

Muskingum Valley Scout Reservation



Boy Scout Summer Camp 2008

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Dear Friends,

Welcome to Muskingum Valley Scout Reservation. My name is Rev. Tim Lehman and I have been on staff for 32 years. From the very beginning of our camp it has been our desire to provide the very best program that we are able to give with our facilities.

We offer a balanced program with scheduled classes to make it possible to do as many activities as possible. We offer our first year program called "Netami" (a Delaware indian word meaning "first"), to acclimate our new scouts into the Boy Scout Program.

We are able to teach most of the Eagle required badges twice a day. Sign-up for all badges are from the first day of camp to the Thursday of your week.

We have evening activities such as lake games, a night hike, an open night for fun and campfires. Our food is great and our staff is experienced with over 80% returning. You will find just about all the information in this book that you will need but check out our website for updated information.

This year's summer camp theme is "Medieval Quest." Thanks for your interest.

See you at camp!

Rev. Tim Lehman
MVSR Camp Director
Home Phone: 937-692-6576
Email: tlehman7@woh.rr.com

ADDRESSES & PHONE NUMBERS

SCOUT OFFICE

Muskingum Valley Scout Council
Boy Scouts of America
734 Moorehead Avenue
Zanesville, Ohio 43701

Phones:

(740) 453-0571

(800) 934-2128

Email: mvcbsa@localnetplus.com

Website: ww.muskingumvalleycouncil.com

CAMP

Muskingum Valley Scout Reservation
16905 CR 271
Coshocton, Ohio 43812

Phone: (740) 829-2526

(Only operational during camp season)

Camp Director – Home

Rev. Tim Lehman
P.O. Box 11
Pittsburg Ohio 45358-0011

Phone: (937) 692-6576

Email: tlehman7@woh.rr.com



GENERAL INFORMATION

MAIL

Our address at Camp is:

Scout: (put name)

Troop #:

Muskingum Valley Scout Reservation

16905 CR 271

Coshocton, Ohio 43812

In-coming mail will be distributed to Scoutmasters at meal times. Out-going mail can be dropped off at the Health Lodge in the mailbox outside. Stamps are available at the Trading Post.

TELEPHONE

The camp phone number is (740) 829-2526. Only emergency calls will be accepted for scouts. There is a pay phone available for campers on the porch at the Health Lodge. A Scoutmaster MUST be present for all scouts under 18 to make calls.



VISITORS POLICY & MEALS

ALL visitors MUST check-in and out at the Health Lodge. Reservations for meals can be made at the Health Lodge and must be paid for in advance. Prices of meals are as follows:

Breakfast: \$4.00

Lunch: \$6.00

Supper: \$7.00

LEAVING CAMP

Any camper (adult or scout) leaving camp for any reason MUST check in and out at the Health Lodge.

PARKING

NO cars are allowed in campsites or to be driven around camp without authorization from the Camp Director. Please move vehicles to the Parking Lot after unloading on Sunday afternoon as quickly as possible.



YOUR CAMPSITE RESPONSIBILITIES

All campsites are equipped with wall tents, floorboards, beds, fire barrel, trashcan, fire buckets (2 per tent), leader's tent and kybo. YOU are responsible for its attractiveness and cleanliness. Supplies for cleaning the kybo (bleach, trash bags, etc.) are available from the Kitchen. There will be a daily inspection of your site and visits by a staff member if you have any questions. Remember to rope off ax yards and to use fire rings for any fires. Never leave a fire unattended. Remove trash every evening to dumpster at the dining hall whether full or not.

Mattresses will provided for the adult leaders ONLY. Boys are responsible for providing their own sleeping mats.

If you are going to use your own tent(s) you MUST notify the camp 30 days before your arrival. Failure to do so could cause an additional camp fee.

SHOWERS

North camp - across from Zane campsite.

South camp - pool

REMEMBER: those under 18 MUST use the "youth" side and over 18 MUST use the adult side. Adults - please watch for "MEN" and "WOMAN" signs before entering showers!



Flush restrooms are available at pool and dining hall.

VALUABLES

Valuable items such as cameras, jewelry, watches, money, etc. are the responsibility of each individual. We encourage troops to have a "troop bank" and remind everyone "a scout is trustworthy"! The camp cannot take responsibility for lost, misplaced or stolen items. Only bring valuables to camp that are necessary.

No cell phones or other electronic devices for any youth!

UNIFORMS

It shows "scout spirit" to travel to and from camp in full scout uniform. During the day at camp, "anything goes", but a shirt and shoes MUST be worn at all times around camp. Full scout uniform is requested for supper and retreat unless otherwise stated.



WHAT TO BRING TO CAMP

Individual scout equipment - see Handbook.
Patrol and Troop equipment - see Handbook.
American and Troop flags
Patrol flag made for camp.
Dining flies will not be supplied.
Cooking equipment if you are cooking out.
For merit badge needs - see 'Program Areas' section of this booklet.

SUNDAY ARRIVAL AT CAMP

Check-in will begin at 2:00 p.m. Sunday in the parking lot. No one will be checked in before this time. Please do not arrive any later than 4:00 p.m. so we have time to go through all the orientation necessary.

As you arrive in the Parking Lot, the Unit Leader and SPL needs to check-in at the shelter. Any fees due will be paid on Monday morning.

You will be assigned a USA (Unit Staff Adviser) who will be helping you with the check-in procedure. This staff member will take the boys to your campsite to unload gear first.

If weather permits, you will be allowed to drive to your campsite to unload gear. After unloading, please take your vehicle(s) back to parking lot.

Boys must have swim gear handy as well as medical forms with medications and instructions. The USA will take boys and leaders to the Health Lodge for medical checks and to hand in any medications.

REMEMBER: a parent MUST sign health forms each year and EVERYONE staying a night at camp MUST have a health form. For more detail on medical policies, please see "Camp and Medical Policies" section in this booklet.

Following medical re-checks, swim checks will be done at the pool and meal procedures covered at the dining hall.

After this, you will have time to arrange your campsite. Your USA will remain with you for any help you may need and will fill out a check-in sheet for site equipment. Fireguard charts and emergency procedures should be reviewed.

Supper is at 6:30 pm. Your USA will escort you to the dining hall. Please wear your uniform.

After supper there will be a Leaders meeting - be sure to attend.

A short chapel service and opening campfire complete the evening activities.

Camp Fees For 2008

Desiring to keep the cost of camp at the same level, the Camping Committee has set the following fees for the 2008 camp season:

Site Fee is \$50. This fee is nonrefundable, but sites can be changed prior to your week at Camp if a new site is available.

All Fees Should Be Paid At The Scout Office.

Rosters must be submitted with payments.

\$170 if paid in full 4 weeks before camp week

\$180 if paid after the 4 week deadline.

\$195 if paying any part of fee at camp.

The base fee applies when total amount is paid to the Scout Office at least 4 weeks prior to your week at camp. Here are the deadline dates:

Week 1 (6/22/08) - due to office by 5/23/08

Week 2 (6/30/08) - due to office by 5/30/08

Week 3 (7/06/08) - due to office by 6/06/08

Week 4 (7/13/08) - due to office by 6/13/08

Week 5 (7/20/08) - due to office by 6/20/08

If a participant would like to come back and complete a partial merit badge then a daily program fee of \$35 will apply. This fee will include lunch during the day.

Deduct \$10 if attending week 2.

Venture Crews are encouraged to attend any week except for Week 2.

Provisional Scouts will be accepted any week except for week 2 and will be placed with another troop.

Leader's Fees

2 Adult leaders FREE with each troop

If you bring 21-30 boys you get 3 leaders free: 31-40 boys = 4 leaders free etc.

Additional Adult Leaders

Each additional adult leader is \$70.00 each.

Webelos or new scouts coming into your troop after the four-week deadline for your troop to pay the base fee can come to camp for \$170 if paid at the office, otherwise \$195 will be charged at camp.

Refund Policy

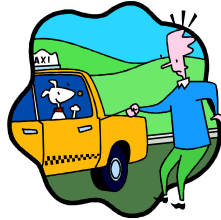
Reservations to summer camp can always be moved from one boy to another. If a boy is not able to come to camp for medical or serious emergency reasons, family can apply for a refund, which will be prorated based on the when requests are made. It must be done in writing, clearly stating the reason. Refund request must be made within 30 days of your camp visit. No refund request will be considered if received after August 31st. The Council Committee will review these refund requests and make appropriate actions.

CAMPER RELEASE POLICY

It shall be the policy of the Muskingum Valley Council to release a camper only to an authorized person listed on the Campers Health/Medical form or in writing from the legal parent or guardian.

Each camper leaving camp will do so with the permission of his scoutmaster or adult in charge. Each camper will sign out at the office before departure and will sign back in upon his arrival back at camp. Each camper will remain in the office for pick up, so verification can be made by camp personnel as to the identification of the transporting person or persons.

When the transporting person(s) arrive, the camp administration will verify that the correct person(s) are approved transport people as specified by the legal parent or guardian.



NO CAMPER WILL BE RELEASED TO ANYONE NOT APPROVED IN ADVANCE.

INTRUDER POLICY

It is the policy of Muskingum Valley Scout Reservation that all staff and campers wear an ID tag. Any person found without ID or proper identification will be escorted to the camp office. All unauthorized visitors will be asked to leave the premises. Exceptions to this policy will be during family night and when a scout, family or leader is visiting camp. These people must report to the camp office and receive proper ID while on camp premises.



CAMP & MEDICAL POLICIES

M.V.S.R. CAMP POLICIES

Scout Camp is a unique place where every one should live by the Scout Oath and Law.

Persons found guilty of stealing, vandalizing, being under the influence of alcohol or illegal drugs, or tobacco if under age, or breaking camp rules will be told to leave camp immediately with no refund of fees. This applies to the use of firecrackers, explosive devices, slingshots, etc.

No gambling!

Please leave radios, CD's, TV's and cassette players at home. Enjoy the week without them.

Cell phones for leaders only – not scouts

No standing trees will be cut without permission of the Camp Director or Camp Ranger .

Shirt and shoes must be worn at all times around camp, except in showers and at the pool.

Liquid fuels must not be used to start fires. Adults must supervise lanterns and cooking equipment requiring liquid fuels. Only the fuel in the equipment can be kept in campsite, storage containers must be kept at the camp's fuel shed. Please check fuel out through the Health Lodge.

Never leave a fire unattended.

No sheath knives allowed in camp at all. Please make sure scouts are trained and supervised in the use of knives and axes.

There will be no vehicles in camp. Upon arrival at camp there will be 1 vehicle per troop allowed back at the campsite at a time. Once a vehicle returns to the parking lot, then another vehicle per troop will be allowed back to the site. Troop trailers will be allowed to remain in the site by permission of the Camp Director or Ranger.

Only golf carts will be allowed for handicapped scouts or scouters. In order to use these vehicles at camp you MUST have a handicapped sticker for your automobile or have special permission from the Camp Director. No other vehicles will be allowed in camp during the camp week. Golf carts must use appropriate roads and trails only.

Make sure everyone in your troop understands these rules and those set out in each program area to avoid accidents and injuries.

M.V.S.R. MEDICAL POLICIES

MEDICAL FORMS:

Every person coming to camp MUST have a completed and signed medical form in order to stay overnight. No exceptions!

Those 40 years of age and older must have the "Personal Health and Medical Record Form - Class 3" (#34412) requiring a health examination, that is signed by a licensed medical practitioner within the past 12 months.

Those under 40 years need a completed "Personal Health and Medical Record - Class 1 and Class 2" (#34414), note that the requirements for Class 1 are that the personal health and medical summary with the parent's signature be updated every 12 months or your own signature if over 18. The Class 2 section requires a physical examination every 36 months signed by a licensed medical practitioner. Forms are available from the council office. Any physical examination signed by a physician not on a BSA form (such as school sports physicals), must be attached to a completed health history form signed by parents.

PLEASE check your physical forms carefully. Especially check any special needs, medication requirements, parent's signature within the last 12 months, physician's signature and dates. If forms are not properly completed, signed by parents or physician, this could result in a camper or scouter not being able to stay at camp. Please call the Council office or the Camp Director at home if you have any questions.

MEDICATIONS

Campers and Scouters are to be checked by the first aid personnel at the Health Lodge at check-in. All medications must be turned in at that time.

All medication that needs to be taken during camp must be in the original container with instruction label attached, and be accompanied by a "Medication Instructions" form (see sample below), signed by parent.

Medications are given out at sick call -3 times a day, after each meal. If a Scout needs to take medication at a certain time, this needs to be on the "Medication Instructions" form.



MEDICATION INSTRUCTIONS FORM

Name: _____
Troop: _____ Campsite: _____
Medication name: _____
Instructions (include how much, how often, and times, if needed): _____

Parent's signature: _____
Date signed: _____

PROGRAM AREAS

In the following pages, you will find exciting ideas for things you can do at MVSR this summer. It has information you need for merit badges, fun Program opportunities and adventures.

Use these guidelines to plan and prepare each member of the troop for coming to camp.

The updated merit badge schedule will be available at the March Leader's meeting. Merit badge sign up is done in two ways. You may mail the requests to MVSR two weeks before your arrival and then sign up for any additions after you come. No badge will be scheduled if a blue card does not accompany the Scout. Cards will be returned in a troop envelope at retreat on Saturday morning.

We ask that you check packets at that time while staff is still available to answer questions.

We will not add to, or take away requirements from any badge or program. However, the badge is to be earned to a boy's full potential, based on availability.

We reserve the right to add or take away from the merit badge and activity lists according to our staff and equipment availability.

The pre-requisite lists are a guideline for boys wishing to start on badges at home. Most badges can be started and earned during camp, but more can be accomplished if certain requirements are already completed. Pre-requisites change yearly as badge requirements change yearly, please check carefully.

Make sure any money or equipment necessary for a badge or activity is available and bought.

Get the most out of camp come prepared!



HIGH ADVENTURES AT M.V.S.R.

CLIMBING & RAPPELLING:

If you have never tried climbing or rappelling before, now is your chance to do so. You must be 13 years or older to do this activity. You must wear long pants. Climbing and rappelling will be at the climbing tower during Thursday open night activities and on Friday morning.



CANOE TRIP:

A weekly canoe trip is planned, depending on river conditions! Those taking the canoeing merit badge will have first option and then anyone who already has the badge will have an opportunity to join the trip. Bring shoes and clothes that can get wet! A shake down to review strokes and abilities will be required of those not taking canoeing merit badge that week.

THE LAKE

BADGES OFFERED:

(Must be a "swimmer" to take any lake badges or awards)

Canoeing: Bring towel, swim suit and wet shoes for swamping.

Motor Boating: Only takes 2 or 3 days

Rowing: None

Small Boat Sailing: Merit badge book helpful.

Kayaking award

NOTE: ALL these badges require participant to have passed the "swimmer" classification test. You are also required to wear shoes because of the weeds and stones, so make sure you bring an extra pair that can get wet!

Other Opportunities

Kayaking is offered during open boating to all "swimmers".

Open boating is during the afternoon and open to anyone wanting to try their hand at boating; even learners can go out in a rowboat with a lifeguard!

LAKE RULES:

- The BSA safety-afloat program is followed at all times; the buddy board system is used.
- NO swimming in the lake - except during classes when this is required with supervision.
- Personal Flotation Devices (PFD's) MUST be worn when on the docks or the water.
- No fishing from the boats or anywhere in the boating area.
- Learners can only go in rowboats with a lifeguard. Beginners can only go in a rowboat with a swimmer. Swimmers can go in all boats.



THE POOL

BADGES OFFERED:

(Must be a “swimmer” to take any pool badges or awards)

Swimming: Need long pants, long sleeve button-up shirt, and shoes that WILL get wet.

Lifesaving: MUST have swimming merit badge. You will need long pants, long sleeve shirt, socks and shoes that will get wet.

NOTE: ALL participants of these badges MUST have passed the "Swimmer" classification swim test.

Other Opportunities:

BSA Lifeguard: Must be a “Swimmer” and hold a current CPR certification card from either the American Heart Association or the American Red Cross.

Instructional Swim: Time is set aside to help anyone with swimming techniques on any level.

Snorkeling: This is a BSA award and is offered to all swimmers, Equipment provided.

Mile Swim: BSA award that is offered to all swimmers who want to build swimming strength and endurance.

Open Swim: A time when anyone can enjoy the water. You must have taken the swimming classification test!

Troop Swim: Sign up with the Aquatics Director during your week of camp.



POOL RULES:

- Safe swim defense plan is used at all times.
- Buddy board system is used for everyone.
- Swimming is allowed only when lifeguards are present. Climbing fence will result in being sent home with no refund.
- Discipline around the pool will be enforced - no running, diving, horseplay or dangerous activities will be allowed.
- Help keep the showers clean by tidying up after yourself.
- Valuables can be left with the lifeguards.
- You may only swim in the area(s) for which you have passed a test - Learners in the learner area only. Beginners in either beginner or learner areas, Swimmers in any of the three areas. Remember you may only swim in one area at a time, with a buddy, according to your buddy tag on the buddy board. Instruction will be given during Camp.

CIVICS

BADGES OFFERED & PRE-REQUISITES

American Culture: Req. 1

American Heritage: Req. 4b,c,e

Citizenship in the Nation: Req. 2a,b

Citizenship in the World: Req. 7

Communications: Req. 5,7

Public Speaking: Be able to communicate with a group

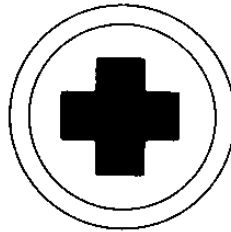
NOTE: You will need a note pad and pen/pencil for these badges. Look over the requirements carefully. Merit badge books are a MUST!



FIRST AID

First Aid: Must have 1st class first aid requirements completed

First Aid will be taught at the Health Lodge.



The merit badges required for Eagle Scout are offered twice daily to help everyone fit them into their schedule. Make sure your Scouts have looked at the requirements before coming to camp so they are prepared for the assignments. Many things can be accomplished before camp, therefore allowing more "free" time for enjoying the facilities of our camp.

ECOLOGY – CONSERVATION

BADGES OFFERED & PRE-REQUISITES:

Environmental Science: None - book helpful

Fish & Wildlife Management: Req. 5, 6c & 7d

Fishing: None

Forestry: Req. 5b,7c

Geology: Req. 4a,b

Mammal Study: Req. 4a,b,d,e

Nature: Req. 4a2, 4d1 & 2, 4f2

Reptile & Amphibian Study: Req. 8

Soil & Water: Req. 7a

Weather: Req. 8b

This department, known as Eco-Con, is a popular place to visit. We will have many animals. We do not know until camp time what they will be. This is a great opportunity for boys to gain experience and knowledge first hand that they may not be able to get at home.



A well marked nature trail is available for all to enhance their eco-con knowledge; also, many of our camp conservation projects will be conducted through this department.



FIELD SPORTS

BADGES OFFERED & PRE-REQUISITES

Archery: Prior experience helps. Cost involved.

Rifle-Shooting: Prior experience with target shooting would be helpful.

Shot Gun Shooting: Prior experience NECESSARY!
Cost involved.

Everyone at camp should take an opportunity to visit this area and take advantage of the facilities. However, we strongly recommend that only first and second year scouts with experience in shooting rifle, shotgun, or bow and arrow attempt to take these badges. Target requirements are hard and for those with little or no experience, we recommend they use their free time for practice.



COST:

Archery - \$2.00 for archery kit at the Trading Post.
(There will be a \$2.00 fee for lost arrows)

Rifle - FREE

Shotgun - tickets can be purchased from the Trading Post for 30 cents each shot.

Shotgun Merit Badge - \$25.00 total charge.

NOTE - At this current time the prices are the same as last year, however, with limited ammunition supply from the government and increasing prices, we may need to increase costs so please be prepared.

If you bring your own bow or gun, it **MUST** be turned into the range officer on Sunday upon arrival, or deposited at Headquarters till arrangements can be made to take it to the range. **NO FIREARMS, WEAPONS or AMMUNITION** are allowed in the campsites.

HANDICRAFTS

BADGES OFFERED & PRE-REQUISITES

Art: None

Astronomy: First meeting will be after Sunday evening campfire

Basketry: Need to purchase 2 kits. (Kits range in price from \$4 - \$12)

Electricity: Req. 9a

Electronics: None

Leatherwork: Req. 4, Cost of materials for projects (Project cost will be under \$15)

Metalwork: Req. 4

Model Design & Building: None

Railroading: None

Pottery: Req. 5c,d,7

Sculpture: None

Woodcarving: None - sharp knife needed. Cost for project if purchased. (Project cost will be under \$5)

Woodworking: None, but cost will be involved (Project cost will be under \$15)

Merit Badges may be added or deleted depending on availability of staff and materials.



This area has activity all the time. We have well qualified staff to help first-time handicraftsman and for those who want to do some advanced handicrafts. Adults are welcome to help in this department, or come learn some techniques yourself.

Some of these badges require kits which are available in the Trading Post. Please have money available, or if purchasing on a troop account, a leader needs to be present.

Special times are set for Scouts in the Netami Program to take Handicraft badges. Please see "Netami Department" for further details.



NETAMI

M.V.S.R.'s PROGRAM FOR FIRST YEAR CAMPERS

Our Netami Program is exclusive to M.V.S.R. We have updated the program for the year 2008 in accordance with needs and BSA advancement changes. This is one of our largest departments in camp.

A separate "Woodlands Program" booklet with the Netami schedule outlined will be passed out at the Pre-camp meeting.

Some special items to note are:

- The whole day from 8:50 a.m. to 5:00 p.m. is scheduled and there is no need to sign up for badges - this is included in the program. Each Netami will be able to earn about 3 merit badges in addition to personal rank advancement.
- Money will be needed for handicraft supplies. They will purchase these during Trading Post time on Monday morning.
- Special pool times for both instructional swim and swimming skills (depending on swim levels) and for recreational swim.
- Patrol system will be used throughout the week to re-enforce the use of this in your own troop.
- Basic scout skills will be taught/reviewed and used throughout the week.
- All departments in camp will be visited.
- Special events are planned just for these boys. Advancement at least through tenderfoot will be attained by each Netami, provided they complete the course.
- A special awards ceremony will be held on Friday evening during the campfire.



SCOUTCRAFT

BADGES OFFERED & PRE-REQUISITES

Camping: Req. 9a,9b1,3; bring a backpack

Cooking: None

Emergency Preparedness: Must have completed First Aid Merit Badge; Req. 2c, 9a

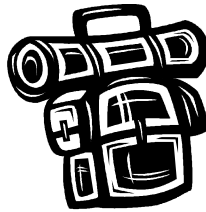
Indian Lore: Req. 2d

Orienteering: Req. 10

Pioneering: Knowledge of knots necessary

Wilderness Survival: overnight in shelter required
“Leave No Trace” program

Be as prepared for these badges as you can. Then you will be able to achieve them to the best of your potential and have fun doing it. This is a great opportunity to gain basic scout knowledge and earn those badges required for Eagle. Camping and Wilderness Survival requirements for overnights can be done at camp on Thursday evenings. Equipment for these are provided, but if you have tents for camping, bring them.



When is the last time you really plotted a map or laid out an orienteering course for your troop to follow? In Scoutcraft, you can give it a try.



Indian Lore merit badge is also a fun thing to try your hand at, especially if you are in the Order of the Arrow. Our Trading Post will be stocked with the supplies you need to make parts for your outfit. Other Native American games and crafts can be learned at camp.



OTHER BADGE & AWARD OPPORTUNITIES



FIRST AID

This badge will be taught at the Health Lodge and information is found under the Civics Department.

PATROL & TROOP AWARDS

Water Activities

Awards are given for 1st, 2nd and 3rd place in our “Medieval Lake Games” competition on Tuesday evening. This is a troop/patrol competition at the lake which involves all member of the troop, including leaders.

Troop Inter-camp Activities

Thursday nights are "Open Nights", and although some program areas are open for your enjoyment, we encourage patrols and troops to participate in activities or games together. Get to know your fellow scouts.

“Medieval Village” Competition

Turn your campsite into a “Medieval Village” and decorate to fit the theme. Please no holes in the ground – be creative and safe. Staff will be judging each “town” during “open time” on Thursday evening or Friday morning.



Clean Sweep

Award for the troop that keeps the cleanest campsite for the week. The Commissioners and those helping to do campsite inspections will judge after F.O.B. in afternoons



Largest Fish Of The Week Award

Award will be given to the boy who catches the largest fish each week. You must bring the fish to the Health Lodge or to the Lake Boathouse to be "officially" measured and recorded. It must be a live fish - in water in a container! You will be told where to release it.

Best Rifle Target Of The Week Award

Award will be given the boy and adult who shoot the best target for each week. The Rifle Range Officer will be the judge for this. You must hand in your target for scoring.



Best Skeet Shot Of The Week Award

Award will be given to the boy and adult who shoot the best clay pigeon round for each week. The Range Officer will explain rules and you must sign up for "official" entry. Tickets for shots can be purchased at the Trading Post.

Scoutmaster Events

There are many opportunities for leaders to enjoy time together or joining in activities such as swimming, boating, shooting, horseshoe pitching, and euchre. Why not take advantage of the training we have available such as Leave No Trace, Climb on Safely and Safe Swim Defense.

M.V.S.R. Special Programs

Woodlands Program

This unique program, found only at MVSR, helps boys advance a rank, provides a fun packed, already planned week at camp, and ends with a memorable ceremony on Friday evening. A couple of things should be noted. First, the Woodlands Program has undergone revisions for this year with a number of enhancements.

Also, adults have the opportunity to join in on the good times. There are levels for every boy and adult. See the separate "Woodlands Tribe Program" booklet that will be handed out at the Pre-camp meeting for the details.



Campfires

Sunday night's opening campfire is put on for you by our staff and gives you a chance to meet everyone. Wednesday evening is the troop's turn to entertain their parents and guests. The final campfire on Friday takes a slower pace to finish the week and includes our woodlands awards.

Camp Games

Friday activities are planned for scouts as patrols. Games of all sorts will be organized to challenge scout skills. Winners of the event will receive an award.

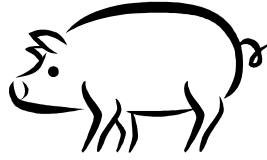
Hikes

On Monday evening the opportunity to earn our perimeter trail patch will be offered after retreat on a trek around the perimeter of our camp property.



"Pig-Out"

After the hike, everyone gets hungry, so why not join the camp for food and fellowship at the dining hall.



Big Idea

We ask Scout Leaders to Share a "thought for the day" with the rest of camp after breakfast.

Provisional Scouts

Some scouts are unable to come to camp when their own unit comes, or maybe a boy wants to come back a second week. We have made provisions for any boy wanting to do this, to become a member of another troop for the week. They can fit into a patrol, participate in all activities, and have fun! Same camp fees apply.

C.I.T.'s

(Counselor In Training)

This is our program for training boys who would like to see what being a staff member is like. Excellent training in leadership, teaching, communications, etc. is taught and many new friendships are made. Boys must be at least 14 years old and Star rank. Applications are available from the Zanesville Scout Office, the Camp Director, or at camp. A letter of recommendation from the Scoutmaster is required. This is a two-week program but boys must complete week one successfully before being asked back a second week. At least two merit badges are earned this week and a hat and certificate are awarded to each participant. The fee for this program is just \$65.00 payable on arrival at camp the week of being a CIT. We are taking applications now and will continue to take them through the next to last week of camp. The only weeks a boy cannot be a CIT is the week his own troop is in camp and week one. Questions can be answered by calling the Camp Director at home. His number is in the front of this book.

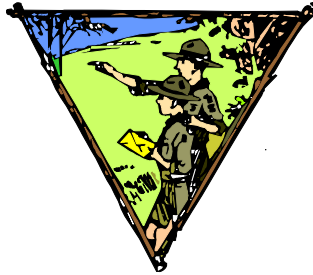
S.P.L.'s

The job of an SPL is very important in camp and we want them to be prepared so their troop can get the most out of camp. A meeting will be held every morning after breakfast and a special SPL packet will be waiting for you when you arrive at camp on Sunday afternoon at the registration shelter. Make sure you are familiar with the program and what you want to get out of Camp so you can help your troop get a jump start!

Special Camp Opportunities

Buddy System

It is the policy of MVSR that every scout in camp follow the buddy system. Each scout must have a buddy scout while doing all camp activities, including badges. Younger scouts can pair with older scouts - remember there is safety in numbers. It is also not as easy to get lost when you use the buddy system.



Other Areas At Camp

Dining Hall

As home of our camp sing-a-long, the dining hall is always one of the focal points in our camp program. We use cafeteria style serving and serve seconds at nearly every meal, plus we feature a salad bar and breakfast bar. Our varied menu has been popular for many years. We require troops to provide "waiters" after each meal to help clean up. This will be discussed at the orientation on Sunday afternoon. If you have special dietary needs in your troop, please review the menus and notify the camp prior to attending if possible. Also, see the cook on Sunday before supper so that special arrangements can be made.



TRADING POST

We will stock the Trading Post to meet the needs of Scouts, leaders and family guests. We will have individual Scout items, handicrafts, camp T-shirts, pop, ice-cream and candy, collectibles, books, uniforms, troop equipment, leader's books and supplies, patches, insect repellent, ice, fishing bait, Indian crafts, rope, ponchos and mosquito netting. Regular Trading Post times are posted at camp. Candy and ice cream will not be available for purchase until after lunch. Food and drink purchases are required to be consumed at the Trading Post area.

Troop accounts can only be opened and used by unit leaders. The Trading Post manager can help you with this. Accounts must be paid before leaving on Saturday. **Remember:** Merit badge cards (blue cards) are required to sign-up for a badge, so these will be available to the Scoutmaster.

Chapel

One service per week will be held at our chapel on Sunday before the opening campfire. This is short and reflective and a great way to fulfill the 12th Point of the scout law, a scout is reverent. Those wishing to participate need to see the Camp Director during check-in. Chaplain Services are available 24 hours a day.

FAMILY NIGHT AND ORDER OF THE ARROW

Wednesday evening is family night at MVSr. Scout families are welcomed in camp if it is in your troop's program. Guest meals are \$7.00 and are to be paid for as a part of the check-in procedure by the troop. This will give us some idea of how many you are planning to have visit on Wednesday night. Families can also bring a picnic and use one of our camp shelters.

The evening activities include Trading Post time, Order of the Arrow call outs (out of council units must have a letter from their home Lodge to authorize the call out) and the campfire program put on by the campers.

We will also perform Brotherhood conversion ceremonies on that evening. The fee for this will be \$20.00 and your current membership dues must be paid.



EMERGENCY PROCEDURES

Emergency Activation Drill

Note: National BSA standards require one drill be conducted within the first 24 hours of camp each week. This is to be treated in a serious manner so procedures can be understood and followed in the event of a real emergency. We have used these procedures in real emergencies in the past and they work, provided we have the co-operation of troops. Please help us to show our Scouts by setting the needed example.

GENERAL PROCEDURES

- When the alarm sounds, all staff is to report to the camp office, all troop members (scouts and leaders) are to report to their campsites.
- A staff runner will be sent to each campsite to give the troop leader instructions and information.
- While awaiting runner, leaders and SPL's are to take attendance and account for each scout in their troop. No scout or leader is to leave the campsite until instructed by a staff member.
- Aquatics staff will clear pool and lake - checkout by buddy board system.



FIRE EMERGENCY PLAN

- All fires are to be reported to the Health Lodge where the alarm will be sounded.
- Troops and staff are to follow the general procedures for emergencies (see above).
- Camp Director will take charge by sending staff runners to sites with instructions for troops; sending staff to fire site; contact outside help if necessary.
- When a fire is in a campsite, use the following instructions:
 - Use campsite fire equipment.
 - Drop any burning tents
 - Send runner to the Health Lodge to report fire.
 - Fires discovered in other areas of camp need to be reported immediately to the Health Lodge.
 - You should tell location, time and situation.

SEVERE WEATHER

In the event of severe weather, a general alarm will sound. Follow this general procedure: a staff runner is sent to sites with directions. Storm shelters are the dining hall for severe thunderstorms and for a tornado go to a ditch or low-lying area.



OTHER WEATHER CONDITIONS

Announcements of impending weather such as heat, humidity, storms etc. will be made at meals if possible. If not, the P.A. system will be used or runners sent to leaders with instructions. The aquatics and field sports areas will be cleared and closed for 20 minutes after storms have passed.

Earthquakes: If in the open, find an area away from falling debris or overhead wires. If in a building, find a corner away from windows or doors, and cover your head and neck. or hide under heavy furniture like a table, and hold on to it. Be alert for aftershocks following the initial quake. Remain until the all-clear signal is given.

LOST CHILD

- Report any suspected lost person to the Health Lodge.
- Camp Director will start a search of the main areas of camp and the campsites before a general alarm is given.
- If person is not located, general emergency procedures will be implemented.
- Staff runners will check campsites and report back to the Health Lodge. Troops are to remain in sites until further instructions are received from a staff runner or the all clear sign is given.
- Camp Director will determine if and when outside authorities are to be contacted and utilized.

CHILD ABUSE

- Any suspicion of abuse to a child should be reported immediately to the Camp Director in a discreet manner.
- The Camp Director will investigate the claim and make a report to Council Executive who will comply with our council's policy.

CAMP VEHICLES

Camp vehicles are to be operated by authorized personnel only.

No person is to ride on the back of any vehicle. Only two passengers permitted in the cab of a truck and seatbelts must be worn.

In camp speeds shall be no greater than 10 mph on all roads.

GETTING READY

No, it's not time to start packing your backpack. But it is time to start planning for your trip to the Muskingum Valley Scout Reservation. One of the things that we want to do now is make sure that every boy in the troop has a long-term outdoor experience. We all know that only happens in troops who plan for it.

What are the steps that you can take? Start a troop savings plan so boys can pay for it a little at a time. Have the Order of the Arrow in to talk about camp with the boys in your troop. Have a parent's night to share your plans for next summer now, before they start making their vacation plans. Scouting happens one boy at a time.

Deliver the promise -get every Scout to camp at MVSR.



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2008 Boy Scout Summer Camp
At
Muskingum Valley
Scout Reservation

Check List

- o Every scout has been swimming.
- o Every Scout has been boating.
- o Every Scout has been to the rifle range.
- o Every Scout has visited the Handicraft area.
- o Every Scout has participated in Archery.
- o Every Scout has visited the Eco -Con area.
- o Every older Scout tried one of the MVSR High Adventures.
- o Every Scout and Leader took time to go fishing, bird watching, or took a nature walk.
- o At least one patrol prepared an acceptable skit for the Family Night campfire.
- o Troop reserved campsite for 2009.
- o Leaders trained in Safe Swim Defense.
- o Every Leader has been to the rifle range.
- o Leaders joined the Scoutmaster Events.