

CAMP MOUNTAINEER

Your First Days In Camp

Welcome to Camp Mountaineer! The camp staff is ready, willing, and able to make your stay at camp a great experience. In order to get you off on the right foot, we have prepared this schedule for your first few days in camp. If you have any questions or problems, please discuss them with a staff member right away. We cannot solve problems until we are aware of them.

Before you arrive at camp:

- * Thoroughly review the material in the Camp Program Guide and tentatively plan your unit program for the week.
- * Collect and review all medical forms from the scouts and adults. Be sure to discuss any medical problem or limitations with parents so you can share this information with camp medical staff and be ready to deal with occurrences in camp.
- * Be sure all adults have completed the Adult Registration form and turned it in at the Scout Servicenter. Adults who have not submitted this form cannot be camp leaders; they will be considered visitors. Unregistered adults cannot be left in charge of scouts.

SATURDAY

1:00 Arrive at camp. You will be met by a staff guide who will give you a tour of camp. Be sure you go to all areas in camp. Even if you have been to camp before, some scouts have not. There are several new locations for 1990 that your guide will point out. Give your guide the medical forms when you arrive.

Your guide will review emergency procedures with your troop as part of the State health code. Please listen carefully in case of an emergency.

Your troop will be assigned specific times for program planning, Dining Hall orientation, Trading Post and office orientation and medical check. Please cooperate with your guide in his efforts to stay on schedule.

After the medical recheck you will proceed to the swim test. Swim classifications are as follows:

Swimmer - Swim 75 yards any stroke, then 25 resting back stroke (total 100 yards). Float for 1 minute.

Beginner - Swim 50 yards any stroke. Needs improvement in one or more areas listed for the swimmer's test.

Learner - Significant instruction and skill development needed.

5:30 Waiters (gofers) report to the Dining Hall.

5:45 Retreat: Your guide will bring you to the parade field for the lowering of the colors. Retreat is held each evening at 5:45 at the parade field. Scouts and adults are expected to be in the most complete uniform possible for Retreat.

*Uniform
→ end mite
& Sunday
Morn*

6:00 Dinner - Your first delicious meal in the "Mountaineer Room."

7:00 Waterfront Orientation/Rifle Range Orientation - These two 30-minute sessions are held for half the camp at a time at 7:00 and 7:45. Please be sure your boys understand the procedures at these two sessions as they will save program time later in the week.

*Scoutmaster
&
S.P.L.*
8:30 Leaders Orientation/Crackerbarrel. At least one adult leader per troop is required to attend this orientation. A variety of procedural and program information will be reviewed that is necessary for a successful stay at camp.

10:00 Taps - Scouts are expected to be in their troops site by this time unless involved in an evening program session. Appropriate noise levels are expected that do not disturb neighboring units.

SUNDAY

7:30 Waiters to Dining Hall.

7:45 Flag raising - Troops assemble in uniform for flag ceremony. Uniforms are only worn on Sunday for flag raising. Sunday will be Order of the Arrow Day. Brothers are encouraged to wear their sashes when in uniform.

8:00 Breakfast.

8:45 Religious Services. Catholic and Protestant services will be conducted by chaplains. All campers are strongly encouraged to attend a service.

10:00 Merit Badge Sign-up for all program areas in Dining Hall.

Trail Blazer Troop Meeting - First meeting; location will be announced.

11:00 Safe Swim Defense Orientation for adult leaders. Any troop swims during the week must be supervised by a leader certified in Safe Swim Defense and must follow the 8 points.

12:00 Waiters to Dining Hall.

12:30 Lunch.

2:00 Merit Badge and Trail Blazer Sessions - Refer to Advancement Schedule for location and period for particular merit badges scouts plan to work on.

Period I - 2:00-2:45 Period II - 3:00-3:45 Period III - 4:00-4:45

5:30 Waiters to Dining Hall.

5:45 Retreat.

6:00 Dinner.

8:30 Assemble at parade field for campfire.

8:35 Campfire. You will be entertained with songs, skits, and stunts performed by the staff.

10:00 Taps.

1990 MOUNTAINEER MERIT BADGE SCHEDULE

SESSION	WATER FRONT	SHOOTING SPORTS	ECON	HANDI-CRAFT	SCOUT CRAFT	
I	CANOEING ROWING SWIMMING	PERSONAL FITNESS ATHLETICS	WEATHER MAMMALS ENVIRON SCIENCE ²	BASKETRY LEATHER WORK WOOD-CARVING	CAMPING COOKING	
II	SWIMMING CANOEING	L I F E S A I V I N G	ARCHERY ¹ RIFLE SHOOTING	SOIL & WATER CONSERV. FISH & WILDLIFE MANAGEM'T ENVIRON SCIENCE ²	LEATHER WORK BASKETRY WOOD-CARVING	PIONEERING CAMPING
III			RIFLE SHOOTING ¹ ARCHERY ¹	BIRD STUDY FISHING NATURE	WOOD-CARVING BASKETRY LEATHER WORK	COOKING ORIENTEERING WILDERNESS SURVIVAL ³

MORNINGS: SESSION I 9:00 - 9:45
 II 10:00 -10:45
 III 11:00 -11:45

EVENINGS: 7:00 - 8:30
** Swimming instruction
Merit Badges offered

1. All Handicraft merit badges for Trailblazers
2. First aid
3. Astronomy
4. Sports

ADDITIONAL REQUIREMENTS

1. Additional practice time required.
2. Additional time for practice and observation required
3. Overnight required

MERIT BADGES BY APPOINTMENT

1. Shotgun shooting
2. Reptile study
3. Backpacking
4. Hiking
5. Forestry