. They set the table and clean up their troop’s area.
- Waiters also clean-up after the meal.
- Waiters rotate throughout the week. It isn’t assigned to all of the new Scouts. Older, more experienced Scouts are needed to train first-time campers on the waiter system.

**Cafeteria Style Dining**
We serve meals “cafeteria style” in the dining hall. Each unit is assigned to a number of tables in the dining area. They will sit at these tables for each meal during the week. Cafeteria style enables us to be better stewards of our resources and deliver better meals.

**Menus**
The menu for meals to be served at camp has been thoroughly reviewed and tested. They are wholesome, plentiful, and have boy appeal. The menu will be posted online in May.

**Alternatives**
Oatmeal is available every day for breakfast. Salads are available every day for lunch as an alternative to the main meal, sign up is required.

**Dietary, Religious, and Special Food Requests**
The camp does its best to accommodate for dietary, religious, or special foods, and can store any special foods brought to camp on a limited basis. Share any needs via the online Special Diet Request form at [http://www.lhscouting.org/Camping/Resources](http://www.lhscouting.org/Camping/Resources) at least two weeks prior to your troop’s arrival at camp.

**Cook In Site Night**
All troops should plan to cook in their campsite for Thursday dinner. The camp will supply the food needed, but you will need to bring cooking gear. Food will be available for pick-up in the dining hall between 3:00 p.m. and 4:00 p.m. Please note that the camp dining hall will be closed on this evening.

**Visitor Meals**
Visitors can purchase a meal ticket at the Trading Post during regular hours for $6. All Family Night meals are served through the dining hall.
Youth Protection in Camp

Making sure every youth has a safe experience

Two-Deep Leadership
• Any adult staying in camp for 72 hours or longer that is accompanying a Boy Scout Troop must be a registered member of the Boy Scouts of America.
• For Cub Camp-Units that have been approved to participate in the soft launch of Family Scouting must provide a 21 or older female leader for female attendees.
• All adults must complete Youth Protection Training prior to attending.

Preventing Harassment in Camp
Camp Seph Mack hosts a diverse group of Scouts, leaders, and staff members each summer. Bullying and harassment of any type will not be tolerated in camp. Any incident of bullying or harassment should be reported to camp leadership. Bullying and harassment of any form are grounds for dismissal from camp without a refund.

No One-on-One Contact
One-on-one contact between adults and youth members is not permitted. In situations that require personal conferences, the meeting is to be conducted in view of other adults and Scouts. This rule also applies to adult-to-staff member contact.

Respect of Privacy
Adult leaders must respect the privacy of youth members in situations such as changing into swimming suits or taking showers and intrude only to the extent that health and safety requires. Similarly, adults also need to protect their own privacy in such situations.

Separate Accommodations
When camping, no youth is permitted to sleep in the tent of an adult, other than his own parent or guardian. Males must sleep with males; females must sleep with females. The only mixed-gender accommodations allowed are among adults married to each other. Scouts should not be tented together if there is more than two years difference in their ages.

No Secret Organizations
There are no “secret” organizations recognized by the Boy Scouts of America. All aspects of the Scouting program are open to observation by parents and leaders.

Constructive Discipline
Discipline used in Scouting should be constructive and reflect Scouting’s values. Corporal punishment is never permitted.

Hazing & Bullying Prohibited
Hazing, initiations, and bullying, including verbal, physical and cyber, are prohibited and may not be included as part of any Scouting activity.

Use of cameras, imaging, or digital devices
While most campers and leaders use cameras and other imaging devices responsibly, it has become very easy to invade the privacy of individuals. It is inappropriate to use any device capable of recording or transmitting visual images in shower houses, restrooms, or other areas where privacy is expected by participants.
The primary function of Camp Seph Mack Health Services is to render three types of medical care to campers and guests. Health officers provide emergency care 24 hours a day, and coordinate with local EMS personnel if the situation warrants. They also evaluate and treat in-camp illness and injuries, referring patients to Indiana Regional Medical Center or other non-emergency facilities as necessary. Camp First-Aiders are trained to treat minor injuries. The Camp Health Officer also monitors the camp for health and safety concerns.

**Medical Screening in Camp**
Upon arrival to camp, each camper will undergo a face-to-face medical screening with the health officer or trained designee. For campers arriving on the first day of camp, this will occur as part of the check-in process. For campers arriving later in the week, they must submit their medical forms at the camp office within one hour of their arrival on the property.

**Annual Health and Medical Record**
For all campers attending we require use of the Annual Health and Medical Record (#680-001), completing, sections A, B and C. Forms are valid through the end of the month, one year from when they are dated by a doctor and must not expire before the end of your camp session. They can be found at https://www.scouting.org/filestore/healthsafety/pdf/680-001_abc.pdf

**Supplemental Medical Form**
Each camper must also present a Supplemental Medical Screening Form at check-in. This form helps us meet several national Boy Scout standards, and comply with certain federal and state laws. This form also expedites the check-in process. A new supplemental form must be completed each summer, as close to the summer camp session as possible. You can find it at https://scoutingevent.com/attachment/BSA527/document_14921936070_3640.pdf

- **PART I** must be completed for all campers, listing his or her allergies, and any prescription medications to be taken at camp.
- **PART II** must be completed for campers under the age of 18 who are taking any prescription medications at camp. This part is to be signed by the Scout’s unit leader. With his or her signature, the unit leader takes responsibility for storing the medications securely, and administering the medications as prescribed.
- **PART III** must be completed for all campers under the age of 18. It allows the Scout’s parent or guardian to indicate those non-prescription medications that we may administer to their child if necessary.

**Illness & Injury**
Injuries and more severe illnesses can be evaluated and treated at the health lodge (Camp Office if closed) any time of the day or night.

At night, the health officer will be in the health lodge. If illness or injury prevents a camper from getting to the health lodge, the staff member can send the health officer to the patient’s location. (If you send a Scout for help, remember the buddy system and send two.) An adult leader should accompany Scouts reporting to the health lodge with injuries or illnesses.
Camp Health Services

Ins and outs of staying healthy at camp

Indiana Regional Medical Center
Patients who require diagnostic services and treatment beyond the scope of Camp Seph Mack Health Services will be referred to the Indiana Regional Medical Center by the health officer. Patients whose condition warrants will be sent by ambulance. However, for most patients, transport by automobile is sufficient.

Emergencies
If an emergency occurs in camp, the easiest way to obtain immediate assistance is to notify a camp staff member. He or she will notify the health officer, who will respond to the scene. The health officer will summon emergency medical services if necessary.

CPAP Machines
Camp Seph Mack strives to provide accommodations to our campers who require the use of a doctor prescribed CPAP machine. Please plan to provide a rechargeable power source for your machine. Access to electricity in campsites is limited, and you may be relocated.

Prescription Medication
Due to the number of campers at Camp Seph Mack, unit leaders are responsible for administering and maintaining the security of prescription medication. A locking storage box will be provided to each unit to securely store medications. Refrigerated storage under lock and key is available in the health lodge.

Immunizations
The BSA requires tetanus shots for anyone attending BSA programs or activities where an Annual Health and Medical record is required. Other age appropriate immunizations, including those protecting against measles, meningococcal disease, influenza, and other maladies are strongly recommended by the BSA. Exceptions to tetanus immunizations will be accepted for medical, religious, or philosophical reasons. Individuals requesting an exemption must complete a BSA Immunization Exemption request form to be turned in with your Annual Health and Medical record at check-in. [https://filestore.scouting.org/filestore/pdf/680-451.pdf](https://filestore.scouting.org/filestore/pdf/680-451.pdf)
Camp-Wide Emergencies

A run-down of what to do

- In the event of a camp-wide emergency, the camp siren may sound. At which time, all adults and Scouts are instructed to report to the camp parade field.
- Upon arrival, do a roll call. A staff member will come and account for everyone in each unit. Everyone is to remain in their respective emergency locations until the “all clear” signal, or other instruction is given.
- A camp-wide emergency situation will consist of any severe weather, wildfire, lost or missing campers, lost or missing swimmers, and any possible severe medical emergency.
- Anyone who becomes aware of an emergency situation or danger should notify the nearest staff member who will contact the appropriate camp leadership.
- Any information in regards to an unauthorized visitor, dangerous animal or bomb threat, should be reported to the Camp Office immediately.
- Should an emergency occur, please refrain from immediately making calls. Contact the health officer. Please do not directly contact emergency services. In order to prevent miscommunication and confusion, please let the camp office manage communications with parents or guardians pertaining to situations. Only the council executive, or at her direction, the camp director, is designated to be a spokesperson to the media.

Insurance For Camp

Just in case... be prepared

Insurance (Laurel Highlands Council)
All Laurel Highlands Council units are covered under the council policy with Health Special Risk, Inc. (HSR). The insurance covers all registered members of your unit. As long as your unit premium was submitted to the council office during your re-chartering process, you do not need to bring proof of unit insurance to camp.

Insurance (Out of Council Units)
Each non-Laurel Highlands Council unit is required to provide proof of health and accident insurance covering all attendees. This is the same policy your unit should already have. A copy of the Description of Coverage and Claim Form must be presented during check-in.

Coverage (Laurel Highlands Council)
The HSR (Health Special Risk) Sickness and Accident insurance is a supplemental insurance. Initial claims must be made on the family’s medical insurance. Any charges that are not covered initially by the family’s medical insurance can be submitted to HSR using the proper claim form with invoices showing balances due. For families without their own medical insurance, HSR will step in as primary insurance coverage.
There are as many as 200 campers plus 35 staff sharing Camp Seph Mack with your unit during an average week of camp. It is essential that we all obey some basic guidelines to make sure everyone has a great time while here. Our common Scouting bonds are the Scout Oath and Law. Here are a few more policies that will make life easier in camp. You, as a unit leader, can help us give positive reinforcement to these policies.

**Firearms and Archery Equipment**
Camp Seph Mack provides all guns, ammo, and archery equipment for our programs. No personal equipment is allowed in camp. There are no exceptions to this policy.

**Money and Valuables**
Leaders and campers are encouraged not to bring valuables to camp. There is not a system at camp to secure these items. Camp Seph Mack cannot take responsibility for any valuable items. Put names on every item prior to arriving at camp. Lock valuables in your car or in the unit trailer. Leaders are encouraged to help youth keep track of their trading post money.

**Scout Camper Eligibility**
All youth must be registered members of the Boy Scouts of America to attend camp. Please make sure registrations have been turned in to your local service center prior to arrival.

**Uniforms & Clothing**
The uniform is one of the methods of Boy Scouting. Therefore, the proper wearing of the uniform is encouraged at Camp Seph Mack. The Boy Scout field uniform and activity uniform are the two uniform methods encouraged at camp. The field uniform consists of the official Scout shirt, shorts/pants, socks, and belt. The activity uniform consists of official shorts/pants, socks, and a BSA/camp shirt. All campers are encouraged to wear as complete a uniform as possible. The camp leadership realizes that some campers may not have a full uniform.

Campers should be in field uniform at evening retreat, dinner, camp fires, and chapel service. Leaders should use their best judgment when deciding what clothing is appropriate for camp. Obviously, any clothing that promotes behaviors that are unacceptable in the Scouting program are not permitted. Closed-toed footwear is required everywhere in camp except for the waterfront. Soft-soled shoes should be used in all boats. This is to prevent foot injuries due to trip hazards.

**Wristbands**
All Scouts, leaders and guests must wear camp wristbands at all times. These bands are intended as a safety precaution to determine who should be in camp, where they should be, and to signify that each participant wearing one has completed the proper camp check-in procedures. Wristbands are issued during the medical recheck. Replacement wristbands are available in the Camp Office. All guests will be given a wristband upon proper check-in at Camp Office. Staff members will wear photo identification badges. If you see someone without a wristband or badge, please alert the staff.
Visitors
Parents and family are invited to visit camp. All visitors to Camp Seph Mack are asked to sign-in at the Camp Office and receive a wristband. Under no circumstances can a Scout be taken home without notifying the unit leader and the camp office by signing out and providing a release of minor form.

Camp Equipment
All items issued to units are the responsibility of the unit through the unit camp leader. Units are responsible for reimbursement to the council for lost or damaged items. A complete inventory of these will be provided and must be signed for by the unit camp leader. Camp staff will check the inventory before the unit leaves camp. A Scout is trustworthy. Please let us know if something gets lost or damaged.

Damage to equipment such as tents, tarps, cots and tables will be assessed according to a schedule available in the camp office. Leaders should check all equipment for condition as soon as possible after arrival and arrange for an exchange of defective equipment, or have staff representatives note deficiencies on the inventory sheet. In the event of purposeful vandalism to any camp equipment or facilities, the individual responsible will be charged the appropriate repair or replacement cost of the item and may be asked to leave camp. If it is unknown who committed the vandalism, all units within the camp will be charged the same repair or replacement cost.

Roll Call
A current unit roster must be kept in camp with the adult in charge. Attendance should be taken prior to each meal, before bed and in the morning prior to reveille. If a Scout should be missing, contact the nearest staff member immediately.

Firewood
Due to the threat of Emerald Ashborer and other pests, it is the policy of the Laurel Highlands Council to prohibit the movement of firewood of all types and species into our camps. Only wood from Indiana County may be brought into camp. The Camp Ranger also has wood available to purchase. Our camp does have a limited amount of fallen trees and this can be gathered and burned while in camp. The cutting of standing timber is not allowed at any of our facilities.

Pets
Pets are not allowed on the property at any time, except in special cases approved by the Camp Director. Exceptions will be made for medical assistance dogs.
**Policies and Procedures**

*Things to help you prepare for a fun, safe week*

**Vehicles in Camp**
To ensure the safety of our campers and natural resources, vehicles are not permitted in campsites without permission. Only authorized vehicles are permitted in camp, and all other vehicles must stop at the camp office upon entering. When dropping off items at a campsite, please pull to the edge of the camp and not into the actual site. Vehicles used in camp for an individual’s specific needs are intended for the use of that individual and not as unit transportation.

**Unit Trailer**
One trailer may be left at the unit’s campsite during the week at camp in the designated area. Trailers not left in designated spaces must be parked in the camp parking lot.

**Parking**
All vehicles must be parked in the camp's parking lot, not in campsites. Permission to park a car in a campsite for any reason must be requested in writing to the camp director at least one week before your arrival to camp.

**Leaving Camp**
A sign-out/sign-in log is kept in the Camp Office and must be used by anyone leaving camp (and later upon his or her return). Scouts are not permitted to leave camp without the written permission from their unit leaders and Camp Director and must have a Release of Campers Who are Minors form properly filled out before they can leave camp.

**Liquid Fuels**
Use of liquefied petroleum (LP), propane or butane lanterns and stoves is permitted in needed situations with proper safety control and adult supervision. A responsible adult should handle replacement and disposal of empty cylinders. Low-pressure, liquid fuel (“white gas” and Coleman fuel) stoves and lanterns are hazardous and are therefore prohibited on Laurel Highlands Council camping property except for high adventure and backpacking training. In such cases, responsible adult supervision is required.

The use of liquid fuels for starting any type of fire is prohibited. The use of gasoline in camp is strictly limited to motors only.
Policies and Procedures

Things to help you prepare for a fun, safe week

Camp Office
The camp director’s office is located in the camp office. Our camp director, maintains an open door policy. He is available to discuss any and all camp-related matters with all Scouters. If our camp director is out, please leave a message with the staff member on duty. The program director and senior camp commissioner also work out of the camp office.

Incoming/Outgoing Mail
All incoming mail will be available in your unit’s box in Rinn Lodge. Bring any outgoing mail to the camp office and put in the mailbox.

Please have mail addressed in this manner:
Name, Unit Number, and Campsite
Camp Seph Mack
1966 South Harmony Road
Penn Run, PA 15765

Email / Internet
Camp Seph Mack has very limited internet access and bandwidth. Access is reserved for camp business.

Telephone - 412-965-6169
The Camp Seph Mack office is staffed during normal business hours. After hours, please leave a message and we will return your call. As Scouts and leaders can be all over camp and are not near a phone, messages will be taken and delivered to the unit via the unit mailbox.

Alcohol and Tobacco
Alcohol is strictly prohibited on the property. Violation of this policy will result in dismissal from camp with no opportunity for a refund. All buildings at Camp Seph Mack are tobacco-free. If you have the desire to use tobacco and cannot refrain from doing so, please do so in the designated areas and not in front of the Scouts. Smoking is not permitted near gas tanks or gas boxes, both are clearly marked. We also ask that you assure your cigarette or cigar is out and deposit the butt in an appropriate receptacle. This policy includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.

Lost & Found
Camp Seph Mack will hold any items for one week following the last day of camp. Items not claimed within the one-week period will be disposed of. Exception: food/perishables will be destroyed immediately. Articles may be retrieved by claiming the item in person at the camp office.

Cell Phones
It is understandable that some leaders may use them to contact their home or work. Cell phone use among Scouts is strongly discouraged. It is recommended that leaders tell their Scouts to leave the phones at home. Cell phones are not allowed in program areas.
Gear List

What NOT to Bring to Camp

- Shooting Equipment
- Fireworks
- Alcohol
- Cell Phones
- MP3 Players
- Other Valuables
- Unscoutlike clothing
- Pornography
- Tobacco
- Drugs of any kind
- Excessive jewelry
- Knives with blades over 3.5”
- Aerosol cans
- Firewood
- Pets

Gear Each Individual Should Bring

- Sneakers/Boots
- T-Shirts/Pants
- Underwear/Socks
- Long-Sleeve Shirts
- Pajamas/Shorts
- Sweatshirt or Jacket
- Hat/Rain Gear
- Scout Uniform
- Swimsuit (one piece)
- Scout Handbook
- Merit Badge Books
- Notebook/Pencils
- Pad for Cot
- Towel
- Hygiene Items
- Sunscreen
- Insect Repellent
- First Aid Kit
- Sleeping Bag
- Pillow
- Extra Blanket
-watch
- Sunglasses
- Flashlight
- Compass
- Pocket Knife
- Fishing Gear
- Camera
- Spending Money

Gear Units Should Bring

- Lantern
- Unit Flags
- First Aid Kit
- Dining Tarps
- Woods Tools
- Dutch Ovens
- Unit Library
- Maps & Compasses
- Troop Kitchen
- Extra Sleeping Bag

Gear Provided By Camp Seph Mack

- Platform Tents
- Cots
- Picnic Tables
- Garbage Bags
- Flag Pole
- Running Water
- Latrine (toilet)
- Shower

Trading Post

Snacks, camping equipment, camp clothing and souvenirs for all

The Trading Post is provided as a service to campers. The store is stocked with a supply of literature, merit badge supplies, fishing gear, camping gear, clothing, patches, collectibles, souvenirs, snacks, candy, pop, ice cream and various personal items. Our current inventory includes more than 400 items. The average camper spends $50 - $100 in the camp store. Below are some sample items.
Camp Promotion

How to encourage all your youth to attend camp

Unit Promotion
If you are from the Laurel Highlands Council, we will make every attempt to get one of our volunteers to visit one of your unit’s meetings. We can bring to your meeting videos, flyers and plenty of camp excitement. Promotions usually take about 15 minutes. Camp promotions should be held between October and the end of April for families to prepare for their youth to go to camp.

For out of council units, a promotion packet can be provided and if feasible, an in-person promotion may be able to be offered.

Camp Leaders’ Meetings
Several meetings are scheduled in the spring to prepare leaders for summer camp. All aspects of camp will be presented including program, facilities, arrival/ departure procedures, advancement, improvements and more. There will also be a question and answer period with key staff.

- The Boy Scout Camp leader meeting will be on February 24th at the Johnstown Galleria Scout Shop in Johnstown, PA at 10:30 a.m.
- Cub Scout Camp leaders informational meetings will be done at district roundtables in March.
- The Monday prior to your week of camp, there will be a leaders meeting at camp at 7:00 p.m. at the OA pavillions. An email summary of any information communicated at this meeting will also be sent.

Promotional Videos
We have produced several promotional videos to help promote Scout camp. They are available on a DVD or on our YouTube channel by searching Laurel Highlands Council. Contact the Laurel Highlands Council Camping & Outdoor Program Department at (412) 325-7921 to request your free copy.

Camp Bandana
Help you stay cool

Bandana info and picture coming soon!
Administrative

• **What training do leaders need to have to go to camp?**
  Someone in each unit should have Youth Protection, and Weather Hazards trainings.

• **What are the procedures for problems/emergencies?**
  Our staff leaders are trained at National Camping School in how to deal with problems and emergencies. The entire staff trains for possible emergencies during staff training. We also work closely with local authorities and emergency services as needed.

• **Do parents have to be registered Boy Scouts of America leaders to attend?**
  Any adult attending Boy Scout Resident Camp for 72 hours or more must now be registered with the Boy Scouts of America. New update from National for 2018.

• **What kind of medical form do I need for each session?**
  All campers must utilize the Annual Health and Medical Record and Supplemental Health Form, both available on the website. All campers, leaders, and visitors must complete parts A, B and C. This requires a doctor's examination within 12 months of attendance at camp.

• **If a parent/leader is only coming overnight, do they need to bring a medical?**
  All overnight campers are required to have an Annual Health and Medical Record on file with camp.

• **I have a special dietary request/necessity, how can that be accommodated?**
  There is an online form to submit this request. Our food service vendor will follow up with each case. We will do everything we can to meet your health needs. In extreme cases, it may be necessary for you to provide your own food. Due to the large volume of campers, we cannot accommodate requests that are not due to health issues (page 32).

• **Can I register after my unit has paid for camp?**
  We work to support every Scout in attending camp. Late additions can be made to the unit roster up to one week prior to camp pending availability.

• **What if a parent can’t take the whole week off?**
  We encourage parents and leaders to rotate with other parents and leaders, each of which goes to camp part of the week.

• **Are advancements earned at camp included in the price of camp?**
  The materials for the work are provided in the camp fee. Some of the actual awards can be purchased in our trading post and all can be purchased at the Scout Shop.

• **Can I attend at a different time than the rest of my Unit?**
  Absolutely. Individual parent/son teams or parts of units may register for the session that best fits their schedule pending availability or join a provisional unit as a Lone Scout. We have units willing to have provisional Scouts join them if you need assistance with finding one.

• **Can I get a discount if I am going to more than one camp session?**
  There are several incentives to help everyone attend camp including a discount for the second week.
**Seph Mack (Boy Scouts)**

- **Where do we sleep and eat?**
  Troops choose a campsite and stay in canvas platform tents with cots and have latrines and hot showers nearby. At Camp Seph Mack, all meals except for the campsite cookout are taken in the dining hall and are prepared by a professional cooking staff.

- **Is there something for older Scouts to do?**
  Yes – there are more than 40 opportunities for merit badges, ranks, and awards. Scouts who have many of the merit badges being offered can participate in the BSA Lifeguard certification or the Mountainman program.

- **What do you recommend for the first-year campers?**
  The First-Year Camper program helps Scouts work on the basic Scout skills in Tenderfoot, Second Class and First Class. Scouts have time to take a merit badge or two as well. We suggest Basketry, Mammal Study, or Leatherwork.

**Seph Mack (Cub Scouts)**

- **Can a sibling of a Cub Scout go to Camp Seph Mack?**
  All youth participants must be registered Scouts. Camp is not outfitted to support siblings who are not registered.

- **Can a Webelos crossing over attend Camp Seph Mack one last time?**
  No, the activities at Camp Seph Mack are specifically tailored for the age of Webelos and Cub Scouts. He would have much more fun at one of the Boy Scout camps with his Boy Scout troop.

- **Where do we sleep and eat?**
  Campers choose one of several campsites and stay in canvas platform tents with cots and have latrines and hot showers nearby. All meals with the exception of the family picnic are taken in the dining hall and are prepared by a professional cooking staff.

- **Can Webelos and Cub Scouts attend together?**
  At Camp Seph Mack, we tailor the program to both age groups with activities and advancement particular to those ranks.

- **What if I don't want to go to nature? Can I do something else?**
  The camp program is written with several things in mind. Our goal is to offer a wide variety of programs for each Scout. Camp also has up to 160 campers and we need to schedule where campers are, so areas do not get overwhelmed.

- **Is there a day camp option?**
  No. Day camps are offered separately by the districts of the council.
A run-down of what each session costs

- Camp Seph Mack will continue to use an all-inclusive camp fee in 2018 with the exception of a $25 charge for Shotgun Shooting merit badge.
- Webelos crossovers and new Scouts will be locked into the early bird camp rate.
- Each full session camper, youth, and adult will receive a free Camp Seph Mack bandana.
- Tent and Platform Capital Fund - $2 per day (already included in fee), per registration will be put aside to maintain and upgrade our tents, platforms, and cots.
- Campership forms are available on the council’s website and are due to the council office by March 1. Awards will be announced in early May. Camperships are not transferable. Camperships depend on available money from the Campership Fund, as well as the number of qualified applicants and the length of stay. The range in 2017 was from $0 to $100.

- $100 Trading Post certificate for nominating a newly selected staff member.
- Full payment must be received by April 1, 2018 for the early bird rate.

### Boy Scout Resident Camp

<table>
<thead>
<tr>
<th></th>
<th>Pay in Full by 4-1-18</th>
<th>Pay in Full by 6-1-18</th>
<th>Pay in Full 6-2-18 or after</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scout Seph Mack</td>
<td>$360</td>
<td>$385</td>
<td>$410</td>
</tr>
<tr>
<td>Adult Seph Mack</td>
<td>$200</td>
<td>$210</td>
<td>$220</td>
</tr>
</tbody>
</table>

### Cub Scout Resident Camp

<table>
<thead>
<tr>
<th></th>
<th>Pay in Full by 4-1-18</th>
<th>Pay in Full by 6-1-18</th>
<th>Pay in Full 6-2-18 or after</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scout 3-Night Seph Mack</td>
<td>$200</td>
<td>$215</td>
<td>$230</td>
</tr>
<tr>
<td>Adult 3-Night Seph Mack</td>
<td>$110</td>
<td>$120</td>
<td>$130</td>
</tr>
</tbody>
</table>

Starting in 2018, camp pricing and price breaks will be based on when full payment is made.

<table>
<thead>
<tr>
<th>Registration</th>
<th>At registration</th>
<th>Now until April 1</th>
<th>April 2 to June 1</th>
<th>After June 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>“Save a Space Deposit”</td>
<td>“Save a Space Deposit” - $5 Per Cub Scout Camper, $20 per Boy Scout Camper</td>
<td>Pay in full by April 1 to receive lowest (Early Bird) camp price.</td>
<td>Pay in full by June 1 to receive regular camp price.</td>
<td>Pay in full after June 1 and receive the third (Late) Camp price.</td>
</tr>
</tbody>
</table>

* - Units have until April 15 to apply names to “Save a Space Deposits” with no penalty. Following April 15, all unused “Save a Space Deposits” will be cleared and deposits will be forfeited.

### How to Pay

- Unit leaders may make payments and register online - consider using electronic funds transfer (EFT) from your checking account rather than credit cards.
- All offline payments and registration should be sent to the Laurel Highlands Council, 1275 Bedford Avenue, Pittsburgh, PA 15219 along with a copy of your reservation receipt from our online registration system.
- Be sure to include your registration number or a statement with your payment to assist us in crediting your payment to the correct account.
**Provisional Camp**

**Registering as an individual for camp**

If a youth is unable to attend with your unit, don’t let them miss the summer camp experience. Register the youth with one of our units that supports provisional campers. Throughout the summer, we can match your youth with another unit for a provisional experience.

You will be amazed at how quickly your camper will make new friends and assimilate into the host unit. This is a great opportunity to ensure all your Scouts can make it to camp even if they have a family vacation during your week.

Contact the Camping Department at (412) 325-7921 to connect your Scouts with another unit or our provisional units. Interested in your unit hosting provisional Scouts? Contact us for details!

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**Incentives to Bring Everyone**

**The benefits of getting as many people to camp as possible**

**Free Adults & Free Den Chiefs**

For each six Boy Scouts that you bring to Camp Seph Mack, you will earn one free adult/Each unit gets one free Den Chief. Forms available at [http://www.lhscouting.org/camping/resources](http://www.lhscouting.org/camping/resources)

**Earn Your Unit a $40 Per Youth Discount**

If you recruit a new unit to attend Camp Seph Mack that brings at least ten youth, you will earn a $40 discount for each youth (not to exceed the number of youth in the other unit) in your own unit for the same summer.

**Second Session at Laurel Highlands Council Camp - $100 Discount**

Attend a second session at any Laurel Highlands Council resident camp as a provisional camper, with your unit or another, and you can get $100 off your second session, prorated for Cub Scout Camp. Contact the Camping Department when registering for the second session.

**Camperships**

Limited funds are available to assist Laurel Highlands Council youth with financial need to experience Camp Seph Mack. Requests for camperships must be made using the campership application no later than March 1. Camperships are non-transferable. Forms available at [http://www.lhscouting.org/camping/resources](http://www.lhscouting.org/camping/resources)
2018 Camp Sessions

Boy Scout Camp
Boy Scout camp offers merit badges, activities and more in Aquatics, Ecology, Shooting Sports, Handicraft, Outdoor Skills, and Climbing. Camp Seph Mack has a 200 seat dining hall serving cafeteria-style meals, allowing Scouts to focus on fun, advancement, and adventure.

Cub Scout Camp
Cub Scout camp offers themed fun and program in Aquatics, Shooting, Handicraft, Cub Craft, Ecology, Sports and Climbing. Camp Seph Mack has a 200-seat dining hall serving cafeteria-style meals, allowing Scouts to focus on fun, advancement, and adventure.

2019 Summer Adventures

Reservations for 2019 adventures open May 1, 2018 with units renewing the same site and same session. On June 1, 2018, reservations open on a first-come, first-served basis.

Boy Scout Camp

Week 1  June 17 - June 23  Sun. - Sat.
Week 2  June 24 - June 30  Sun. - Sat.
Week 3  July 1 - July 7  Sun. - Sat.
Week 4  July 8 - July 14  Sun. - Sat.
Week 5  July 15 - July 21  Sun. - Sat.

Cub Scout Camp


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Cub Scout Camp

Online Resources

All the resources, forms and information to make your preparation easy

Below is a list of resources available online at [www.lhscouting.org/camping/resources](http://www.lhscouting.org/camping/resources). In our efforts to go green, we no longer provide a packet with these forms. Many of the forms are electronic.

**Registration**
- **Campership Application** - complete and submit for campers with need by March 1
- **Refund Request** - must be completed to receive a refund
- **Scout Release Request** - complete for Scouts leaving camp early and bring to camp
- **Letter to Employer** - inform your employer about volunteering your time at camp
- **Camp Map** - complete with campsites, program areas, and building locations

**Program & Advancement**
- **Master Program Schedule** - provide to Scouts as they plan their week
- **Boy Scout Advancement Schedule** - provide to Scouts as they plan their advancement schedule
- **Boy Scout Advancement Prerequisites** - for Boy Scouts to prepare before camp
- **Leader/Scout Evaluations** - help us improve our programs and services
- **Precamp Swim Test** - record results and send to the camping department
- **Brownsea Island Awards** - progressive award for your Boy Scouts to work on
- **Bicycle Usage Agreement** - used by all bicycle riders (youth or adult) to explain the rules of bike riding in camp.

**Medical**
- **Annual Health and Medical Record** - complete for all campers
- **Supplemental Medical Screening** - complete for all campers and bring to camp
- **Camp Menus** - see what we will be serving
- **Special Diet Request** - complete for each individual camper with dietary needs at least two weeks in advance

Stay informed and prepare for camp with all these resources and more on our Facebook page [www.facebook.com/campsephmack](http://www.facebook.com/campsephmack) or scan the QR code.
The Laurel Highlands Council Camping and Outdoor Promotion Committee is committed to camps that meet high standards for health and safety, food service, program, maintenance, conservation, staffing, and administration. All of our camps are inspected and accredited on an annual basis. This emblem is one of your assurances of a quality camp!