

Muskingum  
Valley  
Scout  
Reservation

Leader's Guide

**Scouts B.S.A. Summer Camp  
2022**



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This Leaders guide and all the supplemental forms can be found on our council website at

**[Muskingumvalleycouncil.com](http://Muskingumvalleycouncil.com)**

Under MVSR camping, MVSR Summer Camp 2022



Muskingum Valley Scout Reservation summer camping experience awaits you and your Scouts!

Our Scout Reservation is located in Conesville, Ohio within the rolling hills along the Muskingum River. The reservation is canopied by a variety of trees for shade with campsites offering covered dining pavilions and manicured camp sites. Our camp features walkable trails, a state-of-the-art shooting sports range and swimming pool, a private lake with fishing, paddle boarding, kayaking, and an expansive dining hall with good food to ensure Scouts never go hungry. It is one of the crown jewels of our Council and the pinnacle of many Scouts outdoor experience.

We are fortunate to have a dedicated and seasoned adult volunteer camp staff, a full time Camp Ranger, and an energetic youth camp staff. Each summer we promote and encourage opportunities to welcome new youth staff through our Counselor in Training (C.I.T.) program and N.Y.L.T. offered in prior weeks before camp season begins. Our camp leadership is nationally trained and certified to provide a nationally accredited camp. Our diversified staff is reflective of a wide range of ages, backgrounds and skills sets. "For Friendship" is the Muskingum Valley Scout Reservation motto and we look forward to welcoming back old friends and meeting new friends each summer season!

Life is busy. Quite often, it is the little conversations, the easily forgotten asides, the friendly smile or brief compliment that means so much to the young people we work with. It is not surprising that sometimes we miss opportunities to stop and reflect upon the positive impact we have on the young people in our communities. We want to recognize and Thank You for the little things you do each week to ensure Scouts in your unit have an exceptional program. With this in mind, we understand you thoughtfully select your summer camp experiences each year to ensure your Scouts and adult leaders experience quality programs, great merit badge offerings, have fun and engage in Camp Spirit while building memories and accomplishments of a lifetime. We strive to provide a good return on your investment of time, talent and treasure and hope to ignite the fire and excitement in your Scouts to get the most out of camp and return for future summers!

We thought you would enjoy a few post cards from camp to hear what Scouts shared with us about this past summer camp at MVSR. Thank you for being a leader and for bringing youth to Scout Camp! To our new participant's, "Welcome Friends" we look forward to meeting you at MVSR this summer. To our returning friends Welcome Back! Cheers to continuing beloved camp traditions and to building new ones with you and your Scouts. Enjoy the postcards!

William Shriver  
Council President

Charlotte Ashcraft  
Council Commissioner

Anne Herriage  
Scout Executive



## **POST CARDS from CAMP**

*"I really liked metal working and leather working. The people are nice and helpful. Also in the trading post, the lady I met was very nice and fast at her job!" Alen/Troop 304*

*"My favorite thing about MVSR was the food! It was very good, and I enjoyed it the most!" Jack /Troop \_\_*

*"I couldn't believe we lashed our stuff together and made a weird shelter and saw it stand up overnight. How did it do that?" Griffin/Troop 279*

*"I really liked the campgrounds and how every campsite is handy when a bad storm rolled in. My friends and I had some merit badges together and had a blast. The pool was awesome, and I really want to come back!" Joe/Troop 169*

*"Camp trails are cool! I get to go through the forest and check out all of nature." Heston/Troop 76*

*"My time at camp has been fun besides me getting sick, my tent getting soaked, I think I will live. A lot of good memories for rest of my life." Tristan/Troop 132*

*"Hello, I would like to say I had the best time at camp. I met two new friends." Logan/ Troop 122*

## **ADDRESSES & PHONE NUMBERS**

### **SCOUT OFFICE**

Muskingum Valley Council  
734 Moorehead Avenue  
Zanesville, Ohio 43701

Phones:  
740-453-0571

### **CAMP**

Muskingum Valley Scout Reservation  
16905 County Road 271  
Coshocton, Ohio 43812

Phone: 740-829-2526  
(Only operational during camp season)



Fellow Scouters,

Thank you for choosing the Muskingum Valley Scout Reservation for your troop's mountain top experience this summer. MVSR is one of the best BSA summer camps in Ohio and nationwide, but a camp is nothing without the Scouts and Scouters that make it. Thank you.

Please allow me to introduce myself. My name is Brian Botti and I serve as a Senior District Executive for the River Trails District of the Muskingum Valley Council, as well as the camp staff advisor for our council, and, as it concerns this summer, MVSR's Camp Director. I come to MVSR with eight years of full-time camp staff experience as well as countless hours of volunteerism and professional work at BSA camps. Scouting means the world to me, and I deeply believe that the most effective way of instilling the values of Scouting into our youth is through an excellent summer camp program like what you'll find at MVSR.

We face many opportunities this year as a camp and as a staff, and between the many fresh faces among our council to the many challenges we have faced through the Covid-19 pandemic, we aim to provide the best summer camp experience we can for your Scouts. We have a frighteningly good time planned for you this summer, with auspicious activities like our Monster Madness, where you can make like Frankenstein and dress your Scoutmaster or Senior Patrol Leader like your favorite monster. We can't wait to trick you with our treats at Muskingum Valley Scare Reservation this summer.

Don't forget to register your Scouts by April 29<sup>th</sup> for our Early Bird fee!

Yours in Scouting,



Brian Botti  
Camp Director



## GENERAL INFORMATION

### VISITORS POLICY & MEALS

ALL visitors MUST stop at the Welcome Center to check in and out. They will be given an identification wrist band to wear while in camp. Reservations for meals may be made at the Welcome Center and must be paid for in advance. Prices of meals are as follows:

Breakfast: \$5.00

Lunch: \$5.00

Supper: \$8.00

### LEAVING CAMP

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

### PARKING

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

### **YOUR CAMPSITE RESPONSIBILITIES**

All campsites are equipped with trash can, fire ring, kybo, and fire extinguisher. YOU are responsible for **YOUR** camp site's attractiveness and cleanliness. Supplies for cleaning the kybo, (bleach, trash bags, etc.) are available reach out to the Camp Commissioner for details. If you have any questions, there will be a daily inspection of your site and visits by a staff member. Remember to rope off ax yard and to use fire rings for all fires. Never leave a fire unattended. Remove trash every evening to the dumpster at the Dining Hall, whether full or not.

### TENTS

Each unit should bring their own tents. If a unit experiences a hardship and needs assistance with sufficient tents, please contact the Camp Commissioner so adjustments can be made.

### SHOWERS

North camp - across from Zane campsite.

South camp – at the pool

### 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 is not responsible for lost, misplaced or stolen items. Only bring valuables to camp that are necessary. **NOTE: Mobile Phone Policy**

### UNIFORMS

It shows "Scout Spirit" to travel to and from camp in full scout uniform. During the day at camp, Scout themed or blank t-shirts are to be worn. A shirt and closed toed shoes MUST be worn at all times around camp. Full scout uniform is requested for supper and retreat unless otherwise stated.



## **CAMP FACILITIES**

### **Central Lodge (Dining Hall)**

As the home of all of our meals and many of our camp songs, games & skits, the Central Lodge 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. 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 turn in a food allergy and dietary restrictions form at least 30 days prior to arriving at camp. This form can be found on our website in the forms section. Also, see the Head Cook on Sunday before supper so that special arrangements can be made. We cannot guarantee we will be able to accommodate all allergy and dietary restrictions. The Kitchen staff will review the form and reach out if they have questions. We will make an attempt to accommodate when possible, however an additional fee may be assessed.

### **Trading Post**

We will stock the Trading Post to meet the needs of Scouts, leaders, family & guests. We will have handicrafts, camp T-shirts, pop, ice-cream, candy, books, troop equipment, leader's books and supplies, patches, insect repellent, ice, fishing bait, Indian crafts, rope, ponchos. Regular Trading Post times are posted at camp. Please be aware of your trash and use proper disposal/recycling.

Troop accounts can only be opened and used by leaders. The Trading Post manager can help you with this. Accounts must be paid by Friday at 3pm.

### **Order of the Arrow program**

Each week the Order of the Arrow conducts a tap out ceremony, Wednesday evening after flag lowering at the upper parade field. Each unit is responsible to contact the Camp OA representatives to make arrangements for any OA needs. Please fill out the "Order of the Arrow Request form" and turn it in on Sunday no later than dinner. Without this form the OA team will not know of your needs. Who to turn the form into is specified on the form.

### **Chapel**

A non-denominational service will be held at our chapel during the week. 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 in the service need to see the Camp Commissioner during check-in. We ask every Scoutmaster to make this a part of your Troop's plan for Summer Camp.



## SUNDAY ARRIVAL AT CAMP

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

As you arrive in the Parking Lot, the Unit Leader and SPL need to check-in at the Welcome Center. Any fees due will be settled at check-in with the Business Manager.

Also, at Check in all Medical Forms and medication will be checked in by the Unit Leader.

**Attention: A new signed BSA health form is due each year (remember school physicals are NOT valid) and EVERYONE staying overnight at camp MUST have a BSA health form.** For more detail on medical policies, please see "the Camp and Medical Policies" section in this booklet.

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 Scouts to your campsite to unload gear first. If weather permits, you will be allowed to drive to your campsite to unload gear (only one vehicle at a time will be permitted in camp). After unloading, please take your vehicle back to the parking lot.

Immediately following check-in, 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 will be reviewed at the SPL meeting Sunday evening.

Supper is at 6:30 pm on Sunday. Your USA will escort you to the Dining Hall. Please wear your uniform. After supper there will be a Leaders meeting and an SPL meeting, please be sure to attend. After supper we will have our Flag ceremony and then the rest of the evening is your own to finish getting settled and setting up your site.

### WHAT TO BRING TO CAMP?

- Individual scout equipment - see Scout Handbook.
- Patrol and troop equipment - see Scout Handbook.
- American and Troop flags. Patrol flag made for camp.
- A cup for each Scout and Leader (Cups are not provided in the Dining Hall)
- For merit badge needs - see 'Program Areas' section of this booklet.





## CAMP FEES

The Camping Committee has set the following fees for the 2022 camp season:

**All Fees Should Be Paid at The Scout Office or to Council Staff at the Leaders meeting.**

- Site Fee is \$75 per Unit. This fee is nonrefundable.
- **For Scouts:**  
\$325 if paid in full by April 29, 2022  
\$350 if paid after April 29, 2022, but prior to one week before camp.  
\$365 one week prior to camp or at camp.
- The fees applies when total amount is paid to the Scout Office by April 29, 2022
- Daily program fee is \$50. (This is for Scouts just coming to camp during the day)
- Scouts wishing to attend MVSR for a second week may do so for a reduced fee of **\$180**
- **Leader's Fees:** 1 Adult leader FREE with each Troop  
If you bring 11-20 Scouts you get 2 leaders free: 21-30 Scouts 3 leaders free, etc.
- **Additional Adult Leaders:** Each additional adult leader is \$80.00.
- Webelos that have crossed over or new scouts coming into your troop after the April 29, 2022, deadline may come to camp for \$325 if paid at the office **at least one week in advance**, otherwise \$365 will be charged at camp.

### Refund Request

If a Scout is not able to come to camp for medical or serious family emergency reasons, the family/Troop can apply for a refund, it must be done in writing, clearly stating the reason. Refund requests must be made within 30 days of your scheduled visit, using the *Refund Request Form* on the council website [www.mvcbsa.org](http://www.mvcbsa.org) or council office. Submitted forms directly to the Council Office.

Deposits, including the early bird deposit, are not refundable but are transferable from one Scout to another attending MVSR. No Scout can be credited with more than one "Early Bird" deposit. Other paid Summer Camp Fees may be applied to any Scout attending MVSR. The amount refunded, if any, will be determined by the Council Camping Committee, and will be based upon the information provided on the Refund Request Form.



## **CAMP POLICIES**

### **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 Camper's 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 to camp. Each camper will remain in the office for pick up, for verification to 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 (Staff- ID Name Tag, Campers/Adults/Visitors- Wristband). 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. This policy applies when a scout, family member, or leader is visiting camp. These people must report to the camp office at the Welcome Center and receive proper ID while on camp premises.

### **M.V.S.R. CAMP POLICIES**

Scout Camp is a unique place where everyone 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 underage) 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.

Shirts and closed-toed shoes must always worn around camp, except in showers and at the pool or lake.

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 the campsite, storage containers must be kept at the camp's fuel shed. Please check fuel out through the Welcome Center.

**Never leave a fire unattended.** *BSA Fireguard Charts* must be posted in every campsite.

Each Scout and leader must bring his/her own drinking cup, to reduce waste, disposable cups will not be available at the dining hall for meals.



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 to camp there will be one vehicle per troop allowed back at the campsite at a time to unload gear. Once that 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.

Please leave ALL electronic devices at home. Enjoy the week without them. (See mobile phone policy)

No standing trees are to be cut or damages in any way. Fines will be incurred based on the level of damage.

No gambling!

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

All youth that attend summer camp must be of Scouts BSA or Venturing age and pay the appropriate fees.

**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- remember there is safety in numbers. It is also not as easy to get lost when you use the buddy system.

#### **CAMP VEHICLE POLICY**

- 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.



# MVSR MEDICAL POLICIES

## MEDICAL FORMS:

Every person coming to camp MUST have a completed and signed BSA medical form in order to stay overnight. **NO EXCEPTIONS.**

**PLEASE** check your health forms carefully; *any person who stays on camp for more than 72 total hours during the week* must have Parts A, B1, B2, & C of the most recent printing of the “Annual Health & Medical Record” form. School & sports physicals **will not** be accepted. *Forms that are not properly completed & signed by a parent/guardian, the scout or scouter, and a medical professional (MD, DO, CNP, PA, ETC...)* could result in a Scout or Scouter not being able to stay at camp. **BOTH THE PARENT/GUARDIAN SIGNATURE (FOR YOUTH PARTICIPANTS) AND THE PARTICIPANT SIGNATURE (SCOUT OR SCOUTER) MUST BE COMPLETED ON PART (A) OF THE FORM. THE SIGNATURE OF A MEDICAL PROFESSIONAL MUST BE ON PART (C) OF THE FORM, AS WELL AS PART (B2) FOR YOUTH RECEIVING ROUTINE MEDICATIONS WHILE AT CAMP.** *Physicals are valid for one (1) year from the date of the actual physical exam, and must be in date for the duration of camp (i.e. if you had your physical on 7/1/2021 and your camp week starts on 7/1/2022, then your physical will **NOT** be valid for the duration of the week, and therefore will not be accepted).*

## MEDICATIONS

**\*\*Please take note, the latest version of the “Annual Health and Medical Record” page B2, requires a medical professional’s signature** as well as a parent/guardian signature for all youth receiving medications while at camp. Additionally, in the same area of the page, ensure that the authorization for non-prescription medication administration, and any limitations to such, is also properly completed. Without this authorization we cannot administer the over-the-counter medications we are authorized to administer at camp.

The administration of all medication brought to camp is the responsibility of the adult leadership of the troop. MVSR Staff takes no responsibility for the administration of routine prescription medications to scouts and scouters during camp. We will, however, make every attempt to assist any scout or scouter needing help administering medications within the scope of practice of the Health Officer on duty, but we will not take responsibility for anything other than securing these medications for the safety of our scouts while at camp. If a scout or scouter has a particular medication or medication regiment that must be strictly followed or requires additional resources, it is the responsibility of the adult leadership of the troop to familiarize themselves with this prior to camp (i.e. nebulized medications for asthma, medication administered by injection, varying dosage medications, etc...). Please work with your scout’s parent/guardian to familiarize yourself with their medication regiment or the operation of these devices prior to coming to camp.



Any person administering an emergency medication such as an EpiPen or other such device, an Asthma inhaler, Oral Glucose, or any other emergency medication that a scout or scouter may have on their person or in their possession, must inform the Health Officer **immediately!** Many times these emergency medications require follow up administration of a secondary medication or additional doses of the same medication, therefore you must immediately contact the Health Officer so appropriate treatment after the fact can be administered.

Scouts and scouter's medications are to be checked by the Health Officer at the Welcome Center during check-in. **IF** the troop wishes to do so, and has a means of locking up medications in their site, they may choose to keep medications with them, including medications that will need to be administered at different times of the day outside of those outlined below (i.e. adult leader medications, bedtime medications). These medications **MUST** be kept in a locked container and secured inside the adult leader's tent or another secure location as to prevent access to the medications by unauthorized persons **AND the Scoutmaster/adult leader(s) take full responsibility for the medications.**

All medication that needs to be taken during camp must be in the original container with the original pharmacy label attached and be accompanied by a "Medication Instructions" form (see sample), signed by parent. This includes over the counter medications not provided by the Health Officer. Scouts and scouters should only bring enough medication for the time they will be at camp. It is advised that persons with multiple medications have those medications secured in a zipper style plastic bag of suitable size to contain all the medications for that particular scout or scouter, clearly marked with the scout or scouter's name on the outside of the bag, to assist with organization.

Medications that are left with the Health Officer during check in will be secured in a locked cabinet in the Dining Hall and the cabinet will be unlocked 3 times a day, during each meal. If a scout or scouter needs to take medication at a different time, this needs to be on the "Medication Instructions" form. Zipper baggies will be provided for these medications so that adult leaders may take them back to their campsite. Again, these medications are the responsibility of the adult leader for the troop/scout and not camp staff. Medication administration forms will need to be filled out **PRIOR TO CAMP** and completed by the adult leader administering the medication. Should a Scout or Scouter have a medication that requires refrigeration, there will be a locked refrigerator around the locked cabinets in the dining hall for these medications as well.



# 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 their week at camp.

Merit badge sign up will be handled online prior to camp as well as at camp. Leaders sign their scouts up for Merit Badges prior to camp so that we may allocate staff resources as needed. Just be sure that the Scout meets the prerequisites for said badge.

An overview of all the requirements earned will be handed out Saturday morning at breakfast to check what has been earned or missing.

We will not add or take away requirements from any badge or program; except as allowed by the *Guide to Advancement*.

We reserve the right to change merit badge or activity schedules according to our staff, equipment availability and/or Scout interest.

The pre-requisite lists are a guideline for Scouts 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 provided.

Make sure your Scouts have looked at the merit badge 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.

***Get the most out of camp, come prepared!***



## NETAMI

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

Our Netami Program is exclusive to M.V.S.R. We introduce Scouts to all areas of camp while teaching basic Scout skills.

- 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 up to 3 merit badges in addition to personal rank advancement.
- Special pool times are scheduled for both instructional swim and swimming skills (depending on swim levels) and for recreational swim.
- The *Patrol Method* 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 Scouts. Advancement at least through tenderfoot will be attained by each Netami, provided they complete the course.

### FIRST CLASS SCOUT PROGRAM

**First Class Skills with Ranger Ron:** This program is designed to get your 2<sup>nd</sup> class scouts to the next level. The program is the best of both worlds. In the morning sessions (from 8:50 a.m. to noon) the scouts will be in a structured program designed to get them the skills they need to attain First Class. Then after lunch they can choose from the merit badges list. The morning programs focus on aquatics, first aid, cooking, and eco-con.

Scouts must be 2<sup>nd</sup> class. Be as prepared for these badges as they can. The Scouts 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.



## HIGH ADVENTURES AT MVSR

### PEAK

The PEAK program is MVSR's High Adventure program. PEAK is geared towards scouts and scouters who are 14 years or older. Its purpose is to give scouts, who are looking for that next step in their summer camp experience, something fun and exciting to do. PEAK does not follow a rigorous merit badge schedule or have a set of requirements that need to be completed. It is an escape from the structure.

As scouts progress in scouting and come to camp year after year, there begins to be less excitement. These scouts view themselves as the older scouts and just want to come to camp to get away from the real world for a week, quickly to realize that they actually want to get away from the younger scouts. For the most part, all the Eagle required badges have been completed and scouts are just looking to take the "fun" badges. PEAK is geared towards these scouts.

PEAK is the High Adventure side of summer camp. Scouts will get to spend time at the climbing tower, the range, the lake, the pool and go to places on camp that nobody else can go. They'll have opportunities to do things on camp that only PEAK can do. Scouts, from different troops, come into the program with a sense of curiosity, but unknowing of what to expect. They'll come out of summer camp with new friends, a new sense of adventure and a curiosity for "What else can be done?". PEAK isn't just another camp program, it's the next step.

### Climbing Merit Badge

Scouts must be 13 years or older to participate in the Climbing Merit Badge. All gear will be provided by the camp. Scouts are advised to wear tennis shoes. Boots are permitted, but they can be hard to climb in. Open toed footwear, all sandals, Crocs and going barefoot are prohibited. Although not required, it is advised to look over the required knots before arriving at camp.

### Night Climb

All scouts and scouters, of all ages, are welcome and encouraged to participate in the Night Climb. Please be courteous and leave the flashlights outside of the Tower Area. The only lights permitted are red lights. Glow sticks will be provided for all participants. Night Climb is by sign up only. The sign-up process will be announced during camp. Night Climb will be on Wednesday evenings, after the camp wide program.

See the attached Schedule for the Peak Program for reference.





## SCOUTCRAFT

### **BADGES OFFERED & PRE-REQUISITES**

Offerings are based on staff availability

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

**Orienteering:** Req. 10

**Pioneering:** Knowledge of knots necessary

**Wilderness Survival:** overnight in shelter required to complete the merit badge

## CIVICS

### **BADGES OFFERED & PREREQUISITES:**

**Citizenship in the World:** None

**Citizenship in the Nation:** None

**Communications:** Req. 5, 8

**Indian Lore** – craft item will need to be purchased

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

### **Special Civics Award:**

**MVSR Honor Guard:** This program is now being offered as a daily class. It will cover important aspects of the US Flag Code, flag care, and proper treatment and display of the flag in many common, as well as, unique situations. Course will also require the students to design and carry out a flag retirement ceremony during Friday night campfire. Upon completion scouts will earn the MVSR Honor Guard shoulder loop and at the scoutmaster's discretion the BSA Honor Guard patch

## EMERGENCY RESPONSE

### **BADGES OFFERED & PREREQUISITES:**

**First Aid:** Must have 1st Class First Aid requirements completed, if not then you will be asked to leave the class.

**Emergency Preparedness:** Must have completed First Aid Merit Badge; Req. 2c, 9a. Need to bring emergency kit, pictures will no longer be allowed.



## AQUATICS

### The Lake

#### **BADGES OFFERED & PREREQUISITES:**

##### **swimmer classification only**

**Canoeing**

**Rowing**

**Kayaking**

**NOTE:** Bring a towel, swim suit, and you are required to wear shoes because of the weeds and stones, so make sure you bring an extra pair that can get wet!

**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 at all times in the boats or on a dock.
- 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 an Adult swimmer. Swimmers can go in all boats.

### The Pool

#### **BADGES OFFERED & PREREQUISITES:**

##### **swimmer classification only**

**Swimming:** Must be prepared for extensive swimming.

**Lifesaving:** Must have completed Swimming MB and must be prepared to pass Requirement #1 on Monday. Swim 400 yards using front crawl, sidestroke, breaststroke, and elementary backstroke in good form with rhythmic breathing. Effective 1/1/21. You will need long pants, long sleeve shirt, socks and shoes that WILL get wet.

#### **Other Opportunities:**

- **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 is 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!
- **BSA Lifeguard:** Older Scouts and adults can become professional lifeguards with this training. It will take all day, every day, so please plan accordingly. (Available depending on Staffing levels)



### Pool Rules:

- Safe swim defense plan is always used.
- Buddy board system is used for everyone.
- Swimming is allowed only when lifeguards are present. Climbing the 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.
- 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.

## **ECOLOGY/CONSERVATION**

### **BADGES OFFERED & PREREQUISITES:**

Offerings are based on staff availability.

**Environmental Science:** None - book helpful

**Fish & Wildlife Management:** None

**Forestry:** None

**Mammal Study:** None

**Nature:** None

**Soil & Water:** None

**Bird Study:** None

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 Scouts to gain experience and knowledge firsthand that they may not be able to get at home. We have a beautiful observation cabin and a new star observatory.

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.



## THE RANGE

### Shooting Sports

#### **BADGES OFFERED & PRE-REQUISITES**

**Archery:** Prior experience helps.

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

**Shot Gun:** Prior experience NECESSARY!

**Cowboy Action Shooting:** For older Scouts (14 or older). Signed permission form required.

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

#### **NOTICE:**

For 2022 we have applied for a grant from the NRA to cover the Scout's cost. At the time of this printing, we have not received word. If the grant is received there will be no charge to the scouts.

**Rifle Merit Badge** – \$6.00 per 50 rounds

**Open Rifle** – \$6.00 per 50 rounds

**Shotgun Merit Badge** - \$20.00

plus if additional qualifying rounds are needed it would be \$10 per 25 rounds.

**Archery** - There will be a \$5.00 fee for lost arrows

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

**SPECIAL NOTE:** No firearms using a non-straight walled cartridge is permitted at the range. No firearm of a straight walled cartridge greater than 22 caliber is permitted at the range. No exceptions will be granted.



## HANDICRAFTS

### **BADGES OFFERED & PRE-REQUISITES**

Offerings are based on availability of staff and materials

**Basketry**: Scouts may need to purchase round and square basket kit from Trading Post.

**Leatherwork**: None.

**Metalwork**: None. Cost of \$4.

**Model Design & Building**: None

**Pottery**: \$3.00 for supplies

**Woodcarving**: None.

**Woodworking**: None. \$15

## S.T.E.M.

Science, Technology, Engineering, Mathematics

### **BADGES OFFERED & PRE-REQUISITES**

Offerings are based on staff availability

**Engineering**: None

**Programming**: None

**Digital Technology**: Cyber Chit

**Robotics**: None

**Space Exploration**: None

The STEM building is located just north of the Welcome Center. The Straker Cabin was funded by a generous gift from the Straker Foundation and is wired for S.T.E.M. activities. Come down and check out our cool tech like the 3D Printer



## SPECIAL CAMP PROGRAMS

### **Water Activities**

Awards are given for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place in our "MVSR Lake Games" competition scheduled one evening. This is a troop/patrol competition at the lake which involves all members of the troop, including leaders.

### **Gate Way and Site Competition**

Be creative and decorate your campsite to fit the theme. Please no holes in the ground – be creative and safe. Impartial judges will be judging each site after Wednesday morning.

### **Largest Fish of the Week Award**

Awards will be given to the Scout (and an adult) who catches the largest fish each week. You must bring the fish to the Welcome Center or to Eco-Con 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 & Archery Targets of the Week Award**

Awards will be given to the Scout who shoot the best targets for each week. Rifle/Archery Range Officer will be the judge for this. You must hand in your target for scoring.

### **Scoutmaster Events**

There are many opportunities for leaders to enjoy time together or joining in activities such as swimming, boating, shooting, and euchre. Why not take advantage of the training we have available such as Leave No Trace, Climb on Safely and Safe Swim Defense. There will be "Spoon Safety" training offered so you can do all the training in one sitting. All is contingent on appropriate staff being available.

### **Campfires**

Monday night's opening campfire is put on for you by our staff and gives you a chance to meet everyone. The final campfire on Friday takes a slower pace to finish the week and includes our Woodlands Awards.

### **Hikes**

On Tuesday evening the opportunity to hike our trail will be offered after retreat on a trek around our camp property. The Netami program participants should participate to earn a rank requirement. All Scouts and Leaders are invited to participate in this night hike. Gather at the Welcome center/lower parade field for the starting point.

### **"Pig-Out"**

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



### **C.I.T.'s (Counselor in Training)**

We are excited about our program for CIT's (Counselor in Training). This is a program for training scouts who would like to see what being a summer camp staff member is like. They will be trained in leadership, teaching, communication skills, and troop development.

Scouts must be at least 13 years old and have attained 1<sup>st</sup> Class rank or equivalent. A letter of recommendation from the Scout Leader is required. Every troop or crew should plan to send at least one member to attend this program.

The only week a scout cannot participate in the CIT program is the week that their own Troop or Crew comes to camp. Questions may be answered by contacting the Camp Commissioner.

### **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 during registration. 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!

## **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 are to report to the camp Director, 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 the 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 Welcome Center 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 Welcome Center to report fire. Fires discovered in other areas of camp need to be reported immediately to the Welcome Center. You should tell location, time and situation.

### **SEVERE WEATHER**

In the event of severe weather, a general alarm will sound. Follow the general procedure: a staff runner is sent to sites with directions. Storm shelters are the Central Lodge 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 CAMPER**

- Report any suspected lost person to the Welcome Center.
- Camp Director will start a search of the main areas of camp and the campsites before a general alarm is given.
- If said person is not located, general emergency procedures will be implemented.
- Staff runners will check campsites and report back to the Welcome Center. 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 and National policy.





# Remind App



We use the Remind App for all in-camp communication. You need to have at least 1 adult leader to have this app on their device for communication at camp. This is an easy way to be in direct contact with Camp Administration. This is a great and easy app to use and the weeks code will be presented to your troop before camp and when you arrive.

## Mobile Phone Policy

Today's youth are spending more time than ever using digital media for education, research, socializing, and fun. To help families and volunteers keep youth safe while online, we have adopted the following mobile phone policy governing their use by youth in camp.

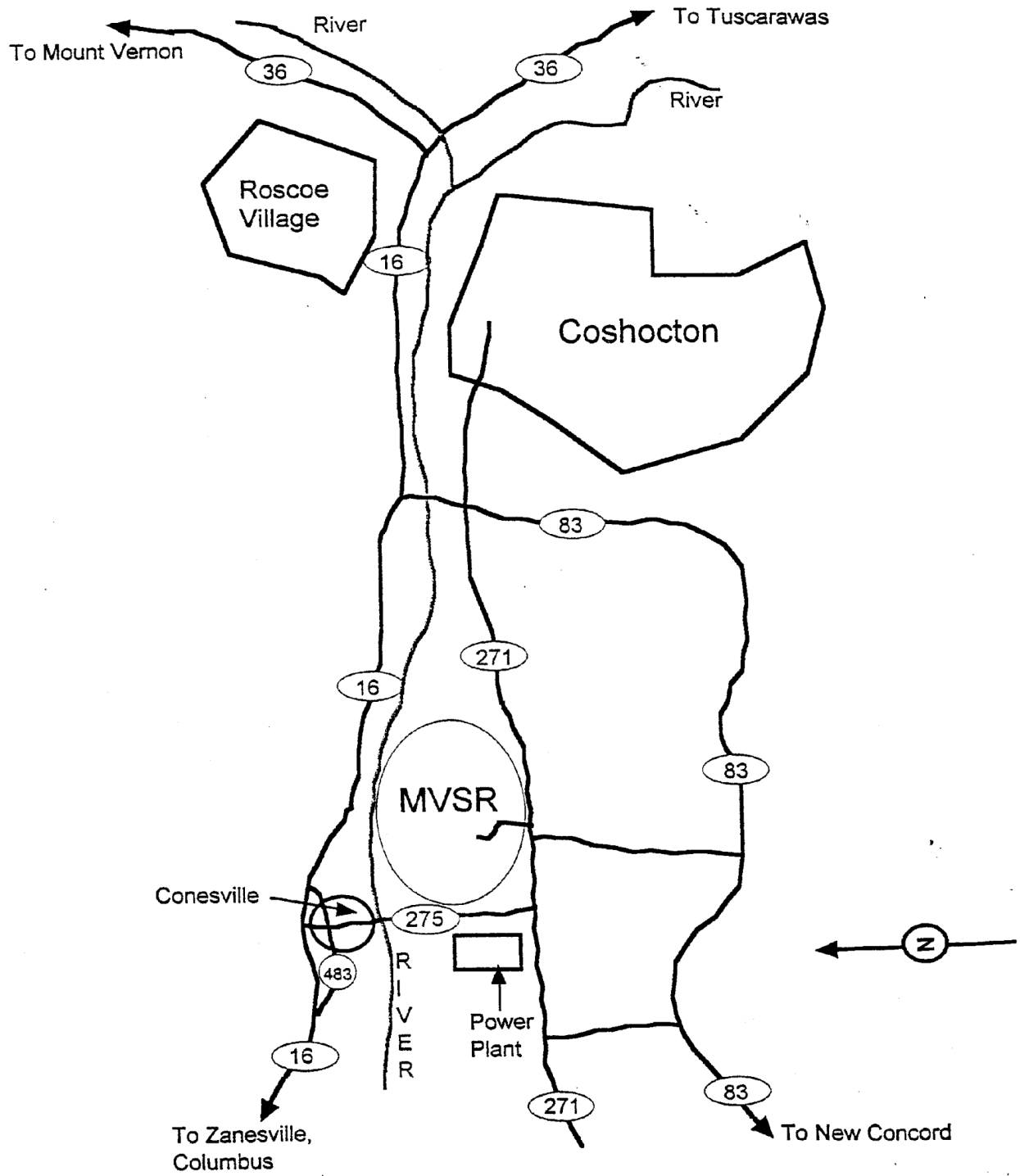
If the Troop Leadership allows for it, youth may bring mobile phones to camp provided they have completed the Cyber Chip training for their age level. Information on the Cyber Chip program may be found at: [www.scouting.org/Training/YouthProtection/CyberChip.aspx](http://www.scouting.org/Training/YouthProtection/CyberChip.aspx)










Use of mobile/smart phones should be monitored by unit leaders and at no time are photographs to be taken at or near restrooms, showers, or inside tents. Youth operating a mobile/smart phone in violation of their Cyber Chip training will have the phone confiscated for the remainder of the week.

The security of the phone is the sole responsibility of the owner. Lost, damaged or stolen phones are not the responsibility of the camp.



# Map to MVSR



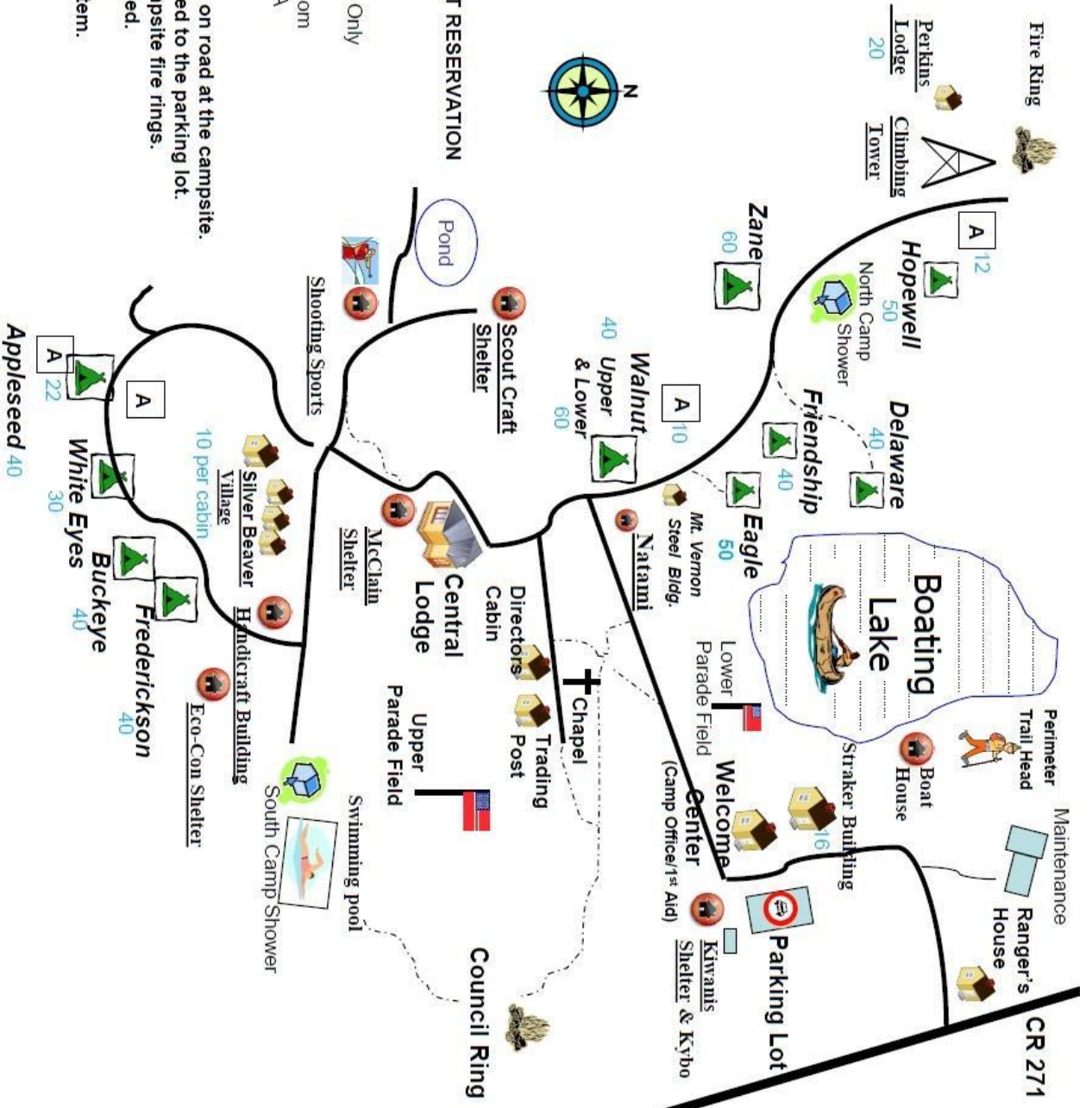
	Road
	Shelter
	Campsite
	Permanent Building
	Central Lodge (Dining Hall)
	Shower
	Trail
	Adirondack
	Occupancy

**MUSKINGUM VALLEY SCOUT RESERVATION**  
 16905 County Road 271  
 Coshocton, Ohio  
 (740)-829-2662  
 (740) 829-2526 Summer Camp Only  
 1-800-934-2128  
 www.muskingumvalleycouncil.com  
 Muskingum Valley Council, BSA

**GENERAL CAMP RULES**

1. Only one vehicle permitted on road at the campsite.
2. All vehicles must be returned to the parking lot.
3. All fires must be in the campsite fire rings.
4. Do not leave fires unattended.
5. No open flame in tents.
6. Always use the Buddy System.

Leave no trace.



### **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 Scout 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 Scouts can pay for it a little at a time. Have the Order of the Arrow in to talk about camp with the Scouts 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 Scout at a time.

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

### **MVSr Week-end 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's High Adventures.
- o Every Scout and Leader took time to go fishing, bird watching, or took a nature walk.
- o Troop has reserved a campsite for 2023.
- o Leaders trained in Safe Swim Defense.
- o Every Leader has been to the rifle range.
- o Every Leader has completed the Woodland Program.

