

2024 Troop Leader's Guide



Week 1

Jul 7-13

Week 2

Jul 14-20

Week 3

Jul 21-27

Week 4

Jul 28-Aug 3

Week 5

Aug 4-10

Week 6

Aug 11-17

Camp Planning in 4 Easy Steps

Step 1: Read this Guide entirely. Each year there are programmatic and procedural changes. This guide provides all of the latest information. Most changes are noted on page 29 for you as well.

Step 2: Get Organized. Start the planning process with your unit early so you can get the information you need in advance of deadlines. Share this guide with your other leaders, and the Parents' Guide with them!

Step 3: Ask questions. If you are unsure of anything, please don't hesitate to reach out. Parents' questions should be directed to Troop Leaders to streamline communications with Council.

- E-mail - ghv.camping@scouting.org
- Telephone - 914-449-2612. From June 24th to Aug. 21st, call 518-494-2228 ext. 503.

Step 4: Help us help you. Some things will go wrong. That's life. Please let us know ASAP so we can work with you to address any issues that crop up.

Checklist

- | | | |
|--------------------------|------------------------|--|
| <input type="checkbox"/> | ASAP | Site reserved |
| <input type="checkbox"/> | Early Winter | Troop meeting planned to promote Summer Camp |
| <input type="checkbox"/> | Mid-Winter | Troop leaders who will be attending Camp identified |
| <input type="checkbox"/> | Early February | Troop Summer Camp coordinators attend Zoom Camp Leaders' Meeting |
| <input type="checkbox"/> | Mid-February | Start entering contact info and birthdays for all Scouts & Leaders into your unit roster on our website, so they are ready to go once Registration opens |
| <input type="checkbox"/> | Early March | Start registering and paying deposits online for your Scouts, and registering Leaders |
| <input type="checkbox"/> | March | Troop meeting planned for Scouts to select Merit Badges |
| <input type="checkbox"/> | March 31st | Deposits paid for Scouts to avoid late fee and campership forms submitted if needed |
| <input type="checkbox"/> | April 1st | Merit badge and activity registration opens at 6am for Scouts that have paid their deposits |
| <input type="checkbox"/> | May 15th | Final payments paid for Scouts to avoid late fees. Register all Leaders attending. |
| <input type="checkbox"/> | June | Final registration for all Leaders attending by the 15th. Final plans including departure time and Scout schedules distributed to Unit. |
| <input type="checkbox"/> | At least 2 weeks prior | Forms submitted to Council. Forms can be downloaded from our website at www.ghvbsa.org/read/forms . PLEASE make certain that parents sign all Scout forms. |
| | via troop binder | <input type="checkbox"/> BSA Medical Form, Parts A & B & C for ALL participants staying over 24 hours |
| | via troop binder | <input type="checkbox"/> Meningitis Form for youth staying over 10 days or more |
| | | If the below are required, they are to be emailed to ghv.camping@scouting.org |
| | email | <input type="checkbox"/> Permission Slip for Adirondack Challenge participants |
| | email | <input type="checkbox"/> Special Needs Accommodation Form |
| | email | <input type="checkbox"/> Food Allergies & Dietary Needs Form |
| <input type="checkbox"/> | 1 week prior | Any changes have been communicated within Unit |
| <input type="checkbox"/> | Wednesday prior | All Troop activities and individual advancements loaded and double checked |

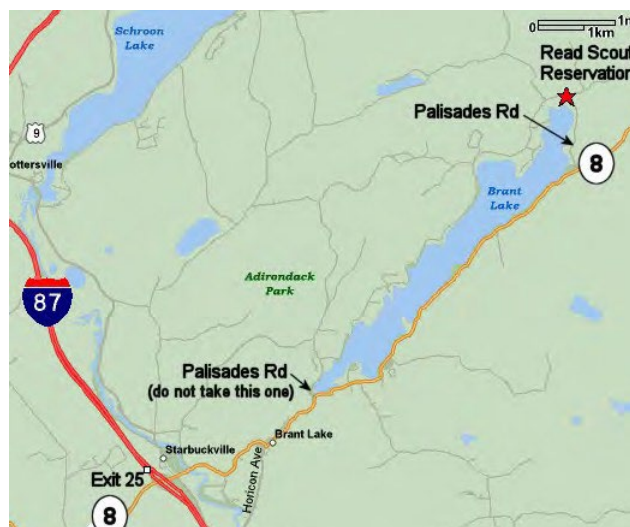
Getting to Camp

The street address at Curtis S. Read Scout Reservation is:
1377 Palisades Road, Brant Lake, NY 12815

Driving

Take the Northway (Interstate 87) North to exit 25.
 Make a RIGHT onto Route 8 to Brant Lake.
 Make a LEFT onto Palisades Rd. at the NORTHERN end of Brant Lake, at sign directing you to camp.

****Please carpool as much as possible****



Camp Arrival

Check-In

Troops will be allowed to enter Camp beginning at 12:15pm, and all members of the Troop should plan to arrive together. Check-in will be at the Dining Hall for Camp Buckskin and at the McIntyre Pavilion for Camp Waubeeka beginning at 1:00pm. Please arrive no later than 2:30pm.

Parent Drop-off

Sunday is our busiest time at camp, check-in is a multi-faceted process and our available parking areas are very limited. To expedite check in, Staff asks that Scouts and Leaders setup a meeting place prior to arrival at camp so that you arrive as a troop, with all Scouts and leaders part of your troop arriving together. We ask that each troop bring the minimum number of vehicles possible during drop off to keep our Scouts safe and our parking areas and roads clear.

If carpooling is not possible, visitors must minimize their time in the parking lot by dropping off Scouts and exiting quickly. We ask for **no pets** to be brought to camp with visiting parents. If you must bring one, you will need to stay in the parking lot with them.

Camp Orientation & Tour

A staff guide will meet your troop upon your arrival in Camp and accompany you to your campsite. With the Senior Patrol Leader and the Scoutmaster, the site guide will inspect the campsite and equipment.

A camp orientation tour will then be conducted by the site guide. Each Scout and Leader will need to be changed into swimming gear (and closed toed shoes!) and head to the Waterfront. Shirts are required for everyone as well.

Everyone in the Troop is **required by the health department** to participate in this tour even if they are veterans of Camp. Each of the program areas visited will have a staff member there to explain the program and answer questions.

****Check your email for Newsletters to stay on top of any changes / important notices****

Medical Recheck

There will be a medical recheck in both Camp Buckskin and Camp Waubeeka at the Waterfront. The Health Officer or a designee will review all medical forms and any medication. ****Having all medical forms submitted via a Troop Binder sent to the Council Office at least 2-3 weeks prior to camp will ensure the quickest, smoothest process the day of.**

At Buckskin, medication for Scouts will be reviewed and collected at the Waterfront by the Health Officer.

At Waubeeka, medication for Scouts will be reviewed and collected at the Waterfront by the Health Officer OR by the Unit Leader. Lock boxes will be provided to the Unit Leader (process to be reviewed and decision made at that time). A form will be provided to and signed by the Unit Leader based on the decision made.

If any Scout or adult has any special needs due to medical or physical disabilities, please notify the Health Officer and Camp Director immediately upon medical check.

Wristbands

Scouts and leaders will receive a wristband, which must be worn all week. Late arrivals need to immediately check in with Central Office, before heading to their campsites. There they will receive a wristband and be directed to check in with the Health Officer (turning in medical form, if haven't already).

Swim Check

A swim check and explanation of rules will take place at each camp's Waterfront. Buddy Tags will be issued at this time. Rules will be enforced by Waterfront staff throughout the week. Late arrivals will need to check with the Aquatics Director regarding scheduling their swim test.

Leaders' Meeting

A leaders' meeting will take place in Camp Buckskin Sunday at 4:30pm on the porch of the trading post. The Camp Waubeeka leaders' meeting will take place immediately after retreat on Sunday in the McIntyre Pavilion.

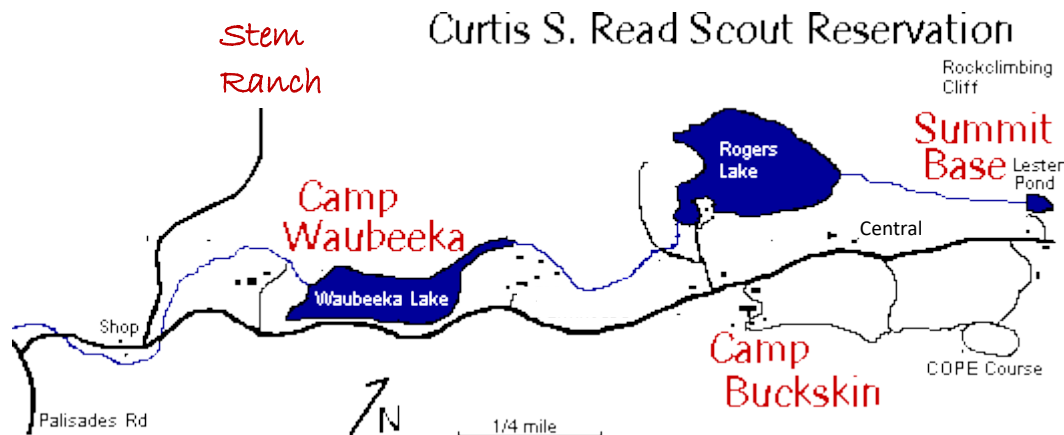
It is essential that at least one adult leader and the SPL from each Troop attend. New camp opportunities as well as other important information will be discussed.

If supervision of your campsite is needed while a leader is at this meeting, let us know at check-in and an adult staff member will be assigned to the campsite.

Opening Campfire

The Opening Campfire is the final event of the day. It will begin in Buckskin at 8:30pm at the campfire ring and in Waubeeka at 8:30pm at the campfire ring. The campfire is put on by the staff.

Getting Around Camp



In Camp Vehicles

Camp mini-Busses are provided to transport Scouts between Summit Base and Camp Waubeeka and between STEM Ranch and Camp Buckskin. Please see the transportation schedule available at Camp offices and for adult leaders, and to please sign up for driving shifts. Transportation is NOT provided for out-of-camp activities.

By Bicycle

All are welcome to bring their bicycles to camp. Scouts and Leaders are required to always wear a helmet while riding. The buddy system is expected to be used. Park them OUTSIDE of fenced-in areas and away from entrances to areas. Do not block roads or pathways.

Curtis S. Read Scout Reservation will not be held responsible for damage to bikes. Pedestrians always have the right of way.

Personal Vehicles

Personal automobiles are prohibited in campsites and program areas. Requests to drive into a camp site for health reasons must be submitted to Central Office in writing prior to camp arrival. Our staff will assist with gear, as needed, on Sundays and Saturdays, including the transport of your troop trailer.

The speed limit on camp roads is 5 MPH in the camp zones, and 10 MPH in between camps. Pedestrians, horses, and wildlife always have the right of way.

Seatbelts must always be worn by all vehicle occupants. No one may ride in the back of a pick-up truck, with or without a cap, or in/on a trailer **under any circumstances**.

The designated parking area in Waubeeka is across the road from the retreat field and across from Cascade camp site. At Buckskin, it is on the corner of the retreat field, across the road from the Ecology area. Vehicles should **not be parked along roads** at any time.

Leaving Camp During The Week

Anyone leaving camp during the scheduled camp session must sign out in their respective Camp Office. For those leaving in groups, please provide rosters to the office of all that are leaving as well as those staying.

A sign out log will be kept in each Camp office. A Scout may not leave camp with anyone other than the unit leader or a parent or guardian, unless written permission is provided by the parent/ guardian. Troops need to have (their own format) permission slips collected and kept in a safe place, to be provided to the Camp Director as needed.

Meals

Dietary Needs

Scouts or leaders who need special diets due to medical or religious requirements will be accommodated (the best we can), but we **must** know ahead of time. We do offer vegetarian and other substitutes based on the forms received ahead of time. We do not offer a separate Kosher menu. The Food Allergies & Dietary Needs form should be submitted to the Business Manager at least two weeks before your arrival at camp. Form can be downloaded from our website at www.ghvbsa.org/read/forms and sent directly to ghv.camping@scouting.org. DO NOT SUBMIT WITH MEDICAL FORMS.

Sunday dinner is the first meal served at camp. Any unit wishing to make special arrangements for extra meals must contact the Reservation Office by Thursday of the previous week.

	Buckskin	Waubeeka
Breakfast	8:00am	Pick-up - 6:45am Serve - 8:00am
Lunch	12:15pm	Pick-up - 11:45am Serve - 12:15pm
Dinner	6:15pm	Pick-up - 4:45pm Serve - 6:15pm
	Waiters are to report to the Dining Hall 15-20 minutes before meals to set up. One waiter per table is needed. Dining Hall procedure will be explained during the opening day camp tour.	Meals served by the staff at the McIntyre Pavilion will be: Sunday Dinner, Monday Lunch, Friday Lunch, Friday Dinner, and Saturday breakfast. Serve times listed above. The Troop can expect staff guests to arrive at serving time for all other lunches and dinners.

Proposed Summer Menus will be available to view on June 1st at www.ghvbsa.org/read/forms.

Life In Camp

Flag Ceremonies

Camp Buckskin holds flag raising at 7:45am and retreat at 6:00pm daily. Camp Waubeeka holds retreat at 7:15pm daily. Troops are encouraged to participate in these, as that is when important updates and special programs are announced.

Full "Class A" uniform is requested at all retreats.

Showers

Camp Buckskin has two shower houses—one near the Pioneer campsite and the other just above Scoutcraft on the Trans-Siberian Trail. Camp Waubeeka has a shower house between Wolfjaw and Sunrise.

A shower cleaning schedule will be posted. Please adhere to this to keep these facilities clean!

Taps

Each camp observes taps at 10:00pm. All Scouts should be in their campsites (roll-call!) and ready to turn in.

Religious Services

Non-denominational services are available during each week of camp. Ask your Camp Director for details.

Order Of The Arrow

Thursday is OA day and members should wear their sashes at dinner.

Inspection

Campsite inspections will be conducted daily by your Commissioner. Each Troop will be responsible for a specific area of camp to clean as well. Details will be distributed at the opening day leaders meeting.

Trading Post

Camp Buckskin's trading post is located at the Coughlin Center next to the Camp Office. Camp Waubeeka's trading post is located behind the Commissary. Inventory in both has been significantly expanded and we accept credit cards in both locations. There is no specific amount of money a Scout should bring to camp, but on average, Scouts spend between \$35 and \$50, plus any purchase of supplies for merit badges. No candy or ice cream will be sold just before meals.



Rainy Day Program

The regularly scheduled camp program continues, **rain or shine**. The Waterfront, Equestrian, Summit Base, and other specialty programs may need to be adjusted in the case of heavy rains or an electrical storm, but everything else operates as normal.

Communications While At Camp

Telephone

Emergency or Camp business calls may only be made to Central office at 518-494-2228. A message will be sent to your Camp office if you receive a call.

Cell Phones

Troop leaders should discourage Scouts from bringing cell phones to camp. They can prove to be a distraction for you and your Scouts, detract from the peaceful outdoor environment and may be lost or stolen. There are no secure locations for Scouts or leaders to recharge their phones.

Internet Access

Wireless Internet access is available around each of the Camp offices and at Central Office as a courtesy to our adult leaders. **Scouts should not bring computers to camp.** Available bandwidth is very limited and may not be suitable for leaders attempting to work remotely.

Mailing address

Mail is delivered Monday through Saturday. Each troop has a mailbox in the Camp office for incoming and outgoing mail. Stamps are available for purchase in the Trading Post. The use of the complete address, as in the example below, is important to ensure proper delivery. We will attempt to return items received after a Scout leaves camp.

Scout Name

Troop Number / Community

Camp (Buckskin, Waubeeka, Summit Base)

Curtis S. Read Scout Reservation

1377 Palisades Road #1

Brant Lake, New York 12815

Rules of the Reservation

The Scout Oath and Law

Deliberate damage to camp property will result in the person or persons responsible being sent home immediately without return of fee in part or whole. The cost to replace damaged camp property may be included in the troop's bill upon or after checkout.



Troop Leadership – UPDATED FOR 2024

Each troop must have at least two adults in camp at all times, both over 21 years of age. Female troops are required to have at least one of these adults as a Female. In cases where a Troop cannot provide two-deep leadership, the Camp Business Manager can assist you with sharing a campsite with another troop.

The following requirements are to make sure that everyone, youth and adults, are protected. These requirements are from the State of New York and the Boy Scouts of America.

At camp for even a single overnight - Every adult (18+) is required to be Registered with the BSA IN YOUR TROOP, including a current Youth Protection Certificate and must be cleared by the State of New York – Sex Offender Registry and the National Sex Offender Registry.

NOTICE

Each adult attending camp must be registered via the online camp registration system with full legal name and DOB BEFORE JUNE 15th.

Per NYS Department of Health, we must now check each adult staying overnight on property against **3** separate databases.

Please advise the Reservation Office of any leadership changes ASAP.

Scouts are to be adequately supervised during their stay in camp including:

- The buddy system should be explained and enforced.
- Scouts should not be left unsupervised in campsites.
- Periodic checks should be made throughout the day and evenings to assure that the Scouts are where they should be. (The advancement schedule and activity schedule reports from the registration system can be used for this purpose.) At a minimum, Scouts should be accounted for at mealtimes and at Taps.

Troop Leaders and older scouts should assist the Camp Director or staff, time permitting, with programs or service projects. Additionally, they can assist the camp staff to improve our camp by completing a camp evaluation form.

Day Visitors

Parents and other family members are welcome to visit camp during the week but must report to Central office immediately upon arrival to obtain a visitor's wristband and/or pay for a meal if needed.

The Reservation does not provide overnight family accommodations.

Meal reservations for visitors should be made through Central Office two or three days before arrival. Seating for visitors may be limited at some meals. Guest Meal Fees: \$10 per person for Breakfast; \$15 per person for lunch/dinner.

Alcohol/Drugs

Alcoholic beverages, illegal drugs or illegal use of prescription drugs are not permitted in camp. Anyone found to be in possession of or under the influence of such will be asked to leave camp.

Firearms/Archery Equipment

Personal .22 rifles, shotguns, and archery equipment are permitted in camp only if they are locked up immediately ~ UPON ARRIVAL IN CAMP, ALL EQUIPMENT MUST BE IMMEDIATELY BROUGHT TO THE RESERVATION OFFICE FOR PROCESSING. Then they are immediately locked up after use at the range. **Personal ammunition is not permitted at any of our Council Camps. Under no circumstances are handguns permitted in camp.**

Gas/Liquid Fuel

Adult leaders may use propane, liquid fuel, or electric lanterns out of doors only. Propane tanks are available for rental from the Waubeeka Trading Post. No open flames of any type are permitted in any tent. (This includes smoking!)

Other Prohibited Items

In addition to items outlined above, the following items are prohibited in camp: sheath knives, aerosol bug spray, pets, fireworks, and chain saws.

Troop Trailers

Most campsites can accommodate your trailer staying nearby, our staff will bring them to your campsite for you. Please note that if you are staying in Camp Buckskin at Ranger, you will need to unload your trailer on Sunday and then it will be permanently parked at Summit until Saturday AM. If your troop is utilizing the handicap access at Pathfinder, you will also need to unload and remove the trailer, as that is the same location it would be parked in.

Miscellaneous

Troop Pictures

Troop pictures will be taken on Monday of each week. The photographer will be in Waubeeka at 11:45am and in Buckskin immediately following lunch. The price for each 8" X 10" color Troop photo is expected to be \$7.00. It is suggested that troops collect money prior to coming to camp. **Personal checks can no longer be accepted.** Scheduling and ordering will take place at the time that the picture is taken, there is a minimum requirement of 5 photos per troop. Troops will pay the photographer directly with a troop check or cash. Please remember to check your mailbox after dinner on Friday evening to pick them up.

Weather

You are coming to camp in the gorgeous Adirondack Mountains! While it is summer, and the days should be warm, it can get down to the 40s at night. Rain is also a frequent visitor in the mountains. Please be sure that your Scouts have warm clothes, a sleeping bag, as well as rain gear.

Hand Crank Ice Cream

Order ahead or order in Camp ~ we provide all of the ingredients for your Troop to make hand-crank ice cream right in your campsite! Brand new machines for 2024 make 4 quarts of Ice Cream per batch, choose from Vanilla or Chocolate (or order both!).

Campsite Accommodations

For Safety reasons, we cannot run power to individual campsites.

If any of the leaders/youth require devices such as a CPAP or other medical machine, please bring **battery-style** devices. There is an office in each camp where they may be charged during the day, including Central Office and the Health Lodge.

Heading Home

Leaders should be prepared for Thursday or Friday checkout with the Business Manager. You will receive your appointment time during check-in.

- Be on time for your appointment.
- Bring the troop checkbook, cash, or credit card to settle open items.
- Have all the appropriate paperwork, receipts, and any other necessary information with you.

Prior to leaving camp there will be a campsite inspection. Camp awards are distributed on Saturday mornings.

Please ask parents who are picking up Scouts to arrive by 9am. Any dogs brought must remain on leash and in the parking lot.

Packing List

In addition to the following, be sure to check specific requirements for Program and Merit Badges you are taking.

If you don't want it lost/damaged/destroyed, then a good rule of thumb is to LEAVE IT HOME. Campsites do not have electricity.

Recommended Personal Equipment

Backpack / footlocker / duffle bag
 Sleeping bag
 Field uniform (class A)
 Swimsuit
 Jacket / fleece / sweatshirt
 Hiking Boots (waterproof)
 Pants / shorts / zip-offs (6 days)
 Rain gear
 Shoes that can get wet (req'd if boating/rafting)
 Sneakers or 2nd pair of boots
 Socks (6 days +)
 Underwear (6 days)
 T-shirts (6 days)
 Flashlight or headlamp & extra batteries
 Insect repellent (non-aerosol only)
 Merit badge requirements & pamphlets
 Other essential toiletries
 Pen / pencil / notebook
 Scout handbook
 Personal first aid kit
 Soap / shampoo / deodorant
 Shower shoes/flip flops
 Sunscreen
 Toothbrush/toothpaste
 Towels and washcloths
 Plastic bags (1- or 2-gallon)
 Spending money
 Watch
 Water Bottle / hydro pack
 **Taking STEM Ranch badges??
 Don't forget your Long Pants / Jeans!

Optional Gear

Alarm clock (battery op.)
 Bandana / hat
 Camera
 Compass
 Cord / clothesline
 Day Pack
 Fishing gear
 Hangers
 Laundry bag
 Mosquito netting
 O/A Sash
 Pillow
 Pocketknife (no sheath knives)

Recommended Troop Equipment

Troop flag
 Patrol flags
 Troop roster info for parent contacts, etc.
 Troop copy of medical binder (including leaders' forms)
 Troop first aid kit
 Garbage bags
 Merit Badge Blue Cards (*also available for purchase at the Trading Post*)
 Propane lanterns with fuel
 Copies of all schedules for Scouts and Leaders
 Troop **check book or credit card** for
 check out at the end of the week
 Your best Troop Spirit!

Medical Information

Medical Forms

All Scouts and adults are required to have a physical examination by a physician within 12 months prior to attending camp. Submitted forms must include immunization history, with inoculation dates. **Those without a completed medical cannot be permitted to stay overnight or take part in activities until we have the proper forms.** Medical forms are REQUIRED by New York State for everyone staying in camp at least one night.

We request that you put together a Troop Binder including each attendee's complete BSA Annual Health and Medical Record (AHMR), and, if necessary, the Meningitis form. Clearly indicate Troop# on all forms.

This binder should be submitted 2-3 weeks prior to your camp arrival. Medical forms CANNOT be emailed, uploaded, or submitted via USB device. Scoutmasters should have their own set of their troop's medical records.

Please use the BSA's most recent AHMR, the link can be found at www.ghvbsa.org/read/forms. **No substitutions.**

Emergency Contacts

Be sure to obtain at least three emergency contact names and phone numbers (that will be valid during the Scout's time in camp) for each of your Scouts. Keep these contacts with you in case the Scout's parent or primary contact cannot be reached.

Medical Needs Regarding Campsite Accommodations

For Safety reasons, we cannot run power to individual campsites.

If any of the leaders/youth require devices such as a CPAP or other medical machine, please bring battery-style devices. There is an office in each camp where they may be charged during the day, including Central Office and the Health Lodge.

Medical Needs Regarding Transportation

We cannot accommodate needs for borrowing our off-road vehicles or provide transportation specifically for Scouts or Leaders. There are places in the area that will rent such vehicles to you, and we are happy to accept delivery of those vehicles early so that you have them upon your arrival. Your mobile disability must be indicated on your Medical Form. Please send a copy of your order to ghv.camping@scouting.org prior to your arrival so that our team is aware.

Health Lodge

The Read Scout Reservation has a Health Lodge to provide first aid. The Reservation is staffed 24 hours by qualified health personnel. All injuries, no matter how small, should be reported to the Health Lodge and Camp Office. Persons with serious injuries or illnesses requiring hospitalization will be transported to either one of the Hudson Headwaters Health Centers or the Glens Falls Hospital. The camp has agreements for treatment at each.

Special Needs

Scouts or adults who have special needs due to a physical or mental disability will be accommodated to the best of our ability. The Special Needs Accommodation Form should be submitted at least two weeks prior to camp. The form can be downloaded from our website at www.ghvbsa.org/read/forms.
DO NOT SUBMIT WITH MEDICAL FORMS.

Prescription Medications

Everyone, youth or adult, who uses any medication (prescription or OTC), must ensure that they bring enough medication for their entire stay. **All medications for youth must be in their original containers and presented to the Health Officer at the Medical recheck on Sunday.**

While in camp, all medications for youth must be held by the camp health officer and will be locked. Emergency medication, such as heart medication, inhalers, and EpiPens can be held by individuals after being logged in by the Health Office. Please ensure that your Scouts bring all of their normal medications to camp. A week at camp is not the time to experiment with not taking medications. A schedule will be provided to you at the Sunday Leaders' meeting regarding medication distribution.

Adult leaders must be familiar with any allergies or special health conditions for each of their Scout's. Ensure that they are marked clearly on each Scout's medical form.

Over the Counter Medication

The New York State Department of Health Regulations only allow for parents and legal guardians to administer Over the Counter Medications (OTCs). Due to this fact, we are not allowed to dispense any OTCs to your Scouts. We are only allowed to dispense prescribed medication.

Blood-borne Pathogens

Gloves should be worn whenever a wound is treated. All contaminated materials need to be properly disposed of by the camp health officer. Surfaces that have been contaminated are to be disinfected by the camp staff.

Insurance

The Greater Hudson Valley Council carries accident and health insurance, through Health Special Risk, Inc. (HSR), on each Scout and adult leader registered in our Council. **Out-of-Council units must provide their own accident and health insurance.**

In the event a Scout needs medical attention by an outside health care provider all fees and bills should be handled in the following manner:

- Complete a claim form (available from Camp Health Officer or Council Camping Secretary) from HSR and submit it along with the health care provider's itemized billing statement directly to HSR IMMEDIATELY. Please follow the directions on the claim form completely. HSR will automatically pay the first \$300.00 on every claim. Do not send any completed claim forms and/or bills to the Council Service Center.
- For claims exceeding \$300.00: After submitting a claim to HSR, submit any outstanding bills to the parent/guardian's private health insurance.
- After the parent/guardian's insurance has paid their maximum limit, the remainder of the outstanding balance (if any) can be submitted to HSR as a continuation of the original claim. You must provide an explanation of paid benefits from the parent/guardian's insurance along with the claim. Although the claim was originally submitted to HSR, the parent/ guardian's health insurance is considered primary. HSR will only make payment on claims over \$300.00 after proof of payment from the primary carrier is presented.

It is the responsibility of the parent/guardian to ensure that their Scout's claim (if any) is submitted and satisfied. Please **do not** ask the health care providers to forward claim information or additional bills to the Council or Camp. In the event there are difficulties with a claim, you may contact the Council Service Center for information and assistance at ghv.service@scouting.org.

2024 Summer Camp Fee Structure

We accept Credit Cards and E-check for all online payments. E-check is recommended to avoid paying higher fees. Below is the cash/e-check price for Scouts/leaders. Paying by credit card will increase these fees by 3%. **Families sending 2 or more Scouts receive a \$50 discount per Scout, per week!**

	<u>\$100 Deposit by 3/31 AND Paid in Full by 5/15</u>	<u>With Late Fee</u> <i>(Late fee does not apply to Scouts who crossed over from Webelos or joined Scouts BSA in 2024)</i>
Scouts BSA - With Troop (1 week)	\$645	\$675
Scouts BSA - With Troop (2 week)	\$1190	\$1250
Scouts BSA Super Trooper (coming without troop)	\$675	2 nd week \$575
Leader ~ 5 - 20 Scouts	2 Free Leaders - Additional Leaders \$240/wk. OR \$40/day	
Leader ~ 21 - 30 Scouts	3 Free Leaders - Additional Leaders \$240/wk. OR \$40/day	
Leader ~ 31 - 40 Scouts	4 Free Leaders - Additional Leaders - \$240/wk. OR \$40/day	
High Adventure Treks	Treks are customized for each group. Basic fees can be found at www.ghvbsa.org/summitbase . Contact us at ghv.camping@scouting.org for more information.	

Individual Campers

Scouts who wish to come to camp for additional weeks, or who belong to troops that are not coming to camp, are invited to come to Buckskin as Super Troopers. These Scouts (and adults) are to be registered through our website www.ghvbsa.org/calendar. **Qualified adult leadership is provided to help Scouts get the most out of their time at Read.** Please find more information at www.ghvbsa.org/read/supertroopers.

Camperships

It is the desire of the Greater Hudson Valley Council that all Scouts attend camp regardless of financial resources. To that end, partial camp scholarships are available for Scouts both in the Greater Hudson Valley Council and out-of-council, to attend our camps. Confidential applications are available from home page of our website www.ghvbsa.org at the bottom of the page, and can also be found at www.ghvbsa.org/read/forms. Scholarships awarded CANNOT be transferred from one Scout to another. Please submit the *fully filled out* application as soon as possible with the \$100 deposit (or indicate that it was paid online). Applications can still be submitted after April 15th but may not be awarded as our limited resources are given first to on-time applicants.

Campsite Reservation Policy

In order to accommodate as many Scouts as feasible, while continuing to deliver our high-quality program, the Campsite Reservation Policy is as follows:

If your troop signs up for the following year while at Camp, you will get first choice at reserving your preferred site during the week you are camping in. In order to avoid sharing or being moved from that site, the troop must fill 75% of the available space.

Any camp reservation taken after the season closes will be taken on a site preference basis.

The camp management has the option to move the troop as space dictates and/or share the site.

To assist you with choosing a site that best meets your size needs, visit www.ghvbsa.org/read/readsitesreservations.

Greater Hudson Valley Council Events and Program Refund Policy

The \$200 per site, per week deposit is non-refundable in the event of cancellation. The \$100 deposit (per week/per Scout) is non-refundable but may be transferred from one Scout to another (who has not already registered to attend) within a troop. We encourage you to utilize the online registration system for all payments and sign-ups ~ the online system accepts E-check payments (no additional fee) and debit/credit cards (3% fee).

This policy is specific to Curtis S. Read Scout Reservation (CSR). You are eligible for a percentage-based refund depending upon when you request your refund, based on the following time frame:

- 30 days or more before day 1 of your scheduled week; 100% of payments to date, less per person deposit, is refundable.
- From 16-29 days before day 1 of your scheduled week; 50% of payments to date, less per person deposit, is refundable.
- Less than 15 days before day 1 of your scheduled week; no refund is available.

Accepted reasons for refunds (less \$50 deposit):

- Summer School Attendance: a letter from the school stating that the Scout must attend summer school must be submitted within 1 week of the last date of school, before Scout is scheduled to arrive at CSR.
- Death in the family: a note from the parents must be received before Scout is scheduled to arrive at CSR.
- Medical: a letter from the doctor stating that the Scout's medical condition prohibits participation at camp must be received *before the Scout is scheduled to arrive* at CSR.

ALL Notes (Medical or otherwise) for registered Scouts who do not complete their week at camp **MUST BE RECEIVED prior to the troop's check-out appointment at the end of the camp week**. Refunds will NOT be processed once that appointment has been completed for Scouts that did not attend camp.

All requests for refunds must be in writing by emailing ghv.camping@scouting.org. The email should be received prior as soon as possible and include the appropriate documents attached to the email. All approved refunds for Scouts attending with a Troop will be refunded to the Troop. Approved refunds for Scouts attending as Super Troopers will be made to the parent of the Scout.

Cancellation by the Council

If the Greater Hudson Valley Council, BSA or any agency that has contracted with the Council cancels an activity, the Council will issue a full 100% refund (including any Deposit Money).

Camp Read Association

The Camp Read Association is dedicated to the enrichment and continuation of the Curtis S. Read Scout Reservation. Membership is open to all “Friends of Read,” both past and present. While many of our members are alumni staff, we encourage all Scoutmasters, Assistants, Committee members, parents of Scouts, former and current Scouts to join the organization. If you cherish the Camp Read experience, whether for its Scouting enrichment or the natural beauty of the Camp and the surrounding Adirondack Park, you belong in the Association.

The Association founded and continues to support the very prestigious “Staff Member of the Year Award”. This award is presented to a Staff Member each year that demonstrates outstanding performance. We encourage you to recommend to their Camp Directors any Staff members that have demonstrated performance that may qualify them for this award.

If you are interested in supporting the enduring vitality of the Curtis S. Read Scout Reservation by becoming a member of the Association or just donating, please visit the association website at www.campread.org.

Join the Camp Read Staff

Working at camp is truly an amazing experience! It gives you the opportunity to live and work in one of the country’s premier scout camps, to work as a part of a close-knit team, and to have tons of fun! Along with learning new skills and working with great people, you will be building memories that truly last a lifetime. You can find the applications at www.ghvbsa.org/readstaff.

There are three different ways to be a part of our team ~ all must be approved by a Camp Director:

- **Paid Staff:** To join the paid staff, you should be at least 16 years old. Well-qualified 15-year old’s may also be considered, especially if they have completed our Read Renegade program. Most staff spend just over 7 weeks at Camp Read, for 2024 this will be beginning June 29th and finishing by August 23rd. Exceptions may be made for school-related conflicts (i.e., graduations, college etc.). Some director-level positions require an additional partial week of training, as well as some that require completion of a National Camp School Program, earlier in June. Staff who work full-summer (8-week) contracts will receive a bonus as well.
- **Read Renegades:** Must be 14 or 15-years old. They spend a minimum of 2 weeks tented at Camp Buckskin and spend their weeks training and working alongside the rest of the staff. * * Read Renegades are required to pay the fee of 1-camper week regardless of how long they are in camp with us. As they often schedule their weeks with us around their Troop Week, that week would qualify. Renegades are not paid for their time at camp and receive free room and board in addition to great training for all additional weeks.
- **Volunteer:** There are both short and long-term volunteer opportunities for adults and Scouts who are at least 16 years old. Those interested will need to complete the same application and interview process as paid staff.

Merit Badges, Requirements Not Taught, Partial & Prereqs

Try to **group the Scout's morning and afternoon badges in the same camp, so he/she doesn't lose time traveling. You may book classes in either camp to maximize class selection options. **

Blue Cards: In advance of camp, Scouts inform their Scoutmaster of the badges they intend to pursue at camp. Scoutmasters then provide Scouts with a signed blue card acknowledging that the scout has informed the Scoutmaster of their interest in working on a badge. The Scout must provide this Scoutmaster signed card for each badge to his/her counselor on the first day of instruction. Scoutmasters should bring extra blue cards to camp in case any Scouts change merit badge classes. ****PLEASE: LEGIBLE, NAME AND TROOP, & CAMPSITE NAME HELPS****

Avoid letting a Scout attempt too many merit badges. Most campers can usually complete four badges and should have the opportunity to participate in additional camp activities. You know their capabilities; guide them in setting realistic goals.

Reading the Schedule: Classes are available where indicated by an open (white) block; shaded blocks indicate no class available during that session. Where there is no line between time slots, the class runs a double session. Where a time is indicated, the class runs during those specific times. No advanced preparation is required unless otherwise stated. Where required or recommended, age restrictions are listed. **Eagle required MB are in bold.**

Most badges are available to all scouts, though some have minimum rank, age, or experience requirements. Ensure Scouts meet those requirements and have reviewed other requirements for badges they will be working on. Some badge requirements will not be taught in camp and those are listed on the merit badge schedules as Requirements Not Taught at camp ("RNT"). No Scout is required to complete those or any other badge requirements in advance (see Lifesaving Merit Badge exception below), but we encourage scouts to do so where possible. If the Scout does not complete those before arriving at camp, they may still take the class but will go home with a "partial". A partial is documented with a blue card showing only some requirements were completed at camp. After camp, the scout may work with a registered merit badge counselor approved to counsel that badge to complete and receive sign off on the blue card for the remaining requirements.

Only in the case of Lifesaving Merit Badge is the Scout required to complete the listed pre-requisite BEFORE they can take the merit badge class at camp.

Partials: Scouts who are finishing partially completed merit badges in camp **should not** register for the merit badge using the online system. They will need to speak with that Program Area director either during the tour on Sunday or on Monday to see how much time is needed to make up for their missing requirements. Scouts who go home with partials can either work with a local counselor and/or finish the work and mail the finished requirements and blue card to the Business Manager at the Council Office.

All classes are set at a maximum of 16-24 scouts unless otherwise noted. These caps are for the safety and quality of instruction.

Merit Badge Sign-Up and Changes

All Scouts **should be** registered for Merit Badges on our online advancement system before coming to camp. Early registration is recommended (registration opens April 1st) to avoid being closed out of classes. Consider having Scouts indicate 2nd and 3rd choices for each period in the event the class is full. We have a form to assist you at www.ghvbsa.org/read/forms.

Leaders should print out schedules for each Scout prior to arrival at camp. **It is critical that each Scout know his/her schedule.**

If there are last-minute changes, leaders should work with the Program Area Directors at the merit badge sign-up session on Sunday.

First Year Camper Program

The program is designed to immerse new Scouts in both the Scouting program and Read Scout Reservation.

This is **NOT** a rank advancement program. Scouts involved in the program will have the opportunity to learn a wide range of basic scout skills and participate in several recreational activities, including:

- First Aid
- Fire Building and Safety (Firem'n Chit)
- Map and Compass Skills
- Knots and Lashings
- Low COPE
- Instructional Swim
- Totin' Chip & Much more!

The course runs 3 hours each day from 9:00am - 11:50am; leaving them free to take merit badges after lunch.

First Year Camper Program participants may still attend Merit Badge classes from 2 - 2:50pm and 3 - 3:50pm. The following MB classes are available and recommended for them:

- Archery
- Art
- Astronomy
- Basketry
- Chess
- Fingerprinting
- Fishing
- Leatherwork
- Mammal Study / Nature
- Reptile & Amphibian
- Weather

First Year Camper staff are available some afternoons (siesta included) by appointment for Scouts who would like to work on additional knot tying, scout skills, or earning their Totin' Chip and Firem'n Chit.

Adult Training Opportunities

The following training may be available to Leaders during summer camp:

- BSA Aquatics Supervision
- Climb On Safely
- Leave No Trace Discussion
- CPR ~ most weeks
- Safety Afloat
- Safe Swim Defense
- BSA Lifeguard (9-5 full week)

Online registration will be available April 1st. For those that have set times, it will be listed. For others, please indicate interest in all the training courses that you would like to take. Times will be announced on arrival day, and courses will only be held when they are signed up for ahead of time and based on staff availability.

**Make sure to read the monthly CSR Newsletters for additional Training opportunities that may be available during your particular week of camp! We are working to secure trainers for CPR, First Aid, etc.*

Scoutmaster Merit Badge

Adult leaders who are looking to explore camp, meet the staff, demonstrate scout spirit, and volunteer to help should check out our **Scoutmaster Merit Badge**. By completing a small checklist provided by the Program Director, Scoutmasters and Adult Leaders can participate in their own program and earn this coveted patch! Information will be distributed at the Sunday Leaders' Meeting.

Activity Reservations, Cancellations, and Leadership

Activity Reservations

Reservations are made on a first-come, first-served basis through our website. On the first day at camp, troop leaders will check in with each activity area to confirm their reservations.

The Curtis S. Read Scout Reservation is a unique mixture of advancement and high adventure activities. For your Scouts to enjoy both, activities must be carefully reviewed and scheduled.

Read offers two types of activities - those that take place in our camp and those that occur off property.

Please pay particular attention to any additional charges, transportation availability, reservation requirements, and age standards.

Activities may be registered online prior to camp (recommended) or during Sunday check-in at camp.

Available for online registration are:

- Zipline
- Rock Climbing
- High Ropes
- Low COPE
- Operation Nighthawk
- Horse Trail Rides
- Climbing Tower
- Tomahawks
- Adirondack Challenge
- Mountain Biking

White Water Rafting has a special reservation form that must be submitted at least 2 weeks prior to your trip.

Your final roster of who will attend the trip will be taken on Sunday during check-in. Refunds will not be available after that final roster is accounted for, as per our outside vendor.

Activity Cancellations

All cancellations must be made at Central Office at least 24 hours prior to your scheduled activity. If a troop does not cancel an activity at least 24 hours in advance, the fee for the activity will still be charged. If an emergency should arise within 24 hours of your scheduled activity, please inform Central Office immediately.

Adult Leadership

All Scouts participating in an in-camp activity must be under the supervision of an adult leader, age 21 or older, except for Mountain Biking, High Ropes, and Adirondack Challenge, which are provisional activities under the supervision of Summit Base staff. All off-camp activities, such as whitewater rafting, require two-deep adult leadership.

2024 Camp Buckskin Merit Badge Schedule

Merit Badge	Requirements & Notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50
Aquatics						
(Must pass Swimmer's test on opening day to participate in and complete any of the below badges)						
KAYAKING	Class max: 10					
LIFESAVING (14+)	Prerequisite - #2a Swimming Merit Badge - must be earned PRIOR to starting this badge. Class max: 12 Classes are 2 hours. *only held in Buckskin	9:00-11:00				
ROWING	Class max: 10 *only held in Buckskin					
SWIMMING	RNT: This is a difficult badge. If in the Aquatic Director's judgement, the Scout is not a strong enough swimmer, they will be asked to switch out. Classes are 1 1/2 hours.			10:30-12:00	2:00-3:30	
Ecology						
(At Ecology Pavilion, exhibits, nature trails)						
ASTRONOMY	Weather conditions frequently interfere with the completion of this badge. Requires study and observation 9:30pm T/W/Th.					
CHESS						
ENVIRONMENTAL SCIENCE	Should not be attempted by first year scouts. Classes are 2 hours.	9:00-11:00			2:00-4:00	
FORESTRY	RNT: Requirement #5					
GAME DESIGN (12+)	RNT: Scouts must bring on the first day or they will be asked to switch out of this badge: Req. 1a - bring copies of rules for 4 games, Req. 4 - complete and document (including rules) or bring a game with copy of rules and items to play, Req. 6 - bring bound notebook for game design process. Class max: 10 Classes are 1 1/2 hours. *only held in Buckskin			10:30-12:00		
GEOLOGY / MINING IN SOCIETY (2 MBs)	Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required. *only held in Buckskin					
MAMMAL STUDY / NATURE (2 MBs)	Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required.					
PLANT SCIENCE	RNT: Requirement #6 *only held in Buckskin					
SOIL & WATER CONSERVATION	RNT: Requirement #7. Should not be attempted by first year scouts.					
WEATHER						
Other Programs						
Classes take place at the Anthony Long Pavilion						
1ST YEAR CAMPER	Not a rank advancement program; learn Scout skills and learn about camp. Recommended for Scouts who have not attended Summer Camp.	9:00-12:00				

White areas indicate the class time.

RNT: Requirements Not Taught at Camp

2024 Camp Buckskin Merit Badge Schedule

Merit Badge	Requirements & Notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50
Handicraft						
<i>Projects are done in most classes that you can take home</i>						
ANIMATION	*only held in Buckskin					
BASKETRY	Scout needs to purchase kits and materials, estimate around \$25. Class max: 12					
LEATHERWORK	Scout needs to purchase kits and materials, estimate around \$25. Class max: 12					
PAINTING	*only held in Buckskin					
PHOTOGRAPHY (14+)	RNT: Requirement#1b. Class max: 12					
SCULPTURE	Class max: 12					
WOOD CARVING	A good carving knife is recommended. Scout needs to purchase carving kits, estimate \$10-\$15. Class max: 12					
Scoutcraft						
<i>(Totin' Chip, Firem'n Chit, & Paul Bunyon Woodsman also available)</i>						
CAMPING	RNT: Requirements #8d, 9a, 9b. See form on website. Scouts recommended to be at least Tenderfoot and have a backpack with frame.					
EXPLORATION (12+)	Will include hiking. Class max: 12					
GEOCACHING (12+)	RNT: Requirement #7. Class max: 10					
ORIENTEERING	Knowledge of orienteering basics needed.					
WILDERNESS SURVIVAL	RNT: Requirement #5. Includes Wednesday overnight in survival shelter.					
Shooting Sports						
<i>(Instruction will take place at the appropriate range in Camp. Recommend only 1 type of shooting class at a time. Open-Shoot times to be announced at Camp.)</i>						
ARCHERY	Class max: 12					
RIFLE SHOOTING (12+) (option A, Modern)	Skill with a rifle is a must. Scouts are encouraged to familiarize themselves with the requirements. Classes are 1 1/2 hours.	9:00-10:30	10:30-12:00	2:00-3:30		

Reservation-Wide Classes held at Camp Buckskin

Only available at the Anthony Long Pavilion in Buckskin						
EMERGENCY PREPAREDNESS (13+)	RNT: Requirements #1, #2(c), #8(b) can photograph kit, and #9 (a,b,c).					
FIRST AID (12+)	RNT: Requirements #1, #5, bring kit to Camp. Classes are 1 1/2 hours.	9:00-10:30	10:30-12:00	2:00-3:30		
SEARCH & RESCUE (13+)	RNT: Requirement #6a. Class max: 12					
Meet at the Anthony Long Pavilion on Monday, classes will be mobile						
COMMUNICATION (13+)	RNT: Requirements #5 and #8. Class max: 8					
PUBLIC SPEAKING (14+)	Class max: 8					
THEATER (12+)	RNT: Requirement #1. Class max: 8					

White areas indicate the class time.

RNT: Requirements Not Taught at Camp

2024 Camp Waubeeka Merit Badge Schedule

Merit Badge	Requirements & Notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50
Aquatics						
<i>(Must pass Swimmer's test on opening day to complete any of the below badges)</i>						
BSA LIFEGUARD (15+)	RNT: Requirement #6. Must have ability to swim various strokes opening day. Completion of Lifesaving MB a plus. Full days Mon. thru Fri. *only held in Waubeeka					
CANOEING	Some knowledge of strokes is helpful. Class max: 10 *only held in Waubeeka					
KAYAKING	Class max: 8					
SMALL BOAT SAILING (recomm. older scouts)	Scout must be a swimmer on opening day. Sailing knowledge is useful. Completion is contingent on wind conditions. Class max: 10 Classes are 2 hours. *only held in Waubeeka		10:00-12:00		2:00-4:00 (NA wk 6)	
SWIMMING	RNT: This is a difficult badge. If in the Aquatic Director's judgement, the Scout is not a strong enough swimmer, they will be asked to switch out. Classes are 1 1/2 hours.		10:30-12:00		2:00-3:30	
Ecology						
<i>(At Ecology Pavilion, exhibits, nature trails)</i>						
ASTRONOMY	Weather conditions frequently interfere with the completion of this badge. Requires study and observation 9:30pm T/W/Th.					
ENVIRONMENTAL SCIENCE	Should not be attempted by first year scouts. Classes are 2 hours	9:00-11:00				
FISHING	Minimal fishing equipment available at camp, strongly recommend bringing your own. Classes are 1 1/2 hours. *only held in Waubeeka	9:00-10:30			2:00-3:30 (NA wk 6)	
FORESTRY	RNT: Requirement #5					
INSECT STUDY	RNT: Requirement #9, bring photos. Requires significant time outside of class for observations. Class max: 12 *only held in Waubeeka					
MAMMAL STUDY / NATURE (2 MBs)	Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required.					
REPTILE AND AMPHIBIAN STUDY	RNT: Requirement #8. *only held in Waubeeka					
SOIL & WATER CONSERVATION	RNT: Requirement #7. Should not be attempted by first year scouts.					
WEATHER						
Other Programs						
<i>Classes take place at Dan Beard ~ near Scoutcraft</i>						
1ST YEAR CAMPER	Not a rank advancement program; learn Scout skills and learn about camp. Recommended for Scouts who have not attended Summer Camp.	9:00-12:00				

White areas indicate the class time.

RNT: Requirements Not Taught at Camp

2024 Camp Waubeeka Merit Badge Schedule

Merit Badge	Requirements & Notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50
Handicraft ~ not available week 6						
<i>Projects are done in most classes that you can take home</i>						
ART / FINGERPRINTING	RNT: for Art Requirement #6, a written report signed by parent or scoutmaster. Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required. Class max: 12 *only held in Waubeeka					
BASKETRY	Scout needs to purchase kits and materials, estimate around \$25. Class max: 12					
CHESS						
INDIAN LORE	*only held in Waubeeka					
LEATHERWORK	Scout needs to purchase kits and materials, estimate around \$25. Class max: 12					
PHOTOGRAPHY (14+)	RNT: Requirement#1b. Class max: 12					
SCULPTURE	Class max: 12					
WOOD CARVING	A good carving knife is recommended. Scout needs to purchase carving kits, estimate \$10-\$15. Class max: 12					
Scoutcraft ~ not available week 6						
<i>(Totin' Chip, Firem'n Chit, & Paul Bunyon Woodsman also available)</i>						
CAMPING	RNT: Requirements #8d, 9a, 9b. See form on website. Scouts recommended to be at least Tenderfoot and have a backpack with frame.					
EXPLORATION (12+)	Will include hiking. Class max: 12					
GEOCACHING (12+)	RNT: Requirement #7. Class max: 10					
ORIENTEERING	Knowledge of orienteering basics needed.					
PIONEERING	Should not be attempted by Scouts below rank of 1st Class. Classes are 2 hours. *only held in Waubeeka		10:00-12:00			
WILDERNESS SURVIVAL	RNT: Requirement #5. Includes Wednesday evening overnight in survival shelter.					
Shooting Sports ~ only shotgun is available during week 6						
<i>(Instruction will take place at the appropriate range in Camp. Recommend only 1 type of shooting class at a time. Open-Shoot times to be announced at Camp.)</i>						
ARCHERY	Class max: 12					
RIFLE SHOOTING (12+) (option A, Modern)	Skill with a rifle is a must. Scouts are encouraged to familiarize themselves with the requirements. Classes are 1 1/2 hours.	9:00-10:30	10:30-12:00	2:00-3:30		
Only Available at the Waubeeka Shooting Sports Range						
SHOTGUN SHOOTING (13+)	Class fee of \$25.00. Skill with a shotgun is a must. Scouts need to familiarize with requirements. Classes are 1 1/2 hours. Class max: 10	9:00-10:30	10:30-12:00	2:00-3:30		

White areas indicate the class time.

RNT: Requirements Not Taught at Camp

During week 6, Camp Waubeeka does not have regular programming.

Classes held IN WAUBEEKA are: BSA Lifeguard, Canoeing, Small Boat Sailing, and Shotgun Shooting.

Classes that will be moved to Buckskin are: Fishing 9-10:30am, Insect Study, Reptile & Amphibian Study, Art/Fingerprinting, Indian Lore, and Pioneering.

2024 Specialty Camp Merit Badge Schedule

Merit Badge	Requirements & Notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50
STEM Ranch ~ end of Rose Drive <i>Welcome to "Imakanation", a combination of the words imagination, making, and national citizenship, is designed to prepare Scouts for a world that will require innovation, practical skills, the ability to solve problems and make new ideas reality.</i>						
<p>Attendance is required for Monday, and any classes missed MUST be made up during open program to earn the badge.</p> <p>PANTS and closed toed shoes are <u>required</u> in order to participate, along with water bottle, merit badge pamphlet, and worksheets.</p>						
ELECTRICITY (14+)	RNT: Requirement #2, #8, #9a - and bring copy of home utility/electrical bill, hand in on first day. Class max: 10	9:00-10:30				
ENERGY	RNT: Permission Slip; Requirement #4. Class max: 12	9:00-10:30				
HOME REPAIRS (13+)	Very busy class. Class max: 10				2:00-3:30	
HORSEMANSHIP	General study of merit badge pamphlet is suggested. Class fee of \$50. One session feeding the horses at 6:30am is required. Riding days require pants covering the ankles. Sneakers or boots EVERY day, no open heels or toes. Class max: 9	9:00-10:30			2:00-3:30	
METALWORK (13+)	RNT: Requirement #4, hand in on first day. *Non-synthetic clothing (like cotton blue jeans), long pants are required. Class fee of \$20. Class max: 10		10:30-12:00			
PLUMBING/PULP & PAPER (12+) (2 MBs)	RNT: Pulp & Paper: Requirements #6 and #8, hand in on first day. Scouts need to attend all 5 days even if just 1 badge is required. Class max: 10		10:30-12:00			
ROBOTICS (13+)	RNT: Requirements #7 and for #3, bring pictures or at least one video to discuss. Bring your own Robot Engineering Notebook to record in for #'s 4 & 5. Hand all in on first day. Class max: 10				2:00-3:30	
SPACE EXPLORATION	Class fee of \$20 for rockets and supplies. Class max: 12		10:30-12:00			
WELDING (14+)	RNT: Requirement #7a, hand in on first day. *Non-synthetic clothing (like cotton blue jeans), long pants are required. Class fee of \$20. Class max: 8	9:00-10:30			2:00-3:30	
See notes: PANTS and closed toed shoes are <u>required</u> in order to participate.						

Summit Base ~ end of Camp Road

CLIMBING	RNT: Requirement #7, familiarize with all knots. Closed toed shoes required. Held on climbing tower and natural rock wall. Class max: 12	9:00-10:30	10:30-12:00		
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White areas indicate the class time.

RNT: Requirements Not Taught at Camp

2024 In-camp Activities

See page 26 for other fun things to do!

Registration for the below is similar to Merit Badge registration, except where noted.

Activity	Description	Availability
ACTION ARCHERY (Scouts 14+)	Sporting arrows (special ones called flu-flus!) are centered around automatic target launchers that throw 10-inch diameter foam targets into the air. Session max: 12	Buckskin Archery Range, 11a-12pm or 4-5pm, M-Th
ADIRONDACK CHALLENGE (Scouts 14+)	Various high adventure activities, including our High Ropes course in camp. \$25/pp covers meals, guides, and transportation for out of camp activity portion. Activities may include: caving, canoeing, climbing, mountain biking, overnight in Pharoah, etc. Course max: 6	Summit Base, every afternoon starting at 1pm
CAVING (Leaders, all Scouts)	Dry cave and wet cave (involves submersion in water for a few feet). No cost. Sign up online to assist us with scheduling times for all interested groups. Max group: 20.	Camp Waubeeka, 4-5pm, M-Th
HORSE TRAIL RIDES (Leaders, all scouts)	1 hour session includes basic instruction and riding. Closed toed shoes and long pants that cover the ankles are required. \$35/pp . Session max: 9	STEM Ranch, most days 11-12noon or 4-5pm
LOW COPE (all Scouts)	Challenging Outdoor Personal Experience (COPE) Course. Groups work together to complete each element and help/spot each other. Sessions are 1 1/2 hours each. Groups of 5-12 participants.	Summit Base, most days 4-5:30pm or 7:15-8:45pm
MOUNTAIN BIKING (Scouts, 12+)	1 hour Instructional sessions: For Scouts who have never ridden a bike before. Monday session attendance required. Scouts who want to brush up on skills may come to 1, 2, or 3 Instructional sessions.	Summit Base, Mon., Tues., Wedn. 9-9:50am
	2 hour Intermediate sessions: Scouts should be able to ride a bike in a straight line for 25 feet and feel comfortable on a bike. Participants who are unsure if they meet requirements should attend the T or W instructional session. \$5/pp for riding session.	Summit Base, Daily, 10am – 12noon
	2 hour Advanced session: Scouts should have previous experience and be skilled on single-track terrain. Sessions will focus on honing biking skills while tackling tough single-track terrain. Participants who are unsure if they meet requirements should sign up for an Intermediate session first to get approval. \$5/pp for riding session.	Summit Base, Friday, 3-5pm
	Adults Session: Must meet height/weight standards for high adventure activities. \$5/pp for riding session.	Summit Base, Thurs., 7:15pm-8:45pm
OPERATION Nighthawk (Scouts 15+)	Night climbing. Scouts must be comfortable with both darkness and heights. Session max: 15	Summit Base, Wedn., 8:30pm-10pm
ROCK CLIMBING Tower or Natural (Leaders, all Scouts)	Discuss with Summit at Check-in for option of Natural Rock or Climbing Tower. Closed toed shoes are required. Groups of 5-15 participants.	Summit Base, most days 2-3:30pm, 4-5:30pm, or 7:15-8:45pm
ROPES COURSE (High) (Scouts 13+)	Ropes course 35 feet in the air. Changing - keep an eye on our newsletters! Part of the ADK Challenge. Group of 10 participants max.	Thursday 1-5pm
TOMAHAWKS (Leaders, all scouts)	Held at Buckskin Shooting Sports Range. Groups of 12-18 participants. Group must have adult over 21 present to participate.	Buckskin, Mon.-Wed. Siesta 1-2pm
ZIP LINE (Leaders, all scouts)	Blue Swimmers only. Groups of 5-25 participants. Group must have adult over 21 present to participate.	Summit Base, most days 2-3pm, 4-5pm, or 7:15-8:15pm

~ Out-of-camp Activities ~

WHITEWATER RAFTING (Leaders, all scouts)	Sign up will be through a special form available at www.ghvbsa.org/read/forms . Sign up required at least 2 weeks prior to your week at camp. Troops provide their own transportation.	\$39 per person
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Camp Wide Activities

There is always something for your Scouts to do! We have changed our schedule to allow more free-time for Scouts to enjoy all of things that Summer Camp has to offer.

During the new activity time slot of 4pm – 5:30pm, there will be:

- Open boating every day
- Open swimming every day
- Open Shoot daily, ranges to rotate
- More fun at Program areas!

For evening activities beginning at 7:30pm, see below. These of course may change, and we will keep you posted during Leaders Meetings and Retreat announcements:

Sunday & Friday ~ Opening/Closing Campfires

Monday ~ Camp-wide Game Night

Tuesday ~ Triathlon and Open Program

Wednesday ~ Troop night in

Thursday ~ Open Program & Tie Dye night

Have suggestions for something different? Let us know! Keep an eye on Newsletters as well, for more opportunities that may be added to the online registration offers!!

A program schedule will be provided during the Sunday Leaders' Meeting detailing all of the fun things that are lined up for each day!

Adult Fun while helping Camp!

There is always something for you, the Leaders, to do! Every day during Siesta, there will be available Adult fun activities ~ a schedule will be provided during the Sunday Leaders' Meeting.

As per the Board of Health, many program areas require an adult to be present during our class sessions. Your help with this allows our staff to continue leading the great programs that we provide to your Scouts.

Which is great, since we know that you want to take pictures of your Scouts in action during the week anyway! Sign-up will be available starting on the first day of camp during the Leader's meeting.

Aquatics:

~ 2 adults over 18 at Buckskin

~ 1 adult over 18 at Waubeeka

Archery:

~ 1 adult over 18 at Buckskin

~ 1 adult over 18 at Waubeeka

Scoutcraft:

~ 2 adults over 21 during the Overnight for Wilderness Survival (1 male, 1 female)

And of course, there's always great fun to be had driving the School Buses! Opportunities as well if you prefer driving with air conditioning ~ we love for volunteers to assist with driving our Treks out and back.

Week 6 Programs!

For any and all questions, please email anytime: ghv.camping@scouting.org

WILDERNESS SURVIVAL ~ NEW 2024

This intensive, week-long program will provide live and multi-media instruction combined with active, hands-on practical experiences in Wilderness Survival Skills, and how to effectively teach those skills. We will go way past the mere tease that can be provided in the ordinary camp merit badge program, which provides only enough time to scratch the surface.

This intensive workshop will develop participants into competent Wilderness Survival Instructors so they may become a cadre of Wilderness Survival Skills to carry expert knowledge home to their own Scout Troops, Venturer Crews, and Explorer Posts and be competent future instructors and counselors of Wilderness Survival Merit Badge / Venturer Ranger Award.

This course is open to all Scouts ages 14 and up, as well as Adults. A full week course, sign up for this individually (not with your troop).

OPERATION EAGLE ~ NEW 2023

Did you hear about the fantastic new program that we added in 2023?

Now during week 6, we are offering a special program just for those Scouts who would like to work on their Eagle Rank !

Operation Eagle gives an opportunity for merit badges that we don't normally offer at Camp Read. Scouts sign up for this individually (not with their troop).

This program is open to Scouts who are 14 years of age or older, and have earned a rank of 1st class or higher prior to the start of the course.

All Scouts in the course will work on Public Speaking Merit Badge and participate in daily special seminars on Eagle-related topics. Special attention will be given to Board of Review tips, How to fill out the Project Workbook Paperwork, etc.

Scouts can earn up to up to 5 merit badges during this week-long course. They will choose a schedule from:

- Camping
- Citizenship in the Nation & Citizenship in the World (combo class)
- Communication
- Cooking
- Emergency Preparedness
- Environmental Science
- Lifesaving
- Swimming

2024 Updates – did you catch them all??

Page 6

Dinner time has been changed to allow more activity time in the new schedule.

Page 8

Every adult staying overnight must be registered IN THE BSA IN YOUR TROOP prior to arrival at camp. In addition, please have them registered in the online reservation system with their correct DOB by June 15th.

Page 12

Please see the Medical Needs Regarding Campsite Accommodations & Medical Needs Regarding Transportation.

Page 15

Please be familiar with our refund policy.

Pages 20-24

New & Changed Merit Badges! **Please remember to try and schedule AM or PM sessions in the same camp. We have moved some classes around as well, based on popularity, to fit in the new badges, etc.

New:

Animation

Energy

Fingerprinting (a combo class with Art!)

Game Design

Painting

Plant Science

Geology & Mining in Society are now a combo-class!

Returning badges:

Robotics

Soil & Water Conservation

New Activities ~ and more to come!

Action Archery

Tie Dye

For any and all questions, please email anytime: ghv.camping@scouting.org



Looking for something different for your older Scouts?

How about a Summit Base Trek?

Choose from Canoe or Backpack!

For more detailed information, as well as a
Trek Reservation Form, go to

www.ghvbsa.org/read/summitbase

