

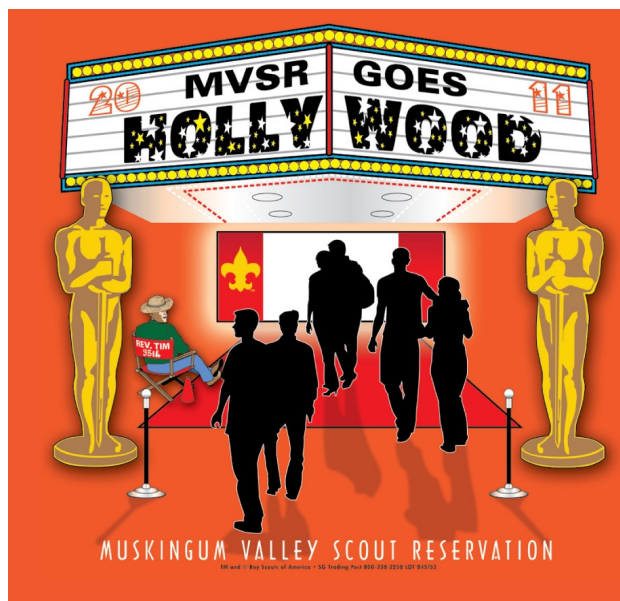
2011 Boy Scout Summer Camp  
At  
Muskingum Valley  
Scout Reservation

Check List

- o Every scout has been swimming.
- o Every Scout has been boating.
- o Every Scout has been to the rifle range.
- o Every Scout has visited the Handicraft area.
- o Every Scout has participated in Archery.
- o Every Scout has visited the Eco - Con area.
- o Every older Scout tried one of the MVSR's High Adventures.
- o Every Scout and Leader took time to go fishing, bird watching, or took a nature walk.
- o At least one patrol prepared an acceptable skit for the Family Night campfire.
- o Troop has reserved a campsite for 2012.
- o Leaders trained in Safe Swim Defense.
- o Every Leader has been to the rifle range.
- o Every Leaders has completed the Scoutmaster Merit Badge.

# Muskingum Valley Scout Reservation

## Summer 2011



## Rev. Tim's 35th Year on Staff

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### CHILD ABUSE

- Any suspicion of abuse to a child should be reported immediately to the Camp Director in a discreet manner.
- The Camp Director will investigate the claim and make a report to Council Executive who will comply with our council's policy.

### CAMP VEHICLES

Camp vehicles are to be operated by authorized personnel only.

No person is to ride on the back of any vehicle. Only two passengers permitted in the cab of a truck and seatbelts must be worn.

In camp, speeds shall be no greater than 10 mph on all roads.

### GETTING READY

No, it's not time to start packing your backpack. But it is time to start planning for your trip to the Muskingum Valley Scout Reservation. One of the things that we want to do now is make sure that every boy in the troop has a long-term outdoor experience. We all know that only happens in troops who plan for it.

What are the steps that you can take? Start a troop savings plan so boys can pay for it a little at a time. Have the Order of the Arrow in to talk about camp with the boys in your troop. Have a parent's night to share your plans for next summer now, before they start making their vacation plans. Scouting happens one boy at a time.

Deliver the promise - get every Scout to camp at MVSR.



Dear Friends,

It gives me great pleasure to share with you in this leader's guide the information about the MVSR summer camp program. I am excited to celebrate my 35th year on staff at MVSR. I am also proud to announce that we have most of our staff returning. Dominic is returning as our Program Director and has an excellent program planned.

This year the theme is "MVSR Goes Hollywood." We have great food and excellent facilities. We plan to have a new north camp shower house and a new archery area for this camping season. Come and join us. Expect to have lots of fun and make lots of new memories.

Yours in Scouting,

Rev. Tim Lehman  
MVSR Camp Director  
Home Phone: 937-692-6576  
Email: tlehman7@woh.rr.com

## ADDRESSES & PHONE NUMBERS

### SCOUT OFFICE

Muskingum Valley Scout Council  
Boy Scouts of America  
734 Moorehead Avenue  
Zanesville, Ohio 43701

Phones:  
(740) 453-0571  
(800) 934-2128

### CAMP

Muskingum Valley Scout Reservation  
16905 CR 271  
Coshocton, Ohio 43812

Phone: (740) 829-2526  
(Only operational during camp season)

### Camp Director – Home

Rev. Tim Lehman  
P.O. Box 11  
Pittsburg Ohio 45358-0011

Phone: (937) 692-6576  
Email: tlehman7@woh.rr.com



### SEVERE WEATHER

In the event of severe weather, a general alarm will sound. Follow this general procedure: a staff runner is sent to sites with directions. Storm shelters are the dining hall for severe thunderstorms and for a tornado go to a ditch or low-lying area.



### OTHER WEATHER CONDITIONS

Announcements of impending weather such as heat, humidity, storms etc. will be made at meals if possible. If not, the P.A. system will be used or runners sent to leaders with instructions. The aquatics and field sports areas will be cleared and closed for 20 minutes after storms have passed.

**Earthquakes:** If in the open, find an area away from falling debris or overhead wires. If in a building, find a corner away from windows or doors, and cover your head and neck. or hide under heavy furniture like a table, and hold on to it. Be alert for aftershocks following the initial quake. Remain until the all-clear signal is given.

### LOST CHILD

- Report any suspected lost person to the Welcome Center.
- Camp Director will start a search of the main areas of camp and the campsites before a general alarm is given.
- If person is not located, general emergency procedures will be implemented.
- Staff runners will check campsites and report back to the Welcome Center. Troops are to remain in sites until further instructions are received from a staff runner or the all clear sign is given.
- Camp Director will determine if and when outside authorities are to be contacted and utilized.

## EMERGENCY PROCEDURES

### Emergency Activation Drill

Note: National BSA standards require one drill be conducted within the first 24 hours of camp each week. This is to be treated in a serious manner so procedures can be understood and followed in the event of a real emergency. We have used these procedures in real emergencies in the past and they work, provided we have the co-operation of troops. Please help us to show our Scouts by setting the needed example.

### GENERAL PROCEDURES

- When the alarm sounds, all staff is to report to the camp office, all troop members (scouts and leaders) are to report to their campsites.
- A staff runner will be sent to each campsite to give the troop leader instructions and information.
- While awaiting runner, leaders and SPL's are to take attendance and account for each scout in their troop. No scout or leader is to leave the campsite until instructed by a staff member.
- Aquatics staff will clear pool and lake - checkout by buddy board system.



### FIRE EMERGENCY PLAN

- All fires are to be reported to the Welcome Center where the alarm will be sounded.
- Troops and staff are to follow the general procedures for emergencies (see above).
- Camp Director will take charge by sending staff runners to sites with instructions for troops; sending staff to fire site; contact outside help if necessary.
- When a fire is in a campsite, use the following instructions:
  - Use campsite fire equipment.
  - Drop any burning tents
  - Send runner to the Welcome Center to report fire. Fires discovered in other areas of camp need to be reported immediately to the Welcome Center. You should tell location, time and situation.

## GENERAL INFORMATION

### MAIL

Our address at Camp is:  
Scout: (put name)  
Troop #:  
Muskingum Valley Scout Reservation  
16905 County Road 271  
Coshocton, Ohio 43812

In-coming mail will be distributed to Scoutmasters at meal times. Out-going mail can be dropped off in the mailbox at the Welcome Center. Stamps and envelopes are available at the Trading Post.

### TELEPHONE

The camp phone number is (740) 829-2526. Only emergency calls will be accepted for scouts. There is a pay phone available for campers on the porch at the Welcome Center. A Scoutmaster MUST be present for all scouts under 18 to make calls.



### VISITORS POLICY & MEALS

ALL visitors MUST stop at the Welcome Center to check in and out. They will be given an identification wrist band to wear while in camp. Reservations for meals may be made at the Welcome Center and must be paid for in advance. Prices of meals are as follows:

Breakfast: \$3.00  
Lunch: \$4.00  
Supper: \$5.00

### LEAVING CAMP

Any camper (adult or scout) leaving camp for any reason MUST check in and out at the Welcome Center.

### PARKING

NO cars are allowed in campsites or to be driven around camp without authorization from the Camp Director. Please move vehicles as quickly as possible to the Parking Lot after unloading on Sunday afternoon .



## YOUR CAMPSITE RESPONSIBILITIES

All campsites are equipped with wall tents, floorboards, beds, trash can, leader's tent and kybo with fire extinguisher. YOU are responsible for its attractiveness and cleanliness. Supplies for cleaning the kybo, (bleach, trash bags, etc.) are available from the Kitchen. There will be a daily inspection of your site and visits by a staff member if you have any questions. Remember to rope off ax yards and to use fire rings for all fires. Never leave a fire unattended. Remove trash every evening to dumpster at the dining hall whether full or not.

**Beds and mattresses will be provided for the adult leaders ONLY. Boys are responsible for providing their own sleeping mats - only bed frame will be provided for boys.**

**If you are going to use your own tent(s) you MUST notify the camp 30 days before your arrival. Failure to do so could cause an additional camp fee.**

### SHOWERS

North camp - across from Zane campsite.

South camp - pool

REMEMBER: The "new" north camp shower house is going to have individual private showers. They will no longer be youth and adult sides nor males and female. Every shower unit will have a locking door on it.



Flush restrooms are available at pool and dining hall.

### VALUABLES

Valuable items such as cameras, jewelry, watches, money, etc. are the responsibility of each individual. We encourage troops to have a "troop bank" and remind everyone "a scout is trustworthy"! The camp cannot take responsibility for lost, misplaced or stolen items. Only bring valuables to camp that are necessary.

**No cell phones or other electronic devices for any youth!**

### UNIFORMS

It shows "Scout Spirit" to travel to and from camp in full scout uniform. During the day at camp, "anything goes", but a shirt and shoes MUST be worn at all times around camp. Full scout uniform is requested for supper and retreat unless otherwise stated.



## TRADING POST

We will stock the Trading Post to meet the needs of Scouts, leaders and family guests. We will have individual Scout items, handicrafts, camp T-shirts, pop, ice-cream and candy, collectibles, books, uniforms, troop equipment, leader's books and supplies, patches, insect repellent, ice, fishing bait, Indian crafts, rope, ponchos and mosquito netting. Regular Trading Post times are posted at camp. Candy and ice cream will not be available for purchase until after lunch. Please be aware of your trash and use proper disposal/recycling.

Troop accounts can only be opened and used by leaders. The Trading Post manager can help you with this. Accounts must be paid before leaving on Saturday. **Remember:** Merit badge cards (blue cards) are required to sign-up for a badge, so these will be available to the Scoutmaster to purchase.

### Chapel

One service per week will be held at our chapel on Sunday before the opening campfire. This is short and reflective and a great way to fulfill the 12th Point of the Scout Law, a scout is reverent. Those wishing to participate need to see the Camp Director during check-in. Chaplain services are available 24 hours a day.

### FAMILY NIGHT AND ORDER OF THE ARROW

Wednesday evening is family night at MVSR. Scout families are welcome in camp if it is in your troop's program. Guest meals (Thanksgiving Dinner) are \$5.00 and are to be paid for as a part of the check-in procedure by the troop. This will give us some idea of how many you are planning to have visit on Wednesday night. Families can also bring a picnic and use one of our camp shelters.

The evening activities include Trading Post time, Order of the Arrow call outs (out of council units must have a letter from their home Lodge to authorize the call out) and the campfire program put on by the campers.

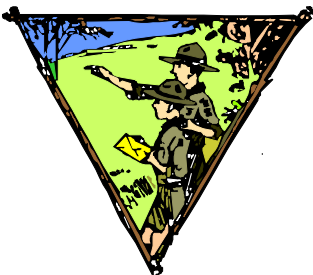
We will also perform Brotherhood conversion ceremonies on that evening. The fee for this will be \$20.00 and your current membership dues must be paid.



## Special Camp Opportunities

### Buddy System

It is the policy of MVSR that every scout in camp follow the buddy system. Each scout must have a buddy scout while doing all camp activities, including badges. Younger scouts can pair with older scouts - remember there is safety in numbers. It is also not as easy to get lost when you use the buddy system.



## Other Areas At Camp

### Dining Hall

As home of our camp sing-a-long, the dining hall is always one of the focal points in our camp program. We use cafeteria style serving and serve seconds at nearly every meal, plus we feature a salad bar and breakfast bar. Our varied menu has been popular for many years. We require troops to provide "waiters" after each meal to help clean up. This will be discussed at the orientation on Sunday afternoon. If you have special dietary needs in your troop, please review the menus and notify the camp prior to attending if possible. Also, see the cook on Sunday before supper so that special arrangements can be made.



## WHAT TO BRING TO CAMP

Individual scout equipment - see Scout Handbook.  
Patrol and troop equipment - see Scout Handbook.  
American and Troop flags.  
Patrol flag made for camp.  
Dining flies will not be supplied.  
Cooking equipment, if you are cooking out.  
For merit badge needs - see 'Program Areas' section of this booklet.

## SUNDAY ARRIVAL AT CAMP

Check-in will begin at 2:00 p.m. Sunday in the parking lot. No one will be checked in before this time. Please do not arrive any later than 4:00 p.m. so we have time to go through all the orientation necessary.

As you arrive in the Parking Lot, the Unit Leader and SPL needs to check-in at the Welcome Center. **Any fees due will be settled at time of check-in with the Business Manager.**

You will be assigned a USA (Unit Staff Adviser) who will be helping you with the check-in procedure. This staff member will take the boys to your campsite to unload gear first.

If weather permits, you will be allowed to drive to your campsite to unload gear (only one vehicle at a time will be permitted in camp). After unloading, please take your vehicle back to parking lot.

**Boys must have swim gear handy, as well as medical forms with medications and instructions.** During check-in at the Welcome Center, any medications and medical questions will be handled by the First Aid Officer.

**REMEMBER: A new signed BSA health form is due each year (remember: school physicals are no longer valid) and EVERYONE staying overnight at camp MUST have a health form.** For more detail on medical policies, please see "the Camp and Medical Policies" section in this booklet.

Following medical re-checks, swim checks will be done at the pool and meal procedures covered at the dining hall.

After this, you will have time to arrange your campsite. Your USA will remain with you for any help you may need and will fill out a check-in sheet for site equipment. Fireguard charts and emergency procedures will be reviewed at SPL meeting Sunday evening.

Supper is at 6:30 pm. Your USA will escort you to the dining hall. Please wear your uniform.

After supper there will be a Leaders meeting and an SPL meeting - Please to be sure to attend.

A short chapel service and opening campfire complete the evening activities.

## Camp Fees For 2010

The Camping Committee has set the following fees for the 2011 camp season:

Site Fee is \$75. This fee is nonrefundable, but sites can be changed prior to your week at Camp if a new site is available.

### All Fees Should Be Paid At The Scout Office.

\$195 if paid in full 4 weeks before camp week

\$210 if paid after the 4 week deadline.

\$225 if paying any part of fee at camp.

The base fee applies when total amount is paid to the Scout Office at least 4 weeks prior to your week at camp. Here are the deadline dates:

Week 1 (06/19/11) - due to office by 05/20/11

Week 2 (06/26/11) - due to office by 05/27/11

Week 3 (07/04/11) - due to office by 06/03/11

Week 4 (07/12/11) - due to office by 06/10/11

Week 5 (07/17/11) - due to office by 06/17/11

Daily program fee is \$45

Deduct \$10 if attending week 3

Venture Crews are encouraged to attend any week except for Week 3.

Provisional Scouts will be accepted any week except for week 3 and will be placed with another troop.

### Leader's Fees

1 Adult leader FREE with each troop

If you bring 11-20 boys you get 2 leaders free: 21-30 boys 3 leaders free, etc.

### Additional Adult Leaders

Each additional adult leader is \$80.00 each.

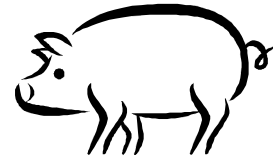
Webelos or new scouts coming into your troop after the four-week deadline for your troop may come to camp for \$195 if paid at the office in advance, otherwise \$225 will be charged at camp.

### Refund Policy

Reservations to summer camp can always be moved from one boy to another. **If a boy is not able to come to camp for medical or serious family emergency reasons**, family can apply for a refund, (No full refunds will be issued). It must be done in writing, clearly stating the reason. Refund request must be made within 30 days of your camp visit. No refund request will be considered if received after August 31st. The Council Committee will review these refund requests and make appropriate actions.

## "Pig-Out"

After the hike, everyone gets hungry, so why not join the camp for food and fellowship at the dining hall.



### **Big Idea**

We ask Scout Leaders to Share a "thought for the day" with the rest of camp after breakfast.

### **Provisional Scouts**

Some scouts are unable to come to camp when their own unit comes, or maybe a boy wants to come back a second week. We have made provisions for any boy wanting to do this, to become a member of another troop for the week. They can fit into a patrol, participate in all activities, and have fun! Same camp fees apply.

### **C.I.T.'s**

(Counselor In Training)

We are excited to announce a brand new program for CIT's (Counselor In Training). This is a program for training scouts who would like to see what being a summer camp staff member is like. They will be trained in leadership, teaching, communication skills, and troop development.

Scouts must be at least 14 years old and have attained Star rank or equivalent. A letter of recommendation from the Scout Leader is required. We are asking for at least one scout from every troop or crew to attend this program. Each CIT will be able to earn 2 merit badges and given a certificate and hat. The cost for the program this year is only \$25.00 per scout for the week's training.

The only week a scout cannot participate in the CIT program is the week that their own Troop or Crew comes to camp. Questions may be answered by calling Rev. Tim Lehman, Camp Director, at home . His number is 937-692-6576.

### **S.P.L.'s**

The job of an SPL is very important in camp and we want them to be prepared so their troop can get the most out of camp. A meeting will be held every morning after breakfast and a special SPL packet will be waiting for you when you arrive at camp on Sunday afternoon during registration. Make sure you are familiar with the program and what you want to get out of Camp so you can help your troop get a jump start!

## M.V.S.R. Special Programs

### **Woodlands Program**

This unique program, found only at MVSR, helps boys advance a rank, provides a fun packed, already planned week at camp, and ends with a memorable ceremony on Friday evening.

Also, adults have the opportunity to join in on the good times by participating in the new "Scoutmaster Merit Badge" program. There are levels for every boy and adult. See the separate "Woodlands Tribe Program" booklet that will be handed out for the details.



### **Campfires**

Sunday night's opening campfire is put on for you by our staff and gives you a chance to meet everyone. Wednesday evening is the troop's turn to entertain their parents and guests. The final campfire on Friday takes a slower pace to finish the week and includes our Woodlands Awards.

### **Camp Games**

Friday activities are planned for scouts as patrols. Games of all sorts will be organized to challenge scout skills. Winners of the event will receive an award.

### **Hikes**

On Monday evening the opportunity to earn our perimeter trail patch will be offered after retreat on a trek around the perimeter of our camp property.



## CAMPER RELEASE POLICY

It shall be the policy of the Muskingum Valley Council to release a camper only to an authorized person listed on the Campers Health/Medical form or in writing from the legal parent or guardian.

Each camper leaving camp will do so with the permission of his scoutmaster or adult in charge. Each camper will sign out at the office before departure and will sign back in upon his arrival back to camp. Each camper will remain in the office for pick up, so verification can be made by camp personnel as to the identification of the transporting person or persons.

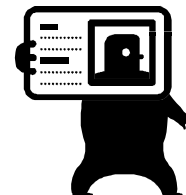
When the transporting person(s) arrive, the camp administration will verify that the correct person(s) are approved transport people as specified by the legal parent or guardian.



**NO CAMPER WILL BE RELEASED TO ANYONE NOT APPROVED IN ADVANCE.**

## INTRUDER POLICY

It is the policy of Muskingum Valley Scout Reservation that all staff and campers wear an ID tag. Any person found without ID or proper identification will be escorted to the camp office. All unauthorized visitors will be asked to leave the premises. Exceptions to this policy will be during family night and when a scout, family or leader is visiting camp. These people must report to the camp office at the Welcome Center and receive proper ID while on camp premises.



## **CAMP & MEDICAL POLICIES**

### **M.V.S.R. CAMP POLICIES**

Scout Camp is a unique place where everyone should live by the Scout Oath and Law.

Persons found guilty of stealing, vandalizing, being under the influence of alcohol or illegal drugs, or tobacco (if under age) or breaking camp rules will be told to leave camp immediately with no refund of fees. This applies to the use of firecrackers, explosive devices, slingshots, etc.

No gambling!

Please leave I-pods, MP3 players and ALL other electronic devices at home. Enjoy the week without them.

#### **Cell phones for leaders only – not scouts**

No standing trees will be cut without permission of the Camp Director or Camp Ranger .

Shirt and shoes must be worn at all times around camp, except in showers and at the pool or lake.

Liquid fuels must not be used to start fires. Adults must supervise lanterns and cooking equipment requiring liquid fuels. Only the fuel in the equipment can be kept in the campsite, storage containers must be kept at the camp's fuel shed. Please check fuel out through the Welcome Center.

Never leave a fire unattended.

No sheath knives allowed in camp at all. Please make sure scouts are trained and supervised in the use of knives and axes.

There will be no vehicles in camp. Upon arrival to camp there will be one vehicle per troop allowed back at the campsite at a time. Once that vehicle returns to the parking lot, then another vehicle per troop will be allowed back to the site. Troop trailers will be allowed to remain in the site by permission of the Camp Director or Ranger.

Only golf carts will be allowed for handicapped Scouts or Scouters. In order to use these vehicles at camp you MUST have a handicapped sticker for your automobile or have special permission from the Camp Director in advance of arriving at camp. No other vehicles will be allowed in camp during the camp week. Golf carts must use appropriate roads and trails only.

Make sure everyone in your troop understands these rules and those set out in each program area to avoid accidents and injuries.

All youth that attend summer camp must be of Boy Scout or Venturing age and pay the appropriate fees.

### **Clean Sweep**

Awarded to the troop that keeps the cleanest campsite for the week. The Commissioners and those helping to do campsite inspections will judge after F.O.B. in afternoons.



### **Largest Fish Of The Week Award**

Awards will be given to the boy (and an adult) who catches the largest fish each week. You must bring the fish to the Welcome Center or to the Lake Boathouse to be "officially" measured and recorded. It must be a live fish - in water in a container! You will be told where to release it.

### **Best Rifle & Archery Targets Of The Week Award**

Awards will be given to the boy and adult who shoot the best targets for each week. Rifle/Archery Range Officer will be the judge for this. You must hand in your target for scoring.



### **Best Skeet Shot Of The Week Award**

Awards will be given to the boy and adult who shoot the best clay pigeons for each week. The Range Officer will explain rules and be the judge for this event. You must sign up for "official" entry. Tickets for shots can be purchased at the Trading Post.

### **Scoutmaster Events**

There are many opportunities for leaders to enjoy time together or joining in activities such as swimming, boating, shooting, horseshoe pitching, and euchre. Why not take advantage of the training we have available such as Leave No Trace, Climb on Safely and Safe Swim Defense.

**OTHER BADGE & AWARD OPPORTUNITIES**

**SPACE EXPLORATION**

Space Exploration will be offered. The location of the class is yet to be determined. There will be a charge for a rocket kit and 2 engines. That charge is estimated to be \$10 per participant.

**RAILROADING**

This badge will be offered at camp provided the qualified personnel and equipment is available.

**PATROL & TROOP AWARDS**

**Water Activities**

Awards are given for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place in our "MVSR Goes Hollywood" lake games competition on Tuesday evening. This is a troop/patrol competition at the lake which involves all members of the troop, including leaders.

**Troop Inter-camp Activities**

Thursday nights are "Open Nights", and although some program areas are open for your enjoyment, we encourage patrols and troops to participate in activities or games together. Get to know your fellow scouts.

**Site Competition**

Be creative and decorate your campsite to fit the theme. Please no holes in the ground – be creative and safe. Staff will be judging each site during "open time" on Thursday evening or on Friday morning.

**M.V.S.R. MEDICAL POLICIES**

**MEDICAL FORMS:**

Every person coming to camp MUST have a completed and signed medical form in order to stay overnight. **NO EXCEPTIONS.**

**NEW MEDICAL FORM POLICY**

**PLEASE** check your physical forms carefully. Physicals must be on "Annual Health & Medical Records" form. School physicals will not be accepted. If forms are not properly completed, signed by parents or physician, this could result in a Scout or Scouter not being able to stay at camp. Please call the Council Service Center or the Camp Director at home if you have any questions.

**MEDICATIONS**

Scouts and Scouters are to be checked by the First Aid Officer at the Welcome Center during check-in. All medications must be turned in at that time.

All medication that needs to be taken during camp must be in the original container with instruction label attached, and be accompanied by a "Medication Instructions" form (see sample below), signed by parent.

Medications are given out at sick call -3 times a day, during each meal. If a Scout needs to take medication at a different time, this needs to be on the "Medication Instructions" form.

**MEDICATION INSTRUCTIONS FORM**

Name: \_\_\_\_\_  
Troop: \_\_\_\_\_ Campsite: \_\_\_\_\_  
Medication name: \_\_\_\_\_  
Instructions (include how much, how often, and times, if needed): \_\_\_\_\_  
\_\_\_\_\_  
Parent's signature: \_\_\_\_\_  
Date signed: \_\_\_\_\_



## PROGRAM AREAS

In the following pages, you will find exciting ideas for things you can do at MVSR this summer. It has information you need for merit badges, fun Program opportunities and adventures.

Use these guidelines to plan and prepare each member of the troop for coming to camp.

Merit badge sign up is done in two ways. You may mail the requests to MVSR two weeks before your arrival and then sign up for any additions after you come. No badge will be scheduled if a blue card does not accompany the Scout. Cards will be returned in a troop envelope at retreat on Saturday morning.

We ask that you check packets at that time while staff is still available to answer questions. It is easier to solve problems and missing cards at that time, rather than at the end of summer.

We will not add to, or take away requirements from any badge or program. However, the badge is to be earned to a boy's full potential, based on availability.

**We reserve the right to add or take away from the merit badge and activity lists according to our staff and equipment availability.**

The pre-requisite lists are a guideline for boys wishing to start on badges at home. Most badges can be started and earned during camp, but more can be accomplished if certain requirements are already completed. Pre-requisites change yearly as badge requirements change yearly, please check carefully.

Make sure any money or equipment necessary for a badge or activity is available and provided.

*Get the most out of camp come prepared!*



## SCOUTCRAFT

### BADGES OFFERED & PRE-REQUISITES

**Camping:** Req. 9a,9b1,3; bring a backpack

**Cooking:** None

**Emergency Preparedness:** Must have completed First Aid Merit Badge; Req. 2c, 9a. Need to bring a picture of the emergency kits that is kept ready at home.

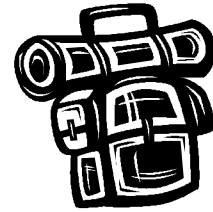
**Indian Lore:** Req. 2d

**Orienteering:** Req. 10

**Pioneering:** Knowledge of knots necessary

**Wilderness Survival:** overnight in shelter required to complete the merit badge  
"Leave No Trace" program

Be as prepared for these badges as you can. Then you will be able to achieve them to the best of your potential and have fun doing it. This is a great opportunity to gain basic scout knowledge and earn those badges required for Eagle. Camping and Wilderness Survival requirements for overnights can be done at camp on Thursday evenings. Equipment for these are provided, but if you have tents for camping, bring them.



When is the last time you really plotted a map or laid out an orienteering course for your troop to follow? In Scoutcraft, you can give it a try.



Indian Lore merit badge is also a fun thing to try your hand at, especially if you are in the Order of the Arrow. Our Trading Post will be stocked with the supplies you need to make parts for your outfit. Other Native American games and crafts can be learned at camp.



## NETAMI

### **M.V.S.R.'s PROGRAM FOR FIRST YEAR CAMPERS**

Our Netami Program is exclusive to M.V.S.R. We have updated the program for the year 2010 in accordance with needs and BSA advancement changes. This is one of our largest departments in camp.

A separate "Woodlands Program" booklet with the Netami schedule outlined will be passed out at the Pre-camp meeting.

Some special items to note are:

- The whole day from 8:50 a.m. to 5:00 p.m. is scheduled and there is no need to sign up for badges - this is included in the program. Each Netami will be able to earn about 3 merit badges in addition to personal rank advancement.
- Money will be needed for handicraft supplies. They will purchase these during Trading Post time on Monday morning.
- Special pool times for both instructional swim and swimming skills (depending on swim levels) and for recreational swim.
- Patrol system will be used throughout the week to re-enforce the use of this in your own troop.
- Basic scout skills will be taught/reviewed and used throughout the week.
- All departments in camp will be visited.
- Special events are planned just for these boys. Advancement at least through tenderfoot will be attained by each Netami, provided they complete the course.
- A special awards ceremony will be held on Friday evening during the campfire.



## HIGH ADVENTURES AT M.V.S.R.

### CLIMBING & RAPPELLING

If you have never tried climbing or rappelling before, now is your chance to do so. You must be 13 years or older to do this activity. You must wear long pants. Climbing and rappelling will be at the climbing tower at times that will be announced at camp according to weather and trained staff availability.



### CANOE TRIP

A weekly canoe trip is planned, depending on river conditions! Those taking the canoeing merit badge will have first option and then anyone who already has the badge will have an opportunity to join the trip. Bring shoes and clothes that can get wet! A shake down to review strokes and abilities will be required of those not taking canoeing merit badge that week.

## THE LAKE

### BADGES OFFERED

(Must be a "swimmer" to take any lake badges or awards)

**Canoeing:** Bring towel, swim suit and wet shoes for swamping.

**Motor Boating:** Takes 2 or 3 days

**Rowing:** None

**Small Boat Sailing:** Merit badge book helpful.

**Kayaking award**

**NOTE:** ALL these badges require participant to have passed the "swimmer" classification test. You are also required to wear shoes because of the weeds and stones, so make sure you bring an extra pair that can get wet!

### Other Opportunities

**Kayaking** is offered during open boating to all "swimmers".

**Open boating** is during the afternoon and open to anyone wanting to try their hand at boating; even learners can go out in a rowboat with a lifeguard!

### LAKE RULES:

- The BSA safety-afloat program is followed at all times; the buddy board system is used.
- NO swimming in the lake - except during classes when this is required with supervision.
- Personal Flotation Devices (PFD's) **MUST** be worn at all times in the boats or on a dock.
- No fishing from the boats or anywhere in the boating area.
- Learners can only go in rowboats with a lifeguard. Beginners can only go in a rowboat with an Adult swimmer. Swimmers can go in all boats.



## HANDICRAFTS

### BADGES OFFERED & PRE-REQUISITES

**Art:** None

**Basketry:** Need to purchase 2 kits. Project cost will be in the \$10-15 range for both kits.

**Electricity:** None

**Electronics:** None. Cost of \$3-4.

**Leatherwork:** None. Purchase of craft strip and hook for braiding requirement. Optional leather kits may be purchased for project requirements.

**Metalwork:** None. Cost of \$2 for temperature gauge.

**Model Design & Building:** None

**Painting:** None

**Photography:** **MUST** bring own digital camera

**Sculpture:** None

**Woodcarving:** None - sharp knife needed. Cost for project if purchased.

**Woodworking:** None, but cost will be involved (Project cost will be under \$15)

Merit Badges may be added or deleted depending on availability of staff and materials.

### VENTURING REQUIREMENTS OFFERED

**Fishing:** Cost of \$2 to purchase lure kit

**Historical requirement:** Purchase of kit/materials to make a piece of pioneering or Indian apparel. Purchase of kit/materials to make a historical tool.

This area has activity all the time. We have well qualified staff to help first-time handicraftsman and for those who want to do some advanced handicrafts. Adults are welcome to help in this department, or come learn some techniques yourself.

Some of these badges require kits which are available in the Trading Post. Please have money available, or if purchasing on a troop account, a leader needs to be present.

Special times are set for Scouts in the Netami Program to take Handicraft badges. Please see "Netami Department" for further details.



## FIELD SPORTS

### BADGES OFFERED & PRE-REQUISITES

**Archery:** Prior experience helps. Cost involved.

**Rifle-Shooting:** Prior experience with target shooting would be helpful.

**Shot Gun:** Prior experience NECESSARY! Cost involved.

Everyone at camp should take an opportunity to visit this area and take advantage of the facilities. However, we strongly recommend that if you are a first or second year scout you must have experience in shooting rifle, shotgun, or bow and arrow attempt to take these badges. Target requirements are hard and for those with little or no experience, we recommend they use their free time for practice.



### **COST:**

**Rifle Merit Badge** - \$10.00 total charge

**Open Rifle** - tickets can be purchased from the Trading Post for 50 cents for a block of 5 shots.

**Shotgun Merit Badge** - \$40.00 total charge.

**Open Shotgun** - tickets can be purchased from the Trading Post for 45 cents each shot.

**Archery** - \$3.00 for arrow kit at the Trading Post.

(There will be a \$2.00 fee for lost arrows)

*NOTE - These prices are revised and we hope not to increase them, however, with increasing prices, we may need to increase costs so please be prepared.*

If you bring your own bow or gun, it MUST be turned into the range officer on Sunday upon arrival, or deposited at the Welcome Center till arrangements can be made to take it to the range. NO FIREARMS, WEAPONS or AMMUNITION are allowed in the campsites.

## THE POOL

### BADGES OFFERED

(Must be a "swimmer" to take any pool badges or awards)

**Swimming:** Need long pants, long sleeve button-up shirt, and shoes that WILL get wet.

**Lifesaving:** MUST have swimming merit badge. You will need long pants, long sleeve shirt, socks and shoes that WILL get wet.

**NOTE:** ALL participants of these badges MUST have passed the "Swimmer" classification swim test.

### Other Opportunities:

**BSA Lifeguard:** Must be a "Swimmer" and hold a current CPR certification card from either the American Heart Association or the American Red Cross and current First Aid certification. It is **Highly Suggested** to have the Lifesaving Merit Badge before taking BSA Lifeguard

**Instructional Swim:** Time is set aside to help anyone with swimming techniques on any level.

**Snorkeling:** This is a BSA award and is offered to all swimmers. Equipment is provided.

**Mile Swim:** BSA award that is offered to all swimmers who want to build swimming strength and endurance.

**Open Swim:** A time when anyone can enjoy the water. You must have taken the swimming classification test!

**Troop Swim:** Sign up with the Aquatics Director during your week of camp.



### POOL RULES:

- Safe swim defense plan is used at all times.
- Buddy board system is used for everyone.
- Swimming is allowed only when lifeguards are present. Climbing fence will result in being sent home with no refund.
- Discipline around the pool will be enforced - no running, diving, horseplay or dangerous activities will be allowed.
- Help keep the showers clean by tidying up after yourself.
- Valuables can be left with the lifeguards.
- You may only swim in the area(s) for which you have passed a test - Learners in the learner area only. Beginners in either beginner or learner areas, Swimmers in any of the three areas. Remember you may only swim in one area at a time, with a buddy,

## CIVICS

### BADGES OFFERED & PRE-REQUISITES

**Citizenship in the World:** Req. 7

**Communications:** Req. 5,7

**Citizenship in the Nation:** Req. 2a,b

**Public Speaking:** Be able to communicate with a group

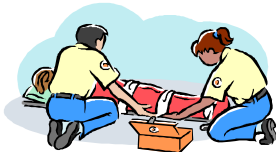
*NOTE: You will need a note pad and pen/pencil for these badges. Look over the requirements carefully. Merit badge books are a MUST!*



### FIRST AID

**First Aid:** Must have 1st Class First Aid requirements completed, if not then you will be asked to leave the class.

First Aid will be taught at the Welcome Center.



The required for Eagle badges are offered twice daily to help everyone fit them into their schedule. Make sure your Scouts have looked at the requirements before coming to camp so they are prepared for the assignments. Many things can be accomplished before camp, therefore allowing more "free" time for enjoying the facilities of our camp.

## ECOLOGY – CONSERVATION

### BADGES OFFERED & PRE-REQUISITES

**Environmental Science:** None - book helpful

**Fish & Wildlife Management:** Req. 5, 6c & 7d

**Fishing:** None

**Forestry:** Req. 5b,7c

**Geology:** Req. 4a,b

**Mammal Study:** Req. 4a,b,d,e

**Nature:** Req. 4a2, 4d1 & 2, 4f2

**Reptile & Amphibian Study:** Req. 8

**Soil & Water:** Req. 7a

**Oceanography:** None

This department, known as Eco-Con, is a popular place to visit. We will have many animals. We do not know until camp time what they will be. This is a great opportunity for boys to gain experience and knowledge first hand that they may not be able to get at home.



A well marked nature trail is available for all to enhance their eco-con knowledge. Also, many of our camp conservation projects will be conducted through this department.

