

# CAMP MOUNTAIN RUN

## 2010 PROGRAM GUIDE

Boy Scout Camp



### **Bucktail Council, B.S.A**

209 First Street  
DuBois, PA 15801  
Office Phone: (814) 371-5650  
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### **Camp Mountain Run**

4980 Mountain Run Road  
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# **WELCOME TO CAMP MOUNTAIN RUN**

## **MISSION STATEMENTS**

The purpose of the Boy Scouts of America is to provide an effective program for boys, young men and women to help them develop desirable qualities of character and leadership, to assume the responsibilities of participating citizenship including service to God and Country, and to develop personal fitness.

The mission of Camp Mountain Run is to carry out the mission of the Boy Scouts of America and provide a positive, outdoor learning experience through the methods of Boy Scout camping.

## **QUESTIONS AND CONCERNS**

The Bucktail Council, Camp Administration and Program Staff are here to help you have a pleasant stay at Camp Mountain Run. Please contact the Camp Director, Program Director, or Commissioner if you have any questions, concerns or requests. We will do our best to accommodate you and give you an enjoyable summer camping experience.



# **PRE – CAMP PLANNING**

## **PRE-CAMP LEADER MEETING**

A pre-camp planning session will be held at Camp Mountain Run for Scoutmasters, Cubmasters and Senior Patrol Leaders on Saturday, May 8<sup>th</sup>. **THIS IS A VERY IMPORTANT MEETING. Your unit will check in much faster when you arrive at camp if someone from your unit attends this meeting.** The gathering will start at 12:00 P.M. at the Dining Hall and will feature Boy Scout, Webelos, Cub Resident and High Adventure break-out sessions. Meet the 2010 CMR Staff during lunch. **You can also bring all of your paperwork and fees and register for camp that day and receive your campsite assignment.**

## **2010 CAMP DATES**

Cub Resident Camp: Thursday 6/24 – Saturday 6/26
Boy Scout Resident Camp Week 1: Sunday 6/27 – Saturday 7/3
Webelos Camp: Tuesday 7/6 – Friday 7/9
Boy Scout Resident Camp Week 2: Sunday 7/11 – Saturday 7/17
Boy Scout Resident Camp Week 3: Sunday 7/18 – Saturday 7/24
Boy Scout Resident Camp Week 4: Sunday 7/25 – Saturday 7/31
High Adventure Camp: Sunday 7/25 – Saturday 7/31

## **CAMP APPLICATION AND REGISTRATION FEES**

To secure a place for you or your unit at camp:

1. Submit the appropriate application:
2. Pay one boy's fee plus \$25 for each additional boy. (The \$25 registration fee is not refundable but it may be transferred to another scout).
3. Pay the remaining boys' fees by the Early Bird deadline.

### **Boy Scout Camp Fees & Due Dates**

- By May 2<sup>nd</sup> Early Bird Fee at \$240 per boy
- After May 2<sup>nd</sup> Registration Fee at \$290 per scout
- Second week of camp: \$175
- Provisional Campers: \$290

### **Webelos Camp Fees & Due Dates**

- By May 2<sup>nd</sup> Early Bird Fee at \$160 per boy
- After May 2<sup>nd</sup> Registration Fee at \$195 per scout

### **High Adventure Fees & Due Dates**

- By May 2<sup>nd</sup> Early Bird Fee at \$300 per boy
- May 3<sup>rd</sup> to May 31<sup>st</sup> Registration Fee at \$350 per scout

### **Cub Scout Resident Camp Fees & Due Dates**

- By May 2<sup>nd</sup> Early Bird Fee at \$100 per scout & parent pair
- After May 2<sup>nd</sup> Registration Fee at \$150 per scout & parent pair
- \$75 for each additional scout or parent (same family)

\*Units and individual boys may register after May 2<sup>nd</sup> and come to camp, but they will be required to pay the Full Registration Fee.\*

## **Boy Scout Resident Camp**

# Program

Camp Mountain Run's resident camp is a weeklong experience for boys ages 11-17. Our highly competent staff runs a camp whose aims are to provide the best possible week of Boy Scout activities, merit badges, advancement, and competitions for Boy Scouts. Below you will find descriptions of a few of the programs we offer, including merit badges, our first-year camper program, and other activities that will come up during your week-long stay.

We're constantly trying to improve our program offerings. If you or your troop has any suggestions or requests, feel free to get a hold of us and tell us!

## AQUATICS MERIT BADGES

**LOCATION:** The pool and Boone Lake (across the road from camp).

**BADGES:** BSA Lifeguard, BSA Snorkeling, Canoeing, Lifesaving, Small Boat Sailing, Swimming, and Swimming for Non-Swimmers.

**SWIM TESTS:** Scouts earning white or red tag on Sunday are encouraged to attend swimming lessons during the week. Scouts earning blue tag (BSA swimmer test) are able to enter all waterfronts. Blue tag requires proficiency in 1 stroke plus a restful backstroke and satisfies the First Class rank swimming requirement.



### **EQUIPMENT NEEDED:**

- Swimming Merit Badge - bring extra clothing including a button up long sleeve shirt for survival swim.
- Canoeing and Rowing Merit Badges - bring extra clothing for swamping.
- Snorkeling: bring own equipment. The camp has a limited supply.

**BSA LIFEGUARD:** Scouts and adult leaders may earn the BSA Lifeguard while in summer camp. It requires long hours at the waterfront. **CPR CERTIFICATION IS NOT AVAILABLE AT CAMP.** If earned before camp, bring card to show proof of completion. Aquatics Director will submit your application to the Council for processing.



If you plan to complete CPR after camp, you must pick up your BSA Lifeguard application from the aquatics director and submit it to the Council Service Center along with a copy of your CPR certification card.

**ADDITIONAL PROGRAMS:** Open swims, Polar Bear Swim, Troop Swims (limited).

## CITIZENSHIP MERIT BADGES

**LOCATION:** Inside the Walker Center through the front doors and past the Trading Post. The Library is directly across the hall.

**BADGES:** Citizenship in the Nation, Citizenship in the World, Communications, Computers, and Public Speaking.

**RECOMMENDATIONS:** The Citizenship badges are work-intensive and can be complicated to finish in a single week of camp, so we do not recommend them for First Year Campers. In order to complete the badges, close attention should be paid to the badges' prerequisites.

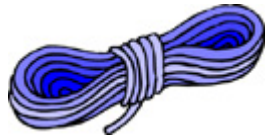
**CMR LIBRARY:** The CMR Library offers scouts a place to do research, work on merit badges and do some recreational reading. Leaders can also use the Library to review training videos and catch up on the daily news. Located in the heart of Walker Center, the Library features merit badge books, encyclopedias, newspapers, magazines, a computer with World Book Encarta, a TV, VCR and training videos. Library materials are not permitted to leave the room and we ask that everyone help to keep the place clean. The Library is open from 9:00 a.m. to 10:00 p.m. Monday through Friday.

## **CLIMBING AND HIGH & LOW CHALLENGE COURSE**

**LOCATION:** Across the parking lot right next to the Dining Hall.

**BADGES:** Climbing, C.O.P.E., Cycling, Personal Fitness, Sports.

"Challenging Outdoor Personal Experience" or C.O.P.E. comprises group initiative games, low course and high course activities. Some of the activities involve a group challenge, while others test individual skills and agility. Participants climb, swing, balance, jump, rappel, and think of solutions to a variety of activities.



The High & Low Challenge Course provides an opportunity for every participant to achieve success as an individual and a member of a patrol or team. The activities are not designed to be competitive or to be a race against time.

More important objectives, including building individual confidence and developing leadership and a sense of common cooperation among the members are emphasized. The course is designed to build more self-confidence in a shorter length of time than anything most people have experienced does. The course features a 30 foot climbing wall that is open to all Scouts and Scouters. Participants will learn the basics of rock climbing and rappelling as well as all of the safety aspects associated with this extreme sport. Each participant will set personal goals and then be encouraged and assisted to reach their goal.

Each troop coming to camp will be given the opportunity to experience the Challenge Course. On Sunday evening, your troop will be assigned a 30 minute session on the course for later in the week. Use that time to try out some of the low elements and puzzles under the supervision of our qualified instructors.

Merit badges in the C.O.P.E. area can be found around camp. Instructors will give prior notice to participating Scouts as to where they are to meet for their badge.

## **FIRST AID MERIT BADGES**

**LOCATION:** Gilmore Lodge, under the First Aid banner (where medical checks are done).

**BADGES:** Emergency Preparedness, Fire Safety, and First Aid.

**RECOMMENDATIONS:** The skills in these badges go above and beyond the basic first aid found in the Boy Scout Handbook, so all scouts taking these badges should already have a good working knowledge of basic First Aid skills. It is also recommended that, because the skills involved are above basic, First Year Campers should not take Emergency Preparedness or First Aid.

## **HANDICRAFT MERIT BADGES**

**LOCATION:** The handicraft lodge is in the Great Hall in the Walker Center.

**BADGES:** Art, Basketry, Indian Lore, Leatherworking, and Woodcarving.

**COSTS:** Many of the handicraft badges have craft kits or supplies that need to be purchased for a scout to successfully complete the badge. Materials will be paid for at the Trading Post and will be available for your use at the handicraft area. Expect to pay up to \$15 for these materials depending on the project.

**ADDITIONAL PROGRAMS:** The Handicraft lodge has hours every week for open program. Check your schedules for the times.

## **NATURE MERIT BADGES**

**LOCATION:** Through the main entrance to Gilmore Lodge.

**BADGES:** Astronomy, Bird Study, Environmental Science, Fish & Wildlife Management, Fishing, Fly Fishing, Forestry, Geology, Mammal Study, Nature, Reptile & Amphibian Study, Soil & Water Conservation, Space Exploration, and Weather.

**RECOMMENDATIONS:** Most all nature badges have many requirements to complete, so scouts should make sure they have completed the prerequisite requirements before they arrive at camp and bring those requirements with them.

**ASTRONOMY and ENVIRONMENTAL SCIENCE:** These badges have requirements that take a month or more to complete and should be completed prior to arriving at camp. Scouts should also note that weather plays a factor in the completion of Astronomy—poor weather means poor visibility and poor star-gazing.

**FISHING and FLY FISHING:** These badges will not always meet at the Nature Lodge—sometimes they may meet at the Warming Pond and other times they may meet at Boone Lake. The instructor will give prior instruction as where to meet. CMR does have equipment that scouts may use, but scouts are encouraged to bring their own rod and tackle if they already have them.

**SPACE EXPLORATION:** Scouts will launch model rockets on Friday, so there is a cost per rocket of \$15.00 (includes all supplies and engines). Rockets can be purchased at the Trading Post.

**ADDITIONAL PROGRAMS:** Though the nature lodge is almost always busy, time can always be found to examine the stuffed animals and other nature displays. The nature staff also does the occasional early morning nature walk. These walks will always be announced the night before.

## **RANGE MERIT BADGES**

**LOCATION:** The rifle and archery ranges are just past the Activity Field (beyond Shoshone campsite).

**BADGES:** Archery, Rifle Shooting, Rifle Shooting (Black Powder), and Shotgun Shooting.

**RECOMMENDATIONS:** These badges require skilled target shooting to complete, so they are not recommended for First Year Campers. They do not have prerequisites. The first sessions on Monday are safety sessions held on the back porch of Hallstrom Lodge.

**COSTS:** The ammunition and supplies used for these badges have an extra cost:

- **Archery**—Arrow kit \$3.00
- **Rifle Shooting**—Ammunition \$5.00
- **Rifle Shooting (Black Powder Option)**—Ammunition \$10.00
- **Shotgun Shooting**—Ammunition \$15.00

**ADDITIONAL PROGRAMS:** Check your schedule for open shooting periods. Troops are also able to schedule troop shoots with the range directors. Costs are attached to both programs.

## **SCOUTCRAFT MERIT BADGES**

**LOCATION:** On the lower road behind the pool.

**BADGES:** Backpacking, Camping, Cooking, Hiking, Orienteering, Paul Bunyan Woodsman, Pioneering, Tote'n'Chip, Wilderness Survival.

**RECOMMENDATIONS:** Many of the skills involved in the Scoutcraft badges may cause scouts to become a bit dirty or require them to move through the underbrush. Long pants, sturdy boots, and a few extra changes of clothes are encouraged. Pioneering requires the knowledge of knots above and beyond the basic knots found in the Boy Scout Handbook, so it is not recommended for First Year Campers.

**CAMPING** and **HIKING** have time and/or event requirements that must be completed before arriving at camp. Scouts without the requirements completed ahead of time will receive partials.

**COOKING, PIONEERING,** and **WILDERNESS SURVIVAL** require a significant amount of time to be spent outside of the regular meeting time to complete. Cooking requires

scouts to cook meals while at camp, Pioneering requires scouts to build a couple of pioneering projects, and Wilderness Survival requires scouts to spend a night outdoors in a shelter. All of these requirements are done in the Scoutcraft area.

**ADDITIONAL PROGRAMS:** There is almost always something going on in Scoutcraft during the evenings—cooking demonstrations, fire building techniques, rope and knot work, and Tote’n’Chip sessions are all usual activities. Listen to the announcements for events.

## **TRAILBLAZER PROGRAM**

**LOCATION:** The small site at the end of the road above Cherokee campsite.

**BADGES:** None, though scouts in this program earn the Leatherworking Merit Badge.



This is a highly dedicated first year program. Your new scouts will have a great first year camping experience and learn all of the basic scout skills. Trailblazers will be exposed to most if not all the requirements for ranks up to First Class. The Trailblazer Staff **does not sign your scouts' books!!** Using the trailblazer schedule you will receive in your registration packet, you can easily keep up with the skills your scouts will learn and sign off requirements as we progress through the week. Have the young scout show you what they learned on a daily basis!!! All Trailblazer participants are asked not to sign-up for any Merit Badges.

### **Trailblazer Program Highlights**

<b><u>Monday</u></b> Whipping & Fusing Rope Knot Tying Tote N' Chip First Aid: Bandages Team Building Handicraft: Leatherwork Merit Badge	<b><u>Tuesday</u></b> Map & Compass First Aid: Cuts & Scrapes Pool: Safe Swim Defense & Rescues Lakefront: Safety Afloat & Rowing	<b><u>Wednesday</u></b> Knot Tying First Aid: Hurry Cases Ten Essentials Cessna's Taxidermy Range: Safety & Shooting	<b><u>Thursday</u></b> Lashing Orienteering Course 5 Mile Hike Nature ID Service Project	<b><u>Friday</u></b> Fire Mn' Chit Foil Pack Lunch Graduation Ceremony
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## **MERIT BADGE INFORMATION**

### **Merit Badge Sign-ups**

We will be signing up for merit badges before camp begins this year using the included sign-up sheets. **We ask that the scouts sign up for three and only three badges!** This will allow our staff to set up the week's schedule and reduce the number of conflicts. Once the schedules are out, scouts may plan to take more merit badges by



simply showing up to the Monday sessions. Now is the time to get your scouts thinking about what badges they might want to take this summer and do a little pre-camp work on those badges to make sure they'll be ready to work when they show up (see below).

Participants in the Trailblazer program should not sign up for merit badges. Trailblazers have a jam-packed schedule that will take up most of their day. First-year campers will work on Leatherworking Merit Badge as part of the Trailblazer program and do not need to sign up for the badge.

### Merit Badge Books

**It is required that all boys taking a merit badge at camp have a merit badge book.**

We will have a supply at the camp trading post. If you want to be sure that your boys have books, you can bring your own or you can pre-order the books when you pre-register. Payment in advance is required or you can charge your unit account.

### Merit Badges and Prerequisites

A scout may have to do a few of the requirements before he arrives at camp.

Remember that if a scout does not complete all of the requirements for a badge, he will get a partial and can complete the remaining requirements at any time with any certified counselor.

**\*Merit badges are subject to change based on the skills and preferences of the counselor.\***

**\*\* Badge requirements are subject to change after the printing of this guide. Please check all merit badge materials for the most current requirements. \*\***

MERIT BADGE or AWARD	PREREQUISITES	COMMENTS
Archery		Cost for arrow kit: \$3.00
Art		Cost for art supplies: \$2.00
Astronomy	6	Weather will be a factor
Backpacking	10, 11	
Basketry		Great for First Year Campers. Cost: \$10
Bird Study	8	Bring your own binoculars if possible
BSA Lifeguard	First Aid & CPR certification	Must pass BSA Swimmers test
BSA Snorkeling		Must pass BSA Swimmers test
<b>Camping</b>	8c, 8d, 9	Must have 20 days and nights camping
Canoeing		Must pass BSA Swimmers test
<b>Citizenship in the Nation</b>	2	Not recommended for First Year Campers
<b>Citizenship in the World</b>		Not recommended for First Year Campers
Climbing	Age 13 or 8th grade	
<b>Communications</b>	4, 5, 8	Not recommended for First Year Campers
Computers	7	
Cooking	7	Time needed to start a fire and to cook
MERIT BADGE or AWARD	PREREQUISITES	COMMENTS
C.O.P.E.	Age 13 or 8th grade	Sturdy shoes, long pants & long sleeves
<b>Cycling</b>	8 (15 & 25 Mile Rides), 9	
<b>Emergency Preparedness</b>	First Aid, 8b, 9	
<b>Environmental Science</b>	4, 6	Not recommended for First Year Campers
Fire Safety	11	
<b>First Aid</b>	First Class	Not recommended for First Year Campers
Fish & Wildlife Management	5	
Fishing		Bring your own rod and tackle if possible

Fly Fishing		Bring your own rod and tackle if possible
Forestry	5, 7	
Geology		
<b>Hiking</b>	5, 6	
Indian Lore		
Journalism	2	Not recommended for First Year Campers
Leatherwork		Cost for leather and supplies: \$2.00
<b>Lifesaving</b>	First Class	Must pass BSA Swimmers test
Mammal Study		
Nature	4a2	
Orienteering	7 (one orienteering course)	
<b>Personal Fitness</b>	1, 6, 7, 8	
Pioneering	2	Not recommended for First Year Campers
Public Speaking		
Reptile and Amphibian Study	8	
Rifle Shooting		Not recommended for First Year Campers Cost for ammunition: \$5.00
Rifle Shooting (Black Powder)		Not recommended for First Year Campers Cost for ammunition: \$10.00
Rowing		Must pass BSA Swimmers test
Shotgun Shooting		Not recommended for First Year Campers Cost for ammunition: \$15.00
Small Boat Sailing		Must pass BSA Swimmers test
Soil & Water Conservation	7	
Space Exploration		Cost for a model rocket: \$15.00
Sports	4, 5	
Swimming for Non-swimmers		Lessons for non-swimmers only
<b>Swimming</b>	First Class	Must pass BSA Swimmers Test.
Weather		
Wilderness Survival		Outpost on Thursday night required
Wood Carving	2a	Cost for carving kit: \$5.00 - \$10.00

### **SCOUTMASTER MERIT BADGE (SMMB)**

The SMMB gives the leaders in camp an opportunity to get involved in Camp Mountain Run's Program and includes requirements that are both fun and educational. Requirement sheets can be picked up in the Hallstrom Administration Building. Participants will be recognized at the Closing Campfire on Friday.

# **2010 CMR HIGH ADVENTURE**

**July 25<sup>th</sup> – July 31<sup>st</sup> (open to co-ed venture crews)**

**Exciting Activities. New Challenges. Lasting Memories.**

**Some of the adventures we'll be taking:**

## **Rock Climbing and Rappelling**

Climb and descend spectacular heights in Ohio's State Park.



## **Aviation**

Get real hands-on experience when you take the controls and pilot a training plane with your instructor.

## **Caving**

Just you, a headlamp and your small group journey into the earth with an experienced guide.

## **Whitewater Rafting**

The Youghiogheny River – a premier whitewater destination. 6 man rafts and experienced river guides add up to wet, fast and furious excitement. **Must pass BSA swim test.**



## **Water Sports**

Take on Treasure Lake at high speeds with water skis, or other water sports including tubing. **Must pass BSA swim test.**

### ***High Adventure Camp Fees***

- By May 2<sup>nd</sup> Early Bird Fee is \$300 per boy
- May 3<sup>rd</sup> to May 31<sup>st</sup> Registration Fee is \$350 per boy

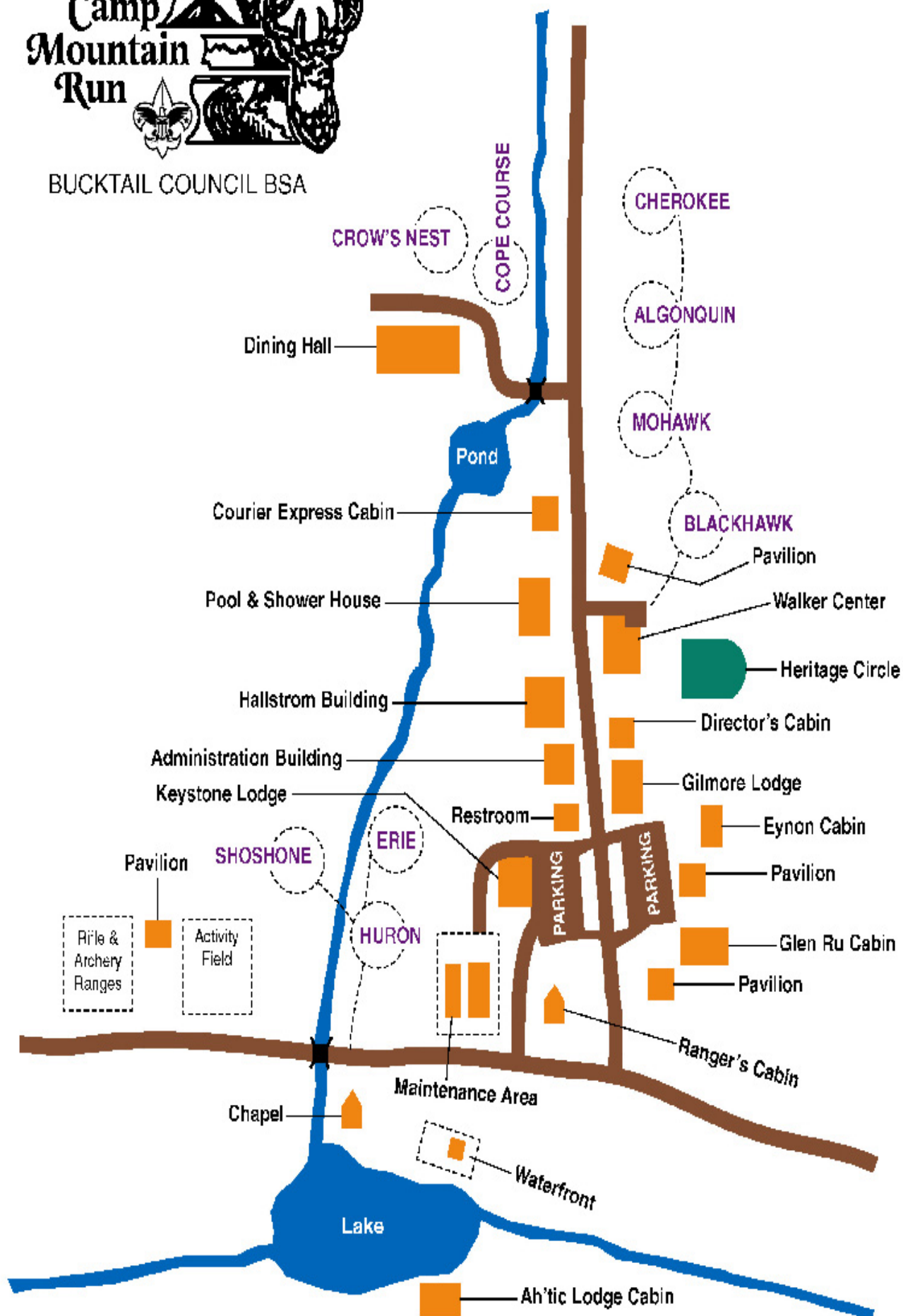
**Must be 14 years or older.  
Spaces extremely limited enroll early.**

**No adult leadership is needed. Camp Mountain Run will provide leadership.**

***High adventure activities are weather dependent. Any activity may be modified, changed or cancelled in cases of inclement weather and/or unsafe conditions.***



BUCKTAIL COUNCIL BSA



# CAMP MOUNTAIN RUN MERIT BADGE SIGN-UP FORM

Troop # \_\_\_\_\_ Council \_\_\_\_\_ Week at Camp \_\_\_\_\_

1. Have your scouts **print** their name and the 3 badges they would like to take at camp.
2. Please sign up for **3 and only 3 badges** at this time. Scouts may choose to take additional badges once the schedule is released.
3. Scouts participating in the Trailblazer program **should not sign up for merit badges** but instead should print their names and their ranks in the section on the bottom of this form.

	NAME	MERIT BADGE 1	MERIT BADGE 2	MERIT BADGE 3
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

## TRAILBLAZER SIGN-UP

NAME	CURRENT RANK
1	
2	
3	
4	
5	

NAME	CURRENT RANK
6	
7	
8	
9	
10	

# 2010 HIGH ADVENTURE APPLICATION

Bucktail Council -- 209 First Street -- DuBois, PA 15801

TROOP # \_\_\_\_\_ TOWN \_\_\_\_\_ COUNCIL \_\_\_\_\_ COUNCIL# \_\_\_\_\_

<b>2010 CAMP DATES</b>  High Adventure 7/25 – 7/31	<b><u>FIRST CHOICE</u></b>	<b>ESTIMATED ATTENDANCE</b>
	WEEK # _____ SCOUTS _____ ADULTS _____	
	APPROVED _____	DATE _____
	<b><u>SECOND CHOICE</u></b>	
	WEEK # _____ SCOUTS _____ ADULTS _____	
	APPROVED _____	DATE _____

## High Adventure Fees & Due Dates

- By May 8<sup>th</sup> Early Bird Fee at \$300 per boy
- May 8<sup>th</sup> to May 31<sup>st</sup> Registration Fee at \$350 per boy

## WE UNDERSTAND AND AGREE THAT:

1. ENCLOSED WITH THIS APPLICATION IS A RESERVATION DEPOSIT OF (Circle A,B or C)
  - A. ONE BOY'S EARLY BIRD FEE Plus \$25 FOR EACH ADDITIONAL BOY PAID BEFORE MAY 8, 2010.
  - B. EARLY BIRD FEE PAID BY MAY 8, 2010.
  - C. THE REGISTRATION FEE PAID AFTER MAY 8, 2010.
2. SPACE IN EACH WEEK WILL BE HELD BASED ON INDIVIDUAL (TRANSFERABLE, BUT NOT REFUNDABLE) FEES OF \$25 PER SCOUT DUE MAY 2, 2009.
3. THE RESERVATION IS NOT VALID UNTIL A CONFIRMATION LETTER HAS BEEN ISSUED BY THE SCOUT SERVICE CENTER.
4. A MINIMUM OF TWO QUALIFIED ADULT LEADERS WILL BE IN CHARGE DURING THE ENTIRE PERIOD OF THE UNIT'S STAY AT CAMP. AT LEAST ONE OF THESE LEADERS MUST BE OVER 21; THE OTHER MAY BE A RESPONSIBLE LEADER 18 OR OVER. CMR WILL PROVIDE LEADERSHIP DURING HIGH ADVENTURE CAMP.

Only units attending as a Chartered Unit should submit the reservation deposit. If your unit attends camp with its own full time leadership, the reservation deposit will be applied toward your total camp bill. If you come to camp without the required leadership, you will lose the first \$300 of the reservation deposit. No shows will forfeit their entire deposit.

<b>UNIT CAMPING CONTACT:</b>	<b>OFFICE USE ONLY:</b>
NAME: _____	_____ \$300 _____ \$25 DEP.
ADDRESS: _____	
_____ ZIP: _____	RECEIVE DATE: _____ REC # _____
EMAIL: _____	CONFIRMATION MAILED BY: _____ DATE _____
PHONE: (B) _____ (H) _____	CONFIRMATION PHONE CALL:
SIGNATURE OF UNIT COMMITTEE: _____	BY _____ DATE _____
_____ DATE: _____	

# 2010 BOY SCOUT CAMP APPLICATION

Bucktail Council -- 209 First Street -- DuBois, PA 15801

TROOP # \_\_\_\_\_ TOWN \_\_\_\_\_ COUNCIL \_\_\_\_\_ COUNCIL# \_\_\_\_\_

2010 CAMP DATES	FIRST CHOICE	ESTIMATED ATTENDANCE
Boy Scout 1 6/27 – 7/3	WEEK # _____ SCOUTS _____ ADULTS _____	
Boy Scout 2 7/11 – 7/17	APPROVED _____ DATE _____	
Boy Scout 3 7/18 – 7/24	<b>SECOND CHOICE</b>	
Boy Scout 4 7/25 – 7/31	WEEK # _____ SCOUTS _____ ADULTS _____	
	APPROVED _____ DATE _____	

## Boy Scout Camp Fees & Due Dates

- By May 8<sup>th</sup> Early Bird Fee at \$240 per boy
- After May 8<sup>th</sup> Registration Fee at \$290 per boy
- Second week of camp (including those attending National Jamboree): \$175
- Provisional Campers: \$290

## WE UNDERSTAND AND AGREE THAT:

- ENCLOSED WITH THIS APPLICATION IS A RESERVATION DEPOSIT OF (Circle A, B or C)
  - ONE BOY'S EARLY BIRD FEE PLUS \$25 FOR EACH ADDITIONAL BOY PAID BEFORE MARCH 1, 2010.
  - EARLY BIRD FEE PAID BY MAY 8<sup>th</sup>, 2010.
  - REGISTRATION FEE PAID AFTER MAY 8<sup>th</sup>, 2010.
- THE FOLLOWING NUMBER OF LEADERS CAN GO TO CAMP FREE OF CHARGE:  
 UP TO 8 BOYS – 2 FREE                      9-16 BOYS – 3 FREE                      17-24 BOYS – 4 FREE  
 25-32 BOYS – 5 FREE                      **ADDITIONAL LEADERS - \$50 PER WEEK**
- SPACE IN EACH WEEK WILL BE HELD BASED ON INDIVIDUAL (TRANSFERABLE, BUT NOT REFUNDABLE) FEES OF \$25 PER SCOUT.
- THE RESERVATION IS NOT VALID UNTIL A CONFIRMATION LETTER HAS BEEN ISSUED BY THE SCOUT SERVICE CENTER.
- THE 2 DEEP LEADERSHIP STANDARD WILL BE MET DURING YOUR ENTIRE STAY AT CAMP.

Only units attending as a Chartered Unit should submit the reservation deposit. If your unit attends camp with its own full time leadership, the reservation deposit will be applied toward your total camp bill. If you come to camp without the required leadership, you will lose the first \$235 of the reservation deposit. No shows will forfeit their entire deposit.

UNIT CAMPING CONTACT:	OFFICE USE ONLY:
NAME: _____	____ \$175 ____ \$235 ____ \$285 ____ \$25 DEP.
ADDRESS: _____	____ \$50 Extra Leader Fee
____ ZIP: _____	RECEIVE DATE: _____ REC # _____
EMAIL: _____	CONFIRMATION MAILED BY: _____ DATE _____
PHONE: (B) _____ (H) _____	CONFIRMATION PHONE CALL:
SIGNATURE OF UNIT COMMITTEE: _____	BY _____ DATE _____
____ DATE: _____	