



BOY SCOUTS OF AMERICA®
MOUNTAINEER AREA COUNCIL



SCOUTS | BSA

RESIDENT CAMP LEADER'S GUIDE


Camp Mountaineer

Prepared. For Life.™

Version 2.2 Revised May 4, 2019



CONTACT INFORMATION



Camp Mountaineer

187 Camp Mountaineer Rd
Morgantown, WV 26508
Summer Phone: 304-291-8512

Mountaineer Area Council, BSA

1831 Speedway Ave
Fairmont, WV 26554
Office: 304-366-3940
Fax: 304-366-3944

www.macbsa.org

Alex Stout

District Executive / Summer Camp Director
alex.stout@scouting.org

Mark Etchison

Summer Program Director
etchisonmark87@gmail.com

Scott Hanson

Scout Executive
scott.hanson@scouting.org



Important Dates

Scouts BSA Resident Camp

Session I – June 23 – 29
Session II – June 30 - July 6
Session III – July 7 – 13
Session IV – July 14 – 20

Early Bird Registration Due

April 15

Merit Badge Registration

April 15

Camp Fees

Early Reservation Deposit

\$200
\$10/Scout (after Jan 31)

Scouts BSA Camp Fee

\$340

Early Bird Fee

\$300

Additional Week of Camp

\$210

Leader Fee

\$100 per wk or \$25 per day
1 free for every 10 Scouts

Visitor Meals

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

What's New in this version?

Version 2.1 5/4/19

Revised typos
Clarifications on Aquataics, Handicraft, and Mountain Man Programs

Version 2.2 5/5/19

Formatting errors

Version 2.3 7/7/19

Correction to required adult leadership to comply with BSA standards

Welcome to Camp Mountaineer

Greetings Scoutmaster!

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

This Scouts BSA Resident Camp Leaders' Guide will assist you in making your week memorable and productive. It is your reference for procedures related to Summer Camp Operations and Program information.

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
2019 Camp Director

Mark Etchison
2019 Program Director

Scott Hanson
Scout Executive / CEO

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 Google Maps or a vehicle GPS Unit:

187 Camp Mountaineer Road
Morgantown, WV

Geographic Coordinates (Entry Gate):

Latitude: N39° 31.389'
Longitude: W79° 53.911'

CAMP MOUNTAINEER IN 2019

Our program initiatives in 2019 will be on providing **advancement** opportunity, offering outdoor oriented recreational activities for **FUN**, and challenging opportunities for older Scouts. For those new to the Scouts BSA program, we will continue with our popular Mountain Man program to support advancement to the rank of First Class Scout. For older Scouts, our Zipline, Climbing, and High Course section offers a challenging experience along with our excellent Shooting Sports Facilities.

We feel that training should not be limited to just the Scouts in camp, so **Adult Leader Training** will be offered throughout the week to provide leaders the opportunity to become certified in many aspects of outdoor program through training programs that will include Climb on Safely, Safety Afloat, Safe Swim Defense, and Leave No Trace. Also, our Camp Commissioners will be available to design and conduct specific training needs that meet the requirements of adult leaders attending camp.

The **Mountain Man** program will address instruction in outdoor-related requirements from the rank of Scout; Tenderfoot; through Second Class; to First Class Scout. All Scouts participating in this program will be awarded a special Mountain Man patch at the end of the week.

Merit Badge sessions will be taking place throughout the week. Emphasis is placed on outdoor or resource-oriented merit badges that are traditionally offered in a Scout camp.

We know that unit leaders appreciate the **wireless internet service** at select locations in camp. You can bring your laptop and catch up on what is happening with business and family.

It is going to be another great summer at Camp Mountaineer—so be a part of it.



REGISTRATION INFORMATION

Summer Camp Deposit

Reservations for the 2019 season require a \$200 troop deposit, or \$10 per Scout after January 31. Payments can be made online at macbsa.org, and deposit must be received and receipted to hold a reservation. If a reservation for a campsite is made without a deposit, it will be held tentatively for two weeks. After such time with no deposit made, the unit will be notified and removed from the campsite they have requested. Since campsite deposits are applied to each year's camp fees, a new deposit is required to make a reservation every year.

*****Reservations for 2020 can be made prior to your departure in 2019*****

Summer Camp Fees & Payment Schedule

The 2019 Scouts BSA Camp fees are **\$340**. The Early Bird Fee of **\$300** is available to units who have all their camp fees turned into the Council Service Center by **April 15, 2019**.

Leader Fees

Each unit receives one free leader for every ten Scouts. Additional leaders are \$100 per adult per week. If a leader is not attending for the entire week of camp, but sharing leadership on a day-to-day basis, each will be charged \$25 per 24-hour period. If a unit has a parent or leader visiting camp for less than 24 hours, they can pay for their meals at the camp Trading Post.

Provisional Camping – Scouts not attending camp with a unit

Scouts can attend Camp Mountaineer even if their unit will not be in camp or cannot attend with their own adult leadership. Provisional campers function as a troop under the direction of a Provisional Scoutmaster. If provisional campers are too low to form their own troop, Scouts will be paired with another troop in camp for the week.

Often, Scouts may choose to come back for a second week after their troop has already attended camp. Any Scout may attend a second week of Scouts BSA Resident Camp for the reduced additional week fee of \$210 (no other discounts apply). Those desiring to participate should register and pay their fees individually through the Council website, macbsa.org.

Provisional camping is an exciting experience for Scouts and we highly encourage any Scout interested to register for a first, second, or even third week.

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.

Refund Policy

To minimize the need for refunds, camp fee transfers are highly recommended and encouraged from within the unit. Each unit 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 unit checks in at camp. Since most of the camp fees are spent prior to the unit'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 Unit, Scout and/or Scouter reservations made before May 15. After, a \$75 administration fee will apply until June 1. After June 1, refund requests will not be granted without cause.

Campsite Maximum Capacities

Hillside/Upper

Apache*	36
Blackfoot*	30
Cherokee**	48
Crow*	30
Mingo**	50
Miami**	20
Ojibwa*	80
Sioux*	32

Lakeside/Lower

Shawnee*	20
Mohawk**	40
Seneca**	30

* Campsites with a pavilion

** Campsites with Adirondack shelters and pavilion

Campsite Assignments

As an accredited Resident Camp of the Boy Scouts of America, we are responsible for providing the opportunity for as many Scouts as possible to go to camp. This means that there are times that we must place two (or more) units into one campsite to utilize space and leadership. This serves the interests of all Scouts and allows for more campers to experience summer camp.

Units that do not fill at least 80 percent of the rated campsite capacity may have another unit assigned to share their campsite. Your cooperation and understanding are greatly appreciated. Units can make specific campsite requests, but final placement is at the discretion of camp management. All questions regarding summer camp procedures & policies should be directed to the Mountaineer Area Council Service Center at 304-366-3940.

Required Unit Leadership

Units must always maintain the minimum two-deep leadership. Each unit must have at least two registered leaders over age 21. The BSA requires that all registered leaders coming to camp successfully complete Youth Protection Training before attending. Any additional adults staying in camp more than 72 hours (does not need to be consecutive), must be registered in the BSA. 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.

PREPARING FOR CAMP

Pre-Camp Leaders Meeting – May 6, 2019

Scouts BSA adult leaders and Troop Senior Patrol Leaders attending camp in 2019 are encouraged to attend this meeting at Camp Mountaineer. This is your opportunity to meet with key camp staff members who will assist you in planning a fun, safe, and productive week at camp. Leaders that attend will also be able to schedule their unit's Sunday arrival time to avoid long lines at check-in. Come learn what's new at Camp Mountaineer in 2019! We are honored you chose us for the ultimate summer camp experience.

Merit Badge Prerequisites

Some merit badges offered at camp require advance preparation. Scouts should bring materials for completed requirements or partial cards to camp. Merit Badge Counselors will collect any completed written work during their first merit badge class. A Scout should come to camp knowing what merit badges he plans to take, what the requirements are,

and which requirements should be completed prior to camp. For your convenience, we have included a page of **Merit Badge Prerequisite Scoutmaster Signature Chits** at the end of this guide. Please complete these as needed to indicate that a Scout has completed prerequisites for a merit badge prior to camp.

Merit Badge and Program Registration

We offer online Merit Badge pre-registration for selection of Merit Badges for your Scouts at Camp Mountaineer. Your Troop's primary summer camp leader will receive an email with your Troop's necessary materials to preregister at the beginning of April, and the registration will go live in May. Merit badge and program registration will utilize the same BlackPug system used for camp registration and all other Mountaineer Area Council events. We recommend that each youth review the Merit Badges being offered and set up their preferred schedule.

Some badges may have a limit on the number allotted per timeslot, so a wait list option may be available if your Scout is determined to try to get into a specific badge at a specific timeslot. If you have any questions or are having issues with the site, please contact the Camp Director.

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, B and C completed and 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:

https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

Unit 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 unit 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

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 unit 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 always carry medication for life-threatening conditions on their person, 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.

2. Release of Camper Forms (MAC-SC-1005)

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 his session. This should be completed prior to expected pickup date and turned in by your Unit 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 week unless this form is completed. This is an essential part of the Youth Protection policy of the Boy Scouts of America.

3. Pre-Camp Swim Checks

Check-in is greatly expedited if you have an appropriate swim classification check done before you arrive at camp. Every swim check that is completed before camp speeds up the check-in process, even if the entire troop is not pre-checked. We require a written statement identifying full name of each approved **Beginner** and **Swimmer**, and date and location of the swim check. The check must be done by an Aquatic Instructor BSA, BSA Lifeguard Councilor, BSA Lifeguard, Red Cross Lifeguard or Water Safety Instructor and include a clear copy of that person's credentials, with his/her signature. Also, the signature of an adult troop leader must appear on the document. For your convenience, the ***Pre-Camp Swim Check Form*** is available online at macbsa.org.

4. 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>

5. Order of the Arrow Elections

Order of the Arrow elections must take place at your troop meeting at least one month prior to camp. If you are not a Mountaineer Area Council unit but would like to participate in the call-out while you are at Camp Mountaineer, you need a letter from your local council Lodge Adviser granting the Menawngihella Lodge permission.

PACKING FOR CAMP

Unit Equipment to Bring to Camp

- ☐ American Flag, State Flag, Troop Flag, Patrol Flags
- ☐ Dining Fly
- ☐ Water Coolers (the camp does not provide water coolers for units).
- ☐ 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 unit food in camp refrigeration units).
- ☐ Trail tents for use by Scouts participating in the Mountain Man program.

Prohibited Items

Unit 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 (Camp Mountaineer is a tobacco-free property: Designated smoking area at the parking lot at the entrance to camp)

Dress Code

The Scout uniform is a very important part of the Scouts BSA program. All Scouts are encouraged to bring at least one complete BSA Field Uniform (Class A) 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.

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. Scouts and adult leaders should be in dry clothes except while participating in aquatic activities. Swimwear is also not appropriate for wear with the BSA Field Uniform, and for health reasons, should not be worn for extended periods of time throughout the day.

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.

Shirts or other clothing with explicit material, profane language, political statements or age inappropriate activities (alcohol, tobacco etc...) are not permitted at Camp.

All camp attendees must wear a comfortable close-toed shoe. Flip-flops are not proper footwear while at camp except in the shower houses and at the waterfront. NO EXCEPTIONS.

Personal Clothing & Equipment for Campers

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

CLOTHING <ul style="list-style-type: none"> <input type="checkbox"/> Complete Scout Uniform <ul style="list-style-type: none"> • Field Uniform (Class A) • Activity Uniform (Class B) • Scout Shorts • Scout Socks • Scout Belt • OA Sash (if applicable) <input type="checkbox"/> T-Shirts <input type="checkbox"/> Shorts <input type="checkbox"/> Long pants <input type="checkbox"/> Extra socks and Underwear <input type="checkbox"/> Sturdy hiking boots <input type="checkbox"/> Comfortable walking / athletic shoes (close-toed) <input type="checkbox"/> Sweatshirt / Jacket <input type="checkbox"/> Rain jacket / water-resistant poncho <input type="checkbox"/> Hat <input type="checkbox"/> Swimsuit <input type="checkbox"/> Shower shoes/Waterfront shoes 	BEDDING <ul style="list-style-type: none"> <input type="checkbox"/> Sleeping Bag <input type="checkbox"/> Blankets <input type="checkbox"/> Pillow <input type="checkbox"/> Cot (or use a camp-provided one) 	PERSONAL ITEMS <ul style="list-style-type: none"> <input type="checkbox"/> Completed BSA Medical Form – Parts A, B and C <input type="checkbox"/> Footlocker or Pack <input type="checkbox"/> Flashlight <input type="checkbox"/> Extra Batteries <input type="checkbox"/> Water Bottle <input type="checkbox"/> Sunscreen <input type="checkbox"/> Insect Repellent <input type="checkbox"/> Toiletries <input type="checkbox"/> Shampoo <input type="checkbox"/> Soap <input type="checkbox"/> Towel/Washcloth <input type="checkbox"/> Toothbrush <input type="checkbox"/> Toothpaste <input type="checkbox"/> Comb/Brush <input type="checkbox"/> Medication <i>in original container</i> <input type="checkbox"/> Personal First Aid Kit <input type="checkbox"/> Merit Badge Prerequisites <input type="checkbox"/> Pocketknife <input type="checkbox"/> Spending Money (\$50 to \$100 per camper) <input type="checkbox"/> Money for Handicraft and Shooting Sports Merit Badges <input type="checkbox"/> Notebook <input type="checkbox"/> Writing Utensils <input type="checkbox"/> Scout Handbook
ELECTRONIC DEVICES We ask that Scouts only use electronics at appropriate times when at camp. While Camp Mountaineer does not discourage their use, please ensure that you are fully participating in the program!	MOUNTAIN MAN PROGRAM <ul style="list-style-type: none"> <input type="checkbox"/> Extra Backpack <input type="checkbox"/> Tent for overnight outpost <input type="checkbox"/> Ground Pad <input type="checkbox"/> Sleeping Bag <input type="checkbox"/> Change of Clothes <input type="checkbox"/> Poncho <input type="checkbox"/> Flashlight <input type="checkbox"/> Jacket/Sweatshirt <input type="checkbox"/> Mess Kit <input type="checkbox"/> Insect Repellent <p>***Tents will not be provided***</p>	ITEMS TO LEAVE AT HOME Candles, Radios, Valuable Items, Fireworks, Aerosol Cans, Firearms, Ammunition, Bows, Sheath Knives (or any blade longer than the palm of your hand), Military Clothing, Bicycles, Pets, Open-toed Shoes, Lighters
	OPTIONAL ITEMS <ul style="list-style-type: none"> <input type="checkbox"/> Fishing Gear <input type="checkbox"/> Extra Backpack if planning to work on hiking or outpost camping <input type="checkbox"/> Alarm Clock <input type="checkbox"/> Camera <input type="checkbox"/> Compass <input type="checkbox"/> Religious Literature <input type="checkbox"/> Musical Instrument <input type="checkbox"/> Mosquito Netting <input type="checkbox"/> Clothesline <input type="checkbox"/> Hangers (Must be Plastic) 	

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 Sunday at **1:00 PM** for Scouts BSA Summer Camp. Units will not be checked in early! Units will be given the opportunity to schedule their own check-in time. However, these times are subject to change depending on size of the unit and swim check requirement.

Parking / Vehicles in Camp

Upon , each unit will be allowed ONE vehicle at a time to transport gear to your campsites. This vehicle will be given a parking pass upon check-in. Please be aware that space is tight, and this restriction is in place for the safety of our campers and staff. **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. A troop trailer can be left in the campsite at the discretion of the Camp Director and Ranger. Please note that motor vehicles are not allowed beyond the pavilions within the campsites. Please help us keep our campsites clean by placing vehicles where the Ranger will allow them.



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 week.
- Information about the Leader’s Meeting.

Following your unit check in, your campsite guide will take you to your campsite. Upon arrival, tent assignments should take place and all personal gear and troop equipment stowed. Unit 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 unit wearing T-shirt, swimsuit, trail-appropriate footwear, and towel.
- Unit leaders will issue ID Wristbands to all campers and adult leaders remaining in camp for the week.
- Any person with prescription medicines should be reminded to have those with him/her, to take them to the Health Lodge.

- The 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 of their paperwork completed, including their immunization months and dates, parent and health provider signature, as well as the rest of the form completely filled out. These have to be completed before swim tests at Aquatics. As a reminder, youth or adults cannot participate in Aquatics activities nor can they stay in camp more than 72 hours without a completed medical form.
- 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, you will return to your campsite where a Troop Meeting will be conducted by your site guide. There will then be time to finish setting up the campsite.
- At 5:45 PM, campers will form in full Scout uniform by unit on the Parade Field in front of the Dining Hall for flag lowering/retreat.
- For the 7:30 PM Leader's Meeting, at least one adult leader from each campsite is asked to attend the meeting at the Hott Building (close to the Dining Hall). At this meeting, key staff personnel (Camp Director, Program Director, Camp Ranger, Commissioners, and Health Officer) will provide important information to ensure a safe and fun summer camp experience.
- Units are to be at the council ring at 8:00 PM for the opening campfire program.

Swim Checks

All Scouts and unit leaders are expected to take the BSA swim test upon arrival at camp or pre-camp swim test paperwork. It is very important that everyone take this test in order for the aquatics staff to be aware of each camper's swimming ability. Furthermore, Scouts **MUST EARN THE SWIMMER RANK** in order to take any Aquatics merit badge. Any Scout that does not complete the swim test is highly encouraged to sign up for Instructional Swim.

The Buddy System

Scouts should never travel alone in camp! It is every unit leader's responsibility to ensure that everyone in your unit is using the buddy system at all times. This includes travel to and from latrines and showers.

Chapel/Vesper Service



An organized non-denominational vesper service is conducted on Sunday evening following dinner at Boyce Chapel. All program and business areas of camp are closed during this service. Attendance is required for those looking to earn the unit Baden Powell Award. The chapel is also available for units, patrols, or individuals who wish to provide their own services during the week.

The Dining Hall

Camp Mountaineer will serve breakfast, lunch, and dinner cafeteria style. The “waiter system” is used in preparation of each meal and to clean up after the meal (all meals). Seating arrangements are assigned with your unit during check-in. Plan to have at least one staff member be a guest at each of your tables every meal. Unit leaders are responsible for the supervision of their tables to ensure the host/waiter system is being correctly used. You may need to share a table with another unit in order to prevent food waste. The Dining Hall Steward will run each meal and ensure that everyone has a quality dining experience.



Waiters will be selected for each meal by the unit.

On a rotating basis, one or two Scouts from each table will serve as the waiter at each meal. To minimize meal delays, an experienced camper should be waiter during the first few days of camp. It is the responsibility of the waiter to: (1) set the table, (2) wait on the table during the meal, (3) remove the dishes and (4) assist in cleaning the dining hall. Waiters will report to the Dining Hall 15 minutes before each meal. Waiters will be dismissed only by the Dining Hall Steward.

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 @ alex.stout@scouting.org to discuss these prior to camp. Due to food order deadlines, these requests need to be discussed ASAP.

Restroom and Shower Facilities

The Camp Mountaineer shower houses are newly renovated for summer 2019, and we are excited to unveil these facilities for our campers this year. Separate facilities are marked for youth, adult, male, female, and staff. Units are responsible for the cleanliness of the

latrine serving their campsite during the week. In order to keep the shower houses clean and neat, units will be scheduled to clean these facilities daily. These are also requirements for the unit Baden Powell Award.

Camp Provided Equipment

Units 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 week. Respecting the equipment means longer use and enjoyment for future Scouts. Please ask the Camp Commissioner or Camp Clerk for assistance in obtaining additional tools for service projects. 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

Use of any tobacco product is prohibited in all camp buildings and tents. Leaders may only use tobacco within the designated smoking area.

Taps-Lights Out

To be considerate of other campers, observe the camp policy of being in your campsite by 9:30 p.m. and lights out by 10:00 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.

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 **July 28th, 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 unit number and campsite as part of the message. A unit 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. Unit 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

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

Mail should be sent early to ensure delivery. All letters received after a camper's week 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.

Wireless Internet Service

Wireless internet service is available to adult leaders at several locations in camp. Login access code will be given to adult leaders upon arrival at camp.

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 THE ALARM SOUNDS

Daytime: 7:30 AM – 8:30 PM

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

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 units 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 unit 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

Our brand-new trading post will open this summer, featuring lots of new products, including our new slushie brand, Arctic Chill! Camp Mountaineer operates a fully stocked trading post with snacks, souvenirs, comfort, and program items you may need during your week at camp. Camp Mountaineer T-shirts, hats, patches, toothpaste, camping gear, drinks, candy, handicraft kits, ammunition chits, merit badge pamphlets and official uniform items are available to enhance your stay. Hours of Operation will be available at camp check-in.



Rifle and Shotgun Ammunition

All Scouts attending Camp Mountaineer will receive ten rounds of ammunition for the rifle range, and five rounds for the shotgun range. After that, they will be required to purchase an ammunition chit at the trading post, which they exchange at the Shooting Sports area for ammunition. Price is: \$2.00 for a block of 10 rounds of .22 caliber rifle ammunition, and \$2.50 for five rounds of shotgun ammunition.

For merit badges, the fees are listed below. These fees will be charged to your Scout's registrations, and can be paid at the end of camp, in the trading post, or online prior to camp.

- Rifle Merit Badge: \$25.00
- Shotgun Merit Badge: \$35.00

* If a Scout decides on the first day that the merit badge is not for them, the program fees will be refunded in full.

** If a Scout decides to enter a class after arrival at camp, the fees will be assessed on your Troop's registration, just as signups prior to camp, and can be paid in the same way.

Handicraft Merit Badge Materials

All Scouts choosing to pursue merit badges in the Handicraft area should be aware of the following program fees to support the supplies needed for the following merit badges. These fees will be assessed on your camp registration under each individual Scout, and can be paid at the end of camp, in the trading post, or online prior to camp. Leatherwork, basketry, and art supplies will also be available in the Trading Post for anyone wishing to participate in the open handicraft times or those wishing to finish partials from previous years. Art - Need sketchbook or notebook. Can bring your own or purchase in Trading Post.

- Sculpture Merit Badge - \$10.00
- Leatherwork: \$13.00
- Indian lore Merit Badge - \$13.00

* If a Scout decides on the first day that the merit badge is not for them, the program fees will be refunded in full.

** If a Scout decides to enter a class after arrival at camp, the fees will be assessed on your Troop's registration, just as signups prior to camp, and can be paid in the same way.



Camp-wide 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.

Check the Mountaineer Area Council website, www.macbsa.org, and our Facebook page to stay up to date with the newest additions and developments to our camp.

Things to Keep in Mind

- The camp program is limited only by a unit's participation
- Planning before arrival helps a unit get the most of their experience
- The staff can only help when we know what you need. Please ask about extra programming. We are always willing to do whatever possible to help you meet the needs of your troop, patrols, and individual Scouts.
- Summer camp is a great place for Scouts to fully lead their program. Encourage your SPL and Patrol Leaders to take charge of program planning.

Campfires

We have three ceremonies during the week. Opening night, Family/Call-Out Campfire, and closing ceremony.

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 comradery.

Family – On Wednesday night, our Campfire and Ceremony will take place at the Council Ring. This campfire is comprised of both Staff and Scout songs, skits, and cheers. The staff love to see Scout material, so bring your A game and show us what you got!

Closing – On Friday night, our camp staff will prepare an awards ceremony and a closing vespers. Like the other campfires, this is a time of fun and comradery, but it will also be a time of reflection on a successful and challenging week. This is your chance to thank and say “good night, but not goodbye” to your fellow Scouts, Scouters, and camp staff.

As there are several opportunities 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.” Take the time to find out more information about the lyrics for songs or plots for skits. When in doubt, ask the patrol 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 Program Director.

Morning and Evening Flag Ceremonies

Flag raising will take place prior to breakfast at 8:00 AM and flag lowering (retreat) before dinner at 5:45 PM. Time is allotted before dinner to give units the opportunity to do a ceremony in their own campsite, if desired. Each unit is encouraged to volunteer to do the flag raising or lowering at least once during the week. Signup boards are located in the Dining Hall.

Adult Leader / Senior Patrol Leader Meetings

The first full day of camp, after breakfast, there will be a leaders' meeting at the Dining Hall Pavilion. One leader from each unit should attend, as important information and updates will be distributed at this meeting. More leaders meetings may

be announced during camp. Similarly, Senior Patrol Leader's Meetings will also be announced throughout the week. We expect youth leadership from every troop to attend these meetings, as important information will be distributed.

Merit Badges

Scouts will have many opportunities to earn merit badges throughout the week. There are five hours each day dedicated to merit badge instruction and different areas may be able to accommodate extra merit badge work during open sessions/areas.

Please refer to our merit badge descriptions and suggestions when having your Scouts select their merit badges for the week. Many badges are well suited for first or second year campers who are still new to the Scouting program. Other badges tailor themselves to older Scouts who may have many Eagle required badges and are looking for a challenge. Please follow these suggestions as much as possible to ensure that all Scouts are in badges that match their ability level.

Some badges may have requirements that simply cannot be done at camp and that's ok! These requirements can be completed prior to arriving at camp and given to the pertinent merit badge instructor or they can be completed after the Scout returns home.

Camp Mountaineer uses blue cards to track Scout requirement completion. Our online tracking system will print blue cards and advancement reports for each of your Scouts' merit badges. You will be provided with a link to download the blue cards, or they can be printed by request by the camp staff. **This also means that no blue cards will be required ahead of time!** We hope this will save our Scoutmasters' valuable time prior to and during camp.

Scoutmasters will be provided with a tracking QR code for each Scout, where leaders can track a Scout's advancement and attendance day-to-day during camp on their smartphones. We hope this will allow Scoutmasters to solve potential issues with attendance or behavior in real-time, and help Scoutmasters see what their Scouts are accomplishing each day.

Pre-Registration and Waitlists

Your unit will be sent information regarding online merit badge signups in March with the registration going live after the early bird deadline of April 15.

Note: A Scout's merit badge registration will only be available after they are paid in full and will not go live until after the early bird date of April 15. Please make sure your Scouts are paid in full prior to attempting to register for merit badges.

Some badges have class limits due to space, time or equipment restrictions. Waitlists will be generated for each of these classes, but Scouts should be prepared with other class choices should too many Scouts sign up for a specific badge. Class spaces for these classes are filled on a first-come, first-served basis.

The merit badge schedule will be posted separately online.

Merit Badge Prerequisites

PREREQUISITES AND ITEMS TO BE COMPLETED OUTSIDE OF CAMP. PLEASE REFER TO A LATER VERSION OF THIS GUIDE FOR UPDATED PREREQUISITE REQUIREMENTS. AVAILABLE ON MACBSA.ORG. A FINAL COPY OF THIS GUIDE WILL BE EMAILED TO YOUR PRIMARY REGISTRATION CONTACT. Prerequisites will also show on the online registration site.

For your convenience, we have included a page of ***Merit Badge Prerequisite Scoutmaster Signature Chits*** at the end of this guide. Please complete these as needed to indicate that a Scout has completed prerequisites for a merit badge prior to camp and have Scouts turn them in with their merit badge councilor.

Open Session/Open Area

There will be designated times most days for Scouts to move freely through camp. This is our program for older scouts that have completed most merit badge but still want to attend camp. Scouts can use this time to visit their favorite program area, work on their current or extra merit badges, develop skills, and work on various camp awards. Scouts must have a buddy as they move through camp.

Program Areas

Aquatics

Our aquatics area is comprised of an exceptional staff of trained lifeguards. They offer an assortment of badges and awards, as well as a renowned Instructional Swimming program. Any Scouts who do not complete their BSA test at the beginning of the week are HIGHLY encouraged to take Instructional Swim.



Our aquatics area offers open swim and open boat times. **Please fill out the Swim Check Form and bring it with your troop paper if your troop did swim checks before arriving at Camp Mountaineer.**

On Friday morning at 9:30 AM, Scouts can complete the Mile Swim. Any campers interested in completing the Mile Swim must go to aquatics and show a lap progression each day, preferably during Merit Badge Session I.

Fishing is available but is limited to Lake Strawn away from designated swimming areas. A West Virginia fishing license is not required to fish while at camp. Fishing must be undertaken using the buddy system

and bring a flashlight if fishing in the evening.

As a reminder, 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.

Climbing/Zipline

Get your climb on at the climbing areas! Facilities include a 60-foot hexagon climbing and rappelling tower and the ever-popular dual quarter-mile zip line.

Scouts can participate in the climbing merit badge that will challenge the most experienced climber or introduce the first-time climber to the techniques and equipment. Our staff also has limitless knowledge of initiative games and team building exercises. The eight major goals commonly associated climbing activities are communication, planning, teamwork, trust, leadership development, decision making, problem solving and self-esteem.

For those looking to ride the dual quarter-mile zip line, it will be open many times during the camping week. Please refer to the schedule for times.

COPE

The C.O.P.E. program, or "Challenging Outdoor Personal Experience" will be available for all Scouts and adults over the age of 13. Participants will have time at the teamwork-building area, climbing tower, zip line, and aerial challenge course. Signups are available on the same system as merit badge signups.

Adult Adventure

The Adult Adventure program is a time for Scoutmasters to challenge themselves on the climbing tower and other High-COPE elements. Adult participants will receive their Local Level 1 Climbing Certifications while participating.

PLEASE PAY ATTENTION FOR FUTURE MANUAL ADDENDUMS ABOUT THE ZIPLINE, CLIMBING TOWER, AND C.O.P.E. HIGH COURSE POLICY.

Ecology

Become one with nature. The Ecology staff does its best to fully immerse Scouts in the world around them and hope to spark a passion for ecology and conservation in each Scout in camp.

Many ecology and conservation based merit badges are offered throughout the week. Stop by during open areas for an assortment of activities, games, and hikes.

Handicraft

Our Handicraft area offers a variety of arts, craft, and skill merit badges for Scouts to complete. Badges such as leatherwork, and woodcarving will introduce Scouts to different skills and crafts.

Please see the Handicraft Director to set up any patrol or troop activities.

Scoutcraft

Basic outdoor skills are a central part of the Scouting program. Our Scoutcraft area offers Totin' Chip, Firem'n Chit, pioneering, and many other Scouting skill programs.

Shooting Sports

Our shooting sports area offers Archery, Rifle Shooting, and Shotgun Shooting merit badges. All Scouts will receive ten rounds of ammunition for the rifle range, and five rounds for the shotgun range. After that, they will be required to purchase an ammunition chit at the trading post, which they exchange at the Shooting Sports area for ammunition. Scouts and leaders MAY NOT bring bows, arrows, guns, or ammunition for use at camp.

Please see the Shooting Sports Director to schedule a troop or patrol shoot for the week. Extra supervision from Scoutmasters on the ranges is always appreciated. Please see the Shooting Sports staff to discuss any help you may be able to offer.

Trail to Eagle

The Trail to Eagle area is specifically designed for older Scouts to give them the opportunity to work on the merit badges needed to finish the Eagle Scout rank requirements.

This year we will offer first aid, emergency preparedness, personal fitness and a "citizenship" merit badge. Please refer to the Merit Badge Prerequisites for additional information on this exciting addition to our merit badge lineup.



Mountain Man

The Mountain Man program, designed to help Scouts advance toward the rank of First Class, is typically attended by first-year resident campers. All campers participating in this program will receive a special Camp Mountaineer Mountain Man patch. Mountain Men participants will be camping one night at the outpost, so plan on bringing appropriate camping equipment.

The Mountain Man program is intended to give new scouts a great initial experience at Camp Mountaineer. We want Scouts to go home excited about staying in Scouting and coming back to camp next year. To accomplish this, we have three basic goals. In order of importance, they are:

1. Stay safe.
2. Have fun.
3. Learn outdoor skills for advancement.

If we accomplish these three goals, we consider the week a success.

Mountain Men meet every morning for the ENTIRE morning session, from immediately after breakfast until lunch. They do NOT go back to their campsite after breakfast or before lunch.

After lunch, the Mountain Men go into merit badge sessions carefully selected to give them a fun learning experience as well as a taste of other program areas. Additionally, the Mountain Men can come away from their first camp experience, not only with basic scout skills, but also with merit badges!

Unless the Scoutmaster recommends otherwise, Mountain Men should fill up the three afternoon program hours (between 1:30 PM and 4:15 PM) with merit badges. Our rationale for this request is that often, this is the Mountain Man's first experience away from home, and the best way to combat homesickness is to stay VERY active. Experience has shown that "down time" is often counterproductive to a positive experience for these Scouts.



What We Learn in the Mountain Man Program

The Mountain Man program complies with the new BSA requirements. Because the Mountain Man program is usually the Scout's first experience at summer camp, and often his first experience camping, we stress the basics, trying to cover as many Tenderfoot, Second Class and First Class OUTDOOR requirements as we can. We



like any educational environment, each week is a bit different. Specific requirements relating to cooking and lashing will not be addressed, as we use that time for other skill instruction.

Here are the Scout, Tenderfoot, Second Class, and First Class requirements we will address for Scouts that attend all sessions offered during the week:

Scout: 1 a,b,c,d,e,f; 3a; 4a,b; 5.

Tenderfoot: 1 a,b,c; 3a,b,c,d; 4 a,b,c; 5a,b,c; 7a; 8.

Second Class: 1a,b,c; 2a,b,c,f,g;

3a,b,c,d; 4; 5a,b,c,d; 6a,b,c,d,e; 8a,b; 9a,b.

First Class: 4a,b; 5a,b,c,d; 6a,e; 7b,c,f; 9c.

As with all learners, some Scouts will retain their new learning and skills better than others, so it is up to the Scoutmaster to determine whether to accept any of the requirements on the above list as "completed."

We feel confident that the Scouts have the checked Tenderfoot requirements completed to the satisfactory level of a Tenderfoot. While there is no substitute for practice, we believe mastery in Tenderfoot skills can come after "completion." In our opinion, it is only remotely possible for a new Scout to achieve First Class proficiency at anything in one week, much less the challenging requirements of First Class, but we leave that to the Scoutmaster's discretion.

Mountain Man and Instructional Swim or Swimming Merit Badge

We STRONGLY recommend that Scouts who are good swimmers enroll in Swimming Merit Badge, and Scouts who are not strong swimmers enroll in Instructional Swim. Studies show that a Scout who makes it to First Class in their first 18 months of Scouting is MUCH more likely to remain in the program and will use Scouting skills to help himself or others later in his life. The Scout's best opportunity to pass the Second and First Class swimming requirements, considered to be the biggest challenge for most Scouts, is at summer camp. While we do not REQUIRE Scouts to enroll in either Instructional Swim or Swimming Merit badge, it is recommended.

Additional Things to Know About Mountain Man

Because of the tight schedule we have developed, we ask the Senior Patrol Leaders and Scoutmasters of each troop to help us by observing the following:

1. Mountain Man participants will be involved in an overnight sleep out on Thursday night at Camp Lynn, our outpost camp, which will involve a backpack trip to that location of approximately two miles from camp. The camp has only a limited number of backpacks, sleeping bags and trail tents, so we encourage those Scouts planning to participate in this program to bring this equipment to camp. Some troops have an inventory of packs, sleeping bags and trail tents, and if so, please offer them to Scouts from your unit who are Mountain Man participants. Make sure the Mountain Man participants also bring a mess kit (plate, bowl, cup, and eating utensils).



2. ALL adult leaders are ALWAYS welcome to visit the Mountain Man program. Be warned, however, that any adult in the program area longer than five minutes WILL be asked to help. Any adult who wants to spend the entire week with us will be MOST welcome, and will be put to work!!!

The Mountain Man staff is looking forward to having your Scouts in our program!

Adult Leader Trainings

To help the adult leaders become more effective in their leadership of their troop, Camp Mountaineer will provide a series of Adult Leader training opportunities during the week.

Specific training and certification will be offered for the following:

Safe Swim Defense and Safety Afloat

MONDAY or TUESDAY (Choose either day) at 7:15 PM at the Aquatic Area.

Leave No Trace Awareness

TUESDAY or THURSDAY (Choose either day) at 7:35 PM at the Ecology Area.

Climb On Safely

As part of the Morning Adult Climbing Merit Badge Activities.

Adult Leader Meetings

At least one adult leader from each unit needs to attend these meetings:

Initial Leader's Meeting, after breakfast the first full day of camp located at the Dining Hall Pavilion.

Closeout Meeting, Friday after **Campfire** in the Hott Building where units will pick up advancement sheets and additional materials. We will also discuss Saturday's checkout procedures.



Wednesday's Visitors Night

We encourage parents and guardians to join us on Wednesday evening 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 unit by noon on Tuesday.** The meal costs \$12 per adult and \$6 per youth under 10 years of age.

On Wednesday visitors should arrive at the Dining Hall by 5:30 PM. If visitors are attending only the campfire program, they should arrive between 6:30 PM and 7:00 PM.

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 daily camp visitors must depart camp by 10:00 PM.



BEFORE YOU LEAVE CAMP

- On Friday, inform your campsite guide or other designee of your unit's departure time so they can check you out of your campsite.
- **Please resolve any merit badge blue card issues.** We will make every effort to have all merit badge blue cards / completion reports ready by Friday after the Campfire. Review these immediately and let us know if you have concerns. Questions are best addressed before you depart camp as the merit badge counselors are not always available after the camp season.
- Breakfast is at 8 am on Saturday. 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 Saturday, give your completed ***Evaluation of Camp Forms*** to the Health Officer in exchange for your unit'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 week.
- Make sure your unit has returned all tools and equipment borrowed from camp.
- **Make plans to attend Camp Mountaineer next year.** Reservations for 2020 can be made prior to departing Camp Mountaineer.



CAMP CHECKLIST

PRE-CAMP

- ☐ Pay reservation deposit of **\$200** to reserve a camp session
- ☐ Distribute BSA Annual Health Forms
- ☐ Inform families that you will be attending camp from _____ - _____
- ☐ 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: **4/15/19**
- ☐ Register Scouts for merit badges online
- ☐ If applicable, pre-camp swim check forms
- ☐ Collect completed BSA Health Forms and make copies to be submitted to camp
- ☐ Collect Camper and Adult Leader Registration Forms
- ☐ Collect any completed and signed Early Release Forms
- ☐ Collect High Adventure Program forms, if applicable
- ☐ Complete Unit Roster
- ☐ Have copies of all camp related receipts and forms organized for arrival at camp
- ☐ Fill out merit badge prerequisite chits

CHECK-IN

- ☐ Arrive at camp as a unit to begin check-in at your unit's time of _____
 - The camp staff is not in a position 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:
 - Final Scout and leader counts
 - Updated copy of unit roster
 - All camper and adult leader forms
 - Payment for outstanding balance
- ☐ Follow your site guide to your campsite to drop off troop 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
 - 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
- ☐ Conduct a troop meeting with your site guide



Merit Badge Prerequisite Scoutmaster Signature Chit

Please use this to sign that your Scout has completed a pre-requisite requirement. Must be completed prior to first Merit Badge Session and given to the instructor on the first day.

Name of Scout and Unit: _____

Merit Badge Name: _____

Prerequisite Requirement(s): _____

Scoutmaster Signature and Date: _____

Merit Badge Prerequisite Scoutmaster Signature Chit

Please use this to sign that your Scout has completed a pre-requisite requirement. Must be completed prior to first Merit Badge Session and given to the instructor on the first day.

Name of Scout and Unit: _____

Merit Badge Name: _____

Prerequisite Requirement(s): _____

Scoutmaster Signature and Date: _____

Merit Badge Prerequisite Scoutmaster Signature Chit

Please use this to sign that your Scout has completed a pre-requisite requirement. Must be completed prior to first Merit Badge Session and given to the instructor on the first day.

Name of Scout and Unit: _____

Merit Badge Name: _____

Prerequisite Requirement(s): _____

Scoutmaster Signature and Date: _____

