

Muskingum Valley Scout Reservation

Leader's Guide



Scouts B.S.A. Summer Camp 2024



TABLE OF CONTENTS

Letter from the Council Key 3	Page 2
Letter from the Camp Director	Page 4
General Information	Page 5
Campsite Responsibilities	Page 5
Camp Facilities	Page 6
Sunday Arrival at MVSR	Page 7
Camp Fees for 2023	Page 8
Camp Policies	Page 9
Medical Policy & Medication	Page 11
Program Areas	Page 13
Special Camp Programs	Page 21
Emergency Procedures	Page 22
Remind App/Camp Communications	Page 24
Mobile Phone Policy	Page 24
Weekly Camp Schedule	Page 25
Camp Maps	Page 26
MVSR Check List	Page 28

This Leaders guide and all the supplemental forms can be found on our council website at <https://muskingumvalleycouncil.com/mvsr24/>



Scout Leaders,

We would like to welcome you to the Muskingum Valley Scout Reservation for our 2024 Summer Camp. Our theme is MVSR Wizarding Camp. This marks our 57th year of offering an outstanding summer camp experience for Scouts from around the country.

Each summer, Scouts and Scouters alike enjoy the walkable trails, our state-of-the-art shooting sports range and swimming pool, a private lake with fishing, paddle boarding, kayaking, and an expansive dining hall with great food. We take great pride in our camp and believe that it can be the pinnacle of many Scouts outdoor summer experience. Whether this is your first summer camping with us or a veteran Scoutmaster, we know you will have a wonderful experience.

We are fortunate to have a dedicated and seasoned adult and youth leaders on staff, a full time Camp Ranger, and other volunteers who work throughout the summer to ensure a great camp experience. This year we are excited to welcome back Matt Winland as our Summer Camp Director. Matt will be joined by our returning Program Director and Area Directors who continue to share their Scouting experience and knowledge with our Scouts. In addition to our enthusiastic youth staff, we also welcome younger Scouts to consider our Counselor in Training (CIT) program where they spend one-week learning alongside our youth staff. Each year we have adult leaders who take on the Scoutmaster Merit Badge and volunteer their time around camp with various projects and this year is no different. Thank you for the little things that you do each week to ensure Scouts in your unit have an exceptional program.

Thank you for being a leader and for bringing your youth to MVSR! To our new participants, “Welcome Friends” we look forward to meeting you this summer and to our returning friends, “Welcome Back!”

Yours in Scouting,

Frank O’Hare
Incoming Council Commissioner

Ed Wolfel
Council President



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 33

"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



Scouts and Scouters of MVSR,

For those of you that don't know me my name is Matt Winland, I have served in many different capacities at MVSR since I was a youth (just a couple years ago): counselor, lake director, aquatics director, archery director and range director. I have also served on many various committees and was the Wood Badge Course director for NST9-467-23. Most recently, I have been serving as the VP of Program for the council, as well as Scoutmaster for Troop 164. This year I have decided to serve as the Camp Director for MVSR and help Kobe continue to build a great program!

Growing up in Muskingum Valley Council, scouting has taught me life lessons that constantly guide me. I am excited for a return to MVSR and a great 2024 summer camp season. As an elementary teacher I've always looked at quotes from literature. The one that strikes the closest for me and scouting is the following is from one of my favorite authors.

**“Unless someone like you cares a whole awful lot,
Nothing is going to get better. It's not.”
Dr Suess, The Lorax**

Yours in Scouting,
Matt Winland



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: \$6.00

Lunch: \$6.00

Supper: \$10.00

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 axe 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. Concerns can be addressed to the Council office at least two weeks ahead of a unit's arrival to summer camp.

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.

UNIFORMS

It shows "Scout Spirit" to travel to and from camp in full Scout uniform. During the day at camp, Scout-themed, Scout-appropriate, 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 with a salad bar available. 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. We cannot guarantee we will be able to accommodate all allergy and dietary restrictions. 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, rope, ponchos, and more. 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.

The Gaga Ball pit by the Trading Post cannot be used unless there is a minimum of two responsible adults and/or staff members nearby.

Order of the Arrow Program

Each week the Order of the Arrow conducts a call 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 by dinner. Without this form the OA team will not know of your needs. Further information is included on the form.

Chapel

An interfaith 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 Senior Patrol Leader 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 2023 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:**
\$355 if paid in full by Thursday, March 28, 2024
\$380 if paid after March 28 but before May 3.
\$395 any time after May 3 and to the discretion of administration if late.
- The fees applies when total amount is paid to the Council Office by March 28, 2024.
- Daily program fee is \$60. (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 **\$200**
- **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 \$110.00.
- Arrow of Light Scouts that have crossed over or new scouts coming into your troop after the May 3, 2024, deadline may come to camp for \$355 if paid at the office **at least one week in advance**, otherwise \$395 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. This refund request must be done in writing and 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.mvcbasa.org or Council Office. Forms must be submitted 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 their scoutmaster or adult in charge. Each camper will sign out at the office before departure and will sign back in upon their 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 violating Youth Protection policies, 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 be 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 adult leader must bring their 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. If a unit feels they must bring a golf cart or UTV to accommodate particular adult leaders, the unit must fill out and submit the 2023 MVSR UTV or Golf Cart Request found on the council website.

Units should encourage Scouts to leave their mobile devices at home in order to enjoy camp without distraction. Adult leaders can utilize the Remind app with their mobile devices for rapid camp communication. Please see page 24 for our **Mobile Device Use Policy**.

No standing trees are to be cut or damaged 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 registered in Scouts BSA or Venturing and pay the appropriate registration 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 and it is 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* 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 adult leader, and a medical professional (MD, DO, CNP, PA, ETC...)* could result in a Scout or adult leader not being able to stay at camp. **BOTH THE PARENT/GUARDIAN SIGNATURE (FOR YOUTH PARTICIPANTS) AND THE PARTICIPANT SIGNATURE (SCOUT OR ADULT LEADER) 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 7/1/2022 and your camp week starts on 7/1/2023, 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 during camp. We will, however, make every attempt to assist any Scout or adult leader 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 adult leader has a particular medication or medication regimen 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 regimen 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 adult leader 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 adult leaders' 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 adult leaders 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 adult leader, clearly marked with the Scout or adult leader'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 adult leader 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 adult leader 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. Adult 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 2 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 2nd Class rank 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 rank. Then after lunch they can choose from the merit badge list. The morning programs focus on Aquatics, First Aid, Cooking, and Eco-Con.

Scouts must have earned the 2nd Class rank and be as prepared for these badges as they can. The Scouts will be able to achieve them to the best of their 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 who are 14 years or older and interested adult leaders. 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. PEAK is geared towards older Scouts who are looking for something new and exciting to do at camp and be among their peers after already having attended camp for years.

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 will 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 will 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

Scouts and adult leaders 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.



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 and 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

Swimmer Classification required for all Merit Badges and Awards.

Shoes or water shoes with closed toes must be worn for ALL activities at the Lake. These shoes will get wet and dirty.

Merit Badges

Rowing

Canoeing

Kayaking

Awards

Standup Paddle Boarding

Kayaking

Paddlecraft Aquatic Supervisor-Basis (Adult 16+)

Safety Afloat (no Swimming requirement)

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

Swimmer Classification required for all Merit Badges and Awards.

Merit Badges

Swimming: Must be prepared for extensive swimming. Swim strokes will be taught, improved, and refined. This is not an Instructional swim period for scouts.

Lifesaving: Must have completed Swimming MB and be prepared to pass requirement #2b on Monday, swim 400 yds. using Front Crawl, Sidestroke, Breaststroke, and Elementary Backstroke in good form with rhythmic breathing. (Effective 1/1/21) You will need long pants, long sleeved shirt and shoes that will get wet.



Awards

Snorkeling: Equipment is provided, class size is limited to 10. Extra periods may be added.

Mile Swim: Must do training swims and other requirements for award.

Certifications

BSA Lifeguard / Red Cross Lifesaving Crossover

Red Cross Lifesaving / BSA Lifeguard Crossover

Swimming and Water Rescue Aquatic Supervisor (Adult 16+)

Safe Swim Defense (no Swimming requirement)

Other

Instructional swim: Focused on Learners and Beginners but any scout or adult may participate.

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. Scouts taking Eco-Con merit badges should bring a notebook and No. 2 pencils.

Astronomy: None

Environmental Science: None - book helpful

Fish & Wildlife Management: None

Insect Study: None

Nature: None

Soil & Water: None

Bird Study: Bring binoculars if able

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.

Shotgun: 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.

Rifle Merit Badge – \$6.00 per 50 rounds

Open Rifle – \$6.00 per 50 rounds

Shotgun Merit Badge – No charge

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 NOTES:

- 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 bow with a draw weight greater than 30lbs will be used at Archery.
- There is no hunting at camp.
- No exceptions will be granted.



HANDICRAFT

BADGES OFFERED & PRE-REQUISITES

Offerings are based on availability of staff and materials

Art: None

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

Chess: None

Leatherwork: None

Metalwork: Cost of \$4

Model Design & Building: None

Pottery: \$3.00 for supplies

Wood Carving: None

Woodworking: Cost of \$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 1st, 2nd and 3rd 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.

Gateway 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 perimeter 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 adult leaders are invited to participate in this night hike. Gather at the Welcome Center/lower parade field for the starting point.

Great Feast, also known as "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 CITs (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 14 years old. A letter of recommendation from the Scout Leader is appreciated. 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 (Senior Patrol Leader)

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 adult 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, adult leaders and SPLs are to take attendance and account for each scout in their troop. No scout or adult 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 and the Remind app will be used, or runners sent to leaders with instructions. The Aquatics and Field Sports areas will be cleared and closed for 30 minutes after storms have passed.

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.

We do not encourage youth bringing their mobile devices to camp in order for them to better experience camp without distraction, however, 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

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.

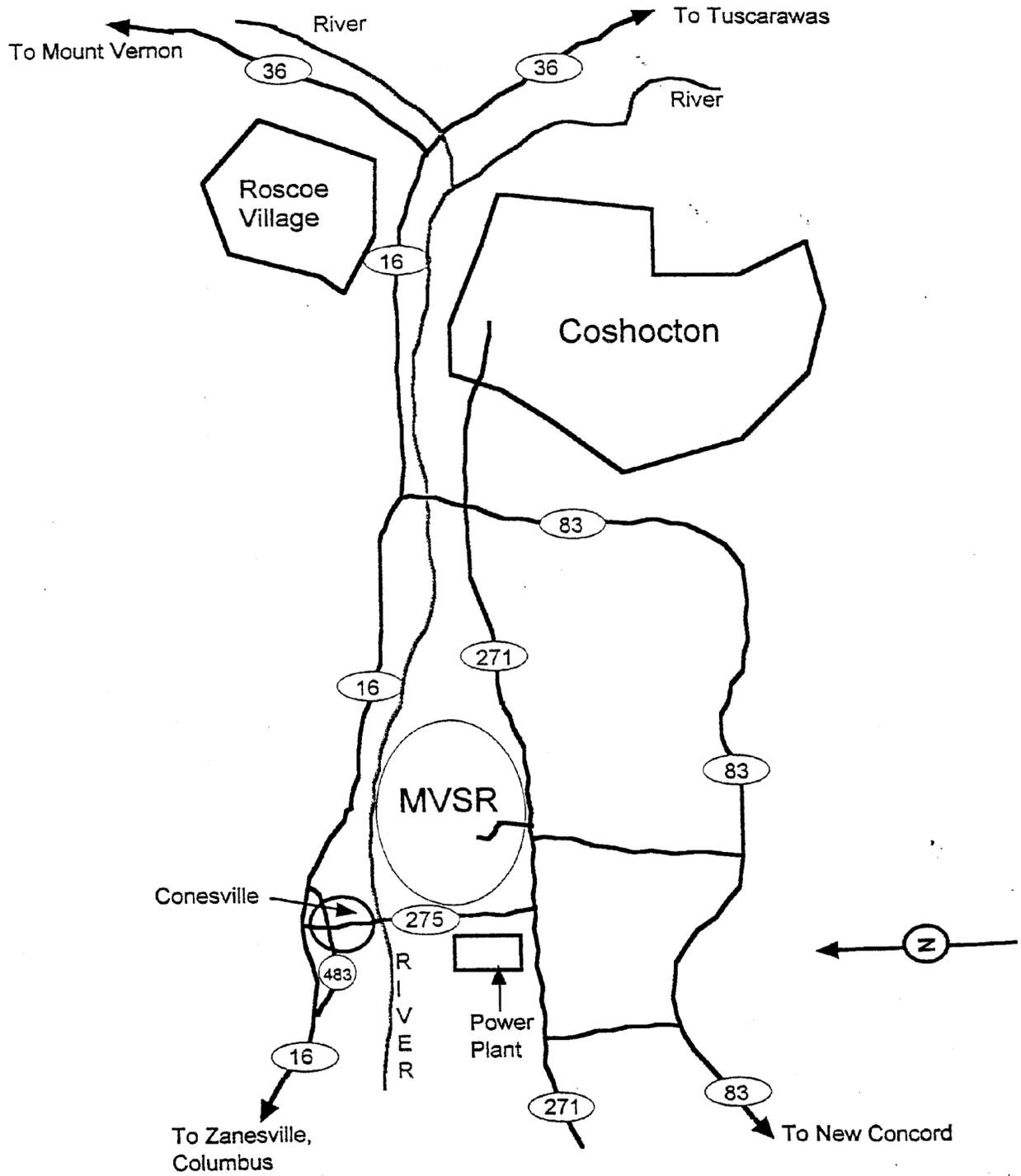


Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:00 AM				Reveille			Final Retreat: 10 am Please leave campsite clean. Thank you for attending MVSR, have a safe journey home. Hope to see you next year.
7:25 AM				Flag Raising			
7:30 AM			Breakfast- SPL Meeting after breakfast each morning				
8:50 - 9:30	Period 1						
9:40 - 10:20	Period 2						
10:30 - 11:10	Period 3						
11:20 - noon	Period 4						
12:15			LUNCH				
after lunch till 2:30		FOB - Flat on Back (rest period) in unit camp site					
2:40 - 3:20	Period 5					Open Areas	
3:30 - 4:10	Period 6						
4:20 - 5:00	Period 7						
6:00 PM	Supper at 6:30 (Sunday Only)	Supper					
After supper	RETREAT: Uniform worn for supper & retreat (unless Otherwise stated)						
After supper activities	Leaders Meeting	Opening Campfire	Nike Hike Pig-out	Lake Games and Night Climb	Camp-Wide Games	Final Campfire	



Map to MVSR



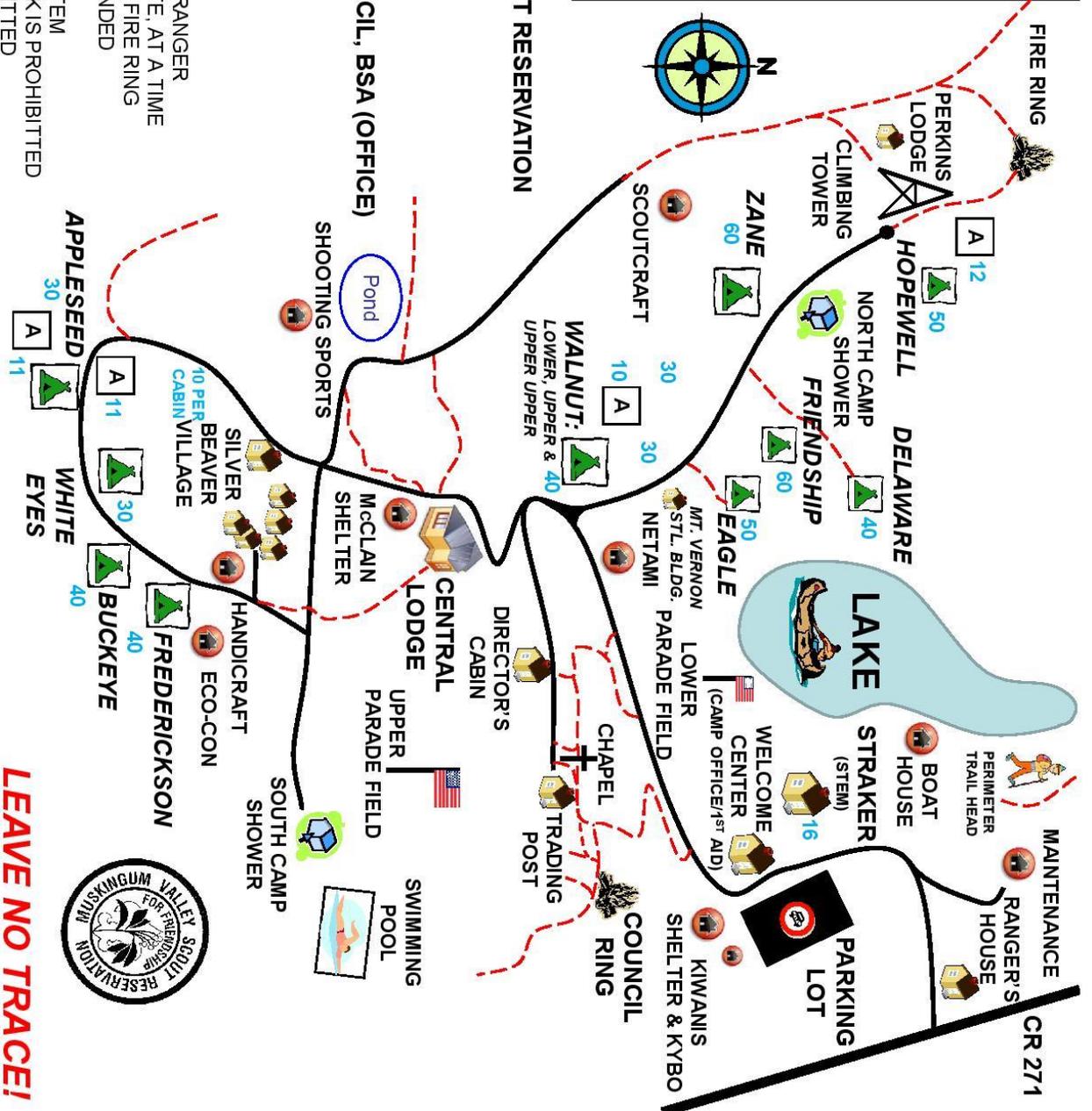
	Road
	Shelter
	Campsite
	Permanent Building
	Central Lodge (Dining Hall)
	Shower
	Trail
	Adirondack
	Occupancy

MUSKINGUM VALLEY SCOUT RESERVATION
 16905 COUNTY ROAD 271
 COSHOCTON, OHIO 43812
 RANGER RON, CAMP RANGER
 740-502-1244

MUSKINGUM VALLEY COUNCIL, BSA (OFFICE)
 734 MOOREHEAD AVE.
 ZANESVILLE, OH 43701
 740-453-0571
WWW.MVCBSA.ORG

- GENERAL CAMP RULES**
- CHECK IN AND OUT WITH THE RANGER
 - ONLY ONE VEHICLE AT THE SITE, AT A TIME
 - ALL FIRES MUST BE IN A CAMP FIRE RING
 - DO NOT LEAVE FIRES UNATTENDED
 - NO OPEN FLAMES IN TENTS
 - ALWAYS USE THE BUDDY SYSTEM
 - RIDING IN THE BED OF A TRUCK IS PROHIBITED
 - DRIVING ON TRAILS IS PROHIBITED

EXCEPT FOR EAGLE AND FRIENDSHIP/DELAWARE, WEATHER PERMITTING



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. Conduct a unit popcorn and/or nuts sale. Have the Order of the Arrow in to talk about camp with the Scouts in your troop. Have a parents' 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 2025.
- o Leaders trained in Safe Swim Defense.
- o Every Leader has been to the Rifle Range.
- o Every Leader has completed the Woodland Program.

