

2016 Boy Scout Summer Camp Leader's Guide



Seven Mountains Scout Camp
Spring Mills, PA

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BOY SCOUTS OF AMERICA®
JUNIATA VALLEY COUNCIL

February 2016

Welcome to the 2016 summer camp season at Seven Mountains Scout Camp. Both the Juniata Valley Council and the Summer Camp staff are looking forward to seeing you and your scouts this summer. Since the conclusion of the 2015 camping season we have continued to improve the camp program, expand the camp experience, and build on last year's success. We have an outstanding program prepared for you this summer, so please make an effort to read this guide, as many things have been updated and revised from previous years.

We are continuing to work with the Council Camping and Risk Management Committees to make adjustments based on your recommendations from the post camp survey and new program opportunities. Continuing off of last year's success, we will be continuing to offer the SOAR program to our older scouts in a revised stand alone program entitled SOAR Trek along with a weekend Merit Badge Camp and an updated Summer Resident Camp merit badge camp program for all scouts.

We are continuing to ask leaders and scouts to assist us in keeping everyone healthy by maintaining high levels of personal sanitation in your units, through hand washing and regular bathing while at camp and disclosing recent illnesses when checking into camp. Likewise, we ask that you avoid bringing your Scouts to camp if they are currently or have recently been ill.

Please use the information in this packet to motivate your Scouts to participate in the summer program. If you would like a camp representative to come to you unit and do a presentation to the Scouts and Parents please let us know.

Again, we welcome you to Seven Mountains Scout Camp. We look forward to the interaction and relationships that we will develop this summer. Please feel free to contact us with any questions or concerns prior to or during your stay at Seven Mountains.

Yours in Scouting,

Chuck Apgar

Chuck Apgar
Camp Director

Mike Conkey

Mike Conkey
Program Director

GETTING TO CAMP

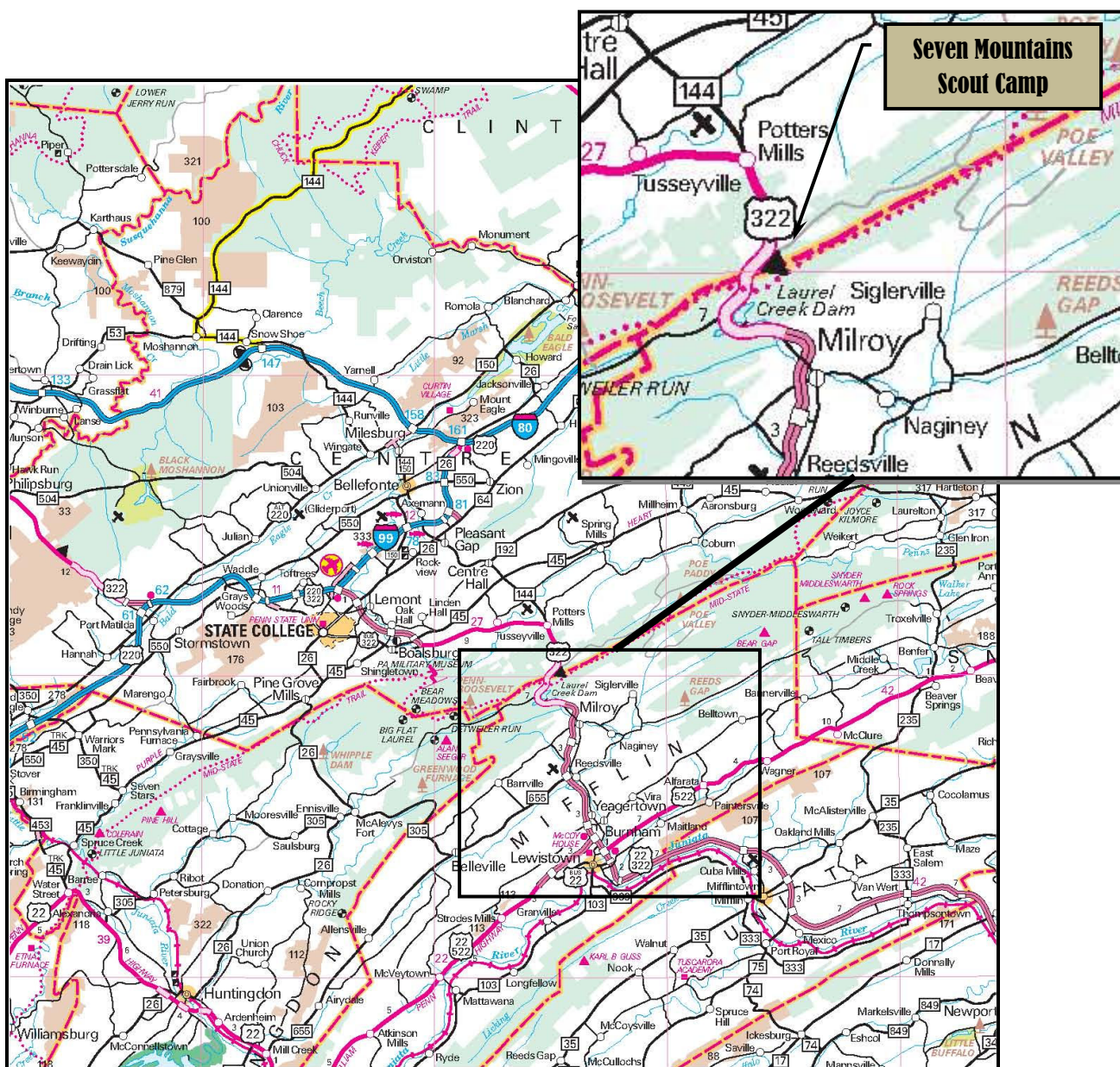
Seven Mountains Scout Camp
227 Sand Mountain Rd
Spring Mills PA 16827

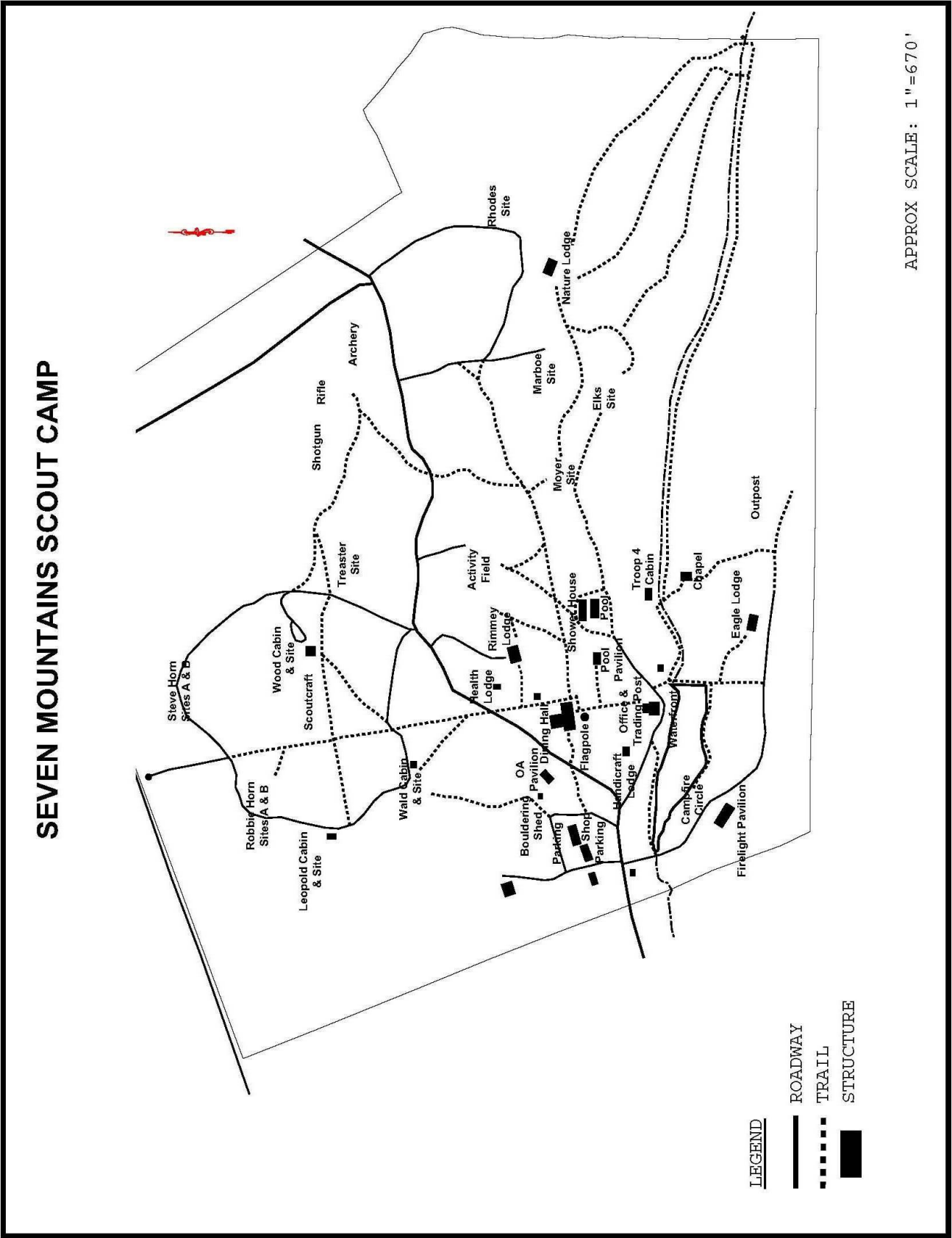
From the East

Take Route 322 west toward State College
Watch for Signs for Poe Paddy/Valley State Parks
(After Milroy Exit and Crossing Seven Mountains)
Right Turn on Sand Mountain Road
Parking on Left (Approx. ½ mile)

From the West

Take Route 322 east toward Lewistown
Watch for Signs for Poe Paddy/Valley State Parks
(After 144 Interchange in Potters Mills)
Left Turn onto Sand Mountain Road
Parking on Left (Approx. ½ mile)





CAMP REGISTRATION

Camp Sessions

SOAR Trek: July 5-8

Merit Badge Camp: July 8-10

Boy Scout Resident Week 1: July 10-16

Boy Scout Resident Week 2: July 17-23

Boy Scout Resident Week 3: July 24-30

Boy Scout Resident Camp

Fee Structure

Youth

Discount Fee: \$305.00

If Paid before May 1, 2016

Regular Fee: \$340.00

If Paid before June 1, 2016

Late Fee: \$375.00

If Paid After June 1, 2016

Adult

The required minimal adult participation during Boy Scout Resident Camp is two, as per the youth protection guidelines. These two leaders are included in your site reservation fee.

Additional Adult registrations are:

\$85.00 for the whole week or

\$18.00 per day or Meals as needed

Adult Participation is required for Resident Camp.

A special discounted rate is available to families sending more than one Scout to camp. The discounted rate is given to the Scout going to the lower level program, i.e. Boy Scout Registration pays the full fee, and Cub Day Camp Registration receives the discounted rate.

Second Son Discount

Discount Fee: \$274.00

If Paid by May 1, 2016

Regular Fee: \$306.00

If Paid by June 1, 2016

Late Fee: \$337.00

If paid After June 1, 2016

Merit Badge Camp

Fee Structure

Youth

Discount Fee: \$65.00

If Paid before May 1, 2016

Regular Fee: \$75.00

Adult

Adult: \$35.00

Adults participating in the Merit Badge Camp Program are strongly encouraged for Scouts with minimal camp experience. Leaders will be able to assist in Merit Badge instruction.

Second Son Discount

Discount Fee: \$58.00

If Paid by May 1, 2016

Regular Fee: \$67.00

If paid After June 1, 2016

**Registration for Merit Badge Camp
is Due by June 1, 2016**

SOAR Trek

Fee Structure

Youth

Fee: \$275/week

If Attending Merit Badge Camp Also: \$325/week

Adult

Fee: \$50

**Registration for SOAR Trek
is Due by June 1, 2016**

Important Registration Dates

February 15th: Online Registration Active

May 1st: Registration Discount Deadline

June 1st: Registration Late Fee Start

Registration Methods

Online Registration:

Troops will be able to register for camp and individual programs online. Online registration can be found under the calendar event for your week of camp, and from the Camping Page for Summer Camp Registration on the Juniata Valley Council website: www.jvcbsa.org. Online payment will also be available for those using online registration. The registration link is currently active. Instructions for creating an ID and password are available on the registration website.

Paper Registration:

Troops and individuals will also be able to submit paper registrations to the Council Office. If you choose this method your unit will need to submit a roster of youth and adults attending and a list of your merit badge selections. The required forms are available on the council website under the “Forms” – “Council Forms and Documents” section.



Provisional Campers:

If you have Scouts who are unable to attend summer camp with the troop, Please make sure that they know they can attend camp on their own. Parental involvement is highly recommended for a provisional camper, and advanced notice to the Council Office will enable us to give that Scout the best camping experience.

Refund Policies (Approved October 24, 2007)

Cub Scout Day, Webelos and Boy Scout Summer Camps Refund Policy:

1. All requests must be made in writing and received by the Juniata Valley Council Service Center at least two weeks prior to the start of the camp.
2. Any last minute refunds will only be given for extenuating circumstances (i.e. death in the family, major illness).
3. Refunds will not be given for a change of mind, vacation plans, summer school, extended sport schedules, or no shows.
4. Refunds will not be given once the session of camp has begun.
5. Fees may be transferred from one Scout to another within the same unit.
6. Because many expenses occur 6 weeks prior to the start of camp, the Juniata Valley Council reserves the right to withhold an administrative fee as follows:
 - a. Webelos or Boy Scout Summer Camp = \$75.00 per person for any refund given
 - b. Cub Scout Day = \$25.00 per person for any refund given
7. Any refund will be issued by check, normally within two weeks of the request and made payable to the name listed on the receipt.

Camperships and Financial Assistance

The purpose of the Juniata Valley Council, BSA Campership Fund is to provide assistance to Scouts, who would otherwise not be able to afford the cost of attending a Juniata Valley Council Summer Camping program. These applications are confidential and are reviewed by a volunteer committee. Consideration will be given to those whose units participate in the Annual Friends of Scouting Campaign, Fall Popcorn Sale and whether the Scout participates in any supplemental fundraising opportunities to help him raise funds for camp. The *Application for Free and Reduced-Price Meals* is required as part of the campership application. The *Application for Free and Reduced-Priced Meals* can be secured through the Scout Service Center. Only the carbonless forms will be accepted.

Important Dates

Campership Forms Due:

May 1st, 2016

Spring Fundraiser Orders and Money Due:

April 8, 2016

Order Delivery:

April 23, 2016

A typical campership *may be up to fifty-percent (50%)* of the discounted camp fee. In exchange for the campership, the Scout may be asked to provide some service to the council or camp and write a thank-you note to a contributor.

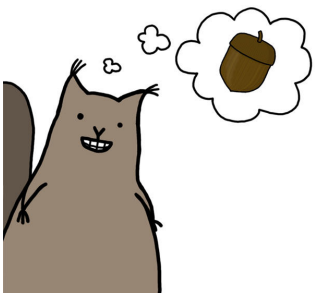
The Campership Fund is available only to Scouts registered in the Juniata Valley Council who are attending Seven Mountains Scout Camp.

Free and Reduced Price Meals Program

The Juniata Valley Council participates in the Summer Food Service Program. Some Scouts may qualify to receive the benefits of this program. Please refer to the *Application for Free and Reduced-Priced Meals* for more information as to whether your Scouting families are eligible to apply. Copies of the application can be obtained through the Scout Service Center. It is important that the Juniata Valley Council receives applications by the deadline and that every application is completed properly. An application missing any of the required information cannot be processed. Please make sure a parent or a guardian signs the form and provides a social security number.

Free and Reduced Meals Program applications are due by May 1, 2016

Earn Your Way to Camp Nut Sale



This spring we will continue to offer the *Earn Your Way to Camp Spring Sales* for any Scout that would like to participate. This sale will be run through the JVC Office and the funds will be made available to the Scouts for Summer Camp programs. Scouts will earn 35% commission on all sales. Every Scout should receive information on the sale by mail in the 2016 Summer Camp Informer. If you have further questions regarding this opportunity please contact the Juniata Valley Council.

The Earn Your Way to Camp Nut Sale is available only to registered Juniata Valley Council Scouts.

MEDICAL FORMS AND MEDICATION

Medical Forms

All Scouts and Scouters who are in camp are required to have an up-to-date health history and physical examination form on file with the Health Officer. Units should provide photocopies of the original forms for each person. Any person who arrives without a current medical form may not stay in camp beyond 24 hours, and will not be permitted to take the swim test or participate in any strenuous activities. Arrangements must be made to obtain a physical exam within this time frame or the individual must return home until the situation is resolved. Adults staying less than 24 hours in camp must submit a copy of the *Annual BSA Health and Medical Record* with Parts A & B completed to the Health Officer. This medical form not only covers required health information but also provides consent for all activities and for photographs and other media.

Medical Form Needs:

Merit Badge Camp

Part A & B

SOAR Trek

Part A, B & C

Boy Scout Resident Camp

Part A, B & C

Medical Forms can be printed from the council or national web site. The form link is:

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

The *Annual Health and Medical Form* is only valid for 1 calendar year and must remain valid through the end of the camp dates being attended.

Medications

All Scouts bringing medication to camp must have the medications section of the Annual Health and Medical Form filled out by their parents or guardians prior to arrival at camp. When they check in with the Health Officer any specific storage requirements for medications will need to be disclosed. A locked refrigerator is available if needed. **All medication must be in its original container with the original label.** There should be no hand written changes to labels. All medication must be current, expired medication will not be released to scouts. All medication must be stored and dispensed through the Health Officer or the Scout's Unit Leader; the only exceptions are Epi-pens, inhalers, and other life-dependent emergency medicine. Use of non-prescription and/or over the counter medication should also be disclosed to the Health Officer. **Camp is not the appropriate time to stop taking prescribed medications.**



The Health Officer is not expected to make individual visits to ensure that each Scout is taking his medication. It is the Leader's responsibility to ensure that Scouts are taking medications. Our medical staff does not administer medication; they only identify and store a Scout's medication. It is the Scouts responsibility to administer proper doses at the proper time. There will be no injections given by the Seven Mountains Staff.

Medical Check-in

Upon arrival to camp, all youth and adults will need to pass through a medical pre-screening prior to check-in. Following this, they must turn in health forms to the Health Officer. This is where you will be cleared to take the swim test. Please make sure that all medicine to be turned in is well marked and all medical forms are up to date and complete including signatures from parents or legal guardians and physicians.

Unit leaders are encouraged to turn in health forms during the pre-camp leader's meeting. By turning in the forms early, the Health Officer is able to better prepare for the coming week and identify any issues that may prevent scouts from participating in camp activities. It is much easier to obtain missing signatures or information the week before the scout arrives as opposed to trying to get signatures or authorization on Sunday when most places are closed.

CAMP SERVICES

Office Hours

The Seven Mountains Camp Office is open every day from the end of breakfast until 9pm. It will be closed during meal times and siesta. The Camp Office is located in the front of the Trading Post Building across from the Waterfront area. Assistance can be coordinated through the Trading Post staff should the office be closed for any reason.

Campsites



Seven Mountains Scout Camp offers units the opportunity to stay in a rustic campsite during their stay. Each site offers several two-man walled tent platforms with cots, a campfire ring, a hard roof pavilion in most sites, an adirondack shelter, running water and a kybo. Site size varies from location to location. Sites have access to a common shower house with modern restroom facilities.

Mailboxes and Mail

Unit mailboxes are located at the Camp Office and need to be checked daily. Incoming mail, newsletters, and non-emergency messages will be passed on via these mailboxes. Outgoing mail service is available daily at camp. Outgoing mail should be placed in the outgoing box located at the Camp Office. Letters sent to campers should be addressed as follows:

Scout _____ Troop _____
Campsite _____
Seven Mountains Scout Camp
227 Sand Mountain Road
Spring Mills, PA 16875

Telephone

Campers will have limited use of the telephone while at Seven Mountains. A camp phone is provided in the Camp Office for emergencies. The phone number for Seven Mountains Scout Camp is **(814) 364-1017**. We only have one line of service. It is important to keep this line open as much as possible for emergency reasons.



Cell Phones

Unit leaders who need to keep in contact with home or office are encouraged to make use of their personal cell phones. In order to curb potential homesickness problems as well as lessening disruption for the total camping experience, **we strongly recommend that the units adopt a policy prohibiting Scouts from bringing their own cell phones to camp.**

Cell phone use is prohibited during instruction time. A Scout is courteous and should not interrupt class time with its use. Continued interruptions in class may result in the staff member requesting that the phone be turned over to the Scout's Scoutmaster/Leader for the duration of the week.

Trading Post



The Trading Post is maintained for the camper's convenience. Available items include handicraft items, scout equipment, t-shirts, gifts, gadgets, candy, ice cream, soft drinks, and an assortment of snacks. The Trading Post will be open from 9am to 12pm and 1pm to 5pm daily. Evening hours are 7pm to 9pm with changes due to special events. Scouts will have time built into the schedule where they will have the opportunity to visit the Trading Post.

Quartermaster Supplies

The Quartermaster supplies can be obtained by request to the Camp Director, Program Director, Commissioner, or Camp Ranger. You may request items such as garbage bags, toilet paper, disinfectant, and extra tools such as rakes, shovels, picks, etc. Quartermaster tools are the responsibility of the unit and must be cleaned and returned before the unit leaves camp. It is recommended that leaders pick up supplies directly after breakfast or dinner.



Public Areas of Responsibility

Each day units are asked to perform clean-up detail in common areas such as: the Shower House and Dining Hall Bathrooms. The schedule will be determined by the troop leaders and Program Director. An announcement will be made each day at lunch.

Shower Houses / Restrooms



The shower facilities are marked and designated for Youth, Adult Women, and Adult Males. The Boy Scouts of America follow a strict policy on Youth Protection and it is important that all groups use the appropriate shower facility. If special arrangements need to be made to accommodate Scouts due to an injury, illness, or a disability please inform the Camp Office prior to or during check-in on Sunday. Please abide by these rules when using the Shower House and other camp facilities. The Shower House will close from TAPS until 6:30 am each day. **Please ensure your scouts shower as regularly as possible.**

Trash & Recyclables

Garbage cans are located throughout the camp. Scouts are reminded of their duty to be thrifty as well as clean. Trash should not be kept for prolonged periods of time in any campsite. Troops should take their bags of trash to the dumpsters located behind the Dining Hall daily. Seven Mountains Scout Camp makes every effort to recycle many of the containers and other items we use each day. Please be mindful of the recycling practices of camp and follow the established guidelines. There are additional recycling containers in the Dining Hall as well

as in front of the Trading Post. By the end of the week units should make certain that their recycling bin is emptied. There are recycling bins for glass, plastic, and metal located behind the Dining Hall.

Health Lodge

The Health Lodge is intended only for the temporary care and treatment of sick or injured campers. Individuals that are seriously injured will be transported to a hospital, or sent home to receive more adequate care. In an effort to reduce the chances of spreading illness throughout the camp, individuals who are ill prior to, or become ill while at camp may be asked to leave camp until they are well. Additionally we ask that parents and leaders avoid sending/bringing sick scouts to camp.

Dining Hall Operations



The Dining Hall will be serving all meals cafeteria style again this year. Units will be dismissed from flags to the hand wash station and then into the dining hall. We are still continuing to use the waiter system following each meal. Each unit of Scouts is to provide one waiter per table and a leader for each meal served in the Dining Hall. The waiters will be expected to clean the tables and sweep the floors following each meal. The kitchen requires that certain rules must be observed. Please pay close attention to the Dining Hall Steward's instructions throughout your stay at camp. **If for any reason Scouts are not able to make any meal times it is mandatory that the Camp Director be notified.**

Meal Times: Breakfast: 8:00am Lunch: 12:15pm Dinner: 6:00pm

Special Dietary Needs/Restrictions

Seven Mountains Scout Camp serves food in accordance to a menu that is approved by a dietitian. Our meals are balanced and are consistent with a healthy diet. It is critical that all food allergies and special dietary needs be reported to the Juniata Valley Council **a minimum of 2 weeks prior to arrival at camp** using the Special Dietary Needs Form. This will allow us to make the adjustments necessary to keep your scouts safe. Our dining hall does not utilize peanut products. For concerns about food allergies, please have the scout/leader ask the Cook about preparation and contents.

The Special Dietary Needs Form is reserved for those with health concerns, being a picky eater is NOT considered a reason for submitting a form.

CAMP POLICIES AND PROCEDURES

Policies

Seven Mountains Scout Camp is a year round facility maintained by the Juniata Valley Council. The primary responsibility of maintaining the facilities at camp rests with the Camp Ranger and a dedicated corps of volunteers which includes the Council Camping Committee. The continued existence and improvements of the summer program is dependent upon the care that is taken to assure the best quality camping equipment and facilities of the camp. Scouts and visitors are asked to use all walking paths when hiking around camp and live by the Outdoor Code and Leave No Trace policies. Scouts and leaders need to be aware that they must be respectful of the facilities of the Seven Mountains Scout Camp and to follow the Scout Oath so that others may enjoy it also. The law of the camp is the Scout Law.

The policies herein are meant to cover many health and safety needs and provide general courtesies for all of our campers at Seven Mountains Scout Camp. They are not “all inclusive;” other policies may be set forth by the Camp Director and/or the Juniata Valley Council as needed. Leaders: Please review these policies with your Scouts and their parents prior to arriving at camp.

Bicycles: Seven Mountains Scout Camp is a relatively small camp, where it takes about 10-15 minutes to walk from the furthest campsite to the furthest program area. It is generally not necessary to ride bicycles around camp. Although we don't recommend excessive bicycle usage in the main camp area, we do encourage use of Mountain Bikes on our in-camp trail designated for use. Maps are available at the Trading Post. Scouts may bring their bikes to camp at their own risk. Of course, any one riding a bike must wear a helmet, in compliance with Pennsylvania State law. Anyone riding a bike is required to yield the right-of-way to those walking the trails and should avoid riding along Sand Mountain Road.



Curfew and Quiet Time: Rest at camp will affect the person's ability to function in a cheerful and safe manner. Leaders are expected to set the example by respecting quiet times for the benefit of neighboring campers and themselves. Please keep conversations low and activities to a minimum between the hours of 11:00 pm and 6:30am.

Drugs and Alcohol: The BSA alcohol/drug policy will be strictly enforced. No alcohol or drugs are to be in camp. Use and/or possession of either at camp is a one time - no exception offense and will result in the removal from camp.

Flammables: Aerosol cans neutralize the water repellency of canvas and should not be used in or around tents or canvas. Open flames (including non-battery operated lanterns, tiki torches, lighters, candles, incense, and tobacco products) are prohibited in or near tents.



Firearms and Weapons: These may not be brought to camp. Only single shot bolt action 22 cal. rifles or shotguns, BB guns and bows provided by the camp will be used. Only ammunition/arrows provided by the camp can be used. Other firearms, paintball guns, blow guns, or weapons related to martial arts or personal protection will be confiscated and turned over to the PA State Police for proper disposal.

Fires: Fires are a potential hazard in camp, particularly if drought conditions exist. Campers must be cautious with fire following the guidelines of the Camp Fire Guard Plan and Outdoor Code. During times of extreme drought or high heat, a ban on open fires may be imposed. You will be notified when and if those conditions are in effect. Campfires in sites must be controlled to a reasonable size and must be contained with the fire rings provided.

Fireworks: Fireworks of any type are prohibited in camp and are against the law in the Commonwealth of Pennsylvania. Items will be confiscated and turned over to the PA State Police for proper disposal.

Fishing: Fishing is permitted during daylight hours. PA Fish and Game Commission laws must be observed. A fishing license is required to fish in accordance with PA State Regulations for those over the age of 16.



Knives, Saws, and Axes: While knives are not required for any portion of the program, the staff acknowledges that pocketknives are often an integral part of the outdoor Scouting experience. These tools may be used only in campsites and program areas. All carriers of pocketknives **must carry a current Totin' Chip card**, which must be produced when requested by a staff member. Sheath knives are not permitted at camp. Proper axe-yards and Totin' Chip rules should be followed.

Open-Toed Shoes: Footwear, such as sandals, flip-flops or crocs are only permitted in the shower houses and pool areas. For your own protection, when hiking to and from these areas, or around camp, sturdy closed-toe shoes (boots or sneakers) are required.

Personal Property: A Scout is Trustworthy, however, on rare occasion; a Scout is still learning the meaning of that point. The Juniata Valley Council cannot be responsible for loss or damage to personal property at camp. Stress security in your campsite. Scouts should be encouraged to lock their valuables in a trunk or footlocker when they are not in use, and take normal precautions of not leaving cash or other valuables lying out in the open. Report any thefts immediately to Camp Director, Program Director or Camp Ranger.

Pets: Pets are not permitted in camp at any time during the camping season in compliance with the Pennsylvania State Health and Safety Codes. This policy does not pertain to pets of permanent camp residents or service animals.

Smoking: Smoking by adults over the age of 18 is allowed only in designated areas (the Camp Parking Lot) and out of the view of youth. Please be responsible for properly disposing of your waste. Youth under the age of 18 are not permitted to smoke.

Staff Quarters: Staff Quarters are off limits to Scouts. This includes the area around the Camp Ranger's home and the Maintenance buildings.

Tree Cutting: Cutting down of standing trees alive or dead is prohibited. Any trees and branches that are already on the ground may be used by units for campfires or gateway projects.



Uniforms: It is recommended that campers have and properly wear a Scout uniform while in camp for morning flag, breakfast, evening flag, dinner, camp-wide campfires and chapel service. Scouts are encouraged to wear their Scouting t-shirts. Units are encouraged to hold uniform inspections prior to camp in order to make any necessary corrections. Please request that Scouts leave articles of clothing at home which may advertise or promote anything that

may contradict the values and ideals that Scouting is trying to teach.

Vandalism and Destruction of Camp Property: Vandalism and pranks are not only contrary to the values of Scouting, but can result in significant financial loss, injury, loss of program, and potentially closing of the camp, affected facility, or program area. There is a fine line between harmless fun and taking things too far. Any Scout or unit that takes part in vandalizing, destruction or theft of camp property will be held financially responsible for all losses incurred, and possibly may face legal prosecution and expulsion from camp without refund of camping fees.

Vehicles: Vehicles (other than those officially designated camp vehicles by the Camp Director) are not permitted inside the camp gates. Vehicles will be permitted to load and unload, but must then be parked in the parking lot. All vehicles must be parked out of camp at all other times. If a vehicle is needed for medical reasons, please obtain a vehicle pass from the health office upon arrival. Advance arrangements may be made with the Ranger to transport large items.

Emergencies

In the event of an emergency, the first step is to notify the Camp Director, Ranger or the nearest camp staff member. Emergencies might include a lost camper, a severely injured Scout, or an intruder. There is no need to alert the staff of impending weather, as the staff regularly monitors weather alerts. At no time should a Scout dial 911 unless specifically instructed to by one of the persons listed above.

During orientation on the first day of camp, the Camp Staff will provide instructions for Scouts and Leaders to follow should an emergency occur. This will include taking a headcount, reporting locations, etc. For more information about weather-related procedures, including lightning safety, see the Weather Hazards information at scouting.org.

Youth Protection

We take our responsibility for the welfare of youth entrusted in our care very seriously. For that reason, policies have been established which pertain to the control of visitors on camp property, release of youth from camp, and verification of no-shows at camp. Policies are summarized below and will be covered in greater detail at the pre-camp leader's meeting and as part of the Troop Leader orientation upon arrival at camp.

Youth Protection Training: If you or any other adult leaders have not had BSA's Youth Protection Training within the past 2 years, you are required to take it before coming to camp. The course is available on-line at myscouting.org and through your local Council.



Color Coded Wrist Bands: These are issued to all Adult Leaders and Scout Campers upon arrival at camp and must be worn at all times to properly identify to others that you belong in camp. Meals may be denied to anyone not wearing a wristband. In the event a wristband is lost, a replacement is available at the Camp Office during normal program hours. Your cooperation, as a leader in enforcing the wristbands will help the staff make sure your Scouts are in a safe environment.

Sign In & Sign Out: All visitors must report to the Camp Office to sign-in and sign out. Temporary visitor passes are issued to those persons who are in camp for a limited time. This policy does not apply during family night activities. Whenever a camper, leader or staff member departs camp, he / she must also sign-in and sign-out at the office. Anyone suspected of being an unauthorized person should be reported to the nearest program area director, leader, or staff member who will contact the Camp Director. This procedure will be modified on Friday during family visits.

PA Act 15: All staff employed by the Juniata Valley Council, BSA and Seven Mountains Scout Camp are compliant with the new Pennsylvania legislation which is designed to increase the safety of children by requiring background checks and child abuse clearances for all volunteers and staff who are responsible for children and directs the mandated report of child abuse.

ALL adults attending summer camping programs must have Criminal Background Checks/Clearances as required by PA Act 15 on file at the Juniata Valley Council Service Center to attend. Please contact the Service Center or visit www.keepkidssafe.pa.gov for more information.

Contact with Wildlife

Seven Mountains Scout Camp is a natural habitat for many species of animal. Please keep in mind that these animals make their residence on a year-round basis. If you encounter wild animals while on a hike or in your campsite, do not disturb or injure or attempt to chase it away. All campers are expected to respect wildlife and subscribe to the Outdoor Code while in camp. Any camper or visitor who intentionally injures, harasses, or kills any of the wildlife in camp will be held legally and financially responsible.

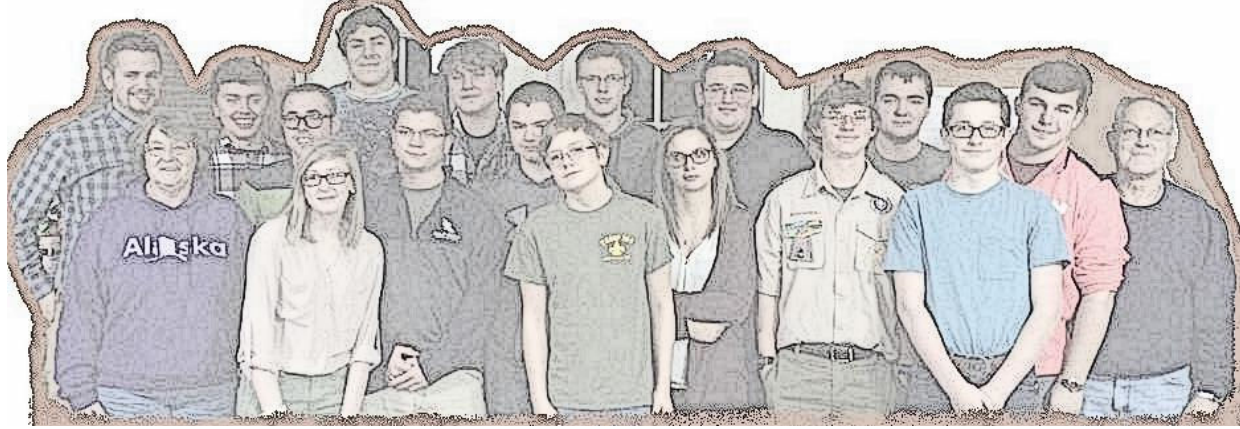


If you come in contact with an animal that is behaving strangely, (staggering, lying still -not trying to flee, seems sickly, foaming at the mouth, etc.) immediately report it to the Camp Director or Ranger. Do the same if you are bitten or scratched by any wildlife. Never pick up or touch an animal that is injured or dead.

Ticks: Each year we hear more and more about the ever increasing tick population. Lyme disease is at an all-time high in Pennsylvania. To protect yourself, insect and tick repellent are highly recommended, and will also help prevent diseases from mosquitoes and other insects. However repellents are not totally foolproof, especially against ticks. Wearing long pants, long sleeved shirts and hats while in tick infested areas cuts down on the risk of bites. Educate your campers about ticks, and have them check themselves on a regular basis, especially after walking through tick habitats. If a tick is found, report it to the Health Officer who will remove it and preserve it in case a Lyme disease rash develops.

SUMMER CAMP STAFF

The Summer Camp Staff is a vital part of a great summer camp experience. We are very excited to have a number of our staff returning from last year and these staff members have been working hard to be ready to provide a great summer experience.



Does your troop have Scouts who have gotten to a point where they are no longer interested in Merit Badges? Working on Camp Staff may be just the thing to re-energize their interest. Spend a summer among friends, helping other Scouts work their way through the program, and earn a paycheck. Anyone who is interested should contact Chuck at the council service center at 717-667-9236 or capgar@bsamail.org.

Counselor in Training and Volunteer Staff Program

The intent of this program is to help develop Scouts into the future camp staff for Seven Mountains as well as offer an opportunity for leaders who want to spend more time at camp. The program is typically a one or two week experience for Scouts at least 14 years of age. CIT's and Volunteer staff will have the opportunity to work closely with Seven Mountains Camp Staff and help improve the program for Scouts.

Goals for CITS:

- Learn to be positive role models for other campers
- Develop leadership skills and learn to work with younger campers
- Improve communication and social skills
- Strengthen friendships and participate in team building activities
- Enjoy favorite camp activities
- Become familiar with the numerous programs Seven Mountains has to offer

How to sign-up:

Those who are interested in becoming a part of the Volunteer Staff Program should submit an application for the program. Scouts and volunteers may apply before the camping season starts and while they are at camp, but space will be limited each week.

Advancement:

Scouts taking the program will have the opportunity to complete at least one merit badge as part of the program.

Cost:

The cost of the program is \$50 per week.

S.O.A.R. TREK

SCOUTING OUTDOOR ADVENTURE RECREATION

After the successful launch of the SOAR program the past two summers, we have continued to update the program that we are offering for older Scouts. New this summer, our SOARTrek program offers a complete, stand alone, four (4) day resident camp experience designed specifically for older Scouts ages 14-21.

SOARTrek is also available to Venture Scouts.

This program falls between a standard summer camp experience and a high adventure program. Participants will select one of 4 treks: Aquatics, Mountain Biking, Shooting Sports, or Wilderness Survival in which they will participate through the camp duration. Each trek will include training activities, a service project, and an over-night out-of-camp adventure. This program will not be an advancement based program; however Scouts looking to earn advancement may attend Merit Badge Camp following the conclusion of SOARTrek at a reduced fee. Adult Leaders may join their scouts and participate in the program but are not required to attend.

Check-in:

All attendees should plan to arrive at camp for registration by 9:00 am on July 5th, 2016 for check-in. Check-in will be held at the registration tent in the parking lot. At this time, you will finalize all fees, turn in completed medical forms, complete medical screening and receive your Buddy Tags. Following check-in, you will proceed to the Athletic Field for time to set up tents, settle-in and form with your Trek Crew to review instructions. Program will begin following lunch.

Camping:

All attendees will camp with the other members of their Trek on the Athletic Field. Scouts are encouraged to bring their own tent for use during the week. Meals will be provided during the Trek. A complete list of essentials will be emailed to each participant in advance of the start of the camp.

Closing Campfire

Following return to camp from the off-site adventures of each Trek on Friday, a closing campfire will be held at the Athletic Field where members of the Trek will discuss their experiences with scouts from the other Treks. Following the campfire, scouts may depart from camp on either Friday evening or Saturday morning. Scouts wishing to be part of the Merit Badge Camp for the weekend may remain in camp through the conclusion of the program.

Trek Summaries

The planned activities for each of the four Treks are listed below. These will be finalized as we get closer to camp and more details will be emailed out to each participant.

Shooting Sports

- Offsite trip to local Sportsman's Club.
- Participate in activities developed around Rifle, Shotgun, Archery, and Muzzle Loader.
- Provide service project to upkeep the camp ranges and equipment.



Mountain Biking

- Riding camp trails and providing maintenance and expansion.
- Two Day/Overnight trip to Coopers Gap.
- Learning bike maintenance and reviewing bike safety.
- Team building activities.



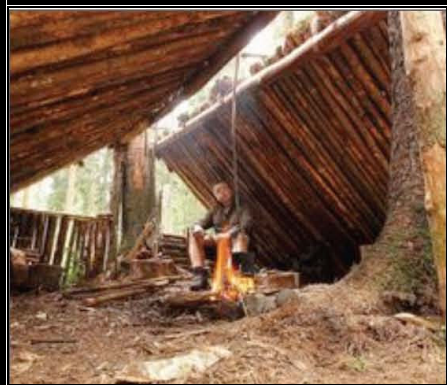
Aquatics

- Small boat sailing and camping trip off site.
- Learn paddle craft safety.
- Participate in a tubing expedition.
- Provide service project to benefit aquatics areas in camp.



Wilderness Survival

- Learn survival skills in the woods including orienteering, rope skills, and survival techniques.
- Survivor challenge: Offsite, overnight expedition.
- Provide a scoutcraft service project to benefit camp.
- Team building activities.

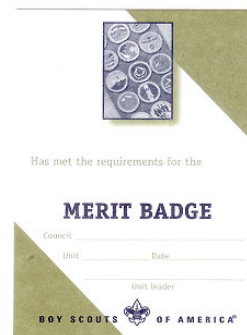


MERIT BADGE CAMP

Merit Badge Camp is a two day (weekend) program, where Scouts will have the opportunity to work on a maximum of three (3) merit badges depending on the merit badges chosen. The overall camp consists of three individual sessions. Some merit badges require more than one session to complete.

Several of the merit badges require the Scout to complete pre-requisite items prior to coming to camp in order to complete the merit badge. Pre-requisite requirements will be emailed to the individual scouts upon final registration.

Please ensure that your scouts only register for a first choice and an alternate for each session.



General Program Schedule

| | |
|--------------------------|-----------------------------------------------------------|
| Friday 7/8/16 Evening: | Arrival and check-in, program orientation, cracker barrel |
| Saturday 7/9/16 AM: | Merit Badge #1 |
| Saturday 7/9/16 PM: | Merit Badge #2 |
| Saturday 7/9/16 Evening: | Open Program |
| Sunday 7/10/16 AM/PM: | Merit Badge #3 |
| Sunday 7/10/16 5pm: | Departure |

Registrations

Scouts can register and select their merit badge choices online. Please have Scouts select a first choice and an alternate choice for each period. Below is a listing of the merit badge offerings based on the time slots available:

| Session | Merit Badge Offerings | | | |
|--------------|-----------------------|-------------------|------------------|---------------|
| Saturday AM | Communications | Robotics | Crime Prevention | Public Health |
| Saturday PM | | | Fire Safety | |
| Sunday AM/PM | | Scouting Heritage | Law | |

Policy on Merit Badge Selection:

Every effort will be made to accommodate a Scout's first choice for merit badges; however, there may be circumstances where this is not possible. These include:

- 1) Not enough Scouts registered for the badge to meet Youth Protection Guidelines
- 2) Last Minute Cancellations from counselors
- 3) Too many Scouts registered for a given badge, resulting in the class enrollment being capped to ensure quality instruction and a positive experience for the Scouts. (More sessions may be added as needed).

BOY SCOUT RESIDENT CAMP

Pre-camp Meeting

At least one representative from each troop is asked to attend the Pre-camp meeting the Tuesday before you come to camp. The Pre-camp meeting will be held at 7:00pm in the OA Pavilion adjacent to the parking lot. At this meeting we will go over any last minute changes that you will need to know before you arrive at camp. This is also an opportunity to turn in all of your paperwork in advance to help speed up the registration process on Sunday when you check-in. Forms to bring with you include:

- _____ Final Troop Roster if not already submitted
- _____ Final Merit Badge Sign-up Form
- _____ Special Needs/Special Diet Forms
- _____ Orders for Family Night
- _____ Medical Forms



By turning in all of these forms prior to arriving at camp, the Camp Staff will have extra time to identify any problems and will be able to work with you to get them solved before you get to camp.

Check-In Procedure

The following procedures should be used for checking in to camp:

1. Your unit should arrive at camp between 1pm and 5pm on Sunday. You must check in at the Parking Lot when your entire unit has arrived. Here you can finalize all fees, meal orders for Family Night, complete medical forms, complete a medical screening and receive your Buddy Tags for all campers in your unit. If you turned in all of your forms during the Pre-camp Meeting you will still need to check-in. At this point you will be able to continue through the afternoon check in activities.
2. The unit's gear should be packed in no more than two vehicles. These two vehicles will be the only vehicles allowed to the campsite. Trailers are allowed to stay at the campsite under the direction and permission of the Camp Director.
3. The unit along with a Staff Guide will then proceed to the campsite. At the campsite:
 - a. The Staff Guide and the Unit Leader will inspect the campsite's tents.
 - b. Scouts should not move into tents until after they have been inspected.
 - c. Store and secure all gear.
 - d. **Now is not the time to settle into camp.**
4. The unit and guide will then proceed to the Dining Hall for instructions and seating arrangements.
5. Following your medical check you will need to take your Buddy tags to the Pool and participate in a swim test. A swim test is mandatory for anyone wishing to participate in any aquatic activity. Units may opt to pre-test their scouts. However in order for these test to be recognized you will need to provide

documentation of the administering lifeguards credentials a roster of scouts and classifications and the date and location of the test. In all cases, the Aquatics Director has final say in a swimmers ability group.

6. Once you have completed the Dining Hall orientation, Medical Checks, and Swim Test, you may return to your site to begin settling in.

Vehicles

All vehicles staying on camp property must be returned to the main parking lot by 5pm. Private vehicles are not permitted to stay in campsites or on the access roads into campsites. Anyone requiring permission to keep their vehicle at the campsite for disability reasons must secure a permit from the Camp Director, and must agree to abide by the rules in order to maintain the privilege. The permit will be displayed in the vehicle while in camp.

Merit Badge Registration

For those unable to pre-register for merit badges, sign-ups will also be available at the Pool Pavilion from 2:30pm until 4:00pm Sunday afternoon. Scouts are asked to bring their Blue Cards for all of their merit badge classes and any prerequisites that they may have had to complete prior to camp. Pre-registered Scouts are encouraged to check with the staff to ensure enrollment. Some merit badge classes will have size limits due to limited amount of space or limited equipment. To ensure that your Scouts can take the merit badges desired it is strongly suggested that you register early.

Sunday Check In Schedule

| | |
|-----------------|-------------------------------------------------------------------------------------|
| 1:00 to 5:00 pm | Troops check-in/ Medical check-in/ Visit Dining Hall/ Swim Tests/ Trading Post Open |
| 2:30 to 4:00 pm | Merit Badge Registration (Pool Pavilion) |
| 4:30 pm | Leaders Meeting at the Pool Pavilion |
| 5:45 pm | Waiters Call |
| 5:50 pm | Retreat Ceremony at Dining Hall Parade Field |
| 6:00 pm | Dinner |
| 6:45pm | Trading Post Open |
| 7:00 pm | Safe Swim Defense/Safety Afloat |
| 8:00 pm | Line Up for Opening Campfire/Trading Post Closes |
| 8:15 pm | Opening Campfire |
| 10:30 pm | TAPS Quiet Time/Shower Closes |
| 11:00pm | Lights Out |

Check Out Procedures

Once again this year, the Saturday morning breakfast will be delivered to each campsite at approximately 8:00 am rather than be served in the Dining Hall. Kitchen Staff will provide a continental style breakfast to allow units time to pack and prepare for travel home. Immediately after breakfast on Saturday, follow the steps below to check-out.

- Pack all personal gear. Double check so as not to leave anything. Prepare the campsite for final inspection by the Ranger Staff.
- Police the campsite. Make certain that the washstand and latrine areas are thoroughly cleaned and hosed down.
- Remove or dismantle any campsite improvements that were made during the week.
- Vehicles may be brought into the site to pack the entire unit's gear. Please return to the parking lot after packing out.
- All garbage/recyclables are to be removed from the site to the large dumpster behind the Dining Hall. The Ranger Staff is not responsible for removal of any garbage left in the site.
- Return all camp equipment that was used during the week to the Quartermaster Storage. Please make certain that you check in all equipment with the Camp Clerk. Any camp equipment or tents that are damaged must be paid for by the troop before leaving camp.
- The Ranger or his staff will arrive and check the campsite for trash and damaged tents. Once your inspection has been completed you may leave the campsite unless there is a problem.
- Do not forget to pick-up all medication and Health Forms at the Health Lodge and any advancements from the Camp Office.

*If you are planning to leave prior to breakfast on Saturday please see the Camp Director to make arrangements for check-out.

Remember: A Scout is clean. Leave the campsite in better condition than you found it.

Wednesday Evening Meal

The Wednesday evening dinner meal will be served in the individual unit's campsite rather than the Dining Hall. All food will be pre-cooked and brought to the sites warm/chilled as applicable. Paper products and eating utensils will be provided. Units should plan to bring serving utensils and water coolers. Ice delivery will be available with the food upon request.

MERIT BADGE PROGRAM

Purpose

Any registered Scout, regardless of rank, may work on any merit badge and receive the badge when he earns it. The merit badge program is one way Scouting enables Scouts to experience a broad spectrum of activities. Earning merit badges gives boys the kind of self-confidence that comes only from overcoming difficult obstacles to achieve a goal. Through the merit badge program, boys learn career skills that might help them choose their lifework. Some merit badges help boys develop physical fitness and provide hobbies that give a lifetime of healthful recreation.

Pre-registration/Registration

In order to best accommodate the needs of each Scout, the Program Director needs to have all Merit Badge Registration completed prior to the Pre-camp meeting. Troop leaders may submit merit badge registration online as soon as it becomes available. For those who do not have online access or wish to submit a hardcopy, merit badge rosters can be mailed to the Scout Service Center. Class rosters will be compiled from the pre-registrations so that when a Scout arrives at camp he will only need to turn in his Blue Card and make sure his name appears on the list at Merit Badge Registration on Sunday afternoon. Preference for classes with size limits will be given to those units who have submitted their rosters online.

If a Scout chooses to change which Merit Badges he is taking, or did not pre-register he will need to meet with the Merit Badge Counselor during Merit Badge Registration. The Seven Mountains Camp Staff will do their best to accommodate each Scout, but Scouts not pre-registering or registering late may be asked to move to a different session of a merit badge or to choose another merit badge based on class size and availability of equipment.

Supplies

All supplies needed for badges can be purchased at the Trading Post and not at the Program Areas. The price list will be made available closer to camp. An estimated cost will be listed in the merit badge descriptions. Merit Badge books can be attained from the scout shop.

Blue Cards

Only Scouts with Blue Cards filled-out and signed by the Scoutmaster or Unit Leader will be able to participate in merit badge classes. Make sure to bring all Blue Cards on Sunday to Merit Badge Registration.

Updated Merit Badges

Merit Badge requirements are constantly being updated. Please make certain that you have the most up-to-date requirements for these merit badges.

Open Program Periods

Every program area has open time scheduled. This time can be used by Scouts to supplement their instructional time or participate in additional programming. Each program area will have activities available throughout the week. These activities will be announced daily.

2016 MERIT BADGE PROGRAM SCHEDULE

| Time | Monday | Tuesday | Wednesday | Thursday | Friday |
|-------|------------------------|---------------|------------------------|---------------|-------------------------|
| 9:00 | Merit Badge 1 | Merit Badge 1 | Merit Badge 1 | Merit Badge 1 | Search and Rescue Drill |
| 9:30 | | | | | |
| 10:00 | Merit Badge 2 | Merit Badge 2 | Merit Badge 2 | Merit Badge 2 | Merit Badge Completion |
| 10:30 | | | | | |
| 11:00 | Merit Badge 3 | Merit Badge 2 | Merit Badge 3 | Merit Badge 2 | |
| 11:30 | | | | | |
| 12:00 | Lunch and Siesta | | | | |
| 12:30 | | | | | |
| 1:00 | | | | | |
| 1:30 | | | | | |
| 2:00 | Merit Badge 4 | Merit Badge 3 | Merit Badge 4 | Merit Badge 3 | All Open Program Areas |
| 2:30 | | | | | |
| 3:00 | All Open Program Areas | Merit Badge 4 | All Open Program Areas | Merit Badge 4 | |
| 3:30 | | | | | |
| 4:00 | | | | | |
| 4:30 | | | | | |
| 5:00 | | | | | |







| Program Area | Merit Badge 1 | Merit Badge 2 | Merit Badge 3 | Merit Badge 4 |
|-----------------|---------------------------|------------------------------|---------------------|-----------------------------|
| Pool | BSA Lifeguard | Lifesaving | Swimming | Swimming |
| Waterfront | Rowing | Canoeing | Kayaking | Canoeing |
| Shooting Sports | Rifle | Rifle | Shotgun | Shotgun |
| | Archery | Archery | Archery | Archery |
| Health & Safety | Citizenship in the Nation | Emergency Preparedness | American Heritage | First Aid* |
| Handicraft | Public Speaking | Basketry | Entrepreneurship | Leatherwork |
| | Indian Lore | Woodcarving | Art | Textile |
| Nature | Sustainability | Fish and Wildlife Management | Sustainability | Bird Study |
| | Astronomy | Chemistry | Forestry | Soil and Water Conservation |
| Scoutcraft | Wilderness Survival | Orienteering | Wilderness Survival | Geocaching |
| | Camping | Pioneering | Camping | Fishing |

* All scouts signed up for the Netami program will be included in the First Aid Merit Badge time slot.


Program Information







Pre-requisites for Merit Badges are requirements that will not be completed at camp due to the nature of the requirement. They do not need to be completed prior to camp, but if not completed will result in the merit badge being incomplete at the end of the week. Merit Badge ratings are loosely modeled on the advancement structure of a Boy Scout. They are not restrictions on the scout who can participate but a representation of the level of skill and maturity needed to fully benefit.

AQUATICS MERIT BADGES





| | Merit Badge | Rating | Pre-requisites and General Information |
|-------------------------------------------------------------------------------------|---------------|--------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | BSA Lifeguard | Eagle | Must have Swimmer Ability Level, First Aid and CPR certification, Requires 30 hours of instruction and may not be completed in one week at camp. |
|  | Canoeing | First Class | Swimmer Ability Level. Must bring closed-toed shoes for lake. |
|  | Kayaking | Star | Swimmer Ability Level |
|  | Lifesaving | Life | First Class Rank, Swimmer Ability Level, It is recommended that scouts complete Swimming Merit Badge before taking Lifesaving. |
|  | Rowing | Second Class | Swimmer Ability Level. Must bring closed-toed shoes for lake. |
|  | Swimming | Scout | Swimmer Ability Level, Second Class Requirements 7a-7c, First Class Requirements 9a-9c, Must bring long sleeve shirt and pants for clothes inflation. |



NATURE MERIT BADGES

| | Merit Badge | Rating | Pre-requisites and General Information |
|-------------------------------------------------------------------------------------|-------------|-------------|------------------------------------------------------------------------------|
|  | Astronomy | First Class | No prerequisites. Ability to complete may be impacted by weather conditions. |




| | | | |
|------------------------------------------------------------------------------------|------------------------------|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | Bird Study | Tenderfoot | Requirement 5. Requires independent study. |
|  | Chemistry | First Class | No prerequisites. |
|  | Fish and Wildlife Management | Second Class | Requirement 5 & 7 will be worked on during camp but may require additional time to complete. |
|  | Forestry | First Class | No prerequisites. |
|  | Soil and Water Conservation | Tenderfoot | No prerequisites. |
|  | Sustainability | First Class | Requirement 1. Requirements 2 (Water A, Food A, Energy B & C, and Stuff A) require timed logging of activities. If not completed prior to camp, these will require additional work following camp to complete Merit Badge. |

SCOUTCRAFT MERIT BADGES





| | Merit Badge | Rating | Pre-requisites and General Information |
|-------------------------------------------------------------------------------------|--------------|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | Camping | First Class | Requirement 4b, 8c, 8d, & 9. A written note from the Unit Leader will suffice for reqs. 4b, 8d & 9. Scouts should bring equipment suitable for outpost camping. |
|  | Fishing | Scout | No prerequisites. |
|  | Geocaching | First Class | Requirement 7. |
|  | Orienteering | First Class | Requirement 7. |





| | | | |
|-----------------------------------------------------------------------------------|---------------------|-------------|----------------------------------------------------------------------------------------------------------------------|
|  | Pioneering | Star | Requirement 2. Scouts should have a working knowledge of knots and lashings. |
|  | Wilderness Survival | First Class | Requirement 5. Please bring your survival kit to camp. Scouts should be prepared to spend Thursday night at outpost. |

SHOOTING SPORTS MERIT BADGES





| | Merit Badge | Rating | Pre-requisites and General Information |
|------------------------------------------------------------------------------------|------------------|-------------|-------------------------------------------------------------------------------------------------|
|  | Archery | First Class | Scouts will need to purchase an arrow kit from the Trading Post at an estimated cost of \$5.00. |
|  | Rifle Shooting | Tenderfoot | Scouts will need to purchase an ammunition voucher from the Trading Post at a cost of \$5.00. |
|  | Shotgun Shooting | Star | Scouts will need to purchase an ammunition voucher from the Trading Post at a cost of \$25.00. |

HANDICRAFT MERIT BADGES

| | Merit Badge | Rating | Pre-requisites and General Information |
|-------------------------------------------------------------------------------------|------------------|-------------|---------------------------------------------------------------------------------------------------------|
|  | Art | Tenderfoot | Requirements 6 & 7 |
|  | Basketry | First Class | Scouts will need to purchase a Basketry Kit at the Trading Post at an estimated cost of \$25.00 |
|  | Entrepreneurship | First Class | Requirement 3. |
|  | Indian Lore | Tenderfoot | Scouts will need to purchase supplies from the Trading Post. Kits range in price from \$5.00 to \$25.00 |

| | | | |
|-----------------------------------------------------------------------------------|-----------------|--------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
|  | Leatherwork | Tenderfoot | Scouts will need to purchase a Leatherworking Kit from the Trading Post. Kits range in price from \$5.00 to \$25.00. |
|  | Public Speaking | First Class | No prerequisites. |
|  | Textile | Second Class | No prerequisites. |
|  | Woodcarving | Tenderfoot | Scouts should have earned the Totin' Chip. Wood carving supplies will need to be purchased from the Trading Post at an estimated cost of \$5.00. |

HEALTH & SAFETY MERIT BADGES

| | Merit Badge | Rating | Pre-requisites and General Information |
|-------------------------------------------------------------------------------------|---------------------------|-------------|------------------------------------------------------------------------------------------------------------------------------------------|
|  | American Heritage | First Class | Requirement 3c. |
|  | Citizenship in the Nation | First Class | Requirement 2. |
|  | Emergency Preparedness | Star | Requirements 1, 2c & 8c. |
|  | First Aid | First Class | Requirements 1 & 2d. NOTE: All scouts in the Netami Program will work toward earning the First Aid Merit Badge as part of their program. |

Netami

The Netami program is designed to offer first year campers an experience that not only introduces them to Boy Scout Resident Camp, but accelerates their progress through the First Class Rank. Scouts participating in the Netami program will have the opportunity to earn their Totin' Chip and Fireman Chit, as well as earning over 30 rank requirements. The instructors will not be signing off requirements in Scouts handbooks, therefore it is up to the Scout and Scoutmaster to review and approve the requirements.

The Netami program will meet at the OA pavilion (across from the Dining Hall) unless otherwise instructed. Scouts should be prepared for activities such as swimming and hiking. Unit leaders who have scouts enrolled in Netami are asked to participate as available. In addition to working on rank requirements, all scouts in the Netami program will also work toward earning the First Aid merit badge as part of their program.

Tentative Netami Requirements (Subject to Change):

Tenderfoot: 4a, 4b, 5, 6, 9, 11, 12

Second Class: 1, 2, 3c, 3d, 3e, 3f, 6, 7a, 7c, 8

First Class: 1, 2, 7, 8, 9

| |
|----------------------------|
| CAMP DAILY SCHEDULE |
|----------------------------|

| | |
|------------------|------------------------------------------------------------------|
| 6:30 am | Shower House Opens |
| 7:00 am | Reveille |
| 7:40 am | Waiters Call |
| 7:50 am | Colors |
| 8:00 am | Breakfast |
| 8:45 am | Leader's Meeting at the Camp Office directly following breakfast |
| 9:00 to 11:50 am | Program |
| 12:00 pm | Waiters Call/ SPL Meeting Trading Post Porch |
| 12:10 pm | Line up for lunch |
| 12:15 pm | Lunch |
| 1:00 to 2:00 pm | Siesta/Trading Post Opens 1pm |
| 2:00 to 5:00 pm | Program |
| 5:00 pm | Trading Post Closes 5pm |
| 5:45 pm | Waiters Call |
| 5:50 pm | Retreat |
| 6:00 pm | Dinner |
| 7:00 to 9:00 pm | Evening Activities/Trading Post Opens |
| 9:00 pm | Trading Post Closes |
| 10:00 pm | TAPS Quiet Time/Shower Closes |
| 11:00pm | Lights Out |
| | |

PROGRAM FEATURES FOR YOUTH CAMPERS

New Scout Hike

Thursday Morning, the Netami Clan will conduct a 5 mile hike. Scouts should bring a small backpack and water bottle. Leaders will be asked to assist with the hike.

The Patrol Method

Our program has been developed to promote the use of the patrol method while in camp. We will be using this method in the Netami Program, Patrol Competitions, and all Patrol Meetings.

Patrol Leaders' Council in Camp

Troops are encouraged to conduct a Patrol Leader's Council Meeting(s) in camp. Staff assistance, guidance, and suggestions in Patrol Leader's Council Meetings can be arranged through the Program Commissioner. The Seven Mountains Camp experience should be used to strengthen your troop's overall program. **This is required for the Honor Patrol Award.**

Camp-wide Events (by SPL Council)

There will be many camp wide events offered this summer. Some of these events will be run by the staff, but the SPL's in camp will also have the opportunity to plan and execute several camp-wide events. The events must be held to certain time constraints due to troop/patrol sponsored campfires, overnigher trips, and merit badge activities. SPLs should survey their units prior to coming to camp about programs in which they would be interested. In previous summers we have had flag football tournaments, fishing tournaments, volleyball tournaments, and scavenger hunts just to name a few activities.

Senior Patrol Leader's Council

At Seven Mountains Scout Camp there is a Senior Patrol Leader's Council, which meets to plan camp activities like campfires and camp-wide events. This council meets daily before lunch. They may also share ideas on troop programs and operations. All Senior Patrol Leaders are strongly encouraged to participate in this council, which is chaired by the Program Director or Program Commissioner.

Twilight Program Events

Although a list of prospective activities is not yet completed, some examples we are looking at include: evening swims, sports competitions, open merit badge time, open shooting sports, mountain bike rides, and SPL led

activities. These times will run from 7pm to 9pm. Details on twilight activities will be announced at the SPL council.

Chapel Service

A Scout is Reverent. One of the unique features of our camp is its beautiful chapel. A non-denominational/inter-faith service in accordance with BSA standards is conducted each Monday night at 7:00pm in the chapel area below the breast of the dam. Units and individuals are encouraged to attend this service and should feel free to use this area throughout your stay at Seven Mountains Scout Camp.

During Chapel Services a collection will be taken for the World Friendship Fund. The World Friendship Fund gives the youth members of the Boy Scouts of America an opportunity to help fellow Scouts who are in need of their support. When Scouts and units participate, they become a part of a worldwide Good Turn. They develop an awareness of and a concern for Scouting needs of others. World brotherhood through Scouting is realized when Scouts care and share.



Aquacade

A tradition at camp, Patrols will compete in strength, agility, and quickness in the Aquatics areas. Senior Patrol Leaders may check with the Program Director for more information upon arrival at camp.

Flag Ceremonies



One of a Scouts Duties is their Duty to Country. We honor that duty each day by performing traditional flag ceremonies. Camp wide flag raisings and retreats are held daily at 7:50am and 5:50 pm. Unit flag ceremonies are encouraged in the campsites prior to the camp-wide activities. All units are strongly encouraged to be at the Dining Hall promptly and in proper uniform for the flag ceremonies each morning and evening. **Units are asked to sign up to serve as honor guards for the colors ceremonies held Monday thru Friday. These signups will be held at the first SPL meeting. Please see the Program Director for scheduling and instructions.**

Hikes

Every patrol is encouraged to take a hike and/or an overnighter during the week. Your campsite is only a base of operations. Many excellent trails exist in and near camp, along with other seldom used areas of the camp. You are invited to use these areas, leaving them in prime condition upon departure. You must file with the Program Commissioner your plans for a hike. Plans should include and a detailed list of the number going,

names of the Scouts and leaders going, route estimation, expected departure time, and anticipated time of return. For more information on trails in and around the camp, consult the Program Commissioner.

Outpost Camping

Outpost campsites are another program feature, which can be used by patrols and troops. Information concerning these outpost sites is readily available. Reservations through the Program Commissioner are required since space is limited. When planning your outpost experience, Tuesday or Thursday night should probably be considered first. Leadership is the responsibility of the patrols and troops involved.

Campfires

Two camp-wide campfires are held during camp. The Staff “Welcoming Campfire” is scheduled for Sunday night. Parents are invited for the Friday night “Visitors Campfire” and the Order of the Arrow “Call Out” ceremony. Units are encouraged to hold their own campfires in their sites any night of the week. Units are encouraged to invite staff members to attend these campfires.



VISITORS AND FAMILY NIGHT

Visitors

Visitors are always welcome at Seven Mountains Scout Camp. However, in order to protect the Scouts, **all visitors in camp must sign in and out at the camp office before joining their unit.** Visitors must park in the Parking Lot and get a wrist band at the Camp Office. For the safety of all of our Scouts and guests, the Seven Mountains Camp Staff are trained to question anyone in camp that does not have a wrist band or the correct color wrist band. Visitors who plan on joining the scouts for a meal will need to purchase a meal voucher.

Color Coded Wristbands

Visitors will be issued a wristband during their stay at camp. Meals may be denied to anyone not wearing a wristband or possessing a meal voucher. In the event a wristband is lost, a replacement is available at the Camp Office.

Visitor Meal Cost

If a visitor is planning to join your Troop for any meal, please have them pay at the Camp Office prior to dining.

Breakfast: \$8.00

Lunch: \$8.00

Dinner: \$8.00

Family/Visitor Night

The last night of camp is our official visitor night. Visitors should plan on arriving by 5:30 pm if they intend on joining their scouts for dinner. The cost for this meal is \$8.00 per guest and meals must be ordered by check-in on Sunday when your troop arrives at camp. Visitors should park in the main parking lot, or the athletic field if necessary. If your troop is having family members visit who will need special arrangements to travel through camp, please visit the Camp Office and transportation arrangements can be made.

PROGRAM FEATURES FOR UNIT LEADERS

Scoutmaster Meeting

Sunday evening a brief meeting will be held at the Pool Pavilion at 4:30pm. Scoutmasters and Unit Leaders are urged to attend this informal gathering. This is an opportunity for the camp leaders to discuss any last minute concerns and to meet the area directors who will answer any questions you may have.

Safe Swim Defense

After dinner Sunday evening, the Aquatics staff (with some help from other staff members) will offer instruction in the Boy Scout Safe Swim Defense and Safety Afloat programs.

Scoutmaster Shoot



If you are an early riser and need something to get you going in the morning, then this is for you. The day and time will be announced by the Shooting Sports Director at camp. Come out and show off your skills to your fellow scoutmasters.

Scoutmaster Cook Off

This is a competition between all unit leaders. We want to see how creative you can be with **two “mystery” ingredients, which will be announced at the Pre-Camp Leader’s Meeting**. All ingredients will be supplied by the person doing the cooking. Scoutmasters are asked to bring their dishes to the Dining Hall at 7:00pm on Wednesday Night. Judging will be based upon originality, presentation, and overall taste.



Unit Leader Meetings

Daily, there will be a leaders meeting directly following breakfast. At least one leader from every unit is asked to attend an informal meeting with the Program Director, Program Commissioner, and Camp Commissioners. This is where leaders get to share their views on the camp program. This meeting will take place at the Camp Office.

Unit Leader Training

There can be unit leader training offered during your week of Boy Scout Resident Camp. To set up training please contact the Council Service Center prior to coming to camp. Course offerings include: Scoutmaster Specific, Introduction to Outdoor Leadership Skills, and Youth Protection. Course availability may vary based on interest level

THE ORDER OF THE ARROW IN CAMP



In the rich traditions of the Native Americans, the Order of the Arrow recognizes campers who best exemplify the Scout Oath and Law in their daily lives and by such recognition causes other campers to conduct themselves in a manner that warrants recognition.

The purpose of the Order is to develop and maintain excellent camping traditions and spirit, to promote year round scout camping, and develop the habit of helpfulness into a life purpose of leadership in cheerful service to others. The Monaken Lodge is responsible for many service projects and camp improvements at Seven Mountains Scout Camp.

All members of the Order are encouraged to wear their sash on Friday, OA day in camp, to evening retreat, evening dinner, and campfire. Members can also take part in the following programs:

Campfire Preparation

Arrow-men may be asked to help build campfires for any of the camp-wide campfires during the week.

OA Call- Out Ceremony

All Arrow-men are asked to help. If you want to help out with the weekly Call-Outs see the Camp Staff Order of the Arrow representative for details.

OA Cracker-barrel/Lodge Meeting

The night of the OA Cracker-barrel and Open Lodge Meeting will be announced during the week that you come to camp.

Elections and Eligibility

All unit elections should be completed prior to attending camp. Out-of-Council units are reminded that they must provide a letter from their home lodge authorizing Call-Outs to be done in our camp.

SUMMER CAMP HONOR AWARDS

Honor Troop Award

This summer the honors program at summer camp includes awards at the Patrol and Troop levels. The requirements for each are outlined in the attached forms. The Senior Patrol Leader for each troop is responsible for securing turning the completed sheets into the Camp Office by 3:00 pm on Friday.

Commissioner Service

Visiting your campsite each day will be our Camp Commissioner. His full time job is to take care of your needs during the week. The commissioner will stop by each morning to visit your campsite and with the leaders in site to make sure you have all the supplies and equipment you need to carry out your campsite program. If there is something broken or missing in your site, they will work to see it is fixed or replaced. They will also inspect the campsite for safety and cleanliness using the Campsite Inspection Form found in this section of the guide.

Seven Mountains White Atchin Award

Each unit is to select one outstanding Scout from their troop to receive the White Atchin. This award is not meant to be a popularity contest. It is for the one who best exemplifies the Scouting Spirit and lives up to the Scout laws and Oath during their stay at camp. The Senior Patrol Leader will be responsible for passing the information on to the Program Director **in written form** no later than **Friday lunch**.

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| SEVEN MOUNTAINS HONOR PATROL AWARD |
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The Honor Patrol Award was developed to foster troop growth and development in the aims and methods of scouting. The requirements were written to enhance the “back to basics” ideals of troop functioning and programming. All requirements must be completed in full. **This Award sheet must be turned into the Camp Office by 3pm on Friday to receive the award at the Friday night campfire.**

To earn the Honor Patrol Award patrols will:

- _____ Have a patrol Flag, cheer or yell. This must be carried with them to all meals, campfires, games and competitions.
- _____ Have all patrols attend at least two patrol competitions or games.
- _____ Patrol cooperates with patrol leader, unit leader and staff.
- _____ Each patrol member must advance one rank or complete 2 merit badges. Natami Scouts must complete at least 8 of Natami requirements listed.
- _____ Each patrol must have a skit, song or cheer for Friday Night Campfire.
- _____ Each patrol must attend Chapel Service.
- _____ Patrol will hold a Patrol Leaders meeting in campsite under the direction of the SPL and Scoutmaster.
- _____ Each patrol member must show patrol spirit, and abide by the Scout Oath and Laws.

Scoutmaster _____ Troop _____ Campsite _____

Camp Commissioner _____ SPL _____

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| SEVEN MOUNTAINS HONOR TROOP AWARD |
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The Seven Mountains Troop Award is a distinctive recognition for troops, their scouts and leaders. The award has pre-selected requirements designed to assist troops in conducting a successful summer camp experience. Earning this award is a measure of excellence – identifying your troop a unit that is dedicated to the fun and fellowship of the summer camp adventure.

Form must be completed and handed in to the Camp Office by 3pm on Friday.

To earn the Honor Troop Award troops will:

- _____ Demonstrate continuous scout spirit during the week.
- _____ Troop's camp week program, roster, campsite inspection form and fireguard chart is posted by Tuesday morning's commissioner visitation.
- _____ Camp site is kept neat, clean and free from unnecessary hazards. (Troop must pass Clean Camp Site with a 90 point average each day.)
- _____ Fly the United States Flag in the campsite and conduct morning and evening flag lowering.
- _____ Follow the camp procedures and policies as set forth in the Leader's Guide.
- _____ Conduct a Troop or inter-troop campfire.
- _____ Senior Patrol Leader (or his appointed stand-in) must attend all SPL Meetings at noon Monday thru Friday.
- _____ Troop initiates some campsite improvement project such as trail maintenance or a conservation project. Project: _____
- _____ Troop serves as a service troop at least once during their stay. Check with Camp Commissioner for service to be rendered.

Troop# _____ Campsite _____ Week# _____

SPL _____ Scoutmaster _____

Program Director's Signature _____

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| CAMPSITE INSPECTION FORM |
|---------------------------------|

Troop: _____

Campsite: _____

Week: _____

| Inspection Items | Monday | Tuesday | Wednesday | Thursday | Friday |
|----------------------|--------|---------|-----------|----------|--------|
| General Site 25 | | | | | |
| Tents 15 | | | | | |
| Personal Gear 20 | | | | | |
| Latrine 10 | | | | | |
| Water Basin 5 | | | | | |
| Rosters 10 | | | | | |
| Fire Equipment 15 | | | | | |
| Extra Credit 5 | | | | | |
| Daily Total | | | | | |

- **General Site:** Overall appearance of campsite; No trash found on the ground; No obvious safety hazards; fire rings in good condition; Natural ground cover in place.
- **Tents:** Tent flaps properly rolled. At least the front and back flaps of all occupied tents should be rolled, weather permitting. All tents should be rolled in a consistent manner.
- **Personal Gear:** All gear neatly stowed; Sleeping bags/blankets rolled, hung or neatly folded.
- **Latrine:** Free of dirt, trash, and spider webs; Stocked with toilet paper; Toilet lids down; Floor relatively clean.
- **Water Basin:** Free from soap, toothpaste and personal gear.
- **Rosters:** Scout Fireguard Chart posted and properly used; Troop duty roster posted.
- **Extra Credit:** Each pioneering project can earn up to five points. Points will be awarded based on skills needed, complexity, and originality.