

2024 Parent's Guide



Week 1

Week 2

Week 3

Week 4

Week 5

Week 6

Jul 7-13

Jul 14-20

Jul 21-27

Jul 28-Aug 3

Aug 4-10

Aug 11-17

Welcome!

Dear Parents,

Thank you for choosing the Curtis S. Read Scout Reservation for summer camp. We hope your Scout has the best experience this summer, enjoying our 1000-acre facility in one of our 4 camps. Our philosophy at Read is *"Four camps, one Reservation!"*. That means our top-rated reservation staff will go the extra mile for your Scout, no matter what camp they work in.

We know first-hand, because we have troops that have been consistently coming to Camp Read for over 30 years. They come to us for 3 reasons: the outstanding staff, the amazing facilities and top-notch programs. Camp Read is rated the #1 camp in the North East by the National Camp Accreditation Program of the National Boy Scouts of America.

Our staff is National Camp School Accredited, led by our council Scout Executive, Rich Stockton. Rich has 25 years of experience directing camps and has taught and led a number of national camp schools. Many staffers return year after year because of their dedication to Camp Read and its campers. They are highly trained, and in addition to Youth Protection Training and Weather Hazards, many hold a number of additional certifications including: CPR, First Aid, Lifeguarding, Climbing and many others. Our staff receives emergency preparedness training, as well as accommodating special needs Scouts.

The health and safety of your Scout is our first priority always. We have a top-notch infirmary on our reservation staffed by an EMT staff. There are a number of urgent care facilities in the area as well as Glens Falls Hospital. Your son or daughter will have a medical check when entering camp to be sure everyone staying at Camp Read is healthy and stays fit.

If your Scout loves camp so much and wants to stay another week, there is our **Super Troopers** program, where he or she would be put in a troop with adult leadership and can continue doing cool things. If your troop doesn't come to Camp Read, he or she can still join Super Troopers!

Does your Scout really want to try a backpacking or canoe trek but your troop doesn't? No worries - they can join one of our Treks. They will have amazing adventures that they won't have anywhere else.

Each year Camp Read adds new and exciting merit badges and activities. This year, we have added extra classes for the ever popular Kayaking, Insect study is now a class, and program area, and Electronics has returned.

Again, we hope your Scout enjoys his or her experience at Curtis S. Read Scout Reservation this summer. Our team is excited to have you and preparing for a great summer of Scouting!

Josh

Josh Davies
Vice President of Outdoor Program
GHVBSA

Rich

Richard Stockton
CSR Reservation Director
GHVBSA Scout Executive

Tips for Parents of First Time Campers

- You both need time to adjust! One of the worst things you can say is “If you don’t like it, call me and I’ll come get you”. If they ask, “Will you miss me?” instead of just saying yes! Say “I can’t wait to hear about all of the amazing things you did!”
- Packing tip ~ each outfit will very likely fit in a gallon-size plastic zip lock bag. This will keep it dry if their bag falls out of the tent on a rainy day, and gives them no excuse not to put on fresh underwear!
- Mail out a letter before they even leave, keeping it positive. Don’t include things like “the house is lonely” or “I’m sad you’re not here”. Reassure them that you can’t wait to hear about their fantastic week.
- Kiss them goodbye and leave quickly. Dragging out your departure is not good for your emotional stability or your Scout’s.
- Your Scout’s summer camp experience is an opportunity for growth and independence! They will be stronger for it.

Camp Planning in 4 Easy Steps

Step 1: Read this Guide entirely. Even if your Scout has been to Read before, there are many changes and new programs that he or she will need to know about. This guide will explain many of those in detail. If it is your Scout’s first time, this guide will be invaluable!

Step 2: Get Organized. Organization before camp is critical! Read offers a complex program - Scouts must make choices regarding what they want to accomplish during their time in camp and let their unit leader know early.

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

Step 4: Help us help you. The Read staff has built the camp’s reputation based on a very cooperative working relationship with parents and leaders. We will all work together to give your Scout the best possible experience at summer camp.

How to Contact Us

Due to the sheer volume of phone calls that come into our camping office, we ask that you attempt to use alternative methods for answering your questions before calling the Council Service Center. **Parents - we ask that you call a leader with questions, not the Service Center.** A leader who can ask several questions at once and reduce the number of calls is preferred and is a tremendous help in providing timely service. *As well, if your Scout is attending with his troop, all payments must be made through them. We are no longer able to take payments via credit card through our office for Camp Reservations.*

If your Scout is coming without his/her troop (attending as a Super Trooper), contact us by:

- Our Web site, www.ghvbsa.org/read, has extensive information, including this entire guide and more.
- E-mail - The e-mail address of the Camping Department is ghv.camping@Scouting.org.
- Telephone - The Council Camping Department can be reached at **845-566-7300, extension 2612**.
- Mail - Our Council office address is:
Att: Camping Dept., Greater Hudson Valley Council, BSA, 18 Westage Dr. Suite 19, Fishkill, NY 12524.
- Fax - The Camping Department direct fax number is 914-449-9690.

Please note that the below is a *suggested* timeline ~ please defer to your Troop’s timeline for all payments and forms!

Camp Planning Checklist

- Early Winter*
 - Attend Summer Camp promotion with your Scout at troop meeting
- Mid-Winter*
 - Troop leaders who will be attending and coordinating Camp identified, make sure you have their contact info.
- February*
 - Confirm that your Summer Camp Coordinators have your Scout’s up-to-date contact information and correct birthday.
 - Read this **Parent Guide** in full and begin planning summer camp with your Scout.
 - Schedule doctor’s appointment for annual physical exam. The BSA’s Annual Health & Medical Record must be filled out and signed by physician and parent (NO substitutes).
- March 1st*
 - Make sure you have the troop timeline for paying fees and submitting forms
- Early March*
 - Scouts should be reviewing advancement opportunities and making merit badge and activity selections. Use the Merit Badge Schedule Request Form available on our website if your troop does not have a format already for this.
- March 31st*
 - All Scouts should have confirmed with leader that they are attending camp.
- April 1st*
 - Merit badge and activity registrations open for Scouts that have given the info to leaders
- April 15th*
 - Final date for scholarship requests –be sure to have unit leader signature and ALL information on form is filled out before submitting.
- May 15th*
 - **Full payments must be received for Scouts to receive early discount.**
- June*
 - Look over equipment list and assess your Scout’s needs. Don’t miss summer camp specials from the Scout Shop!

- 1 month prior*
 - Your Troop will need to submit the below forms to Council: Forms can be downloaded from our website at www.ghvbsa.org/read/forms.
 - BSA Medical Form, Parts A & B & C for ALL participants (require parent and physician signatures) NO SUBSTITUTIONS
 - Food Allergies & Dietary Needs Form, as needed
 - Permission Slip for Adirondack Challenge Participants (as needed)
 - Meningococcal Meningitis Vaccination Response Form (for Scouts staying more than 10 days)
 - Special Needs Accommodation Form, as needed
 - Complete merit badge requirements not taught at camp
- 1 week prior*
 - Leaders and Scouts should be making sure they on their schedules, meeting times for the troop the day of leaving, etc.
 - Last chance for leaders to make changes to schedules, transportations, etc.
 - Mail letters and/or packages to your Scout

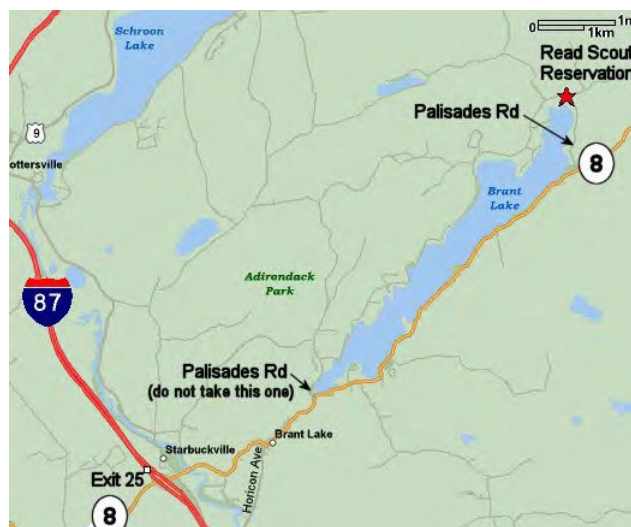
Getting to Camp

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. Troops should plan to arrive together, carpooling is always suggested. 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 tedious process and our available parking areas are limited. To expedite check in, Staff asks that Scouts and Leaders have a meeting place prior to arrival at camp so that you arrive as a troop, with all scouts and leaders staying for the week arriving together. We ask that each troop bring the minimum amount 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

Everyone in the Troop (that is staying overnight) is **required by the health department** to participate in the Camp Orientation tour, even if they are veterans of Camp.

Once the tour starts, parents should double check that their car is unloaded and then can leave camp.



Medical Recheck

The Health Officer or a designee will review all medical forms and any medication during the first few hours the Scouts are in camp. ****Having all medical forms submitted via a Troop Binder sent to the Council Office at least 3 weeks prior to camp will ensure the quickest, smoothest process the day of arrival.** Medications (in original containers) must be brought on the tour with the Scout, to be reviewed with the Health Officer.

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.

Swim Check & Wristbands

A swim check and explanation of rules will take place at Waterfront. Rules will be enforced by Waterfront staff throughout the week. Buddy Tags will be issued at this time. Scouts and leaders will receive a wristband, which must be worn all week. Late arrivals will need to check in with Central office (before going to campsite), then check in with the Health Officer, and then they may proceed to their campsite.



Opening Campfire

The opening campfire, put on by the staff, is the final event of the day. It will begin in Buckskin at 8:30pm at the campfire ring and in Waubeeka at 8:45pm at the campfire ring.

Life in Camp

Meals

Sunday dinner is the first meal served at camp. 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. The Food Allergies & Dietary Needs form should be submitted to your unit leader at least two weeks before your arrival at camp.



We do offer vegetarian and other substitutes based on the forms received ahead of time. We do not offer a separate Kosher menu.

This form can be downloaded from our website:

www.ghvbsa.org/read/forms.



	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

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

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.

Our shower houses are newly constructed and feature individual shower stalls with locking doors and a bench. There are plugs in the main area for blow dryers and razors. Separate shower hours will be posted for male and female troops.

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

Latrines

Near each campsite throughout the reservation has a set of newly constructed latrine units. There are 3 toilet stalls per set, individually locking, as well as a shared sink outside of the stalls. Each unit has holders for toilet paper and all bowls have seats. Camp provides pine cleaner for disinfecting, all paper goods, and hand soap. Units are responsible for cleaning and upkeep of their latrine unit during their stay with us.



Religious Services

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

Flag Ceremonies

Camp Buckskin holds flag raising at 7:45am and retreat at 5:45pm daily. Camp Waubeeka holds retreat at 6:45pm daily. Full class “A” uniform is requested at all retreats. Troops are encouraged to participate, important updates and specials programs are announced during these times.

Trading Post



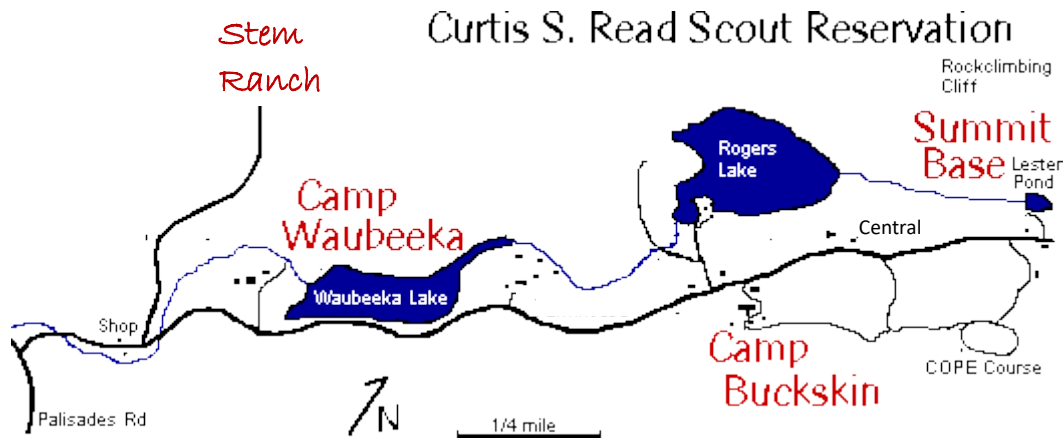
Camp Buckskin’s trading post is located at the Coughlin Center next to the Camp Office. Camp Waubeeka’s trading post is located behind the Commissary. Inventory in both has been significantly expanded and we accept credit cards in both.

There is no specific amount of money a Scout should bring to camp, but on the 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, and Summit Base programs may need to be adjusted in the case of heavy rains or an electrical storm, but everything else operates as normal.

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.

Communications While At Camp

Telephone

Emergency or Camp business calls only may be made to the reservation office at 518-494-2228. A message will be sent to your Scout's camp office if they receive a call.

Cell Phones

Parents and Troop leaders should discourage Scouts from bringing cell phones to camp. They can prove to be an unwelcome distraction for your Scout and his/her fellow 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 the Reservation 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.



Day Visitors

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

Meal reservations should be made through Central Office a few days ahead, seating may be limited. Guest Meal fees are \$10 for breakfast and \$15 for lunch/dinner.

The Reservation does not provide overnight family accommodations.

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 meal-times and at Taps.

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

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 in camp. 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 rent at 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.

Heading Home

Parents should be in communication with their unit leaders about pick up time, which is generally immediately following breakfast on Saturday or at your designated time/place as arranged by your Troop. Scouts must pack their gear and be ready for inspection prior to parent's arrival. In case of issues, please touch base with your unit leader immediately to arrange alternate transportation for your Scout.

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.

Recommended Personal Equipment

Face Masks / coverings
 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 / Sunscreen (non-aerosol only) 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 prerequisites & pamphlets Other essential toiletries
 Pen / pencil / notebook
 Personal first aid kit
 Soap / shampoo / deodorant
 Toothbrush/toothpaste
 Towels and washcloths
 Plastic bags (1- or 2- gallon)
 Spending money
 Watch
 Water Bottle / hydro pack

Optional Gear

Alarm clock
 Bandana / hat
 Camera / film / memory cards
 Compass
 Cord / clothesline
 Day Pack
 Fishing gear
 Hangers
 Laundry bag
 Mosquito netting
 O/A Sash (worn Thursday evenings)
 Pillow
 Pocket knife (no sheath knives)
 Shower shoes/flip flops
 Scout Handbook

**Taking STEM Ranch badges??

Don't forget your Long Pants / Jeans!

A note about the Weather

Your Scout is 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 Scout has warm clothes, a sleeping bag, as well as rain gear.

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 BSA 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 anyone staying in camp at least one night. We require the use of the BSA's Medical Form.



The most up-to-date AHMR (Annual Health and Medical Record) can be found at at www.ghvbsa.org/read/forms.

Substitutions to this form (aka "the doctor's form") cannot be accepted. The only exception is that we do accept you attaching the vaccination record from the doctor to the AHMR forms. Please do not attach the full physical forms.

Be sure to fill out the Emergency contact names and phone numbers (that will be valid during the Scout's time in camp) for each of your Scouts, and that your Scout Leader has them separately for their records as well.

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.

Medications and Allergies

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 given to the Health Officer at the Medical recheck on Sunday.**

While in camp, all medications 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 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.

The adult leaders going to camp must familiarize themselves with each Scout's medical information. **Camp leaders must be familiar with any allergies or special health conditions.** 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 OTCs. Due to this fact, we are not allowed to dispense any OTCs to your Scouts. We are only allowed to dispense prescribed medication that is required.

Please note that prescribed "as needed" medications may not be dispensed by our Staff either.

Insurance

Our Council carries accident and health insurance, through Health Special Risk, Inc. (HSR), on each Scout and adult leader registered in our Council. The cost is included in the camping fees. **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 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 is 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 Hawthorne office for information and assistance (845) 566-7300 ext. 2614 or ghv.service@scouting.org.

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.



Sunday Check In ~ Help your Scouts start having fun!!

Incomplete or incorrectly filled out medical forms can cause problems at check in time. Please make sure your Scout's fun is not held up by an incomplete form, as he/she will not be able to participate in any activities until everything is in order. Things that our staff will double check on Sunday at medical recheck:

- Did the physician complete and sign Part C of the AHMR forms?
- Was the Medical exam completed within the last 12 months?
- Are the immunization lines filled out with dates of shots clearly indicated?
- Are the emergency contact information lines legible, as well as the insurance information?
- Are all other areas of the medical forms completely filled out and legible?

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.

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, Partial & Prerequisites

The Curtis S. Read Scout Reservation operates merit badge instruction utilizing a class schedule system. This system minimizes the effect upon the scheduling of any in-camp or out-of-camp activities. Evening activity times include badge make-up instruction.

Merit Badge Program

Merit Badges are offered in 5 program areas within each of the 2 main camps: Aquatics, Handicraft, Ecology, Scoutcraft and Shooting Sports. **The Specialty Reservation program areas are: Summit Base and STEM Ranch.**



Partials:

Scouts who are finishing partially completed merit badges in camp should not register for the merit badge using the online system. They need to meet and make an appointment with the counselor during the merit badge sign-up session Sunday evening. **A partial blue card will be given to Scouts unable to complete the full badge requirements incamp.**

Blue Cards:

Each Scout must bring a signed merit badge application (blue card) to his/her counselor on the first day of instruction. **These must be signed by a Scoutmaster.**

Tips to Help Your Scout with Merit Badge

- **Avoid letting your 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 block; shaded blocks indicate no class available during that session. Where there is no line between time slots, the class runs a double session. No advanced preparation is required unless otherwise stated. Where required or recommended, age restrictions are listed. **Eagle required Merit Badges are in bold.**
- **Ensure your Scout has reviewed requirements for badges he/she will be working on.** Any requirements which are listed as "RNT" or Requirements Not Taught **must be completed prior to camp** for the Scout to complete the badge while in camp.
- Try to **group your Scout's morning and afternoon badges in the same camp**, so they don't lose time traveling. You may book classes in either camp to maximize class selection options.
- **All classes are set at a maximum of 16-24 Scouts unless otherwise noted.** These caps are for the safety and quality of instruction.
- If your troop doesn't already have a form for submitting Merit Badge selections, you may use the Merit Badge Schedule Request Form we have created for you. Find this form at www.ghvbsa.org/read.
- Post-Camp: Yes, we DO keep all records of merit badges both completed and only partially completed. Leaders may contact ghv.camping@scouting.org for copies of blue cards as well as sending completed work to get the blue card signed off as complete.
So important we must say it twice:

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.

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.

Activity Reservations, Cancellations, and Leadership

Activity Reservations

Reservations are 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. In addition, there are those that take place in camp and those that occur outside the reservation. Please pay particular attention to any additional charges, transportation availability, reservation requirements, and age standards.

Activity Cancellations

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 arises within 24 hours of your scheduled activity, please inform Central Office immediately.

Adult Leadership

Groups participating in an in-camp activity must be under the supervision of an adult leader, with the exception of Mountain Biking, High COPE, 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.

Activities

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 camp and those that occur outside the reservation. Please pay particular attention to any additional charges, transportation availability, reservation requirements, and age standards.

Reservation Procedure:

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

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

Available for online registration are:

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

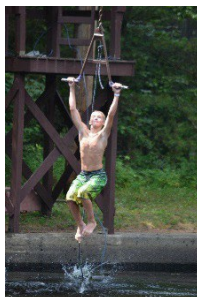
In-Camp Activities

Summit Base, one of the three camps at the Read Scout Reservation, offers a program of activities for all Scouts and their leaders. As these are very popular, registering for a Summit event well before camp is strongly encouraged. Use our website for registration. Please pay close attention to participant requirements and limits.

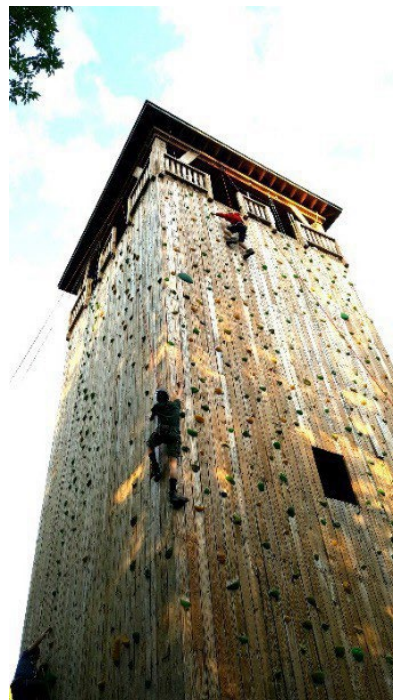
Rock Climbing on Natural Cliffs: Gives the Scouts the chance to climb on real rock at our natural cliff site under the direct supervision and belay of trained climbing instructors. Evening sessions are not available during weeks five and six due to earlier sunsets. Closed toed shoes required. All Scouts may participate, groups of up to 10.

Climbing Tower: Enjoy one of the best views in camp from the top of our 60' climbing tower! In case of rain, groups will climb the indoor wall inside the tower. Scouts are harnessed and belayed at all times while on the tower. All Scouts may participate. Closed toed shoes are required. Maximum group size is 15 participants.

Project Cope Low Course: (Low Ropes Course) Elements of the Challenging Outdoor Personal Experience (COPE) Course that involve both group interaction and personal challenge. The time period of 90 minutes generally allows groups to complete from two to four events. National Council regulations permit all Scouts to participate in groups of up to 12. The minimum number of Scouts is 5.



Zipline: A favorite activity involving a trolley on a steel cable that ends with a refreshing plunge into Lester Pond. Scouts who have **earned the Blue Swimmer during the opening swim test** may participate in groups of **up to 25**.



Horse Trail Rides: The equestrian center is at the end of Rose Drive, the opposite end from Summit Base, and Trail Rides are another activity for which early registration can be critical. Closed toed shoes are required, and long pants that cover the ankles. Cost is \$30.00 per perScout, per hour. Up to 8 Scouts/leaders can take part in this hour-long activity, which includes basic instruction and riding.

Mountain Biking-there are three program levels: Instructional, Intermediate, and Advanced for Scouts **ages 12 and older.**



- Two Summit Staff members accompany each ride
- All sessions take place on Camp Read property
- All riders outfitted with front suspension mountain bikes, helmets, gloves, and a full water bottle
- No fee for Instructional sessions, \$5 for Intermediate and Advanced.



Scouts can also register through their troop for the following activities:

Operation Nighthawk, In Camp Caving, Troop Shoots, Outpost Camping, Backpacking Overnighter, and Canoeing on Brant Lake. In addition, Camps Buckskin and Waubeeka have additional fun activities and competitions every day, such as the Pie Eating Contest, Dutch Oven Competition and the Triathlon.

Great Programs for Older Scouts!!

ADIRONDACK CHALLENGE: A week of high adventure programs for youth 14 and older. This provisional program is a huge hit with all who participate. Scouts can sample a variety of high adventure activities in amazing settings throughout the Adirondacks, while getting to know peers from other troops. The program takes place Monday through Thursday afternoons, starting between 1pm and 2pm each day, and includes an overnight out of camp. A permission slip is required to participate in this course. The maximum number of Scouts in this program is 6. Scouts must be able to participate in all parts of the weekly program, be swimmers and meet height/weight standards for high adventure activities. Fee of \$25 covers meals, guides, and transportation. Please have Scouts come prepared for all types of activities. Gear needed could include compressible sleeping bag, sleeping pad, backpack, etc.



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						
<i>(Must pass Swimmer's test on opening day to participate in and complete any of the below badges)</i>						
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						
<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.					
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						
<i>Classes take place at the Anthony Long Pavilion</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 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>						
Attendance is required for Monday, and any classes missed MUST be made up during open program to earn the badge. PANTS and closed toed shoes are <u>required</u> in order to participate , along with water bottle, merit badge pamphlet, and worksheets.						
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!

Week 6 Programs!

For any and all questions on these programs, 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 at your camp.

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



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

