



RESIDENT CAMP LEADER'S GUIDE



Prepared. For Life."

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Version 2.1 Revised 5/31/2019

CONTACT INFORMATION



Camp Mountaineer

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Mountaineer Area Council, BSA

1831 Speedway Ave Fairmont, WV 26554

Office: 304-366-3940 Fax: 304-366-3944

Important Dates

www.macbsa.org

Cub Scout Resident Camp Session I – July 21-23 Session II – July 25-27

Pre-Camp Leader's Meeting May 5th

Early Bird Registration Due May 15 Alex Stout District Executive / Summer Camp Director <u>alex.stout@scouting.org</u>

Mark Etchison Program Director etchisonmark87@gmail.com

Stacey Ruppert Council Business Manager stacey.ruppert@scouting.org

Scott Hanson Scout Executive / CEO scott.hanson@scouting.org

Camp Fees

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Cub Scout Camp Fee \$150

Early Bird Fee before June 3rd \$130 Den Chief fee \$80

Leader Fee \$75 per session or \$25 per day 1 free for every 10 Scouts

Visitor Meals Breakfast - \$5 Lunch - \$5 Dinner - \$10

Camp Mountaineer Location

From Interstate 68 exit 1 at Morgantown, West Virginia, take route US 119 South for approximately 5.2 miles. A Circle K / Marathon convenience store will be on the right, and about 200 feet on the left will be Boy Scout Camp Road. Take that road and follow the signs to Camp Mountaineer.

Using MapQuest or a vehicle GPS Pack: 187 Camp Mountaineer Road Morga

Geographic Coordinates (Entry Gate): Latitude: N39° 31.389' Longitude: W79° 53.911'



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WELCOME TO CAMP MOUNTAINEER

Greetings Cubmaster, Leaders and Parents,

Welcome to Camp Mountaineer! Thank you for taking the time to bring your pack. We are honored you are here.

This Cub Scout Resident Camp Leaders' Guide will assist you in making your camp experience memorable and productive. It is your reference for procedures related to Summer Camp Operations and Program information.

All Cub Scouts entering first through fifth grades in the fall will go "Beneath the Sea," our theme for this year's camp. The Cub Scout Resident Camp program is designed to allow your Scouts to do their best and experience the fun of camp while working towards Scout skills and advancement. This exciting session includes aquatics, shooting sports, outdoor skills, nature study, and other fun-filled learning experiences. Webelos Scouts will be able to rappel while younger Cub Scouts can experience bouldering and climbing.

Scouts have been attending Camp Mountaineer since 1954. Through the years, the facilities may have changed, but the purpose has not. We continue to provide and maintain quality program opportunities that allow youth and adults to deliver service to others, build self-confidence, develop a fondness for the outdoors, reinforce spiritual values, develop integrity, and acquire leadership skills. That is so our Scouts and Scouters can say, "It was all we hoped for and more!" That's the reason our sign reads, "Through this gate pass the greatest Scouts in the world."

Yours in Scouting,

Alex Stout Camp Director

THE PURPOSES AND METHODS OF CUB SCOUTING

PURPOSES

The Cub Scouting program has 10 purposes related to the overall mission of the Boy Scouts of America – to build character, learn citizenship, and develop personal fitness:

Character Development Spiritual Growth Good Citizenship Sportsmanship and Fitness Family Understanding Respectful Relationships Personal Achievement Friendly Service Fun and Adventure Preparation for Scouts BSA

METHODS

To accomplish its purposes and achieve the overall goals, Scouting uses seven methods:

1. Living the Ideals

Cub Scouting's values are embedded in the Scout Oath, the Scout Law, the Cub Scout motto, and the Cub Scout sign, handshake, and salute. These practices help establish and reinforce the program's values in Scouts and the leaders who guide them.

2. Belonging to a Den

In the den, Cub Scouts develop new skills and interests, they practice sportsmanship and good citizenship, and they learn to do their best, not just for themselves but for the den as well.

3. Using Advancement

Recognition is important to Scouts. The advancement plan provides fun for the Scouts, gives them a sense of personal achievement as they earn badges, and strengthens family understanding as adult family members and their den leader work with Scouts on advancement projects.

4. Involving Family and Home

Parents and adult family members provide leadership and support for Cub Scouting and help ensure that Scouts have a good experience in the program.

5. Participating in Activities

Cub Scouts participate in a huge array of activities, including games, projects, skits, stunts, songs, outdoor activities, trips and service projects. Besides being fun, these activities offer opportunities for growth, achievement, and family involvement.

6. Serving Home and Neighborhood

Cub Scouting focuses on the home and neighborhood. It helps Scouts strengthen connections to their local communities, which in turn support the Scouts' growth and development.

7. Wearing the Uniform

Cub Scout uniforms serve a dual purpose, demonstrating membership in the group (everyone is dressed alike) and individual achievement (Scouts wear the badges they've earned). Wearing the uniform also encourages a neat appearance, a sense of belonging, and good behavior.

HISTORY OF CAMP MOUNTAINEER

Camp Mountaineer opened the gate to summer resident camping for the Scouts of Mountaineer Area Council in the summer of 1954. Since then, thousands of Scouts have enjoyed the summers they spent in this great Scouting environment of over 1,000 acres. Initially, there were six campsites: Cherokee, Mingo, Seneca, Delaware, Shawnee and Catawba. With no central dining facility, all meals were cooked patrol-style in the troop sites. The rifle range was at the site of the current Green Acres cabin, and the Trading Post was a room attached to the old maintenance building at the top of the hill. Tent platforms were not provided during the early years.

A major capital fundraising campaign during 1960-1961 throughout the council generated enough financial support to enable the construction of a winter lodge, new rifle range, and the current Dining Hall. These facilities greatly enhanced the camp program beginning in 1963. The COPE high course was opened in 1996 and redone in 2014, and the current Shooting Sports Complex was completed in 2013. The dual 330-foot zip line opened in 2014 with the dual quarter-mile zip line opening in the fall of 2015.

Thanks to the generous support of the Hazel Ruby McQuain Charitable Trust, Camp Mountaineer has completed major facility improvements that include rebuilding the COPE course, adding 20 Adirondack shelters to campsites around camp, both zip lines, a 60-foot hexagon climbing and rappelling tower, installation of bathroom facilities at select buildings, and the new Welcome Center that will greet our Scouts in the summer of 2019.

Accreditation Status

Camp Mountaineer is an accredited camp thru the National Camp Accreditation Program of the Boy Scouts of America. For more information on this program visit <u>http://scouting.org/ncap</u>. Every Boy Scout camp must operate under BSA National Camping Standards, along with State and Federal regulations. The agency that has the stricter standards is the set of standards that we meet.



PREPARING FOR CAMP

Pre-Camp Leaders Meeting – May 5^{th,} 2019

Cub Scout adult leaders planning to attend camp in 2019 are encouraged to join this meeting at Camp Mountaineer on Sunday May 5th. The meeting will be held in the Hott Building starting at 12:00 am for Cub Scout Resident Camp. This is your opportunity to meet with key camp staff members who will assist you in planning a fun, safe, and productive session at camp. Leaders that attend will also be able to schedule their pack's Sunday arrival time to avoid long lines at check-in. Come learn what's new at Camp Mountaineer in 2019!

Summer Camp Fees & Payment Schedule

The 2019 Cub Scout Camp fees are \$150, or \$130 early bird rate. The early bird fee is available to packs who have all their camp fees turned into the Council Service Center by June 3, 2019.

Leader Fees

Each pack receives one free leader for every ten Scouts. Additional leaders are \$45 per adult per session. If a leader is not attending for the entire session of camp, but sharing leadership on a day-today basis, each will be charged \$25 per 24-hour period. If a pack has a parent or leader visiting camp for less than 24 hours, they can pay for their meals at the camp Trading Post.

Register Pack at macbsa.org

Registration and payments for Resident Camp can be completed at macbsa.org. We ask that Packs register as a unit, rather than as individual families. This will make it easier on the unit and the staff for planning purposes. If a family wants to participate, but their home Pack is not attending, arrangements can be made through the council service center, and those Scouts will be registered as contingents and will camp with another Pack.

Parent Portal

Once a Pack has put in a registration online, the primary registration contact can turn on the "Parent Portal," which will give parents individual logins to make changes on their child's registration, make payments, etc. This will help keep your registration as a Pack, but allow parents to make payments and changes directly with the council. Please contact the camp director at <u>alex.stout@scouting.org</u> with questions.

Camp Scholarships

Opportunities are offered throughout the year for Scouts to earn their way to camp. These include the Fall Popcorn Sale, Spring Peanut Sale and Scout-o-Rama ticket sales. It is our hope that every Scout takes advantage of these opportunities to earn their way to camp. However, we recognize that there are circumstances which may prevent a Scout from attending due to financial reasons. We feel strongly that every Scout should have the opportunity to participate in a summer camp experience. The Mountaineer Area Council sponsors camperships for youth in our council based on need. Campership funding is partially dependent on Friends of Scouting and other fundraising successes. Please contact the Council Service Center for more information.

Refund Policy

To minimize the need for refunds, camp fee transfers are highly recommended and encouraged from within the pack. Each pack is responsible for the tracking and processing of fees paid and to which Scout they are associated. The council does not associate a name with a paid camp fee until the pack checks in at camp. Since most of the camp fees are spent prior to the pack's arrival (food, salaries, and program supplies) no refunds will be made for "no-shows" or campers leaving camp early.

Any refunds prior to camp or in the event of an emergency must be made in writing using the MAC refund request form from the Council Service Center. If a refund is granted, a minimum \$50 administration fee per person will apply to all pre-paid Pack, Scout and/or Scouter reservations made before June 15. After, a \$75 administration fee will apply until July 1. After July 1, refund requests will not be granted without cause.

Required Pack Leadership

Packs must always maintain the minimum two-deep leadership. Each pack must have at least two leaders age 21 or over. One adult with the pack must be a registered leader. The BSA requires that all registered leaders coming to camp successfully complete Youth Protection Training before attending. Anyone staying in camp for more than 24 hours must provide a medical form to the Camp Health Officer. Please note that adult leaders may not bring children other than their paid Scout(s) to camp.

ONE MONTH PRIOR TO CAMP

1. Annual Health and Medical Forms

It is BSA policy that everyone, youth or adult, who stays overnight at Camp provide a completed Annual Health and Medical Form. Those attending resident camp must provide Parts A and B completed. Part C is encouraged, but not required, and should signed by a Physician (as defined on the current Medical form) dated within the last year. A family physicians form may be attached to the BSA Form but does not replace the information needed from the BSA form. All information on the form must be provided.

The current BSA Medical Form can be found online at: http://www.scouting.org/filestore/HealthSafety/pdf/680-001 ABC.pdf

Pack Leaders should review these forms before turning them in. All immunization dates, insurance info and a copy of both sides of your insurance card, and emergency contact names and numbers are required. Please make a copy of all medical forms, as they are kept on file in the Health Office during camp. Do not turn in originals! Medical forms are returned to the pack on checkout day.

Please check for the following signatures on each Scouts' Health Form:

- Parent Signature Part A
- □ Parent and Doctor Signature Part B Page 2 (if bringing medication)
- □ Examiner's Signature Part C (optional)

2. Prescribed Medication

All prescribed medication must be listed on Part B page 2 of each health form. All prescribed medications must be in their original container with the legible prescription label of dosage, name, doctor and pharmacy. All medication must be brought to the Health Lodge during check-in in a clear plastic storage bag, with the name of the camper and pack number clearly indicated. Over the counter medications must also be listed on the Health Form Part B page 2 to be administered. Scouts and Leaders should carry medication for life-threating conditions on their person at all times, which includes inhalers and EpiPen Auto Injectors. All other medications will be locked in the Health Lodge for the duration of camp. Administration should be discussed with the Health Officer.

3. Release of Camper Forms (MAC-CSRC.16.7)

If applicable. This form is used in the event a Scout will need to leave camp, for any reason, prior to the scheduled end of the camp session. This should be completed prior to expected pickup date and turned in by your Pack Leader at check-in. Make sure that all parents and guardians understand that the camp will not allow any camper to leave camp during the session unless this form is completed. This is an essential part of the Youth Protection policy of the Boy Scouts of America. Forms are available at macbsa.org under your unit's Cub Resident Camp registration site.

4. Pre-Camp Swim Checks

Packs can complete their swim checks prior to arrival at camp. A form and instruction page can be found at macbsa.org under your unit's Cub Resident Camp registration site.

5. Youth Protection Training

True youth protection can be achieved only through the focused commitment of everyone in Scouting. Adults planning to stay in camp, even for one night, must complete Youth Protection Training. This training must be taken every two years. For more information or to take the training online, visit http://www.scouting.org/Training/YouthProtection.aspx



PACKING FOR CAMP

Pack Equipment to Bring to Camp

- □ American Flag, State Flag, Pack Flag
- □ Dining Fly
- □ Water Coolers (the camp does not provide water coolers for packs).
- □ Optional Cooking Gear (pots, pans, Camp Stove, Dutch Ovens, Griddles, etc.).
- □ Additional and supplemental food supplies (ideas: s'more stuff, condiments, extra munchies, fruit, sandwich stuff, etc.). Provide proper containers for storage.
- □ Coolers to store perishables (we cannot store pack food in camp refrigeration packs).

Prohibited Items

Pack Leaders may expand on this list.

- ⊗ Projectile throwing devices such as Ninja cards/stars/knives, (or items of a similar nature)
- ⊗ Illegal drugs and alcoholic beverages
- ⊗ Explicit Material
- ⊗ Tobacco products

Dress Code

The Scout uniform is a very important part of the BSA program. All Scouts are encouraged to bring their BSA Field Uniform (Class A shirt) to camp. Each Scout and leader is encouraged to wear a complete BSA Field Uniform for Flag Retreat Ceremonies, Dinner, and Campfires. Otherwise, the Activity Uniform (Class B) is recommended.

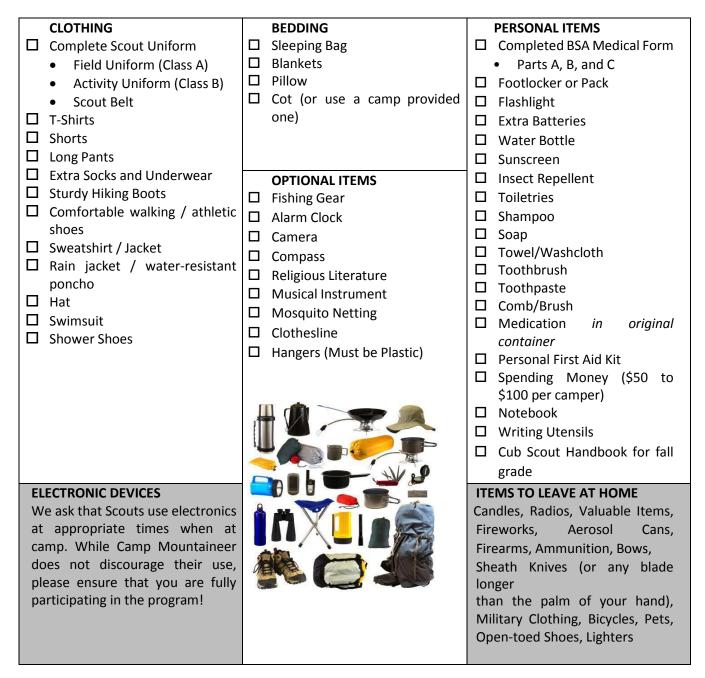
Swimwear must be "Scout-appropriate." I.e. board shorts/swim trunks for males and one-piece suits for females. No bikinis, "Speedos," etc. will be allowed at the aquatics area.

Every Scout must wear shirt and shoes in the Dining Hall. Hats must be removed upon entering for meals. Wet items, such as swimming trunks, are not appropriate for wear during meals as all Scouts and adult leaders should be in dry clothes except while participating in aquatic activities. Shirts or other clothing with explicit material, profane language, political statements or age-inappropriate activities (alcohol, tobacco etc....) are not permitted at Camp.



PERSONAL CLOTHING & EQUIPMENT FOR CAMPERS

Be Prepared. Camp is a multi-day experience and each Scout and adult leader should pack accordingly. The following clothing and equipment is advised:



WHILE AT CAMP

The Scout Oath and Scout Law will apply to all situations at Camp Mountaineer. National policies and standards, such as the *Guide to Safe Scouting* and *National Camp Accreditation Program Standards*, provide additional requirements for camp operation and personal conduct.

Check-In Day

Check in begins at **1:00 PM** (Sunday for session 1 and Thursday for session 2) for Cub Scout Summer Camp. Packs will not be checked in early!

Packs attending the Saturday Pre-Camp Leaders Meeting at Camp Mountaineer will have the opportunity to schedule a time for their session of camp, with packs not able to attend given the opportunity to signup thereafter.

Parking

The camp speed limit is 5 mph. Vehicle access to campsites is tightly controlled, so plan on parking in the parking lot on the right side of the camp access road prior to the camp entrance gate.

After arrival, no motor vehicles are to remain in the campsite unless there is cause, such as a person with a disability (handicap placard must be displayed on the vehicle). In this case, the camp administration will issue a permit that allows the vehicle to enter and remain in camp. The vehicle must **ONLY** be used to transport the person with a disability and cannot be used as a "taxi" to transport others around camp.

Arrival

Check in begins at the Welcome Center. There, you and the camp administration will verify the following items:

- Finalize Scout and leader counts and review all finances.
- The names of all Scouts and leaders in camp. Each one will be given a wrist band for identification purposes.
- Your campsite guide for the session.
- Following your pack check in, your campsite guide will take you to your campsite. Upon arrival, tent assignments should take place and all personal gear and pack equipment stowed. Pack equipment trailers can be unhitched and remain in the campsite for the duration of your stay at camp, but all other vehicles are to be removed from the campsite after unloading (except handicap vehicles as indicated above). Scouts should change into their bathing suits at this time, if needed. When this is completed, the remaining order of events are:
- Form as a pack wearing T-shirt, swimsuit, trail-appropriate footwear, and towel.
- Pack leaders will issue ID Wristbands to all campers and adult leaders remaining in camp for the session.
- Any person with prescription medicines should be reminded to have those in hand to take them to the Health Lodge.
- Your site guide will then begin an Orientation Tour of the main areas of camp by taking you to either the Dining Hall for your table assignment or to the Health Office for medical checks. Please make sure your Scouts have all their paperwork completed, including their immunization months and dates, parent and health provider signature, as well as the rest of the form filled out. These must be completed

before swim tests at Aquatics. As a reminder, youth or adults without a completed medical form cannot participate in Aquatics activities nor can they stay in camp more than 72 hours.

- The orientation tour will continue with your guide. During your stop at the Aquatics Area, swim checks will be undertaken unless this requirement has been previously met.
- Following the orientation tour, your pack will return to your campsite to settle in.
- From 5:15-5:45 is our non-denominational vesper service at Boyce Chapel.
- At 5:50 PM, campers will form in full Scout uniform by pack on the Parade Field in front of the Dining Hall.
- At 6:00 PM is flag lowering/retreat followed by dinner immediately after.
- Packs can begin to gather on the parade field at 7:00 PM to be escorted to the opening campfire at the Council Ring. The program will begin at 7:15 PM. [In the event of rain, the campfire will be in the Dining Hall. This will be announced.]

The Buddy System

Scouts should never travel alone in camp! It is every pack leader's responsibility to ensure that everyone in your

pack is always using the buddy system. This includes travel to and from latrines and showers.

Chapel/Vesper Service

An organized non-denominational vesper service is conducted on Sunday evening from 5:15 – 5:45 PM at Boyce Chapel. All program and business areas of camp are closed during this service. The chapel is also available for packs or individuals who wish to provide their own services during the session.



The Dining Hall

Camp Mountaineer will serve meals cafeteria style. Seating arrangements are assigned with your pack during check-in. Plan to have at least one staff member be a guest at each of your tables every meal. Pack leaders are responsible for the supervision of their tables to ensure order. You may need to share a table with another pack.

The Dining Hall Steward will run each meal and ensure that everyone has a quality dining experience.

Packs will be assigned cleanup

duties after each meal on a rotating basis. It is the responsibility of the pack to: (1) set the

table, (2) remove the dishes and (3) assist in cleaning the dining hall.

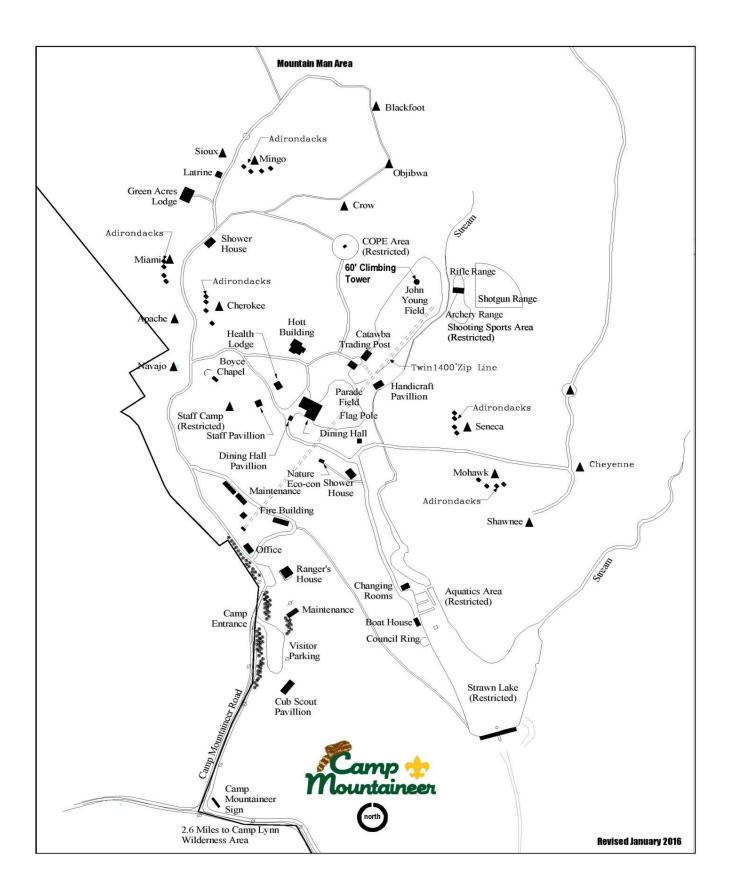
EVERYONE IS EXPECTED TO WASH THEIR HANDS BEFORE ARRIVING AT EACH MEAL

Special Dietary Requirements

If there are special dietary needs or requests, we will attempt to address them within reason. The Camp Director, can be contacted to discuss these prior to camp. Contact information can be found inside the front cover of this document. Due to food order deadlines, these requests need to be discussed at least two sessions in advance of the individual's arrival at camp.







Restroom and Shower Facilities

Separate facilities are marked for youth, adult, male, female, and staff. Packs are responsible for the cleanliness of the latrine serving their campsite during the session. To keep the shower houses clean and neat, packs are asked to clean up after themselves. Everyone needs to be respectful of the camp's facilities and play their part in being a good camper.

Camp Provided Equipment

Packs are responsible for tents and camp equipment issued to them during camp.

Quartermaster Supplies

Basic campsite tools and equipment are available in each campsite. Equipment must be in the same condition it was at the beginning of the session. Respecting the equipment means longer use and enjoyment for future Scouts. All equipment checked out of the Maintenance Building should be returned in good condition.

Tree Cutting & Damage to Shrubs

Live trees will not be cut in camp, unless permission is granted by the Camp Ranger. Restrictions and Scouting certifications also apply. No live shrub is to be cut or removed.

Garbage & Leave No Trace

Campsite trash should be bagged and brought to the dumpster located near the Dining Hall every night. This helps keep wildlife out of campsites. Garbage bag liners are used in all garbage receptacles at Camp Mountaineer. Should a garbage receptacle be soiled, please help by cleaning or contact the Summer Camp Ranger. Scouting encourages respect for the natural environment, and as such, depositing litter in the proper receptacle is expected of all Scouts. Scouts are encouraged to learn and practice "Leave No Trace" when camping.

Wildlife Encounters

There are many types of wildlife that call Camp Mountaineer their home. DO NOT disturb any of these animals, birds or reptiles in their natural habitat. Avoid keeping food items in tents or shelters. If you see an animal behaving strangely, this should be reported to camp management immediately.

Fuel Safety

While at camp, liquid fuels must be used with care and only by adults. All bulk containers of liquid fuels must be checked in and stored by the camp in the maintenance building. However; small quantities of fuel for cooking stoves may be kept at the campsite in appropriate fuel containers. No flames in tents are a standard camp policy. Only battery operated lights or glow sticks are allowed in tents. Lanterns and stoves must be accompanied by a fire extinguisher.

Tobacco

Tobacco use is prohibited at Camp Mountaineer. This includes smokeless tobacco and vapes of any kind.

Taps-Lights Out

To be considerate of other campers, observe the camp policy of being in your campsite by 8:30 p.m. and lights out by 9:00 p.m. All campers must remain at their assigned campsite until morning. Travel to and from showers and toilet facilities is permitted after dark, but not to other parts of camp such as camp buildings or camp program areas. Violators of this policy will be sent home.

Campsite Inspections

In an effort to help teach Scouts good camping habits, and to provide for the health and safety of camp, daily campsite inspections will occur. The pack with the highest overall average at the end of the session will be presented with special recognition at the closing campfire.

Lost & Found

Lost and found articles can be left at, or picked up from, the Welcome Center/Camp Office during normal program hours. At the end of the camping season, unclaimed items are left in the Camp Office. If they are not claimed by **August 15, 2019** they will no longer be available. The camp is not responsible for lost or stolen items.

Camp Phone Number & Policies

Campers may be contacted at camp ONLY IN AN EMERGENCY at 304-291-8512. When calling to leave a message for a camper, please be sure to include the pack number and campsite as part of the message. A pack leader must accompany all campers under the age of 18 in order to use the phone. As a courtesy, phone calls should be no more than 5 to 7 minutes.

Cell Phones

Cell phone service is very limited and should not be considered reliable while at camp. For your convenience, cell phone charging stations are provided in the Dining Hall (placement of your name on your charging device is recommended). While Scouts are not prevented from having phones, they should only be used at appropriate times and not distract from program participation. Pack Leaders may impose additional restrictions.

Please note that cell phones and cameras are not to be used in or around latrines or shower houses for the privacy of our campers in following Youth Protection guidelines. They are subject to confiscation upon violation.

Mail at Camp

Mail should be sent early to insure delivery. All letters received after a camper's session will be returned to sender. Outgoing mail should be given to the Camp Clerk in the Camp Office. Stamps and stationary are available for purchase at the Trading Post.

Camp Mountaineer, BSA Scout's Name Pack Number/Campsite 187 Camp Mountaineer Road Morgantown, WV 26508

Wireless Internet Service

Wireless internet service is available to adult leaders at several locations in camp. The Camp Clerk can provide a logon access code to adult leaders.

Emergency Procedures in Camp

The designated camp emergency signal is a siren. Prior to dinner on your first day at camp, we will demonstrate the sound of the siren that is used in case of a camp emergency.

The best defense against any emergency is preparedness. As an adult leader, be prepared by understanding camp policies and practices. The health and safety of everyone in camp is our primary concern. Each leader must know what to do in an emergency. Please become very familiar with the contents of this section.

In an emergency, please follow these steps:

- 1. Notify the nearest staff member immediately.
- 2. Do not make any premature decisions or give any instructions or information unless relayed to you by the Camp Director or designee.
- 3. Remain Calm. Set the proper frame of mind to avoid panic.
- 4. At camp, a "siren" emergency is only initiated or ended by the Camp Director or designee. Not all emergencies are camp-wide. Only the Camp Director can determine that.
- 5. Unless it is a life-threatening emergency, the Camp Director must be consulted before an ambulance may be called.

When reporting an emergency:

- 1. Take all steps to ensure that further injury or potentially dangerous situations have been dealt with.
- 2. Find the nearest staff member.
- 3. Give a very clear and calm report of who, what, where, when, how, etc.

WHEN THE ALARM SOUNDS

Daytime: 7:30 AM - 8:30 PM

Report to the Parade Field quickly and safely and assemble in formation by pack.

Nighttime: 8:30 PM - 7:30 AM

Report to your campsite and wait for a staff member to arrive for further instruction.

If any Scout or leader is not accounted for, their name and last known location must be noted and reported to the staff member in charge.

DO NOT ATTEMPT TO FIND A LOST INDIVIDUAL ON YOUR OWN!

Weather Threats, Including Heat and Humidity

Camp administration will monitor weather conditions and threats, and communicate this information to campers. In cases of high humidity and excessive heat, the camp program may be altered and soft-drink sales discontinued at the Trading Post in consideration for safety of the campers.

Blood Borne Pathogens

All packs are encouraged to take precautions when it comes to blood borne pathogens. When treating a wound, the first aid responder should wear non-latex gloves. All contaminated materials (gauze pads, clothing, etc.) should be set aside so the Camp Health Officer can properly dispose of them. Surfaces that have been contaminated (tables, cots, etc.) will need to be disinfected by the Health Officer. For more information and training in blood borne pathogens, please talk to the Health Officer when you arrive in camp.

Injuries at Camp & Poison Ivy

All injuries must be reported and logged with the Health Officer. In the case of serious injuries or illness, do not move the victim! If you are certified in First Aid, begin first aid and have someone contact the nearest staff member. Poison Ivy is an annual problem. Please make sure to work with your Scouts so they can identify poison ivy and know how to avoid it. If you would like, a member of the Nature Staff would be glad to work with your pack regarding this matter.

Health Lodge

The Health Lodge, our First Aid facility, is staffed 24 hours a day by certified medical personnel during the summer camp season.

Medication

All medication brought to camp by Scouts and Leaders must be collected and stored by the Health Officer. All medications must be brought to the Health Lodge. Administration of medication should be discussed with the Health Officer. Scouts and Leaders with life-threatening conditions must carry their medication on their person, including inhalers and bee sting kits (EpiPen Auto Injectors).



TRADING POST

We are so excited to unveil our brand-new trading post facility this summer! Camp Mountaineer operates a fully stocked trading post with snacks, sodas, slushies, souvenirs, comfort, and program items you may need during your session at camp. Camp Mountaineer T-shirts, hats, patches, toothpaste, camping gear, drinks, candy, and official uniform items are available to enhance your stay.

Hours of Operation:

After Breakfast until 11:30 AM After Lunch until 1:30 PM 3:30 PM to 5:40 PM After Dinner until 8:00 PM

VISITORS

We encourage parents and guardians to join us on Monday or Friday evening (depending on session) to allow campers to convey the excitement of camp and to attend our campfire program later in the evening. Remind visitors to bring a flashlight, as the program will end after dark, and a light jacket or sweater might also be considered. If you will have visitors join us for dinner, please have them make reservations through a designated adult leader in your pack by noon on Monday for session 1, and Friday for Session 2. The meal costs \$12 per adult and \$6 per youth under 10 years of age.

Visitor Parking

As you approach Camp Mountaineer, the parking lot is located about 100 yards to the right after passing the Camp Mountaineer entry sign. Please let your visitors know to park at this location and walk into camp.

Visitor Check-in Procedure

In keeping with the national policy of the Boy Scouts of America, all visitors to the camp must be identified. At Camp Mountaineer,



we require all visitors to register at the Welcome Center, just inside the gate, where ID wristbands will be issued. These must be worn by visitors at all times while in camp.

Camp terrain varies, so visitors should **wear comfortable, closed-toe shoes**. If in camp after sunset, **a flashlight is recommended**. **All visitors must depart camp by 9:00 PM**.

CAMP PROGRAM

While every bit of information in this Leader's Guide is important, this is where the magic happens. Camp Mountaineer prides itself on the high-quality program that we deliver to each and every Scout, parent, and adult leader. Our staff truly believe that we are the Best Scout Camp and that is reflected in our program. This leader's guide is simply an introduction to the phenomenal program we offer.

"Beneath the Sea"

Subject to change



Program for Camp Mountaineer this season offers an age-specific program track for rising Tigers (with adult partners) Wolves, Bears, Webelos, and Arrow of Light (formerly called Webelos II) Scouts. Scouts will be organized in groups by **age** and will go from program area to program area with Scouts from their home Pack and other Packs that are in the same age group. This means you will need to plan leadership appropriately for your packs dens for camp, not just for the pack. This is a change that we began last summer in efforts to best meet the guide to safe scouting, and the new Cub Scout program.

Scouts will visit six program areas Monday,

Tuesday and Wednesday, three in the morning and three in the afternoon. While different age groups will visit the same program areas, the activities they do in those areas may be different. For example, all Scouts will visit the Handicraft Area to complete a project. ***Projects are age appropriate***

Here is a list of the program areas (which will be renamed to match the theme), and some of the activities that will be offered there:

- Archery: Basic Bow and Arrow
- Rock Throwing Range
- BB Range: Basic BB Shooting
- Aquatics: Swimming, Boating, PFD relays and more
- Nature: Identify poisonous plants, identify birds, using a microscope, FISHING!
- Scoutcraft: knots, map and compass, fire building, Whittling Chip, Cooking
- Sports: Climbing, Human Foosball, ultimate Frisbee, kickball, Initiative games
- Handicraft: craft projects based on this year's theme
- Songs and Skits
- Various Camp Wide Activities

Each Pack's dens will be broken up into Adventure Dens. For example, your Packs wolf den will be joined with other wolf dens to go through each of the above activities.

* It is the Scout leader's duty to keep track of advancement during camp not the staff, we are hoping to focus more towards a fun setting and outlook on camp this summer

CAMPFIRES

We have two main campfires throughout the session at Camp Mountaineer: Opening and Family Night/Closing.

Opening – Our staff will delight you with songs, skits, stories, and cheers galore in the Council Fire Ring. We welcome you to Best Scout Camp with a campfire packed full of Scouting fun and camaraderie.

The Gray Areas

As there is the opportunity for Scouts to perform, we ask that every feature of a campfire program uphold Scouting's highest traditions. Leaders should ensure that the content of Scout led material be in "good taste." We ask that you take the time to find out more information about the lyrics for songs or plots for skits.

Scouting's program is designed to develop Scouts in character, citizenship, and fitness including mental, moral, spiritual, and physical fitness. Activities, meetings, camp programs, and campfires all contribute to Scouting's aims. Therefore, some items that may be acceptable other segments of society are not part of the Scouting program.

One of the important elements of Scouting is FUN. In our attempt to use humor and fun activities, we must continually remind ourselves that these amusing and entertaining programs are excellent opportunities to teach the values of Scouting, and must not detract from, nor contradict the philosophy expressed in the Scout Oath and Law. Although many leaders are able to determine the appropriateness of most program choices, there are certainly numerous songs, stories, skits, and stunts that force the leader to make decisions. To add to the complexity of the decision is that in many cases it is not so much what is done, but how it is done that makes the difference. The areas that fall between the inappropriate and the absolutely acceptable, we call the gray area.

Just because a skit, song, or story falls in one of the gray area categories does not, in itself, establish that it may not be done. At the same time, if an item is in the gray area, then a leader must exercise his judgment concerning not only the subject matter, but also the performers and their sensitivity to the values and ideals of Scouting. The final decision must be the impact the item has on developing character, fitness, and citizenship or setting the wrong example of what Scouting is all about.

The following "Gray Areas" should alert leaders to exercise their best judgment:

1. <u>Underwear</u>

- **a.** Concerns: Nudity, natural modesty of Scouts, mental fitness, and cleanliness.
- b. Judgment Note: The J. C. Penney Skit can be done in Swimsuits as an example.
- 2. Water
 - a. Concerns: Victims (self-worth and self-esteem)
 - b. Victims Persons may be hurt physically and emotionally. Equipment/clothing damaged.
- 3. <u>Bodily Functions</u> Skits, etc., portraying urination, sexual acts, or defecation do not contribute to developing Scouting's ideals and values.

4. Toilet Paper

- a. Concerns: Bodily Functions (see above) and toilet humor. DON'T DO IT!
- b. Judgment Note: "The Viper is Coming" can have a person with Paper Towels and Windex to clean someone else's eyeglasses or windows.

5. Inside Jokes

- a. Concerns: Only the participants or those in the "KNOW" can appreciate the humor, etc. Don't bore, or even worse, ignore the rest of us in the audience.
- b. Judgment Note: Staff Banquets, and Last Wills, and Testaments, are great uses of inside jokes and most, if not all, of the participants are "in". But, NOT as part of the camp program.

6. <u>Alcohol/Drunkenness</u>

- a. Concerns: BSA's Unacceptable Items Alcohol is the most abused drug especially within the age group Scouting is trying to serve.
- 7. **Drunkenness** Making fun of people. Concerns: Courtesy, self-esteem and self-worth.

8. Cross Gender Impersonation

- a. Concerns: Bodily Functions and excessive inappropriate exaggeration of body parts and Embarrassments may become a form of sexual harassment.
- b. Note: Can be great fun. Area that most probably fits into the "not what is done, but how it's done" category.

This section on the Gray Areas has been prepared with the sincere desire for wholesome fun, recreation, and enjoyment for all at Scouting activities, - especially campfires. Hopefully, you the leader, will find these guidelines helpful as you thoughtfully approve these activities, guide Scouts in making the right decisions, and personally set the example for Scouting at its best.

When in doubt, ask the Scouts whether they think the skit or song upholds Scouting's values. Chances are they'll realize it's not in good taste and come up with something else. **If in doubt, contact the Camp Director.**



SESSIONLY SCHEDULE

Subject to Change, Mock Schedule

Day 1 Schedule

1:00 – 2:30 PM	Check-in at the Welcome Center.
Following check-in- 5:00 PM	Drop off gear in campsite, Camp Orientation, Dining Hall for table
	assignment, Health Lodge for medical checks, Aquatics for swim checks
5:15– 5:45 PM	Vespers Service at Boyce Chapel
5:50 PM	Assemble on Parade Field
6:00 PM	Evening Flag Ceremony at the Parade Field
6:10 PM	Dinner
7:00 PM	Assemble on Parade Field to be escorted to Council Ring
7:15 PM	Opening Campfire
8:30 PM	Return to Campsite
9:00 PM	Taps

Morning and Evening Flag Ceremonies

Flag raising will take place prior to breakfast at 8:00 AM and flag lowering (retreat) before dinner at 6:00 PM. Time is allotted before dinner to give packs the opportunity to do a ceremony in their own campsite, if desired.

Leader's Meetings

After breakfast, there will be a leaders' meeting at the Dining Hall Pavilion. One leader from each pack should attend, as important information and updates will be distributed at this meeting.

Day 2 Schedule

Time	Den 1	Den 2	Den 3	Den 4	Den 5	Den 6	
7:45 AM	Flag Raising at Parade Field						
8:00 AM	Breakfast at Dining Hall						
9:00 AM	Waterfront	COPE	Sports and Games	Scoutcraft	Shooting Sports	Nature / Ecology	
10:00 AM	Nature / Ecology	Waterfront	COPE	Sports and Games	Scoutcraft	Shooting Sports	
11:00 AM	Shooting Sports	Nature / Ecology	Waterfront	СОРЕ	Sports and Games	Scoutcraft	
NOON	Lunch at Dining Hall						
12:45 PM			Rest Period	in Campsite			
2:00 PM	Scoutcraft	Shooting Sports	Nature / Ecology	Waterfront	COPE	Sports and Games	
3:00 PM	Sports and Games	Scoutcraft	Shooting Sports	Nature / Ecology	Waterfront	COPE	
4:00 PM	COPE	Sports and Games	Scoutcraft	Shooting Sports	Nature / Ecology	Waterfront	
5:00 PM			Camp Site Time	/Prep for Dinner			
6:00 PM	Evening Flag Ceremony at Parade Field						
6:10 PM	Dinner at Dining Hall						
7:00 PM	Evening Program						
8:30 PM	Return to Campsite						
9:00 PM	Taps						

Daily Notes:

Day 3 Schedule

Time	Den 1	Den 2	Den 3	Den 4	Den 5	Den 6	
7:45 AM	Flag Raising at Parade Field						
8:00 AM	Breakfast at Dining Hall						
9:00 AM	STEM Midway	STEM Midway	STEM Midway	STEM Midway	STEM Midway	STEM Midway	
10:00 AM	STEM Midway	STEM Midway	STEM Midway	STEM Midway	STEM Midway	STEM Midway	
11:00 AM	STEM Midway	STEM Midway	STEM Midway	STEM Midway	STEM Midway	STEM Midway	
NOON	Lunch at Dining Hall						
12:45 PM	Campsite Cleanup / Packing						
2:00 PM	Checkout (Refer to individual packet for checkout times)						
5:00 PM	All packs out of camp						

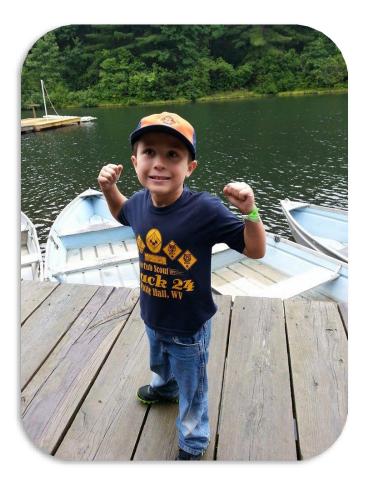
Daily Notes:

EARLY CHECKOUT FROMCAMP

While we discourage leaving early (you will miss out on the STEM Midway), please let us know if anyone in your Pack plans to leave camp before the scheduled checkout. This will allow us to have their medical form and camp patch ready for them when they depart.

BEFORE YOU LEAVECAMP

- Inform your campsite guide, or other designee, of your unit's departure time so they can check you out of your campsite.
- Breakfast is at 8 am on the final day. The dining hall is cleared and scrubbed immediately after, so if you choose to sleep in, we will miss you at breakfast.
- At breakfast on the final day, give your completed *Evaluation of Camp Forms* to the Health Officer in exchange for your pack's Annual Health and Medical Forms and medications. You will also receive your camp patches for those in your unit who attended for the full session.
- Make sure your unit has returned all tools and equipment borrowed from camp.
- Make plans to attend Camp Mountaineer next year and tell others about the fun and great experiences you had at camp!!!



CAMP CHECKLIST

PRE-CAMP

- Distribute BSA Annual Health Forms A-B (Part C recommended)
- □ Inform families that you will be attending camp
- □ Encourage parents to sign the photo release on the health form
- □ Arrange for two adult leaders to be in camp at all times
- □ Arrange for adequate transportation of Scouts, adults, and gear to and from camp
- □ Pay camp registration fees. Early bird fee deadline: 6/3/19
- □ Collect completed BSA Health Forms and make copies to be submitted to camp
- Collect any completed and signed Early Release Forms
- □ Complete Unit Roster
- □ Have copies of all camp related receipts and forms organized for arrival at camp
- □ Pre-camp swim check forms

CHECK-IN

- □ Arrive at camp as a unit to begin check-in at your unit's time of _____
 - The camp staff is not able to handle early arrivals
- □ Check-in with camp commissioner and meet your campsite guide
- □ Check-in at the camp Welcome Center and be prepared with the following items:
 - O Final Scout and leader counts
 - O Updated copy of pack roster
 - O All camper and adult leader forms
 - O Payment for outstanding balance
- □ Follow your site guide to your campsite to drop off pack materials and personal gear
- □ Complete site check-in inspection form before anyone moves into tents
- □ Have all scouts and leaders change into their swim suits
- Go to the Health Lodge for medical review
 O Have your med forms and prescription medications ready
- □ Report to the Dining Hall for table assignments and orientation
- □ Report to Aquatics and have all Scouts and leaders take the swim test, if needed

BEFORE YOU LEAVE

- $\hfill\square$ Pack all pack gear and be prepared to leave
- □ Attend the Visitors Night / Closing Campfire
- □ Meet with your site guide and check your pack out of your site
- Clean latrines, picnic tables, and police for trash in your site
- Return all camp tools and items
- □ Submit pack evaluations to the Health Lodge and pick up your patches, BSA Health Forms and medications