



BOY SCOUTS OF AMERICA®
MOUNTAINEER AREA COUNCIL

Camp Mountaineer

2020 Leader's Guide



SCOUTS | BSA

Prepared. For Life.™



2020 INFORMATION SHEET



Camp Mountaineer

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

Boy Scouts of America, Mountaineer Area Council

1831 Speedway Ave
Fairmont, WV 26554
Office: 304-366-3940
Fax: 304-366-3944
Web: www.macbsa.org



Important Dates

Scouts BSA Resident Camp

Week 1 – June 21-27
Week 2 – June 28-July 4
Week 3 – July 5-11
Week 4 – July 12-18

Early Bird Payment Deadline

April 15

Merit Badge Registration

Opens April 16, 8 AM for
Scouts who are fully paid for
camp

Key Contacts

Grant Rumble

Summer Camp Director
grumble@mix.wvu.edu
304-692-5650

Rick Sausen

Council Vice President of Camping
rsausen@firstenergycorp.com

Scott Hanson

Scout Executive & CEO
scott.hanson@scouting.org
304-366-3940

Camp Fees

Early Reservation Deposit

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

Scouts BSA Camp Fee

\$350
(\$310 if paid by 4/15)

Additional Week of Camp

\$210
(no other discounts apply)

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 3/15/20

Merit Badge Registration Opening Date Added
General Formatting

TABLE OF CONTENTS

2020 Information Sheet	1
Youth Protection	3
Welcome to Camp Mountaineer!	4
Camp Mountaineer in 2020	5
Registration and Fee Information	6
Refund Policy and Campsite Assignments	7
Preparing for Camp, Pre-Camp Leaders Meeting	8
One Month Prior to Camp/Health and Medical Information	9
Packing for Camp	10
Personal Camper Packing for Camp	11
Tentative Camp Program Schedule	12
While at Camp/Arrival Procedures.....	13
Dining Hall and Facilities	15
Garbage, No Pet Policy, Tobacco Policy, Lights Out	16
Lost & Found, Camp Phone, Cell Phones, Mail, Wireless Internet Use	17
Discipline and Dismissal from Camp	18
Emergency Procedures at Camp	19
Weather Threats, Health Lodge	20
NEW Bicycles at Camp Mountaineer	21
Trading Post, Shotgun and Rifle Ammo Fees, Handicraft Fees	22
Camp-wide Program	23
Merit Badge Registration, Prerequisite	24
Camp Program Areas, Aquatics	25
COPE/Climbing, Ecology, Handicraft, Scoutcraft	26
Shooting Sports, Mountain Man	27
Adult Leader Training at Camp, Visitors in Camp	29
Before Leaving Camp	30
Pre-camp Camp Checklist	31
Map of Camp Mountaineer	32
Merit Badge Prerequisite Print off CHIT	33



Youth Protection and Adult Leadership

Mountaineer Area Council is committed to ensuring that the BSA's Youth Protection program is followed and enforced. Any youth or adults violating the Youth Protection program may be dismissed from camp without a refund. Below are some of the policies that are implemented in the summer camp environment. The full list of all Youth Protection policies and additional details can be found at www.scouting.org.

Scouting's Barriers to Abuse

The BSA has adopted the following policies for the safety and well-being of its members. These policies primarily protect youth members; however, they also serve to protect adult leaders. All parents and caregivers should understand that our leaders are to abide by these safeguards. Parents and youth are strongly encouraged to use these safeguards outside the Scouting program. Registered leaders must follow these guidelines with all Scouting youth outside of Scouting activities.

Adult Supervision

Two registered adult leaders 21 years of age or over are required at all Scouting activities, including meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth. Notwithstanding the minimum leader requirements, age- and program-appropriate supervision must always be provided.

Camp Mountaineer requires that all adults serving in a leadership capacity while at camp or staying overnight be registered with a current certification in Youth Protection Training.

One-on-one contact between adult leaders and youth members is prohibited both inside and outside of Scouting.

Discipline must be constructive.

Responsibility

Leaders must ensure that all participating in Scouting activities abide by the Scout Oath and Scout Law.

Adult leaders and youth members share the responsibility for the safety of all participants in the program, including adherence to Youth Protection and health and safety policies.

All leaders are required to adhere to the Scouter Code of Conduct.

Accommodations

Separate accommodations for adult males and females and youth males and females are required.

Tenting

- Separate tenting arrangements must be provided for male and female adults as well as for male and female youth.
- Youth sharing tents must be no more than two years apart in age.
- **Camp Mountaineer will treat the Adirondack shelters as similar to tents.**

Restrooms

Separate shower and latrine facilities should be provided for male and female adults as well as for male and female youth. If separate facilities are not available, separate times should be scheduled and posted.

Privacy of youth is respected.

Program Requirements

The buddy system should be used.

The use of smartphones, cameras, mirrors, drones, etc., in places or situations where privacy is expected is prohibited.

All aspects of the Scouting program are open to observation by parents and leaders.

Hazing and initiations are prohibited and have no part during any Scouting activity.

All forms of bullying and harassment including verbal, physical, and cyberbullying are prohibited.

Inappropriate public displays of affection are prohibited.

Sexual activity is prohibited.

Appropriate attire is required for all activities.

Reporting Requirements

Adult leaders and youth members have a responsibility to recognize, respond to, and report Youth Protection violations and abuse.

Any Youth Protection violations occurring at Camp Mountaineer should be promptly reported to the Camp Director.

Welcome to Camp Mountaineer!

Hello Unit Leaders,

We would like to thank you for your interest in Camp Mountaineer and thank you for your committed service in the lives of the Scouts you impact daily. During just one week at camp, you allow the opportunity for Scouts to learn valuable life skills and experiences they would not be given otherwise.

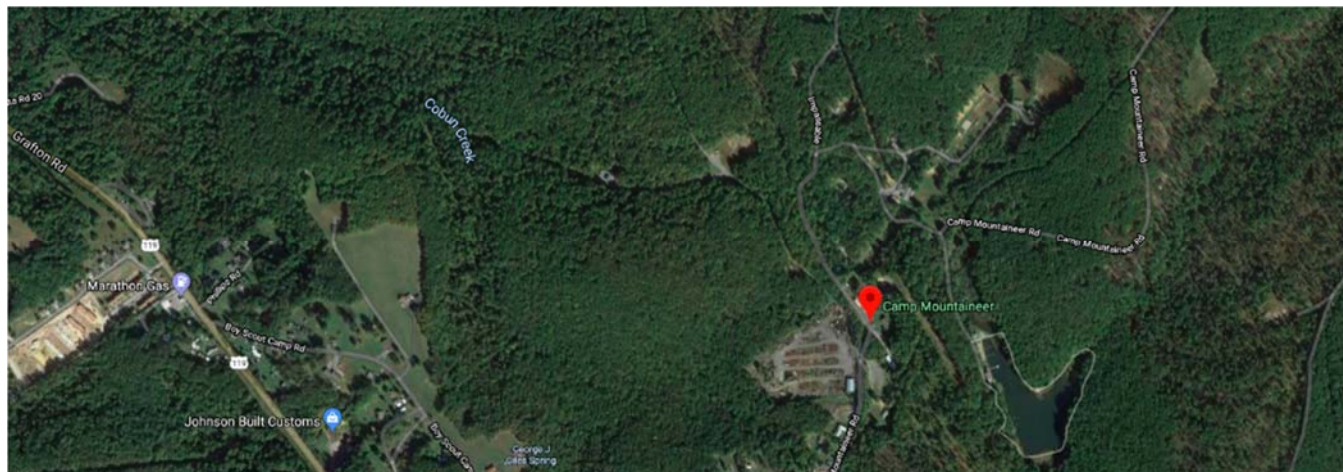
Since 1954, Camp Mountaineer has striven to be the premier summer camp and will continue to do so with your help in 2020. This is why when each Scout enters our camp gate it reads “Through this gate pass the greatest Scouts in the world.” We provide and maintain quality program opportunities that allow youth and adults to deliver service to others. Our programs build self-confidence, develop a fondness for the outdoors, reinforce spiritual values, develop integrity, and help Scouts acquire leadership skills.

Our Scouts BSA Resident Camp Leader’s Guide will help you prepare the materials, other leaders, and Scouts for a full week spent at Camp Mountaineer. It is your reference for procedures related to Camp Mountaineer Operations and provides basic program information that you will need starting as soon as registration.

Yours in Scouting,

Grant Rumble
Camp Director

Daniel Flowers
Program Director



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 2020

Our program initiatives in 2020 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 address instruction with outdoor-related requirements from the ranks of Scout, Tenderfoot, Second Class, and First Class. All Scouts participating in this program will also be awarded the coveted Mountain Man patch at the end of the week.

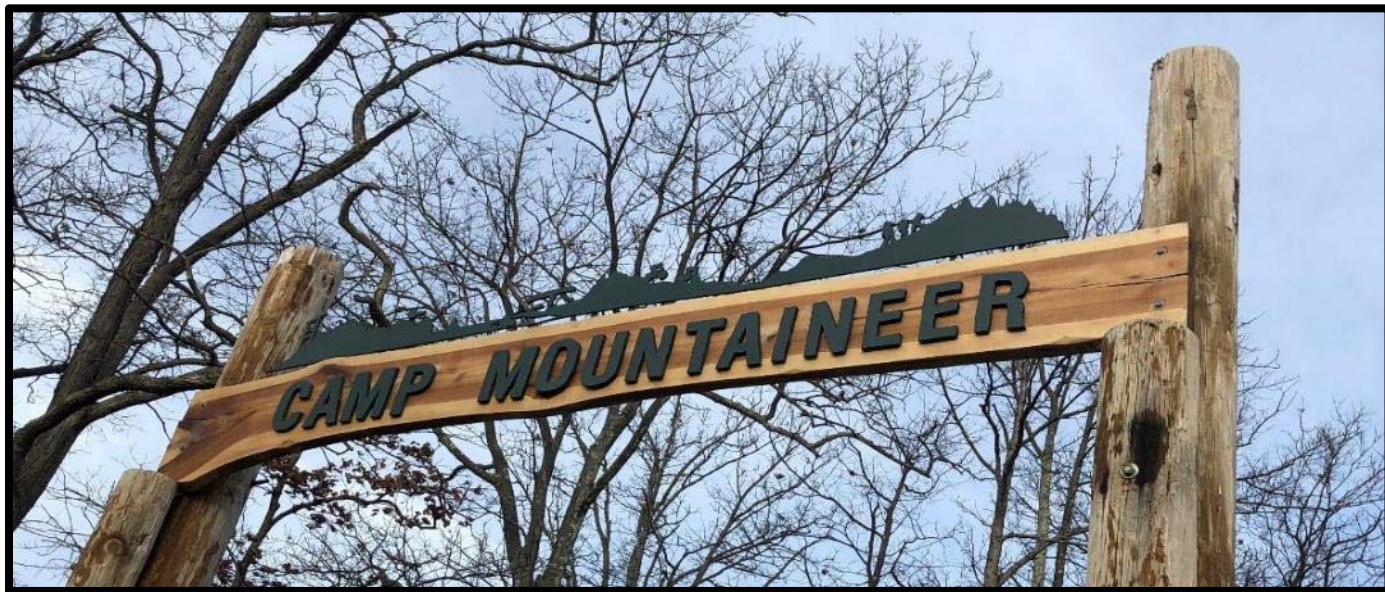
Merit Badge sessions will be taking place throughout the week. Emphasis is placed on outdoor or resource-oriented merit badges that are traditionally offered in a Scout camp environment.

Other **Program Opportunities** go far beyond merit badges for older Scouts. This includes open Shooting Sports, Swimming, Boating, Swimming & Water Rescue and Paddle Craft Safety Climbing, Zip Lining, Mountain Biking, competitive games, evening activities and competitions.

We feel that training should not be limited to just the Scouts in camp. **Adult Leader Training** will also be offered throughout the week allowing leaders the opportunity to become certified in many aspects of outdoor program such as; 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.

We will continue to offer **wireless internet service** at select locations in camp for our unit leaders, including a Scoutmaster Lounge. 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 2020 season require a \$200 troop deposit, or \$10 per Scout after January 31. Payments can be made online at www.macbsa.org. A deposit must be received and receipted to hold a reservation in the week of your choice. Deposits will be applied to the troop's final balance.

***** Reservations for 2021 can be made prior to your departure in 2020 *****

Summer Camp Fees & Payment Schedule

The 2020 Scouts BSA Camp fees are **\$350**. The early-bird fee of **\$310** is available to Scouts who are fully paid on their registration by **April 15, 2020**.

Leader Fees

Each unit receives one free leader for every ten Scouts. Additional leaders are \$100 per adult per week or \$25 per day. If a unit has a daytime guest visiting camp, they can pay for any necessary meal tickets at the camp trading post. Any adult visiting camp to be in a leadership capacity for the troop at camp, whether for a day or overnight, must be currently registered in the Boy Scouts of America with a current Youth Protection Training certification.

FREE Adult Ratios

1-9 Scouts = 0 FREE adults
10-19 Scouts = 1 FREE adult
20-29 Scouts = 2 FREE adults
30-39 Scouts = 3 FREE adults
40-49 Scouts = 4 FREE adults
and so on...

Provisional Camping (Scouts not attending camp with a troop)

Scouts can attend Camp Mountaineer, even if their unit will not be in camp. 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. Those desiring to participate, should register and pay their fees individually through www.macbsa.org.

Financial Assistance

Every Scout deserves the opportunity to attend a summer camp experience and for it to be the highlight of their year. For Scouts who may be in need of financial assistance to participate, Scouts are encouraged to take advantage of the following:

- Spring Peanut Sale Fundraiser
- Fall Popcorn Sale Fundraiser
- Mountaineer Area Council's Campership Program (applications online and due April 3, 2020)



Refund Policy

To minimize the need for refunds, camp fee transfers are highly recommended and encouraged from within the unit. The unit is responsible to ensure that all camper fees are paid in advance of their arrival to camp. Most of the camp fees are spent prior to the unit's arrival (food, salaries, and program supplies).

Need to reduce your numbers of Scouts?

- By April 15: no cancellation fees
- April 16 – May 15: \$50 per youth spot
- May 16-31: \$75 per youth spot
- June 1 and later: full fee is charged; partial refunds will be submitted for approval using the Refund Request Form only

NOTE: Cancellation fees will be assessed, and NO refunds will be made for campers leaving early (Refund Request Form may apply) or campers dismissed from camp by the camp or council leadership.

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 a large portion 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, and the camp management will do everything possible to accommodate the request, but the final placement is at the discretion of the camp management. All questions regarding summer camp procedures & policies should be directed to the Mountaineer Area Council Service Center at 304-366-3940.

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

All Campsites include a Pavillion

**Campsites with Adirondack shelters*

Required Unit Leadership

Per Youth Protection standards, units must attend Camp Mountaineer with a minimum of two adults over age 21 to fulfill two-deep leadership requirements. Female troops must have at least one female adult over age 21. All adults over age 18 attending Camp Mountaineer overnight or during the day in the capacity of an adult leader must be a registered adult in the Boy Scouts of America, which includes being current with Youth Protection Training and having gone through a criminal background check. Anyone staying in camp overnight or for more than 24 hours must provide a completed medical form to the Camp Health Officer. Please note that adult leaders may not bring children other than their paid Scout(s) to

camp. Troops from outside the Mountaineer Area Council will need to provide proof of each adult's current BSA registration and Youth Protection Training.

PREPARING FOR CAMP

Pre-Camp Leaders Meeting – *March 14, 2020*

Adult leaders and Senior Patrol Leaders attending camp in 2020 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. At this time, we will review important information pertaining to programs. We will also provide snacks and refreshments for those in attendance. 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 2020! 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 they plan 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 by the beginning of April, and the registration will go live on April 16 at 8 AM.** Merit badge and program registration will utilize the same Black Pug 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 waitlist option may be available if your Scout is determined to try to get into a specific badge at a specific time-slot. If you have any questions or are having issues with the site, please contact the Camp Director or the council service center.

ONE MONTH PRIOR TO CAMP

1. Annual Health and Medical Forms

Per BSA national camp standards everyone, youth or adult, who stays overnight at Camp Mountaineer must provide a completed BSA Annual Health and Medical Record 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 physician's 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 Annual Health and Medical Record can be found online at: <https://www.scouting.org/health-and-safety/ahmr/>. Unit Leaders should review these forms before turning them in. **All immunization dates, insurance info, necessary signatures, 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 will be returned to the unit on checkout day. Medical forms not picked up at checkout will be destroyed.

Prescribed Medication

All prescribed medication and non-prescribed medication to be used during camp must be listed on Part B (page 2) of each medical form. All medications used in camp must be disclosed to the health officer or camp physician at check-in (usually via the medical form). All prescription and over-the-counter medication in camp must be stored securely to prevent unauthorized use or theft. Medications may be controlled and administered by a unit leader or the camp health officer, with the preferred arrangement being for the unit leader to store and administer the medication at their campsite. Medication that requires refrigeration or special administration (injections, nebulizers, etc) should be coordinated with the health officer and can be administered at the health lodge. If the unit leaders are unwilling or unable to store and distribute the medicine, it may be turned over to the Health Officer who will administer them from the camp's Health Lodge.

2. 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 Counselor, 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.

3. 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, or visiting camp in a leadership role must have a current certification in 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>

4. 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 to perform their call-out with a copy of your unit's election results.

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. – if planning to do any campsite cooking)
- ☐ Additional and supplemental food supplies (ideas: s' more stuff, condiments, extra munchies, fruit, sandwich stuff, etc. – with proper containers for storage)
- ☐ Coolers to store perishables (we cannot store unit food in camp refrigeration units)
- ☐ Trash/Recycling Bags and receptacle
- ☐ Trail tents for use by Scouts participating in the Mountain Man program or for use in addition to canvas tents or Adirondack shelters

Prohibited Items

NOTE: Units and unit leaders may choose to 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
- ⊗ Smoking, vaping, and tobacco products - Camp Mountaineer is a tobacco and smoke-free property with a designated smoking area for adults at the parking lot at the entrance to camp. There is no place for these products around our Scouts and if you are using said products at Camp Mountaineer in a non-designated area you will be asked to visit the designated area or asked to leave Camp.

Dress Code

The Scout field uniform is an important part of the Scouts BSA program. All Scouts are encouraged to bring at least one complete BSA field uniform ("class A" uniform) to camp. Each Scout and leader is encouraged to wear a complete BSA field uniform for flag retreat ceremonies, dinner meals, and campfires. Otherwise, the BSA activity uniform ("class B" uniform) is recommended for general camp wear.

Every Scout must wear a 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," meaning 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 comfortable closed-toed shoes. Flip-flops are not proper footwear while at camp except in the shower houses and at the waterfront.

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 recommended:

<p>CLOTHING</p> <ul style="list-style-type: none"> <input type="checkbox"/> Complete 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 & 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 	<p>BEDDING</p> <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) <p>MOUNTAIN MAN PROGRAM</p> <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> <p>OPTIONAL ITEMS</p> <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"/> Hammock <input type="checkbox"/> Hangers (must be plastic) 	<p>PERSONAL ITEMS</p> <ul style="list-style-type: none"> <input type="checkbox"/> Completed BSA Annual Health & Medical Record Form – Parts A-C <input type="checkbox"/> Foot-locker 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"/> Notebook <input type="checkbox"/> Writing Utensils <input type="checkbox"/> Scout Handbook
<p>ELECTRONIC DEVICES</p> <p>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!</p>		<p>ITEMS TO LEAVE AT HOME</p> <p>Candles, Radios, Valuable Items, Fireworks, Aerosol Cans, Firearms, Ammunition, Bows, Sheath Knives (or any blade longer than the palm of your hand), Military Clothing, Pets, Open-toed Shoes, Lighters, Tobacco and vape products</p>

Tentative Camp Schedule

FOR REFERENCE ONLY, SUBJECT TO CHANGE

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
8:00 AM		Flag Raising followed by Breakfast (Waiters report at 7:45 AM)					
8:45 AM		SM Meeting (DH Pavilion)				SM Meeting (DH Pavilion)	Unit Check-Out / Register for Next Summer See You Next Season!
9:00 AM		Merit Badge Session 1 & Mile Swim Prep)/Mountain Man				Mile Swim	
10:00 AM		Merit Badge Session 2/Mountain Man					
11:00 AM		Open Session/Merit Badge Assistance/Mountain Man				Finish MB Req by Appt	
12:00 PM		Lunch (Waiters report at 11:45 AM)					
1:30 PM	1:00 PM - 3:30 PM Unit Arrivals, Medical Re-Check, Swim Test, Orientation Tour	Merit Badge Session 3(& Instructional Swim)				Camp-Wide Competition @ Parade Field	
2:30 PM		Merit Badge Session 4					
3:30 PM		Merit Badge Session 5				Camp-Wide Games @ Waterfront	
4:30 PM		Open Areas (this is time to visit areas and review unfinished requirements)	Areas Closed (get ready for family night)	Open Areas MM: Depart for Outpost			
5:15 PM		Areas Closed - Prepare for Retreat				5:00 PM SM Meeting (Hott Building)	
5:45 PM							Assemble on Parade Field
6:00 PM	Retreat followed by Dinner (Waiters report at 5:45 PM)						
7:00 PM	Chapel Service	Open Areas LT: Safe Swim Defense/Safety Afloat (Pick either Monday or Tuesday)	OA Dance & Drum Team on Parade Field	Open Areas / Evening Program	Closing Campfire		
7:45 PM	Opening Campfire		Family Night Campfire & OA Call-Out				
8:30 PM							
9:30 – 10:00 PM	Call to Quarters & Taps						

9:00-11:45 AM - Leaders Training: Climb On Safely - offered M-F during Climbing Merit Badge

9:00-11:45 AM - Mountain Man will be in separate program for the morning sessions.

4:30-5:15 PM - Open Areas - Aquatics (Swim), Handicraft, shooting sports for shooting requirements, time to work on any camp service projects

7:15-8:30 PM - Open Areas - Aquatics (Boating) and 1/4 Mile Zip-line (Mon & Tues Only)

7:15-8:30 PM - Senior Patrol Leader Activity - Tues during open areas

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 Procedures

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 at a thirty minute interval however, these times are subject to change depending on the size of the unit and swim check requirement.

Parking / Vehicles in Camp

Upon arrival, 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 leadership. 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 camp 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) as indicated on appropriate medical forms. 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 officially after you park in the main camp parking lot and walk to the Welcome Center. There, you and the camp administration will verify the following items:

- Finalize Scout and leader counts, attendee names, and review all finances.
- Each individual will be given a wrist band for identification purposes.
- Your staff guide for the week.
- Information about the first leader’s meeting
- Signups for troop duties while at camp (flag ceremonies, shower house cleaning, service projects, etc...)

Following your unit check in, your staff 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. Scouts should change into their bathing suits at this time, if needed for swim checks. When this is completed, the remaining order of events are:

- Form as a unit wearing t-shirt, swimsuit, trail-appropriate footwear, and towel.
- Staff guides 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 staff 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(s) 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 the waterfront. As a reminder, youth or adults cannot participate in aquatics activities, nor can they stay in camp without a completed medical form.
- The orientation tour will continue with your staff 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 staff guide. There will then be time to finish setting up the campsite.
- At 5:45 PM, campers will form in full BSA field 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, Health Officer) will provide important information to ensure a safe and fun summer camp experience.
- Units are to be at the council ring at 7:45 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 submit 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 at 7:00 p.m. at Boyce Chapel. All program and business areas of camp are closed during this service. 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 Requests

If there are special dietary needs or requests, we will attempt to address them within reason. Special dietary needs and concerns can be entered in the online registration system for each Scout or adult, which is shared with the kitchen staff prior to each week.



Restroom and Shower Facilities

Youth Protection guidelines will be maintained and enforced. 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 sign up to clean these facilities at least once during their stay at camp. Sign ups will be available during check-in. Reminder that there is to be no cell phones in or near the shower house facility.

Camp Provided Equipment and Adirondack Shelters

Units are responsible for use, and proper maintenance of tents and camp equipment issued to them during camp. For the purpose of summer resident camp Adirondack shelters will be considered similar to tenting and are expected to adhere to tenting requirements for accommodations per the Guide to Safe Scouting regarding appropriate gender and age separation. No hammocks inside of Adirondack Shelters.

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 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 including deer, beavers, raccoon, and bears. 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.

No Pet Policy

Personal pets do not belong at summer camp and are not permitted to attend. Service animals may be permitted with proper documentation and pre-approval by the council’s enterprise risk management committee.

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.

Use of Tobacco Products (including smokeless tobacco and vaporizers)

Camp Mountaineer is tobacco free. In accordance to West Virginia law, no one under the age of 18 may use tobacco products of any kind. Scouts or Leaders found to be using or in possession of tobacco products at camp may result in dismissal from camp. BSA Policy states that leaders should not use tobacco products in the presence of Scouts. During resident camp, the only permitted smoking area for adult leaders is in the main parking lot beyond the welcome center.

Taps & Lights Out

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

Lost & Found

Lost and found articles can be left at, or picked up from, the Trading Post during normal program hours. At the end of the camping season, unclaimed items are left in the Camp Office. Any items not claimed by the conclusion of the summer camp season will be donated or destroyed. 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. Units and/or 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 and may lead to dismissal from camp.

Mail at Camp

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 stationery 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.

Discipline at Camp

The Scoutmaster and his/her assistants are responsible for the discipline and good order of their troop. The camp staff will not assume the responsibility for, or interfere with, unit discipline unless it directly involves the health and safety of Scouts or effects camp operation. The Camp Director must be informed of any problem encountered by a staff member or adult leader. The Camp Director may refer a Scout's discipline problems to the Scoutmaster for resolution. No initiations or hazing is permitted in camp. If adult leaders of a unit are unwilling or unable to manage and control their Scouts behavior, the Camp Director may require the entire unit to leave camp.

Dismissal from Camp

If a Scout, Leader, or an entire unit is sent home from camp for disciplinary reasons or violation of camp policies, there will be no refund or transfer of any camp fees.

"A week of camp life, is worth six months of theoretical teaching in the meeting room" Lord Robert Baden-Powell



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.
1. 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 as appropriate. In cases of high humidity and excessive heat, the camp program may be altered, and soft-drink sales suspended, at the Trading Post in consideration for the safety of the campers.

Bloodborne Pathogens

All units are encouraged to take precautions when it comes to bloodborne 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 bloodborne 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 prevalent at Camp Mountaineer. 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 ecology 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 and are responsible for the well-being of all campers and staff while at Camp Mountaineer.

Medication

All medication brought to camp by Scouts and Leaders must be reviewed with the Health Officer during check in. At this time, the Health Officer will discuss the appropriate storage and administration of the medication. Scouts and Leaders with life-threatening conditions must carry their medication on their person, including inhalers and EpiPens.





NEW FOR 2020

Bicycles in Camp

New to Camp Mountaineer in 2020 is the ability for Scouts and adults to bring their own bicycle for personal use during their stay in camp. The following rules are to be followed by anyone bringing a bicycle to camp; failure to follow these rules may result in a bike being removed from a Scout, or leader's, possession until their departure from camp:

- A proper fitting helmet must be worn and fastened at all times.
- Each Bicycle is only to be operated by one rider.
- Bicycles are not to be used before Monday morning or after 5 PM on Friday. During the week, bicycles are to be only used as a mode of transportation and will be parked in the campsite before dinner each day.
- Riders are expected to know the rules of the road for bicycles as stated in the cycling Merit Badge pamphlet (i.e. ride to the right side of the road and follow the camp speed limit.)
- Bicycles are for use on camp roads only and not permitted to be used on any trails or in campsites unless part of a mountain biking program with camp staff.
- Bicycles are expected to be used in a safe manner at all times, slow and cautious. A Scout is courteous on the road, beware of pedestrians who have the right of way. The camp speed limit is 5MPH. If you are unsure of your speed, consider that the average person walks at about 4MPH.
- When not in use, bicycles are expected to be neatly parked off roadways, trails, and not in a program area in such a way as to not impede vehicular or pedestrian traffic. During meals they will be parked near the Dining Hall Pavilion in the grass.
- Camp Mountaineer is not responsible for personal bicycles in camp, they are the sole responsibility of the owner. Mountaineer Area Council is not responsible for lost or damaged bicycles (or damaged campers).

Please help keep the camp a safe environment. The ability to use bicycles in camp is a privilege and not a right and as such can be removed from operation during the week at anytime. The above rules will be enforced by adult leaders and camp staff members. Scouts and Leaders who do not obey the rules may have their privilege to use a bicycle revoked and their bike held under lock and key by the camp administration until the troop's departure.

Trading Post

Our brand-new trading post opened in 2019, 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, requirement/camping related books, and official uniform items are available to enhance your stay. The daily hours of operation will be posted at camp and are subject to change based on camp needs. The Trading Post will have extended hours of operation on Wednesday Visitors Night. Items sold in the trading post may be subject to applicable sales tax.



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 prior to arrival online, upon arrival to camp, or in the camp trading post.

- 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, to be paid prior to departure.

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 charged to your Scout's registrations, and can be paid prior to arrival online, upon arrival to camp, or in the camp trading post. 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, to be paid prior to departure.

Camp-wide Program

Camp Mountaineer prides itself on the high-quality program that we deliver to each Scout, parent, and adult leader. Our staff truly believe that we are the best Scout Camp and that it is reflected in our program. We will be offering many types of camp-wide program for everyone to be involved with. The programs will be included in our supplementary program guide which will be available before our Pre-Camp Leaders Meeting in March.

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 Senior Patrol Leader and Patrol Leaders to take charge of program planning.

Campfires

We have three camp-wide campfires during your stay - opening night, family/call-out night, and closing night.

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

Visitors/Call-Out – On Wednesday night, our campfire and Order of the Arrow call-out 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, units and camp staff will prepare an awards ceremony and a closing vespers. Like the other campfires, this is a time of fun and camaraderie, but it will also be a time of reflection on a successful and challenging week.

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. Unit Skits/Songs must be presented by the Senior Patrol Leader to the program director for final approval after lunch on the day of the presentation.

Morning & Evening Flag Ceremonies

Flag raising will take place prior to breakfast at 8:00 AM and flag lowering (retreat) And before dinner at 6:00 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. Signups for flag ceremonies and grace signups will be available at check in on Sunday and in the dining hall throughout the week.

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.

Camp Mountaineer uses the online registration system to track Scout requirement completion. This system can be used to print off “blue cards” or to provide an export to be used for Scoutbook. 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 as a part of the supplementary program guide 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, safety ratios, or equipment restrictions. Waitlists may 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.

Merit Badge Prerequisites

Some merit 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. For total completion, many merit badges may list prerequisites or requirements that must be done prior to arrival at camp for full completion. Prerequisites can be seen in the class catalog document when released online.

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 counselor.

Open Session/Open Area

From 11:00 a.m. to 11:45 p.m. and 4:30 p.m.-5:15 p.m. certain program areas will be open for Scouts to work on merit badge requirements from partial badges in the past or to work on requirements for merit badges during the week. There will also be some added activities just to enjoy in camp like Open swim available during this time.

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 an Instructional Swim class.

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 and 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" - 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, a 30-foot natural face rock for climbing 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.

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. The eight major goals commonly associated COPE and climbing activities are communication, planning, teamwork, trust, leadership development, decision making, problem solving and self-esteem.

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.



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

Specific requirements to be worked on at camp will be in the class catalog when released and are subject to modifications based on the abilities of the Scouts in the class or their progression towards the ranks prior to camp.

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." 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 & 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 them or others later in their 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!!!



Adult Leader Training

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 scheduled 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 at 5:00 p.m. in the Hott Building where units will pick up advancement sheets, camp evaluations and additional materials. We will also discuss Saturday's checkout procedures again at this time. Leaders are encouraged to reach out to camp administration outside of the pre-scheduled meetings through the Program Director or the Camp Commissioner.

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 prior to camp so we can order food appropriately.** 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. Only with valid handicap parking will a vehicle be permitted to drive into camp for visiting.

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 Leaving Camp

On Friday, inform the commissioner and campsite guide 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 as the week goes on and certainly Friday at the evening leaders meeting. 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 at this time.
- Your unit is responsible for any trash or recycling from the week and it is to be brought to the camp disposal area, a campsite pickup will not be provided.
- Make sure your unit has returned all tools and equipment borrowed from camp.
- **Make plans to attend Camp Mountaineer next year.** Reservations for 2021 can be made prior to departing Camp Mountaineer.



CAMP CHECKLIST

PRE-CAMP (Troop's Camp Coordinator)

- ☐ Pay reservation deposit of **\$200** to reserve the camp week of preference with estimated numbers of youth and adults
- ☐ Inform families of the camp week that the troop will be attending
- ☐ Distribute blank BSA Annual Health & Medical forms to each Scout and adult
- ☐ 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
- ☐ Register each Scout and adult in the online registration system
- ☐ Pay camp registration fees. (or utilize the Parent Portal for families to pay their own fees online) Early-bird fee deadline is **4/15/20!**
- ☐ Register Scouts for merit badges online (or use Parent Portal)
- ☐ (optional) Arrange an opportunity to complete pre-camp swim check forms
- ☐ Collect completed BSA Annual Health & Medical Record forms and make copies to be submitted to camp
- ☐ Have copies of all camp-related 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 pre-determined arrival time
- ☐ Check-in with the Camp Commissioner and meet your staff guide
- ☐ Check-in at the camp Welcome Center and be prepared with the following items:
 - ☐ Final Scout and leader attendance
 - ☐ All camper and adult leader forms
 - ☐ Payment for any 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, if needed
- ☐ Go to the Health Lodge for medical review (have your medical forms and all prescription medications ready for inspection)
- ☐ 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 staff 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: _____

