Fostering Character, Citizenship and Fitness Since 1927!

Ten Mile River Scout Camps Leader's Guide – 2011

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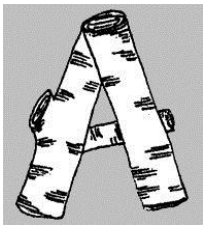

BOY SCOUTS OF AMERICA
Greater New York Councils

Fellow Scouts and Scouters,

"The greatest adventures of a Scout's life begin at Boy Scout camp. Where but in the great outdoors can a boy hear the midnight hush of the deep woods ... breathe the sweetness of distant wood-smoke ... look down in awe at where he's been, and look up in wonder at where he still must go ... glimpse the deer drinking at first light ... watch eagles soaring in a cloudless sky ... feel the warmth of the campfire as it glows orange against the thickening darkness ... and at the end of a long day, hear the hooting owl under a sky flashing with stars." ~ *OA Summer Camp Promotions*

The above words describe our journey and offer so many different opportunities for the Scouts of today to experience. We are proud to provide all of this, and so much more. Ten Mile River Scout Camps has been delivering the promise and upholding our end of the bargain for the last 83 years. 2011 excitingly marks our 84th Anniversary!

In the challenging times that the nation and its citizens have been facing, we have remained true to our customers. TMR has forged ahead with many needed upgrades and improvements that you would expect from the "TOP NOTCH" Scout Reservation that you have helped us become.

In the following pages, you will find all of the information that is needed to plan your Summer Camp experience. Each camp is represented in this guide. If any further information is needed, or any questions answered, please do not hesitate to contact us, or the camp directors directly. We look forward to seeing and serving you this summer; it's going to be great!

Yours in Scouting,

Sean Quinn
Director of Ten Mile River
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☞ GENERAL INFORMATION

✪ Welcome to Ten Mile River Scout Camps

About Ten Mile River Scout Camps

The Ten Mile River Scout Reservation is located in the Catskill Mountains near Narrowsburg, New York. The reservation occupies over 12,500 acres and has several lakes, streams and ponds. TMR operates its camps for six one-week sessions. Many units attend TMR for two or more weeks. All camps at Ten Mile River have the following program areas:

- Aquatics
- Scout Skills
- Nature/Ecology
- Handicrafts
- Field Sports
- Shooting Sports
- Mountain Biking
- First Year Camper Program

Each camp also has a climbing area or C.O.P.E. course. All camps have an experienced staff who provide instructional and commissioner services. Troop sites vary in size and types of accommodations: all have latrines and running water. There is a central shower house and a trading post in each camp.

Ten Mile River Scout Camps is the essence in Scouting's finest heritage and natural beauty. TMR has three troop-oriented camps, a headquarters area, a Delaware River canoe base, a rock climbing and rapelling outpost, a family camp, and a trek outpost. The troop-oriented camps are:

- Camp Aquehonga, located near the center of the Reservation on Half Moon Lake. It features rugged old-fashioned Scout camping with patrol cooking mixed with modern facilities.
- Camp Keowa, located on Crystal Lake, our largest lake. It's a great place for boating, canoeing, sailing and water skiing.
- Camp Ranachqua offers a fun-filled, traditional Scouting program on picturesque Lake Nianque.

During the summer season, merit badges and other exhilarating programs are offered for younger and older Scouts. At Ten Mile River, Scouts will have the opportunity to do many exciting things.

✪ Summer Camping Opportunities

Program	Camping Opportunity	Camp	Week(s)
Boy Scouts	Troop Dining Hall Camping	Keowa	1, 2, 3, 4, 5
		Ranachqua	1, 2, 3, 4, 5
	Troop Patrol Cooking	Aquehonga	1, 2, 3, 4, 5, 6
	Troop Treks	All Camps	1, 2, 3, 4, 5, 6
	Provisional "Hiking" Trek	All Camps	1, 2, 3, 4, 5, 6
	GNYC Provisional Troop	Keowa	1, 2, 3, 4, 5
		Aquehonga	6
	National Youth Leadership Training (NYLT)	Keowa	1
	Eagle Camp	Keowa	3
		Ranachqua	5
	Shooting Sports Camp	Keowa	5
	Aquatics Camp	Keowa	6
Venturers	Venturing Crew Trek	Catskill Adv. Base	1, 2, 3, 4, 5, 6
	Shooting Sports Camp	Keowa	5
	Aquatics Camp	Keowa	6
Family Camping	Family Camp	Family Camp	0, 1, 2, 3, 4, 5, 6, 7

2011 Dates of Operation:

Week 0 – July 3 - 9
Week 1 – July 10 - 16
Week 2 – July 17 - 23
Week 3 – July 24 - 30
Week 4 – July 31 - Aug. 6
Week 5 – August 7 - 13
Week 6 – August 14 - 20
Week 7 – August 21 - 27

Operating Schedule

Ten Mile River Scout Camps operate from Sunday afternoon until Saturday morning. This schedule allows us to provide staff continuity and strong service while a troop is at camp as well as giving the staff time to ensure campsites are ready for Sunday's check-in.

Units that are staying in camp for two weeks should contact the Camp Director before camp to make the necessary arrangements for the weekend between the two weeks. The camp office can provide you with information on local attractions, community events and other day trips for your unit during your stay over.

✪ Program Fees

Camping Opportunity	Fee	If Paid by May 31st
Troop Camping (Greater N.Y. & Hudson Valley Councils & All Units that Reserved for 2011 While at Camp Last Year)	$370.00	Early Bird = $340.00
Troop Camping (New "Out-of-Council" Units)	$390.00	Early Bird = $360.00
Provisional Camp	$390.00	Early Bird = $360.00
Specialty Camps (NYLT, Eagle, Aquatics, Shooting Sports)	$390.00	Early Bird = $360.00
Treks (All Options)	$410.00	Early Bird = $380.00
Family Camp (per cabin / per family) – Standard Rate	$600.00	No Early Bird Option
Family Camp (per cabin / per family) – Special Leader Rate	$500.00	No Early Bird Option
All Fees (except for Family Camp) are Per Youth / Per Week		

Adult Leader Fees and Ratios

Troops and Crews attending Ten Mile River are allowed a number of free leaders, as shown below. Additional adults are charged $175.00 per week.

# of Youth	# Free Leaders
5 - 9	2
10 - 14	3

# of Youth	# Free Leaders
15 - 19	4
20 - 24	5

# of Youth	# Free Leaders
25 - 29	6
And so forth	

Individual Deposits and Unit Hold-A-Place

A unit can make an initial reservation for "Unit Camping" by completing a Hold-A-Place for the camp and program they want to attend and then submitting it to Camping Services with a $100.00 per week deposit. To maintain this reservation a unit must submit a deposit of $25.00 per (projected) youth by **March 31st**. Both unit and youth deposits are non-refundable but are transferable to another week during the 2011 season. Deposits cannot be transferred to pay the fees due for another youth for whom a deposit has already been paid.

Early Bird Discounts Available

As an incentive for units and families to pay for camp in advance we offer an Early Bird fee. Camper reservations paid in full by **May 31st** will receive a $30.00 discount per week; see the chart above for eligible programs. Also, Greater New York Councils units that recharter on time using the on-line system receive a $10.00 per week credit for each Scout who attends Ten Mile River.

Family Camp – Special Leader Rate

In honor of the commitment made by volunteer leaders to help our Scouts, all Scouters who spend a week with their unit at any Greater New York Councils camp during the current summer camping season will receive a $100.00 discount when they bring their family to Family Camp! The discount will be deducted from the final payment for the cabin's rental. This discount is applicable only to the current Family Camp season, and may not be "banked" for use in a future camping season.

Camp Staff

We believe that the Greater New York Councils have the finest camp staff in the nation. Ten Mile River is administered by a nationally certified Reservation Director with a key staff who are certified and accredited by the B.S.A. National Camping School in their respective areas of expertise and responsibility. We also have certified American Red Cross and National Rifle Association staff members. The staff is carefully selected to serve your Scouts. We adhere to a strict open door policy. Anytime you wish to discuss Ten Mile River, we are willing to listen! As always, the Ten Mile River Staff is comprised of Scouts and Scouters dedicated to making Ten Mile River the best camping experience ever.

The Greater New York Councils, BSA, is an equal opportunity employer and maintains a policy of nondiscrimination on the basis of race, color, religion, sex, national origin, sexual orientation, age, marital or veteran status, physical or mental disability.

Your Commissioner is the best source for information and assistance while at camp. His most important responsibility is to ensure that your week in camp is the best possible experience. Your Commissioner will help you carry out your troop and patrol programs. Your Commissioner is always ready to help with the little details such as campsite equipment, merit badge cards, and any problems that may arise during your stay. Look to your Commissioner for advice, assistance, ideas, solutions and friendship.

Staff Assistance

It is a great help to our staff if the troop leadership helps us, especially in the area of waterfront supervision and sportsmanship. If your troop is sending a large group to the waterfront please send some adults to help supervise. When your troop plays in the team competitions please help teach good sportsmanship and fair play. If you feel you have any other talents in a particular area that might be of use, feel free to speak to the Program Director at the beginning of the week.

✪ Camp Leadership Policy

Every unit staying in Scout camp must be under the supervision of at least two adults. The unit leader (or anyone serving as unit leader at camp) must be at least 21 years of age and a registered member of the Boy Scouts of America. The second leader may be a registered Scouter at least 18 years old, or the parent of a participating unit member. Units may share a site to comply with this regulation. A unit leader must have no other duties at camp which will detract from the responsibility of service as a leader.

Every effort should be made to get each troop to camp under its own regular leadership. However, if the troop's registered Scoutmaster or Assistant Scoutmaster is unable to bring the troop to camp, a parent or troop committee member may be recruited as a camp leader. The chartered institution must approve all camp leadership.

Scout camps accommodate troops led by men and women. Ten Mile River provides separate housing (tents, cabins or lean-tos), shower and latrine facilities for male and female camp leaders.

The Role of the Scoutmaster in Camp

Under the troop system of camping, you, the Scoutmaster are in charge of your troop at all times. The majority of the instructing, disciplining and organizing of your troop is up to you. You are expected to be a role model for your Scouts, providing social and moral leadership examples, and a wholesome camp program for youth.

The staff respects you in your important role. We want to help you meet the challenge, not by taking your place, but as advisors and helpers. Our goal is to provide an environment in which your troop can grow into a better integrated, better prepared and more independent organization, with better trained boys, and better trained leaders.

Mandatory training outlining Scout leader responsibilities in the supervision and accountability of youth will be conducted on both Sunday and Monday. All Scout leaders in camp must attend. This training will also include other important topics that will help make the troop's stay in camp safe, healthy and fun.

Note: The New York State Sanitary Code, Section 7-25 (L)-(2) requires that "As a minimum, there shall exist visual or verbal communications capabilities between camper and counselor during activities and a method of accounting for the camper's whereabouts at all times."

Troop Organization at Camp

The same Troop organization used to conduct your year-round program is the one to use at camp. Many Scoutmasters have found that when the entire Troop will not be in camp, the re-organization of Patrols and the appointment of new or temporary Patrol Leaders should be done well in advance of coming to camp. This will give the new Patrol a chance to develop Patrol spirit and give the new leaders some "on the job" training. However, your main objective should be to see that every Scout gets to camp. Isn't that why he really joined your Troop in the first place? A Troop well organized in this way will not only have a simulating camp experience, but will also have well-trained youth leaders for next fall's program.

At least once a day, usually during the rest period, the Patrol Leaders' Council should meet to discuss the next day's schedule. Each patrol will then be responsible for its share of the overall activity and program. The Patrol Leaders' Council is responsible for all Troop activities.

A Scoutmaster achieves one of the goals of Scouting, Leadership Development, by delegating responsibility to boys and teaching them to meet it.

❂ A Scout Camping Philosophy

There is a common thread of purpose and method which runs through every part of the Scout camping program. Our aim is to define clearly that thread in each part of our program so that the purposes of Scouting and the common methods that are followed will unify all of us as teams dedicated to the highest ideals of camping and service.

Organized camping is a creative, educational experience in cooperative group living outdoors. We use the resources of the natural surroundings to contribute significantly to our physical, mental, spiritual and social growth.

Camping contributes to good health through supervised activity, sufficient rest, good fun and wholesome companionship.

Camping aids in spiritual growth by helping campers recognize and appreciate the handiwork of God in nature.

Camping contributes to social development by providing experiences in which the campers learn to deal practically and effectively with living situations.

Camping is an experience in citizenship training, providing, through its community of campers, a medium for democratic participation in decision making, planning and carrying out activities at each level.

Camping contributes to the development of self-reliance and resourcefulness by providing learning experiences in which campers acquire knowledge, skills and attitudes essential to their well being.

❂ Camping: Serving Scouts with Special Needs

The Greater New York Councils, Boy Scouts of America is fully committed to providing facilities and programs which comply with the Americans with Disabilities Act (ADA). Each Scout camp at Ten Mile River has at least one site which has a barrier free housing facility and latrine/ washstand. Additionally, each camp has a shower facility which is handicap accessible.

Where possible, we have attempted to provide access and usage of other facilities and program areas. Please see your Camp Director for personal attention to all matters of handicap accessibility. A multi-year plan has been developed for each camp to continue our improvement efforts.

Your understanding, patience and support of our commitment to improve the facilities and programs of Ten Mile River for people who have disabilities is deeply appreciated.

Scouting – A Program for Everyone

The programs offered by the Greater New York Councils and our camps are open to all registered youth of the Boy Scouts of America. Rules for acceptance and participation in our programs are the same for everyone without regard to race, color, sex, age, handicap, religion or national origin. Our camps are accredited by the Boy Scouts of America and licensed by the state of New York. However, youth who are not of Scouting age are not permitted to stay at camp. **Siblings who are not of the appropriate age and registered with the B.S.A. may not attend camp for health, safety and program reasons.** Contact the Camp Director for more information.

✪ Health

Medical Examination

As required by state law, each Scout and leader must have a medical examination by a physician within 12 months before arrival at camp. Admission to camp is contingent on a satisfactory medical record that must include an immunization history, *with inoculation dates*. Scoutmasters should collect and *inspect* these forms at least a week before departing for camp. Also, all attendees must have a current Scout membership card, except for parents serving as assistant camp leaders. **Physical examinations will *not* be given at camp.** Scouts or leaders who arrive without a record of their physical exam *will* be sent home. Please read the section on medical forms on the next page.

Note: Do not mail medical forms to the Council Office, but rather bring them with you to camp personally. Don't forget to bring your own completed medical form.

The Health Lodge

A fully equipped medical lodge is provided at camp. A nurse or trained first aid person is on duty at all times. Persons with serious injuries or illness requiring hospitalization will be transported to Wayne Memorial Hospital (*www.wmh.org*), where we have an advance agreement for treatment. Report all health problems and injuries to the camp office first!

All First Aid Situations must be brought to the attention of the camp office immediately. Send two Scouts as runners if you are not sure that it is safe to move the injured person.

Medications

Make sure anybody who uses prescription medications brings enough to camp for your entire stay. All medications must be in their original containers. While at camp, all medications, including over-the-counter medications, whether for youth or adults, must be held by the camp health officer and will be disbursed only by qualified medical personnel. New York State regulations do not allow unit leaders to hold or disburse medications. Emergency medication, such as heart medication, inhalers and bee sting pens will be the only exceptions.

Please make a point of knowing which of your Scouts have allergies or other special health conditions. Please make sure that these are noted on the Scout's Medical Form.

Emergency Contacts

Be sure to obtain at least three emergency contact names and phone numbers for each of your Scouts. Keep this directory in case the Scout's parent or primary contact cannot be reached. Remember to get phone numbers which will be valid during camp. For example, if a Scout's parents will be visiting relatives during your time at camp, get the phone number for the relatives in addition to the Scout's home phone number.

Health and Accident Insurance

Limited health and accident insurance is provided for all Scouts, leaders and parents. In order to ensure coverage, all campers (youth and adults) must appear on the unit's check-in roster. All youth and adults must be registered Scouts, Scouters, or immediate family members.

The Camp Medical Form

Anyone (youth, adult, staff, etc.) staying in camp for more than twenty-four hours must have a completed National BSA Class 3 Medical Form. This is a requirement of both the Boy Scouts of America and the state Health Department. The form must be filled in completely and must be signed by a physician licensed to practice medicine and by the parents of minors. In addition, new for 2011, all Scouts under 18 years of age must come to camp with an "Individualized Medication Orders for Standard Over-the-Counter/PRN Medications" form that has been completed by a licensed physician. *No exceptions can or will be made!* **A N.Y. State law requires all Scouts who attend camp for more than one week to complete an additional form about meningitis.** See "Meningitis" on page 9 for more information. All of these forms are available through the Greater New York Councils office and *www.tenmileriver.org*.

The Complete Medical Record

Incomplete or incorrectly filled out medical forms can cause problems at check-in time. Please take the time to collect and inspect all your unit's medical forms well before your arrival at camp. The Staff member who does the medical recheck will look for the following items:

1. Is there a Physician's signature and stamp?
2. Is the Physician's evaluation and advice section filled out?
3. Has the physical examination been done in the last 12 months? See "Expiration" below.
4. Are the name, address and emergency contact information completely accurate?
5. Is the form signed by the parent of anyone under the age of 18?
6. Are all the immunization lines filled out with dates of shots clearly indicated?
7. Are all the communicable disease lines filled out?
8. Has the parent or applicant filled out the health history section, with serious health conditions noted?

Please inform parents of these criteria, check the medicals of your Scouts and resolve any questions before leaving for camp. Medical forms will not be returned, so please make photocopies before you arrive at camp; we will accept copies at camp.

Expiration

Under State law, the medical examination must have been completed within one year of the *end* of your camp stay. For example, if your unit will be at camp from July 10 to July 16, 2011, the examination must have been completed by your doctor on or after July 16, 2010 (and not July 10!)

Medical Recheck

All those attending camp will have to go through a medical recheck process in which the Camp Medical Officer will review medicals and speak to the campers and leaders individually. At this point all medications taken by the Scouts will be handed over to the Camp Medical Officer and they will receive information on when to come to the office and take their medications.

✪ Meningitis

New York State's Public Health Law requires overnight children's camps to distribute information about meningococcal disease and vaccination to the parents or guardians of all campers who attend camp for seven or more nights. Meningococcal disease is a potentially fatal bacterial infection commonly referred to as meningitis.

Ten Mile River Scout Camps are required to maintain a record of the following for each camper:

- A response to receipt of meningococcal meningitis disease and vaccine information signed by the camper's parent or guardian; and
- Information on the availability and cost of meningococcal meningitis vaccine (Menomune™); and either
    - A record of meningococcal meningitis immunization within the past 10 years; or
    - An acknowledgement of meningococcal meningitis disease risks and refusal of meningococcal meningitis immunization signed by the camper's parent or guardian.

Meningitis is rare. However, when it strikes, its flu-like symptoms make diagnosis difficult. If not treated early, meningitis can lead to swelling of the fluid surrounding the brain and spinal column as well as severe and permanent disabilities, such as hearing loss, brain damage, seizures, limb amputation and even death.

Cases of meningitis among teens and young adults 15 to 24 years of age have more than doubled since 1991. The disease strikes about 3,000 Americans each year and claims about 300 lives.

A vaccine is available that protects against four types of the bacteria that cause meningitis in the United States: types A, C, Y and W-135. These types account for nearly two-thirds of meningitis cases among teens and young adults.

Information about the availability and cost of the vaccine can be obtained from your health care provider. Ten Mile River Scout Camps **do not offer** meningococcal immunization services.

For all Scouts attending camp for more than one week, the Meningococcal Vaccination Response Form must be completed before camp. The form should remain attached to your child's medical form and be brought to the camp.

To learn more about meningitis and the vaccine, please feel free to contact Camping Services at 212-651-2955, visit *www.tenmileriver.org* or consult your child's physician. You can also find information about the disease at the New York State Department of Health website:

www.health.state.ny.us/diseases/communicable/meningococcal/fact_sheet.htm

and at the federal Centers for Disease Control and Prevention website:

www.cdc.gov/meningitis/about/faq.html and

www.cdc.gov/vaccines/spec-grps/preteens-adol/info-parents.htm#mening.

✪ Camp Rules

The Scout Oath and Law are the "Rules" of Camp. We hold them very high. Campers who continually misbehave are not only missing the great benefits of Scout camping, but may be threatening their own safety and that of others. Unit Leaders are responsible for the discipline of their Scouts.

Sign In and Out at the Office. Any Scout or Scouter who leaves camp at any time, for any reason, must sign out at the Camp Office. Upon return, they must sign in. This is so we know your whereabouts in case of an emergency. *NO* Scout will be permitted to leave camp without the permission of the Scoutmaster or the adult in charge. Any Scout leaving Camp must be accompanied by a parent or two adults, one of whom is at least 21 years old. This is required by New York State Law!

The Buddy System must be used at all times. No Scout should be alone in camp. All Scouts leaving their campsite *must* be in pairs or larger groups. This provides a way to secure help, should an accident occur. *State law requires that all Scouts travelling around camp use the buddy system.*

Sight and Sound. Adult leaders must be able to account for all of their Scouts at all times. Every Scout **must** be within sight and sound of an adult at all times. We will cover methods of achieving this at the Sunday Scoutmasters' meeting.

Fences at the waterfront, C.O.P.E. area, climbing area, rifle range, and archery range are not to be crossed. Never enter buildings or program areas without camp staff supervision.

Inter-Troop Programs are encouraged, but campsite "raiding" is grounds for dismissal from camp. Scouts and leaders may not go into another troop's site without an invitation. Please explain this to your Scouts and expect it from other units.

Camp Roads are not thoroughfares. Your Scouts use them! All vehicles must be parked in the designated Camp Parking Lot at all times when in camp. When checking in and out of camp, one car per site may be used for carrying equipment. Cars must not be left in campsites during the week. Parking in or next to campsites and roadways is not permitted. Please observe the camp's 5 miles per hour speed limit.

Avoid Smoking in the presence of Scouts or when a fire hazard exists. Smoking is permitted for adults only. Smoking is prohibited in all buildings and tents. Camp policy on the use of tobacco products will be reviewed at leaders meetings.

No personal firearms or ammunition of any sort are permitted in camp. The Camp Staff will confiscate any found! .22 Caliber Rifles, shotguns and ammunition are provided for use as part of the camp program. Firearms of Peace Officers must be checked at the Camp Office and will be locked in the camp safe.

Note: *New York State Law requires that all participants in the rifle program be at least 12 years old, and at least 13 years old for the shotgun program. All use of rifles and shotguns must be under the supervision of the camp staff.*

✪ Camp Rules

Taps is 10:00 p.m. After this time, all Scouts should be in their campsite under your supervision. We ask that all troops be courteous and respect each other by keeping the campsites quiet after taps.

Meal Time Conduct. Adults should help to ensure proper etiquette, everyone getting an equal share of the food, and Scout-like behavior. An example of the latter is when someone drops a plate or dish - the correct response is not applause but rather assistance.

Safety in Dining Halls is maintained by listening silently to announcements and instructions. Do not run, throw objects, stand on furniture, block exits or smoke in Dining Halls.

Scout pocket knives are used in some Scout programs. ***However, fixed blade (non-folding) sheath knives and "survival" knives are not allowed in any camp. Do not bring them! If they are found in camp, they will be confiscated and returned only to the Unit Leader upon departure from camp.*** Scouts should earn their "Totin' Chip" before being allowed to use any knives.

Campfires should always be supervised by adults and must only occur in the designated site fire ring with filled water cans available for use. Ground fires may be prohibited during dry periods.

Not in Camp! Do not bring alcoholic beverages or unprescribed drugs into camp. Never allow stealing, gambling, defacing camp property or the use of liquid fuel or pressurized liquid fuel lamps or stoves in camp. All of these things are absolutely forbidden at any time or place in camp!

Propane gas appliances may be used only by adult leaders. Please be very careful with the "empty" canisters. They can explode if they are exposed to heat.

Fireworks are especially dangerous at camp. Both state and county agencies prohibit their use. Nothing of this sort should be brought into camp for any reason. Persons having fireworks are subject to immediate dismissal from camp.

Pets of any type are not allowed in camp.

Wildlife should be respected. Please do not be a hazard to wildlife. Do not encourage the keeping of wild creatures in the site. Do not tolerate abuse of animals. Do not feed or leave food out for animals. Under no circumstances permit anybody to touch or pet any animals. All mammals are potential rabies carriers.

Glass Bottles can be a hazard to people and wildlife. Glass containers and beverages contained in glass bottles may not be brought into camp.

Never Litter! Do not tolerate the litter of others. Set an example by picking up litter whenever possible. Each day, units will be given a "Good Turn" in order to spruce up camp. If the camp staff finds litter the Trading Post will be shut down, at the discretion of the Camp Director.

Don't cut trees, dead or alive, without specific permission from the Camp Director or Camp Ranger. A $5.00 per inch of diameter penalty will be enforced by the Camp Ranger.

Camp Rules

The Scoutmasters' Lounge is off limits to Scouts. Please do not bring your Scouts into the office for juice or water or to use the bathroom. **The Scoutmaster & Staff Showers** are not to be used by campers (age 17 and younger).

Rocks should be left on the ground and never thrown. Please help us to enforce this.

No fighting or physical abuse will be tolerated. Abusive language and cursing are also offenses.

Hazing is strictly prohibited in camp. There are many instances where "hazing" has led to serious consequences, both to the physical well-being and emotional stability of the boy. Even a "mild" incident can convince a Scout never to return. Be aware that new campers are particularly susceptible to hazing.

Sales and Solicitations: Sales of any item or solicitations of any kind by any individual or group of individuals is strictly forbidden on the Ten Mile River property. Any individual who tries to sell any item or solicits for any purpose without the written consent of the Director of Camping will be immediately removed from the Ten Mile River Scout Reservation.

Please remind Scouts of these sensible rules. They will keep camp safe and fun for everyone.

Youth Protection

It is the policy of the Greater New York Councils, Boy Scouts of America, that a child (camper) shall not be deprived of food, isolated or subjected to corporal punishment or abusive physical exercise as a means of punishment by leaders, staff or other campers. Any violation, suspected or known, should immediately be brought to the attention of key camp leadership.

Similarly, any person who has reasonable cause to believe that a child (camper) has been or is being subjected to any form of hitting, corporal punishment, abusive language or ridicule, or harsh, humiliating or frightening treatment, or any kind of child abuse or neglect is required to report the situation to key camp leadership immediately.

Child Abuse (Physical, Sexual, Emotional or Neglect) of any kind is totally unacceptable in any Scout Camp. Knowledge of any abuse must be reported to the Camp Director *immediately!* Youth Protection Guidelines Training will be offered to all leaders within the first 24 hours of their stay at camp. Please remember that youth protection guidelines prohibit adults from watching campers shower, so please stay outside but nearby to supervise Scouts when they're showering.

✪ We Strongly Advise

Flag Ceremonies In Your Campsite

We strongly encourage each Troop to have a formal Flag raising and Retreat each day in the campsite. Scouting does not approve of rigid militarism or of stuffy formality, but these ceremonies should be conducted with the dignity and order befitting our respect for the American Flag. It is recommended that the flag raising be conducted immediately before the Troop leaves the site in the morning and that the Retreat be conducted immediately following dinner.

Uniforms

At Ten Mile River, we encourage troops to show their pride in the Scouting program by wearing their uniform. We recommend that Scouts wear the official B.S.A. summer uniform to dinner each day. During other times, Scouts should dress appropriately for their activities and weather conditions, usually in a troop T-shirt and Scout shorts.

Personal and Camp Cleanliness

Being clean is an important part of Scout training. Each morning in the campsite, immediately before or after breakfast, the schedule calls for clean-up and inspection. At this time, the Scoutmaster or site leader checks the campsite, tents, and all campers at inspection, and assesses the cleanliness, appearance and general health of all Scouts. Be sure that your Scouts wash up each morning, change their clothing regularly, and wash their hands before each meal. Impress upon your Scouts how important it is that they use the latrine properly.

Tents and Other Camp Equipment

Camp equipment is signed out from the Quartermaster. If equipment is torn or damaged, it must be reported to the Quartermaster at once, so that repairs can be made early, before the damage gets worse. The Troop bears financial responsibility for any camp equipment which is willfully or negligently damaged. Urge your Scouts to be especially careful of spray type insect repellents, as they destroy waterproofing on tents and flies. *NO OPEN FLAME (including candles and Liquid Propane) is allowed in tents, leantos or cabins.*

Sleeping Bags and Wet Clothing

Sleeping bags, wet towels and bathing suits should be aired regularly. However, don't leave them outside in an unattended campsite if there is danger of rain.

Troop Banker

It is suggested that the Scoutmaster or some other adult serve as "banker" during the week and allow Scouts to check their money in and out with him. This prevents "sticky fingers" and "butter fingers" alike.

✪ General Information and Camp Services

Visitors and Guests

Parents and adult visitors are encouraged to come to camp. Adults staying more than 24 hours or overnight must submit a completed medical form and have proof of registration in the B.S.A. All visitors must sign in and out at the administration building. These guests may eat with your unit. Please make arrangements for visitor meals at the camp office at least 24 hours ahead of time. The costs for guest meals are: Breakfast: $5.00 – Lunch: $7.00 – Dinner: $9.00

Bills Due Camp and Refund Policy

All bills due the camp must be settled on the day the unit or individual checks into camp for that particular week. All refund requests must be made in writing stating the reason for the request, who it involves, and must be signed by the individual making the request. ***All requests for refunds must be made while the unit or individual is in camp*** *and must have the approval of both the Camp Director and reservation headquarters before any request will be authorized. No requests for refunds will be considered for any reason after the unit or individual has left camp.* For more information, ask your Camp Director for a copy of the "Unit and Individual Refunds" statement.

Paying by Check

Personal checks may only be accepted for camp fees, program fees, or trading post purchases. Checks must be for the exact amount of the purchase. A $40.00 administrative fee will be charged for any "bounced" checks. We accept credit cards and also accept and cash Travelers Checks.

Insurance

A limited health and accident insurance policy is provided with the camp fee paid by Scouts. In order to be covered by insurance, camp leaders' names must appear on the troop's camp roster. Leaders in camp (other than parents) must have a current Scout registration card. The camp does not provide insurance for lost or stolen items. More information is at the bottom of page 7.

Tour Plans

Troops visiting from outside of the Greater New York and Hudson Valley Councils need to have a B.S.A. Tour Plan (formerly called a Tour Permit). Please make arrangements with *your* local Council Service Center well before your departure date. Information on Tour Plans and a link to the form is at *www.scouting.org/scoutsource/HealthandSafety/TourPlanFAQ.aspx*.

Mail Services

Mail arrives at TMR Headquarters, where it is sorted. Once each day, mail arrives in camp and is distributed to the site mailboxes. Please check your site's mailbox in the camp office after lunch and again after dinner. It is important that incoming mail bears the correct information:

Scout _____ (Camper's Name)
Troop # _____ Campsite _____ Week _____
Camp _____ (Aquehonga, Keowa, Ranachqua)
Ten Mile River Scout Camps
1481 Crystal Lake Road
Narrowsburg, NY 12764-4414

✪ General Information and Camp Services

Telephone Services

There is a pay phone located on the porch of the camp office. Scouts may use this phone only when accompanied by an adult troop leader. All Scout calls must be completed by 9:00 p.m. Adult leaders are free to use the phone at any time. Each camp office has its own direct phone number:

Aquehonga	845-252-2023	Family Camp	845-252-2050
Keowa	845-252-2027	Ranachqua	845-252-2038

Parents should be advised that Scouts in camp are difficult to reach by phone. Messages can be delivered at meal times, or between meals if a message is very urgent. For emergencies, the Ten Mile River main number is 845-252-2000; emergency calls are handled at all times.

Incoming faxes may be sent to 845-252-3690. Please make sure that the cover page bears the same information as is shown on page 14 for incoming mail. Faxes will be sent to each camp once a day. If you need a fax more quickly, you will have to pick it up at Ten Mile River Headquarters.

Cellular Phones

Decent cellular phone coverage is available at Ten Mile River. This represents a much welcome convenience for leaders, and accommodations can be made for leaders to charge cell phones in a location to be determined by the Camp Director. Leaders who leave their cellular phones to charge unsupervised do so at their own risk. (While multiple carriers may have acceptable service, Verizon service is known to be reliable and functional across most of the reservation.)

We strongly recommend that leaders discourage Scouts from bringing cellular phones to camp for a variety of reasons, including:

- increased probability of difficulties related to homesick Scouts calling home at will, or leaving camp without the knowledge or approval of the unit leadership. This important factor cannot be overemphasized, and unto itself is reason enough to require Scouts to leave their cellular phones at home.
- cellular phones, like all valuables, should not be brought to camp so that they cannot be accidentally lost or stolen.
- cellular phones detract from the type of peaceful, natural environment that is key to a positive outdoor summer camp experience.

Scouts will not be permitted to be in Merit Badge classes with cellular phones on, nor will they be held by staff members at aquatic facilities. No facility or provision will be made available for Scouts to charge their cellular phones while at camp, thus rendering them useful for only a very short period of time.

Rest assured that ample communication remains in place at all TMR camps for a Scout to contact a parent when needed, and for a parent to contact a Scout in case of an emergency.

⚙ General Information and Camp Services

Camp Office

The Camp Office is open from 8:00 a.m. to 10:00 p.m. Please observe these hours of operations. The Office is staffed 24 hours a day for emergencies only. Scouts are not allowed in the Scoutmasters' Lounge/Office, except on official business.

Lost and Found

Lost and Found items may be claimed at the camp office. See the office manager.

Trading Posts

Each camp operates a Trading Post, which provides a full selection of advancement materials, craft items, T-shirts, patches, mugs, soda, snacks, ice cream, comfort items and some Scout supplies. About $30.00 per Scout should be enough to meet most Scouts' needs during the week. Additional money may be needed if extra supplies for merit badge work (such as craft kits) are needed. Please be sure your Scouts have appropriate spending money and that they use it wisely so that it lasts for the entire week. While the camp tries to stock all needed merit badge pamphlets, it may be wise to bring needed books with you to camp. See camp sections for individual trading post hours.

Quartermaster

Each camp offers supplies to help you keep your campsite in order, such as toilet paper, garbage bags, pine oil and cleaning supplies. They are available from the Quartermaster (at no cost) during the posted hours. The Office Manager also maintains a supply of toilet paper and garbage bags if you have a need at other times. Please see the Commissioner for details.

✪ Check-In Procedures

Before You Come to Camp

Throughout the months before camp, we will be sending you information regarding payments and current information on your troop. Be sure to thoroughly review this information to avoid any surprises when your troop arrives. Common problems that we can work to avoid are information going to the wrong person, payment discrepancies, and vital information and paperwork missing upon arrival (such as troop roster, health forms, or insurance information). If you have any problems of this nature, please contact us at 201-297-7455.

Pre-Registration

With the number of units and Scouts attending camp increasing each summer, the check-in process at camp has become more and more time consuming. Your first day at camp should be spent helping your Scouts settle into a smooth routine, not sitting in a crowded office trying to figure the outstanding balance of your camp fees and contacting parents about omissions on medical forms.

If your check-in has always been speedy and smooth, then feel free to continue to check-in as you have in the past. But, if, like many unit leaders, you feel worn out after checking in at camp, please consider taking advantage of our pre-registration opportunity.

Pre-registration will be offered every Tuesday from 9:00 a.m. to 6:45 p.m. at the Council Service Center in the Empire State Building, 350 5th Avenue, 4th floor, in Manhattan. Units attending Camp Ranachqua may also pre-register on Thursday evenings at camp from 7:00 to 8:00 p.m., or arrive by 6:00 p.m. for dinner. At pre-registration, you can do any or all of the following: (1) turn in your unit roster, (2) turn in your medical forms, and (3) pay any remaining camp fees. If you do all three of these and arrive at camp with the same Scouts and leaders as are on the roster, you will be able to avoid the check-in lines at the camp office. While you will still need to go through the medical recheck, it will be a much quicker process and your buddy tags for the swim test will already be waiting for you.

Arriving at Camp

Please plan to arrive at camp no earlier than 1:00 p.m. and no later than 3:00 p.m. on Sunday.

Upon arrival, a camp staff member will greet you and serve as your Staff Guide for the day. His or her job is to see that your first impression is a good one and that your immediate needs are met.

Checking In at the Camp Office

While your guide is getting your Troop ready to walk to their campsite, the Scoutmaster will be directed to the camp office to check in. At this time, please have ready in hand:

- Four copies of your Troop Roster, in alphabetical order if possible, including the **names, ages, addresses,** phone numbers and ranks of each boy and leader staying in camp. (Please use the camp-issued form, fill in all columns, and sign the form at the bottom.) As required by the New York State Health Department, crossed out names on rosters **must** be verified. Please keep this in mind if you have a Scout unsure of his attendance at camp.

✪ Check-In Procedures

- Completed medical forms for every boy and leader in your unit, preferably in the order of the names on your roster. See the section on medical forms on page 7 in this Guide.
- Number of patrols and number of Scouts in each patrol for food and equipment issue.
- Copies of any receipts, checks for which you have no receipts, and campership approval forms. You should be prepared to pay any fees due on your troop's account at this time.
- A general sense of the program activities your unit wants to participate in, as you will be meeting with the Program Director at this time to discuss scheduling.

Of course, if you took advantage of the pre-registration system, some of the above steps may have already been taken care of, and your at-camp check-in will be faster.

The Business Manager and Camp Director will be available to help you with the check-in process.

Stayover Units

If you are staying for more than one week, please settle your account at the camp office each Sunday between 11:00 a.m. and 12:00 noon. This lets us get you out and on your way quickly. All camp bills must be settled on the day the unit or individual checks into camp for each particular week.

Note: No program is provided on Saturdays or Sundays for stayover units. Weekends are an excellent time to explore the surrounding area. See "The Delaware Community" on page 26.

Your Campsite

While the Scoutmaster is checking in at the camp office, your assistant adult leaders will take the Troop to your campsite, accompanied by your staff guide. The assistant leaders should check the site with the staff guide, make bed assignments, and get ready for the swimming test, which your troop should attend Sunday afternoon, weather permitting. *Please have everybody pack their swim trunks and towels on the top of their packs so that they can change into swim suits as soon as they arrive at the campsite.*

Every person who attends camp must have his medical form rechecked by a camp health officer upon arrival. Round buddy tags for swimming will only be issued after medicals have been rechecked by the camp staff. Follow the directions of the Aquatics Director at the waterfront.

Once you are ready to leave the swimming test, please follow your Staff Guide, who will lead your troop on the Camp Orientation Tour.

If you haven't already, you should counsel your Scouts on their advancement goals for the week in preparation for Merit Badge sign up. Hold a Patrol Leaders' Council meeting to work out a tentative program for the week so that you can confirm this at the Sunday Night Scoutmasters' Roundtable. Brief the Troop on the first day's schedule and camp rules and then pick your first night's waiters.

✪ Orientation Tour

Knowing your way around can be critical. On Sunday, your guide will lead your troop on a tour of the key areas of the camp. This tour is important for safety reasons and because there have been some changes since last summer.

If you are in a Dining Hall camp, when you visit the Dining Hall on Sunday afternoon, you will be shown your seating assignments and given a brief orientation by the Dining Hall Steward. Send experienced waiters, in uniform, to the Dining Hall at 5:30 p.m. All Scouts and Scouters must be in full uniform for the retreat ceremony held in front of the Dining Hall at 5:45 p.m. Dinner will begin at 6:00 p.m. after retreat. During the meal, you will be welcomed again and given important information about camp and the Sunday evening program.

After dinner, Scouts may want to change into warmer clothes, depending on the weather. Your Staff Guide will take your Scouts to the aquatics orientation. Any Scout who fails to attend will not be able to participate in any activities in this area. While your troop attends these orientations, the Scoutmaster is requested to attend the Scoutmasters' Roundtable in the office. It will cover any changes in program for the week as well as general camp procedures and other important information. At the meeting, you can schedule the Troop's activities for the upcoming week and discuss concerns and give suggestions. Plans made during the pre-camp meetings must be reconfirmed here. A Senior Patrol Leader's meeting will also be held during this time. Your staff guide will escort your troop to the campfire area at dusk for an opening campfire produced by the staff. Scoutmasters and Senior Patrol Leaders are requested to meet their troops immediately after the Roundtable as they will not be released by the Staff Guide until they arrive.

At the end of this very full day, be sure that your Scouts are in the site and quiet by **10:00 p.m.** to avoid disturbing surrounding troops.

✪ Check-Out Procedures

In order to accomplish the difficult task of getting on the road for home with the least amount of confusion, a Staff Guide will be assigned to supervise and assist with your check-out. On Friday night, return all gear you have checked out from the Quartermaster. Keep your *signed* Quartermaster check-out sheet for Saturday's check-out. Friday Night is also a good time to have your Scouts pack their gear; it will prevent last minute searches for "lost" items on Saturday morning!

Immediately following breakfast on Saturday you will receive a summary of your troop's advancement. Please review this with your Scouts. After breakfast, finish packing and do a final clean-up of your campsite. After your site is inspected by your staff guide, your troop should walk to the parking lot with their gear. With your site inspection and Quartermaster account settled, you may check out of camp and retrieve your advancement records at the office. Please note:

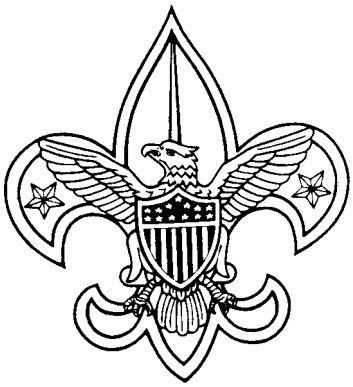
- All units *must* be out of their campsites no later than 11:00 a.m.
- Nobody should return to the site after check-out.

Don't leave camp without resolving any advancement questions with the Program Director, and make sure to get merit badge cards, including partial completions if you haven't received them already. You or your unit advancement person must submit your own advancement report when you return home.

We will provide bag lunches for the day you leave, since lunch is not provided in camp for departing units. You must request bag lunches by 12:00 Noon on the Thursday before your departure. See the Office Manager.

Early Check-Out

Any Scout checking out of camp before Saturday must have written permission from his parents. Parents must indicate who their son may leave camp with on his medical form. This permission will be verified by the Camp Director before the Scout leaves. Also, NO Scout will be permitted to leave camp without the permission of the Scoutmaster or the adult in charge. Any Scout leaving camp must be accompanied by a parent or two adults, one of whom is at least 21 years old. This is a requirement of New York State Law and National B.S.A. Policy.



✪ Scout Checklist – Items to Bring to Camp

This is only a suggested list. Check it carefully, change it as you see fit, and make copies for all your Scouts. All items should be labeled with the Scout's name.

Remember to place your towel and swim trunks on the top of your pack. You will need these early on Sunday to take the swim test.

The following are musts:

- ❑ Completed Medical Form
- ❑ Prescribed medications (to be given to the Scoutmaster; medications will be held by the camp nurse; see page 7)
- ❑ Sleeping bag or 3 blankets
- ❑ Poncho or raincoat
- ❑ Waterproof footwear
- ❑ Comfortable, broken-in hiking boots
- ❑ Extra shoes (old sneakers)
- ❑ Insect Repellent (Lotion, not Spray) †
- ❑ Complete summer uniform
- ❑ Clothing bag containing
  - ❑ Athletic Socks (1 pair per day)
  - ❑ Extra Scout Socks (2-3 pair per week)
  - ❑ T-shirts
  - ❑ Underwear (1 for each day)
  - ❑ Extra shorts
  - ❑ Extra shirts
  - ❑ Jeans or other long pants
  - ❑ Pajamas or sweat suit
- ❑ Swim trunks *(No cut-off Jeans)*
- ❑ Towels
- ❑ Toilet kit containing
  - ❑ Soap in plastic container
  - ❑ Toothbrush and Toothpaste
  - ❑ Comb and Brush
  - ❑ Metal Mirror
  - ❑ Toenail Clipper
  - ❑ Tissues
- ❑ Warm Sweater or Jacket
- ❑ Flashlight and extra batteries †
- ❑ Boy Scout Handbook †
- ❑ First Class Score Cards
- ❑ Scout knife *(No Sheath Knives)* †
- ❑ Props for Troop or Patrol Skits
- ❑ Pre-paid Phone Card †

† Also available at the Trading Post.

Optional, but recommended:

- ❑ Pillow or air pillow
- ❑ Air mattress or pad
- ❑ Compass †
- ❑ Backpack
- ❑ Laundry Bag
- ❑ Sunglasses
- ❑ Fishing tackle
- ❑ Clothing sewing kit
- ❑ Bible or prayer book
- ❑ Inexpensive or disposable camera & film
- ❑ Notebook and Pen or Pencil
- ❑ Canteen †
- ❑ Individual first aid kit †
- ❑ Merit badge pamphlets †
- ❑ Ground cloth
- ❑ Extra flashlight bulb
- ❑ Wrist watch
- ❑ Utensils for Troop Cookouts
- ❑ Spending money (recommended $30 per week)

Please Leave at Home:

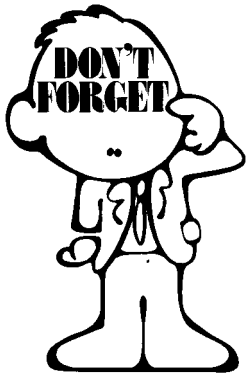
Large or expensive radios or other electronics
Computer Games
Televisions
Valuable Comic books
Guns, Rifles, Shotguns, Bows and arrows
Valuable cameras, jewelry, etc.
Fireworks
Pets
Sheath or Survival Knives
Aerosol cans
Cell phones
Anything that would distract from the Scouting atmosphere that should prevail at camp.

❂ Troop Equipment Checklist

This equipment list is meant to serve as a general guide for your troop. “Did I think about this?” Use your own discretion in choosing what to take and what to leave.

- ❑ Medical forms for each Scout and Leader (Signed by *Doctor and Parent or Self if an Adult*)
- ❑ 4 copies of your Troop Roster (names, addresses, phone numbers, ranks, etc.)
- ❑ All receipts for camp fees paid to date
- ❑ American Flag, troop flag, patrol flags
- ❑ Troop First Aid Kit
- ❑ Reference Books, handbooks, merit badge pamphlets, etc.
- ❑ Merit Badge Cards
- ❑ Patrol duty rosters
- ❑ Woods Tools (Hand axe and saw) - The camp has some tools available for checkout from the Quartermaster

- ❑ File, Sharpening Stone, Oil
- ❑ Rope, Twine and String (bring enough for your needs *)
- ❑ Clothesline
- ❑ Alarm Clock (Battery powered)
- ❑ Propane Lantern, extra mantles, matches
- ❑ Camera and Film
- ❑ Game Equipment
- ❑ Equipment for any special events your troop has planned, and props for skits/Camp-Wide activities
- ❑ Cooking and dishwashing equipment and supplies for cookouts
- ❑ Trail Tents if needed
- ❑ Trail Cooking Equipment
- ❑ Troop advancement schedules



The Camp will provide in each campsite:

Cots for each person	Picnic Table
Tarp shelter for each 10 persons, whenever possible	Latrine

Quartermaster’s issue: toilet paper, pine cleaner, scrub brush, bucket and broom

* The camp will provide rope for projects associated with merit badge work only. If you plan a troop project, bring ample supplies with you.

If your Troop chooses to have a cooler for Troop use in your campsite, please note that ice cannot be provided from the Dining Hall. Bagged ice can be purchased at the Keowa Trading Post.

✪ Leader's Pre-Camp Checklist

Check off this list as you complete each task as part of your planning.

- ❑ Working with your troop committee, recruit and train assistant camp leaders.
- ❑ Schedule a Troop's Parents' night for Camp Promotion.
- ❑ Complete a roster of all Scouts going to camp. Do you have all the last minute ones? Turn in this roster when you arrive at camp.
- ❑ Names, addresses and phone numbers of all parents. Do you know where they can be reached in an emergency? (If they will be away during camp, make sure to get the details.)
- ❑ Health and medical record forms for each Scout and leader. No Scout or adult may register or remain in camp without one. Medical forms need all immunization dates and parent and doctor signatures. See the section on "Health and Accident Insurance" on page 7.
- ❑ All transportation arrangements made – coming and going.
- ❑ Troop camping and program equipment (including troop and American Flags and tarps).
- ❑ Each Scout is properly equipped. (See checklist on page 21. Have an equipment check just before camp. Discourage boys from being over-equipped.)
- ❑ All pre-camp program planning is completed and leader has necessary information and records: Scout advancement goals, Troop Analysis. (Which Youth leaders are going to camp, number of patrols, who cannot swim, etc.?)
- ❑ Camping Patrols have elected their leaders.
- ❑ All parents aware of plans: date, time and place of departure, return date, time and place of arrival, mailing and phone information, visiting day rules, etc.
- ❑ All Scouts and leaders properly uniformed. (Have Summer Uniform inspection at a troop meeting prior to camp).
- ❑ Leader has sufficient funds for troop purchases. (Hudson Valley Council unit accounts are not used at camp.)
- ❑ Troop First Aid Kit in good condition and ready to go.
- ❑ All tent assignments made on patrol basis. (Plan on 2-man tents).
- ❑ Troop Senior Patrol Leader (or camp SPL elected) will be in camp.
- ❑ Balance of all fees paid.
- ❑ Troop Committee has contacted parents of all Scouts **not** signed up for camp.
- ❑ Final Troop leaders' meeting; last minute program changes and updates.

  All papers ready:

  - ❑ Properly completed medical form for each Scout and leader
  - ❑ Roster form
  - ❑ Plans and notes for troop program
  - ❑ Scouts' Advancement Goals

✪ Getting To Camp

Vehicles

All vehicles used to transport youth and leaders to camp, from camp, and during camp must have adequate seating and individual seat belts for the driver and all passengers.

Vehicle Insurance

All vehicles must be covered by a public liability and property insurance policy. The amount of this coverage must meet or exceed the insurance required by the state in which the vehicle is registered. For your protection, we suggest that you carry the following insurance coverage:

Passenger cars, station wagons or trucks:
Public Liability: $50,000/$100,000 Minimum, $100,000/$300,000 Recommended
Property Damage: $50,000

Any vehicle carrying ten or more passengers is required to have limits of:
Public Liability: $100,000/$300,000 Minimum, $100,000/$500,000 Recommended
Property Damage: $100,000

For rental vehicles, the required coverage limits can be met by combining the limits of personal coverage carried by the driver with coverage carried by the owner of the rented vehicle.

By Troop Bus

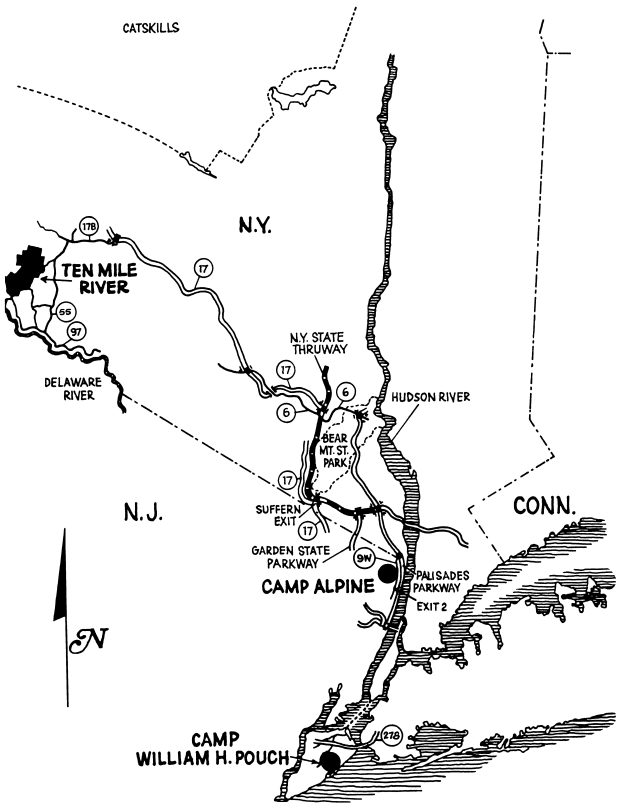
Some Troops charter their own bus or use a sponsor's bus. If you plan to do so, be sure to check the mechanical condition of the bus, the driver's credentials and the status and amount of insurance. All too often, troops making this arrangement waste time and money, only to arrive at camp late. Your best bet is to deal with a reputable commercial firm.

Reminder

Scouts must not be transported in the back of trucks.

✪ Travel Directions

Coming from New York City



Via the Palisades Interstate Parkway

Travel to and take the *Upper level* of the George Washington Bridge (I-95 west). On the New Jersey side take the first exit on your right onto the Palisades Parkway going North.

Go North for 35 miles to exit 18, Route 6. Bear left onto Route 6 at the fork. Travel half way around the traffic circle and continue on Route 6 West for 6 miles to Route 17 West. Take Route 17 West for 44 miles. Continue at "Directions from Monticello" below.

Via the New York State Thruway

Take the Major Deegan Expressway (I-87 North). This becomes the New York State Thruway and crosses the Tappan Zee Bridge to Suffern. The Thruway continues north as I-87. Get off the Thruway at Exit #16 (Route 17). Take Route 17 West for 44 miles. Continue at "Directions from Monticello" below.

Directions from Monticello

Get off Route 17 West at exit 104 (Monticello Raceway/17B). Follow the signs on the exit ramp for Route 17B West. Take 17B West for 6.7 miles to the traffic light at White Lake. Continue past the traffic light 0.7 miles and make a left turn onto Route 55 West.

Follow Route 55 West for 4.2 miles to the Ten Mile River Camp cut off road on your right; this is County Route 26 (Crystal Lake Road). It is marked Ten Mile River Scout camps and Camp Sternberg. Turn right and follow the Ten Mile River signs to your camp.

Note: Route 17B is the last time you can get gas before camp!

Coming from New Jersey and Eastern Pennsylvania

If you are near either I-287 or the Garden State Parkway, take it North to I-87, the New York State Thruway. Get off the Thruway at Exit #16 (Route 17). Take Route 17 West for 44 miles. Continue at "Directions from Monticello" above.

If you are near either Routes 206 or 23, travel North to Port Jervis. At Port Jervis, take Route 97 going Northwest. Travel on 97 to Route 21, just past Barryville. Take 21 to Yulan and pick up Route 22, which runs into Route 23. Travel on 23 to Route 26; you will see a large Ten Mile River Scout Reservation sign. Turn right on 26 and go about 0.5 miles to TMR Headquarters.

Via GPS-based Navigation System

TMR Headquarters is at 1481 Crystal Lake Road, Narrowsburg, NY 12764.

☸ The Delaware Community

If you have a car and some extra time on the weekend, you may wish to explore the towns near the TMR reservation. Don't forget to sign everyone out at the office for any of these trips.

In Narrowsburg on Route 97, you will find the nearest supermarket (Peck's) as well as a pharmacy and convenience store nearby. On the main street there is a bank, post office and a field station for the National Park Service, which manages the Delaware River recreation area. There is an automated Laundromat and also a hardware store and restaurants in Narrowsburg. The Chamber of Commerce web site is *www.narrowsburgchamber.org*.

The Roebling Bridge spans the Delaware in Minisink Ford. This bridge was built by the same designer as the Brooklyn Bridge, and was a prototype for it. The National Park Service's web site is *www.nps.gov/upde/historyculture/roeblingbridge.htm*.

In Beach Lake, Pennsylvania, on Route 652, there is an amusement area called Carousel Park (*www.carousel-park.com*). There are go-carts, batting cages, arcade games, miniature golf, water slides, bumper boats, and an ice cream parlor.

Monticello is the county seat for Sullivan County. It's a large town with many restaurants and food stores. There are also shopping plazas, movies and hard goods stores. The county visitor's association web site is *www.scva.net*.

In Monticello off Route 17 at exit 107 is Holiday Mountain Ski and Fun Park (*www.holidaymtn.com*) with go-carts, bumper cars, miniature golf, arcade games, batting cages, rock climbing and a golf driving range.

When traveling with your Scouts, encourage them to be extra courteous to your host and to follow good Scouting principles.

✪ Conservation Plan for Ten Mile River

The purpose of this plan is to manage the Ten Mile River properties through sound conservation practices so that future generations of Scouts and Scouters have a place to camp and enjoy the great outdoors.

To manage the Ten Mile River properties, a dual conservation plan has to take place.

A. The management of the total properties is the responsibility of the Director of Camping Services of the Greater New York Councils. Programs that are currently being conducted are:

1. Timber Harvesting
2. Wildlife Management Areas
3. Timber Stand Improvement Work
4. Wildlife Clear Cut Areas

These programs help insure a healthy, natural setting for future Scouts to enjoy.

B. The conservation programs in the immediate camp areas are geared towards Scouts. These programs are not as broad based, but are an essential part of the total picture.

The camp Nature/Ecology Director is responsible to see that a good conservation program is carried out in his or her camp. This includes programs such as:

1. Erosion Control
2. Construction of Wildlife Brush Piles
3. Tree Planting
4. Stream Improvement
5. Litter Control
6. Tree Pruning
7. Preservation of Standing Timber

Conservation Projects

The following conservation projects are available at camp. Troops, patrols and individual are encouraged to help maintain this camp through sound conservation practices. If you are interested in performing a conservation project, please speak to any member of the Nature/Ecology staff.

- Water conservation – Turn off faucets; reports leaks
- Maintenance of drainage ditches along roads
- Cleaning out existing culverts (drainpipes under roads)
- Installation of water diversion bars on heavily used trails
- Removal of stream obstructions
- Maintenance of wildlife brush areas
- Tree planting
- Continuous camp-wide litter control
- Cleaning areas around dumpsters
- Tree pruning and widening of existing trails
- Trail rotation (close badly eroded trails and create new ones in their place)
- Preservation of standing timber and fire prevention
- Clean up timber harvesting areas
- Education

❂ Keep Camp Clean

We're proud of our camp. Let's work together to keep it healthy and beautiful.

Our goal: *"To leave every place cleaner and better than we found it."*

The following are things that everyone should remember to do:

- Build fires in existing fire lays only (one ring per site)
- Do not cut or injure standing trees (including dead ones)
- Do not feed or leave food for wild animals
- Put garbage in bags and bring these to the nearest dumpster
- Close dumpster lids so that animals won't get trapped inside the dumpster
- Let the ground cover remain in place to prevent mud and erosion
- Hike only on roads and marked trails
- Don't leave clothes or other personal items lying around, especially at the showers and the waterfront
- *Do not litter and do not tolerate the litter of others:* pick up any litter you find

A Scout is Clean

It is expected that a Scout will keep his site and the whole camp, as well as himself, neat and clean. Your Troop will be expected to do a daily "Good Turn" towards keeping the camp clean. This "Good Turn" task is an area of camp designated in advance to your Troop as its responsibility in helping to keep camp clean. It is to be completed after breakfast daily. In addition, each Troop is expected to clean its own site and to have a morning inspection by the Senior Patrol Leader in preparation for the daily staff inspection. The following criteria are particularly important during the daily campsite inspection:

- Grounds, tent floors, and trails clean of litter
- Tools and Troop Fireguard Plan hung where everyone can see them
- Tent and fly lines tight
- Towels, bathing suits & other wet gear hung on clothesline, *not* on tent, fly lines or outriggers
- Fire buckets (2 per tent or lean-to) in place and full, even on unused tents and lean-tos
- Blankets or sleeping bag arranged neatly on bunks
- Shoes, packs, etc. placed neatly under bunks or in tent
- No pins in tents or nails in the poles
- Flagpole flying the American Flag properly (except in rainy weather)
- Axe yard safely set up and clean
- Latrine, urinal and sink are clean; toilet paper is kept off the ground
- Bulletin board neat and up-to-date
- No personal vehicles in campsite
- Flaps on tents rolled properly

There will also be daily inspections by the Program Commissioners so that we may see if your unit qualifies for the camp Honor Unit Award.

Dumpsters

There are dumpsters located in each camp. Please make your trash as compact as possible and use these wisely to conserve space and reduce waste.

☞ EMERGENCY INFORMATION

✪ The Sweet 16 of B.S.A. Safety

Few youth organizations encompass the breadth, volume and diversity of physical activity common to Scouting, and none enjoy a better safety record. **The key to maintaining and improving this exemplary record is the conscientious and trained adult leader who is attentive to safety concerns.**

As an aid in the continuing effort to protect participants in Scout activity, the BSA National Health & Safety Committee and the Council Services Division of the BSA National Council have developed the "Sweet Sixteen" of BSA safety procedures for physical activity. These 16 points, which embody good judgment and common sense, are applicable to all activities.

1. Qualified Supervision –

Every BSA activity should be supervised by a conscientious adult who understands and knowingly accepts responsibility for the well-being and safety of the children and youth in his or her care. The supervisor should be sufficiently trained, experienced and skilled in the activity to be confident of his/her ability to lead and to teach the necessary skills and to respond effectively in the event of an emergency. Field knowledge of all applicable BSA standards and a commitment to implement and follow BSA policy and procedures are essential parts of the supervisor's qualifications.

2. Physical Fitness –

For youth participants in any potentially strenuous activity, the supervisor should receive a complete health history from a health care professional, parent or guardian. Adult participants and youth involved in higher-risk activity (e.g., SCUBA) may require professional evaluation in addition to the health history. The supervisor should adjust all supervision, discipline and protection to anticipate potential risks associated with individual health conditions. Neither youth nor adults should participate in activity for which they are unfit. To do so would place both the individual and others at risk.

3. Buddy System –

The long history of the "buddy system" in Scouting has shown that it is always best to have at least one other person with you and aware at all times as to your circumstances and what you are doing in any outdoor or strenuous activity.

4. Safe Area or Course –

A key part of the supervisor's responsibility is to know the area or course for the activity and to determine that it is well-suited and free of hazards.

⚙ The Sweet 16 of B.S.A. Safety

5. Equipment Selection and Maintenance –

Most activity requires some specialized equipment. The equipment should be selected to suit the participant and the activity and to include appropriate safety and program features. The supervisor should also check equipment to determine that it is in good condition for the activity and is properly maintained while in use.

6. Personal Safety Equipment –

The supervisor must ensure that every participant has and uses the appropriate personal safety equipment. For example, activity afloat requires a PFD properly worn by each participant; bikers, horseback riders, and whitewater kayakers need helmets for certain activity; skaters may need protective gear: and all need to be dressed for warmth and utility depending on the circumstances.

7. Safety Procedures and Policies –

For most activities there are common sense procedures and standards that can greatly reduce the risk. These should be known and appreciated by all participants, and the supervisor must ensure compliance.

8. Skill Level Limits –

There is a minimum skill level requirement for every activity, and the supervisor must identify and recognize this minimum skill level and be sure that none are put at risk by attempting activity beyond their ability. A good example of skill levels in Scouting is the venerable "swim test" which defines conditions for safe swimming based on individual ability.

9. Weather Check –

The risk factors in many outdoor activities vary substantially with weather conditions. These variables and the appropriate response should be understood and anticipated.

10. Planning –

Safe activity follows a plan that has been conscientiously developed by the experienced supervisor or other competent source. Good planning minimizes risks and also anticipates contingencies that may require emergency response or a change of plan.

11. Communications –

The supervisor needs to be able to communicate effectively with participants as needed during the activity. Emergency communications also need to be considered in advance for any foreseeable contingencies.

12. Permits and Notices –

BSA tour plans, council office registration, government or landowner authorization, and any similar formalities are the supervisor's responsibility when such are required. Appropriate notification should be directed to parents, enforcement authorities, landowners, and others as needed, before and after the activity.

✪ The Sweet 16 of B.S.A. Safety

13. First Aid Resources –

The supervisor should determine what first aid supplies to include among the activity equipment. The level of first aid training and skill appropriate for the activity should also be considered. An extended trek over remote terrain obviously may require more first aid resources and capabilities than an afternoon activity in the local community. Whatever is determined to be needed should be available.

14. Applicable Laws –

BSA safety policies generally parallel or go beyond legal mandates, but the supervisor should confirm and ensure compliance with all applicable regulations or statutes.

15. CPR Resource –

Any strenuous activity or remote trek could present a cardiac emergency. Aquatic programs may involve cardiopulmonary emergencies. The BSA strongly recommends that a CPR-trained person (preferably an adult) be part of the leadership for any BSA program. Such a resource should be available for strenuous outdoor activity.

16. Discipline –

No supervisor is effective if he or she cannot control the activity and the individual participants. Youth must respect their leader and follow his or her direction.

In addition to these general rules, safety concerns in certain BSA activities, including most of the aquatics programs, have been specifically addressed in more detailed guidelines. All leaders should review and comply with such guidelines in the respective activities. These include:

- Swimming (all in-the-water activity) – Safe Swim Defense, No. 34370
- Boating (all activity afloat) – BSA Safety Afloat, No. 34368
- Boardsailing BSA Award Application, No. 20-935
- Winter Sports – Health & Safety Guide, No. 34409, Guide to Safe Scouting, No. 34416A
- Cycling – Bike Safe, Health & Safety Guide, No. 34409
- Skating – Health & Safety Guide, No. 34409
- Snorkeling – Safe Swim Defense, Snorkeling Award application, No. 19-176
- Guide to Safe Scouting, No. 34416A or at *www.scouting.org*
- Camp Health & Safety, No. 19-308
- Venturing Reference Guide, No. 25-202
- Waterskiing – Safe Swim Defense, BSA Safety Afloat, Camp Program and Property Management, No. 20-920, Section IV

The Sweet 16 of B.S.A. Safety is found in the Guide to Safe Scouting, B.S.A. Supply Division order #34416A. It is also available as a separate document, bin number 19-130.

✪ Severe Weather Restrictions

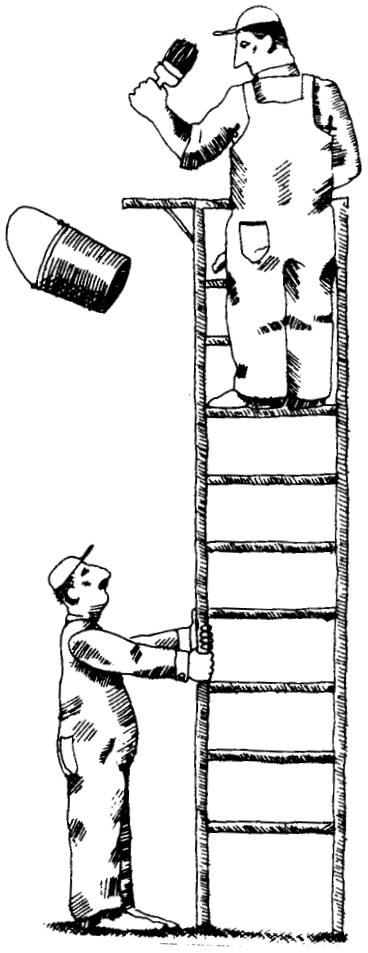
Under the following severe weather conditions, the camp staff may find it necessary to restrict activities, as shown below:

Weather Condition	Degree of Severity	Action to Be Taken
High Temperature	95° F, any Humidity level	Use Caution while Hiking
	90° F, with 80% Humidity	No Hiking
	100° F	No strenuous activity (except swimming)
	95% Humidity	No strenuous activity (except swimming)
Lightning	Mild	Close waterfront
	Moderate	Restrict Units to Campsite
	Severe	Units report to Designated Shelters
Fog	Mild	No boating
	Moderate	Close archery and rifle ranges
	Dense	Close waterfront
Rain	Moderate	Modify outdoor activities
	Severe	Units report to Designated Shelters
Wind	Moderate	No boating
	Severe	Units report to Designated Shelters
Forest Fire Danger	Low (wet)	Open fires permitted
	Average	Limited open fires
	High (very dry)	No open fires
Smog	Mild	Restrict Strenuous Activity
	Moderate	No Strenuous Activity
	Severe	Prepare to implement evacuation procedures

✪ First Aid Situations

The following injuries, symptoms or signs are considered danger points and require immediate attention at the Health Lodge. Note that not all are emergencies in the strict sense: however, some may develop into more severe situations if not properly attended to, and for this reason awareness of their nature is important.

Beware of the following danger points –
they require evaluation by a physician.



- Severe bleeding
- Poisoning
- Difficult breathing
- Allergic reactions, e.g., hives, asthma
- Inflamed or infected wounds
- Bites – animal or human.
- Lacerations of any type.
- Fever – considered as such if oral temperature exceeds 99.6° F.
- Bellyache – may indicate nothing more than improper diet, but may also indicate something more serious such as appendicitis or dysentery.
- Rashes
- Foreign bodies in eye, body orifices, or skin
- Fractures
- Convulsions or fainting spells
- Burns
- Bad falls, especially those with loss of consciousness, severe pain or limitation of motion.

**You must report *all* injuries to the Camp Office,
regardless of how insignificant they may seem to you.**

❂ Fire Prevention

In the forest, fire is always a hazard and certain precautions should be taken to prevent and control fire in camp.

- Smoking is discouraged among leaders as a rule but permitted in certain places in camp, including campsite areas. Smoking is prohibited in all buildings, on trails and in the open woods.

- Every campsite must have two large cans filled with water at each cabin, lean-to and tent, and at the fire ring.

- The Camp has fire control tools including shovels, rakes and hoses. These should never be taken from the fire racks except by designated staff.

- Only propane and battery operated lanterns are allowed in camp for general use. Liquid gas and fuels are not allowed in camp.

- No Flame of any sort is allowed in any tent!

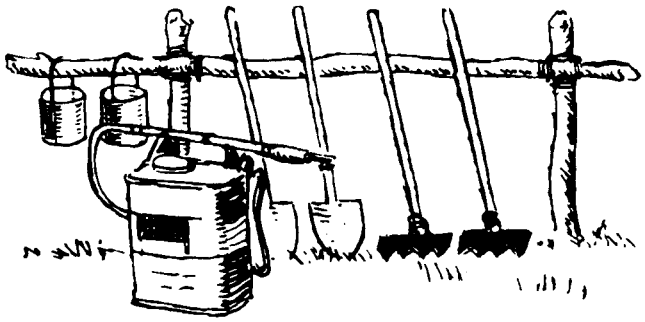
- Campfires may be built only in designated rings (each campsite has one) and should be supervised by an adult. Ground fires may be prohibited during dry periods.

Troop Fireguard Plan

We use the Troop Fireguard Plan at camp. It will be discussed at camp. Please explain its importance to your Scouts.

Note

New York State Law prohibits the carrying of containers of gasoline in motor vehicles.



✪ Fire and Other Camp Emergencies

The Fire Alarm will be the Camp Siren or Bell. When the Alarm is heard, the following actions will be taken:

1. The Camp Director, his Assistant, or one of the adult camp staff members will be in charge until a camp ranger and/or ranger crew arrives.

2. All Scouts, upon hearing the alarm, will leave the campsites, program areas, or building, and gather together in their camp's designated area by troops. (Staff and Unit Leaders present to supervise this gathering). **All leaders will take an accurate head count.** Should any Scout(s) be missing, his name should be sent immediately to the person in charge of the head count. All units remain in their places until further notice is given. Keeping the Scouts together and safe is the most important aspect in this operation.

3. All camp staff will close down their program area, making sure that no Scouts are left behind, and that they are the last ones to leave. The program staff will go to their assigned posts.

4. The Camp Director will, by this time, have verified the extent of the fire:

   A. Information is called in to the switchboard which, if necessary, will be dispatched to a fire truck or the fire department.

   B. If the Camp Director feels that his staff can control the fire, he reports this information to the switchboard.

   C. If the fire is small and can easily be extinguished, reporting to Headquarters may not be necessary. This will be left to the discretion of the Camp Director or person in charge.

5. The camp staff is dispatched to try to extinguish or contain the fire until help arrives. All staff members have been instructed in the proper use of the fire fighting equipment.

   If necessary:

   A. The staff will be transported by vehicle to the fire areas.

   B. The office manager will remain at the phone and radio in the office to supervise communications.

   C. The Services staff will issue the proper fire fighting equipment deemed necessary. *The first crew at the scene uses brush axes to try to eliminate foliage and set up firebreaks. Indian pumps are sent immediately to help to contain the fire. Buckets, shovels, axes or rakes should be used as necessary.*

6. When the fire is out, an "ALL CLEAR" is sounded by one extra-long blast of the alarm or by ringing of the bell.

❂ Lost Person Emergency Procedure

The following steps should be taken when a camper (or leader) is reported missing.

1. Have all members of the Unit from which he is missing report to their campsite.

   A. Check the Unit roster (is anyone else missing with him, or has he checked out at the camp office?)

   B. Determine where he was last seen and check that area thoroughly.

   C. At the same time, have swimming and boating areas checked thoroughly (are any boats or canoes missing?)

   D. Check all tents and bunks in the Unit campsite.

2. If he is still missing:

   A. Make an announcement to return all Units to their campsites (Have each troop checked to see if the missing person is visiting?)

   B. Have all Units check their tents, bunks and campsite areas.

   C. Determine whether or not he has gone home.

   D. Notify TMR Director and Ranger staff.

3. Institute search procedures according to Ranger instructions.

   A. Check camp roads.

   B. Check camp trails. (Use camp staff and adult leaders who are familiar with camp. Do not use campers or persons unfamiliar with camp and by no means use them at night.)

   C. Have Boating area staff patrol shorelines.

   D. Search using Line-abreast search pattern by area as determined on map. (Campers may be used for this but in daylight only. Each camper search group should be under supervision of at least 2 adults. Start each line at one side of area to be searched and station two or three persons at far side to indicate stopping point. Repeat with next area, etc.)

   E. Keep camp director posted.

4. If camper cannot be located, Lead Ranger notifies New York State Police and requests assistance.

   A. State Police will take over search direction. Cooperate with them. Do not call in outside assistance unless State Police advise to.

   B. Refer news media to the Reservation Director.

5. TMR Director will notify all other concerned council personnel and will keep them posted.

✪ Bear Safety Rules

Black bears are more common in New York state than most people realize, with the population estimated to be near 5,000. While the largest concentration of bears is in the Adirondack Region, substantial populations also exist in the Catskills and Western New York and New Jersey, resulting in bears constantly roaming into Southern New York looking to establish new home ranges.

The black bear is New York's second largest land mammal. An average adult female weighs 150 pounds. Adult males are considerably larger, averaging 300 pounds with occasional animals tipping the scale at over 600 pounds. Black bears typically range over large areas, with some home ranges covering hundreds of square miles. Black bears eat both plant and animal foods, but the bulk of their diet is usually plant material. Animal foods are usually ants, grubs and animals that are already dead or partially decayed. Above all, the black bear is an opportunist and will take advantage of almost any readily available food source.

Your chances of seeing a bear in the wild are low because bears have a strong instinct to avoid people. But this fear of people has not remained in all bears. It is lost in individual bears attracted to unprotected food and garbage. FOOD is the "key" word here. Living with bears in bear country is easy if you just keep that in mind. If a bear shows up, remove the attraction immediately and the bear usually disappears within a day or two.

Problems often arrive when people intentionally put food out to attract bears for observation or photography. This can quickly get out of hand and unforeseen damage can occur, or it can create problems for unsuspecting neighbors. Please note that it is illegal to feed bears within 500 feet of any occupied building (unless owned and occupied by the person feeding), school, play ground, paved public road, designated or established campsite, landfill or dump.

The New York Department of Environmental Conservation (DEC) rarely traps and moves problem bears for several reasons. In bear country, removing the bear and leaving the attraction is a very short term solution; it doesn't take very long for another bear to come along and find the attraction. Vacant territories are very quickly taken over by other bears. Black bears also have a homing ability that we do not fully understand. Adult bears have a very strong attraction to their home range and if moved, return very quickly. In southeastern New York, DEC has moved bears as far as 60 miles only to have them return to the exact capture location in several days. For both these reasons, the manpower and expense of moving a problem bear is neither effective or cost efficient. Removing or securing the food attraction will almost always eliminate the presence of a bear.

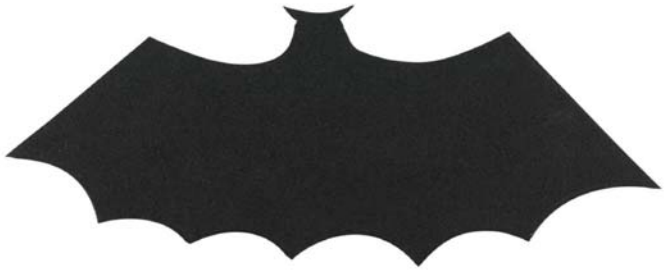
The issue of human safety is always on the minds of people who see a bear nearby. Bears are impressive animals and reactions to them are based on expectations of what a bear could do as opposed to what bears actually do. Wild animals of any size should not be approached, touched or fed. Bears almost always retreat and avoid humans if possible. Bears who have learned to associate food with humans or houses can become persistent. Once again, removal of food and sometimes additional negative conditioning will change the bear's habits.

More information on black bears is available on the Internet. Go to the DEC web page for black bear information at *www.dec.ny.gov/animals/6960.html* or go to the North American Bear Center's web site at *www.bear.org* for information on black bears, human safety, living with bears, what to do if you see a bear, and bear life history.

From a 2004 flyer distributed by N.Y. State D.E.C., Div. of Fish, Wildlife & Marine Resources, Region 3, Bureau of Wildlife

✪ Bat Safety and Awareness

Yes, a bat can give you rabies.



Bats are mammals – warm-blooded animals with fur – so they can get rabies. The only way they can give you rabies is if you are bitten by one.

Most bats don't have rabies, but you can't tell just by looking. If you see a bat, the best thing to do is to leave it alone. If you do see a bat on the ground, please contact camp management so a Ranger can be called in.

Bats only come out when the sun is down. If you see a bat that can't fly, or see a bat during the day, there might be something wrong. The bat maybe sick and you should be sure to stay away.

Even after being careful, if you still get bitten, wash the bite really well with soap and water. Report to the camp's health officer immediately. If an adult can safely catch the bat, take it with you so a doctor can send it to be tested to see if it has rabies.

✪ Lightning Safety Rules

Lightning is no joke! Camp lightning storms are more severe than those in New York City. During thunderstorms, keep your Scouts sheltered and use these safety rules, which may help save your life when lightening threatens:

1. Stay indoors and don't venture outside unless absolutely necessary.
2. Stay away from open doors and windows, fireplaces, radiators, stoves, metal pipes, sinks and plug-in electrical appliances.
3. Don't use plug-in electrical equipment like hair dryers, electric toothbrushes or electric razors during the storm.
4. Don't use the telephone during the storm; lighting may strike telephone lines outside. If you're on the phone when lightning begins, hang up immediately. Call back after the storm.

If you can hear thunder, you are close enough to be struck by lightning.

5. Don't take laundry off the clothesline.
6. Don't work on fences, telephone or power lines, pipelines, or structural steel fabrication.
7. Don't use metal objects like fishing rods and golf clubs. Though not an issue at camp, golfers wearing cleated shoes are particularly good lightning rods.
8. Don't handle flammable materials in open containers.
9. Stop tractor work, especially if the tractor is pulling metal equipment, and dismount. Tractors and other objects in metallic contact with the ground are often struck by lighting.
10. Get out of the water and off small boats.
11. Stay in your car if you are traveling. Cars offer excellent lightning protection.
12. Seek shelter in buildings. If no building are available, your best protection is a cove, ditch, canyon, or under head high clumps of trees in open forest glades.
13. When there is no shelter, avoid the highest object in the area. If only isolated trees are nearby, your best protection is to crouch in the open, keeping twice as far away from isolated trees as the trees are high.
14. Avoid hill tops, open spaces, wire fences, metal clotheslines, exposed sheds and any electrically conductive elevated objects.
15. If you feel the electrical charge – if you feel your hair stand on end or your skin tingles – lightning may be about to strike you. Drop to the ground immediately.

Persons struck by lightning receive a severe electrical shock and may be burned, but they carry no electrical charge and can be handled safely. A person "killed" by lightning can often be revived by prompt cardio-pulmonary resuscitation (CPR). In a group struck by lightning, the apparently dead should be treated first. Those who show vital signs will probably recover spontaneously, although burns and other injuries may require treatment. Recovery from non-fatal lightning strikes is usually complete except for possible impairment or loss of sight or hearing.

Source: U.S. Department of Commerce brochure *"Lightning"* NOAA/PA 70005.

❂ Lyme Disease

Clinical Description

Lyme Disease (also known as Lyme arthritis and as erythema chronicum migrans or ECM) is a tick-borne disease caused by the spirochete, *Borrelia burgdorferi.* Clinically the disease is characterized by a distinctive skin lesion, which is a flat or raised red spot that expands in larger and larger concentric circles, similar to a bull's-eye. Sometimes multiple lesions occur. Systemic symptoms include fatigue, fever, headache, stiff neck, muscle aches, and joint aches. The concern about this disease is that weeks to months after the initial symptoms, other clinical manifestations such as meningitis, encephalitis, chorea, cerebellar ataxia, cranial neuritis, motor or sensory radiculoneuritis, and carditis may occur. The diagnosis is made by the characteristic skin lesions and by serum tests showing antibody titers to the spirochete.

Epidemiology

- Although Lyme Disease was first identified in 1982 from a group of ill persons in Lyme, Connecticut, the disease is actually widespread in the U.S. The disease is known to be transmitted along the east coast of the U.S. from Maine to Florida and now involves to varying degrees 43 of the 48 contiguous states.
- The peak transmission season for Lyme Disease is in the spring and early summer. The incubation period in man is from 3 to 32 days after being bitten by the *I. dammini* (deer) tick.
- There is no evidence of person-to-person transmission of Lyme Disease.
- There is probably no natural immunity to Lyme Disease and people of all ages have been reported ill. Reinfection has also been reported.

Control Measures

- Measures to reduce tick population are generally impractical.
- The main control methods to prevent Lyme Disease are to avoid tick infested areas when feasible. When tick-infested areas cannot be avoided, then long pants should be worn and pant legs should be closed using rubber bands at the ankles. Use light colored clothing so that ticks can be spotted easily.
- When working or playing in a tick-infested area, the total body area should be searched twice daily for crawling or attached ticks. Any ticks found should be removed promptly without crushing, using gentle steady traction to avoid leaving mouth parts in the skin. Removed ticks should be saved for identification. Persons removing ticks should protect their hands with rubber gloves or gauze and wash them thoroughly afterward.
- Two compounds have been demonstrated to be effective tick repellent: N, N-diethyl1-M-toluamide (DEET) and permethrin. DEET is approved for application to skin and functions solely as a repellent. It is widely available commercially under such trade names as Off, Deep Woods Off, Cutters, Muskol, etc. The product must be kept away from the eyes and face. In toddlers, severe acute toxicity and death have been reported after accidental oral ingestion.

☞ PROGRAM INFORMATION

✪ Goals of Camp Program

The success of your camp program will be measured by the extent to which your unit has learned to do the following things:

- To stand on its own feet,
- To use its own Boy Leaders,
- To train its own instructors,
- To acquire new interests.

These will serve to stimulate the building of your unit's own program throughout the year.

A good program for camp follows along the idea of:

- A morning activity as a learning session
- An afternoon activity as a fun session
- An evening activity as a fellowship session

When programming for Camp...

- **Do** set a tone that will give your Troop Camp real class. Insist on good manners, good fellowship, clean sportsmanship, clean fun, and a clean Camp.
- **Do** allow patrols to plan and carry out some things they thought of and want to do.
- **Do** have enough program to keep everyone busy, BUT ... allow for and suggest some free time when a Scout can "go and do with a pal or two."
- **Do** be sure there's personal achievement, advancement possibilities and fun in the program.
- **Do** keep in personal touch with what is happening; get verbal reports each day.
- **Do** make the method successful by expecting it to work and then helping it to do so.

When programming for Camp...

- **Don't** allow too many merit badges to be planned by an individual Scout. Camping should be relaxing, too!
- ***Don't*** *be alarmed if things happen that aren't in the schedule;* some circumstances warrant changes in plans.
- **Don't** judge the success of camp solely by the number of merit badges earned.
- **Don't** give boys a title or camp leadership job and then do the work and leading yourself.
- **Don't** permit a camp violation or unsafe condition to persist or continue uncorrected. Be careful not to criticize a Scout in public; suggest ways to improve out of earshot of other Scouts. A Scout camp is a training situation. Be kind but firm when necessary.

Remember: Scout camping provides many opportunities for learning and training.

Do Enjoy Yourself and Don't Hesitate to Ask for Any Help.

Your Program Commissioner and Program Director are excellent resources who are eager to help.
If your troop would like to set up a special program or event, just see one of them.
Every effort will be made to fulfill your request.

✪ Camp Program Activities

Each Troop's program will be different because it is based on the needs and desires of its members. It is the responsibility of the adult leader's and the Patrol Leaders' Council to establish the Troop's program and schedule.

In the process of programming, there are two schedules: the schedule of the Troop and the schedule of the Staff. Both are important. The schedule of the Staff is largely dependent upon the specific needs and schedules of the Troops in Camp.

There are four general categories of activities for Scouts in camp:

Troop-Centered Activities (all Scouts participate)

All members should participate in Troop-Centered activities, which are the sole responsibility of Troop leaders. Your Program Commissioners and Program Director are ready to provide assistance when needed. Suggested programs are Scout Skills instruction, ceremonies, advancement activities, campfires, athletic events, camp inspection competitions, conservation projects, outpost programs, games, free boating and swimming, archery, riflery, pioneering projects, Polar Bear swims, and camp-wide contests. Look for more ideas on the following pages.

Patrol-Centered Activities

The patrol method should be functioning at its best in camp. Some suggested patrol activities are: patrol hikes in camp, Scout Skills instruction on an age-appropriate level (Tenderfoot, Second Class and First Class skills), preparation for troop or camp-wide events, cheers and skits, camp improvement projects, games, painting a sign, making a flag or athletics. Additionally, members of patrols should do their daily camp duties as a patrol. Here are more things a patrol can do in camp:

- Patrol Campfire
- Patrol Cookout
- Patrol camp-out
- Tin can craft
- Conservation project
- Repair part of a trail
- Campfire stunt
- Make a bird feeder
- Inter-patrol fishing contest and cook out
- Set up an in-site nature exhibit
- Build a pioneering project
- Make a model rocket and launch it

Informal Activities (for a Scout and a few of his Friends)

Informal activities are for small groups and should involve a Scout, his buddy and a few friends. There will be times when some of your Scouts may want to go off fishing or just sit on a log and shoot the breeze. Don't be alarmed; this is a program too! Other possible informal activities might be walking around camp, handicrafts, pioneering projects, fishing, visiting the Nature/Ecology Lodge, working on merit badges or stopping by the trading post.

Advancement Activities

Merit Badge work and instruction may take place in the campsite under the direction of the unit leader, or it may occur in one of the camp's program areas. Your Program Director and Program Commissioner can help you coordinate your Troop's merit badge program.

✪ Camp Program Areas

Scout Skills

The real Scouting skills that make each Scout proud to be an outdoorsman are offered at the Scout Skills areas in each camp. The art of rope work, camping, cooking, hiking and survival can be one of the most memorable experience at camp. The area provides a complete environment to gain these so desired skills for the new Scout as well as the experienced Scout. Share the knowledge of the fine staff with your Scouts.

Field Sports

Each camp has all the elements to keep the sports minded athlete busy. Activities range from challenging target archery, rifle and skeet shooting to the various field sports. There are well groomed soccer, softball and volleyball courts. Some camps have a basketball court. Inter-troop and patrol games always capture evening spectators as the sun slowly sets. Sports equipment is provided by the area staff or you may bring your own personal gear.

Note: All personal archery equipment must be inspected by the area director prior to use on the archery range. Personal firearms may not be brought to camp.

Handicraft

The Handicraft Lodge always attracts a great number of Scouts and can be a fun challenge for the first year camper. Scouts work on craft projects using wood, leather or basket kits to earn the popular craft badges. It seems that everyone that visits the Handicraft Lodge lets their creativity flow. Adult leaders can also create personalized items with the full range of tools available.

Ecology

What better place to explore our sensitive environment and its living creatures than the Camp Nature Lodge? Discover the secrets of the various plants and animals found right in TMR. The merit badges offered are geared for both the younger camper as well as the more experienced outdoors man. The fine collection of living exhibits and the showcases let you examine the ecology up close. Everyone should plan to visit the Nature Lodge during their camp stay.

Note: Arrangements can be made with area staff for an afternoon session of merit badges which are offered in the morning. Also available in the afternoon is instruction in the ecology requirements for the First Class Trail.

❂ Other Program Opportunities

The T.M.R. High Adventure Trek 50 Miler Award

This is one of the most invigorating, challenging and memorable experiences that TMR has to offer. While backpacking the famous Red Dot Trail or canoeing on the Delaware River you will find yourself in most of the Scout camps and high adventure outposts of the TMR Scout Reservation. Over the course of the Trek you will learn about backpacking, wilderness survival, climbing, rapelling, canoeing and orienteering skills. After completing such an adventure you and your crew will be eligible to earn the 50 Miler Award and the TMR Trek Award.

Two types of treks are available, Canoe Treks on the Delaware River and Backpacking Treks on the TMR Scout Reservation. Each trek can be customized for your group to emphasize the activities that interest your Scouts the most.

Trek Guides with all the information about the program are available at your request and the High Adventure Trek Director will help you in planning a 50 Miler. Crew leaders should contact Camping Services at least two months before coming to camp to arrange the details of their trek. See the Trek Section starting on page 75 for more information. Offered weeks 1 through 6. All participating Venturers and Scouts must be 13 years old by January 1, 2011.

Canoe Outposts

Can you imagine yourself canoeing the beautiful Delaware River under a clear blue sky and passing historical sites such as the Roebling Bridge, the Minisink Battleground, and Zane Grey's house? Then sign up for this memorable experience.

The Canoe Outpost Staff will help your Scouts have a memorable and safe canoe trip this summer. The trip is a day trip for Scouts who have good swimming skills, *have a current swimmer's buddy tag,* are in good health, and successfully complete the camp's canoeing proficiency test. You may plan your Troop's participation at the Sunday Night Roundtable.

An adult over 21 must accompany your Scouts. The charge is $28.00 per person, youth or adult for canoeing or rafting and $30.00 per person, youth or adult for kayaking. Please schedule this with the Program Director upon arrival at camp. Reservations must be confirmed **by a full payment** on Sunday, or on Monday morning. You must bring your receipt with you as evidence of payment.

Order of the Arrow

Each camp will have an "Order of the Arrow Day." There will be a meaningful project of cheerful service during the day for all brothers who wish to participate. Brothers are asked to bring their sashes to camp and to wear them while working on the service project.

✪ Other Program Opportunities

C.O.P.E.

C.O.P.E., the Challenging Outdoor Personal Encounter is available at Camps Aquehonga and Keowa. Troops from any camp can sign up for C.O.P.E. with their program director. Scouts must be 13 years old in order to participate in high course elements. Long pants must be worn. C.O.P.E. can be scheduled through your Program Director. There are two types of C.O.P.E. stations:

High Elements

Both camps have these high elements:

Zip Line - This "slide for life" gives you the sense of flying and is guaranteed to give every Scout a thrill to remember.

Vertical Play Ground - This event provides a multitude of challenges on an upward climb, testing the participant's use of balance, dexterity and creativity in surmounting each challenge.

Dangle Duo (Giant's Ladder) - Climb this huge ladder with rungs made of 4x4's. For an added challenge, attempt it with a partner... blindfolded!

Aquehonga also has these high elements:

Wallenda Walk - Climb the inclined log, then ascend the high oaks onto the Two Line Bridge.

Climbing Wall - Master the basics of climbing and rapelling on this excellent learning tool.

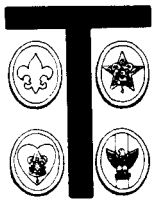
Keowa also has these high elements: Cat Walk, Burma Bridge, Vertical Cargo Net, Gap Step, Mush Line, Multivine Traverse, Slack Line, Sky Walk, Twin Pamper Pole, and Flying Squirrel.

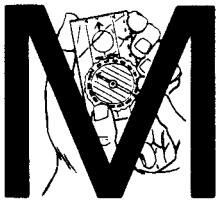
Low Elements

Low C.O.P.E. offer an outstanding opportunity to help develop the patrol method. Initiative games, trust events, and low elements are designed to develop teamwork, trust, leadership skills, problem solving, and building self-esteem. These elements are designed to handle groups of up to twenty people. See the Program Director to sign up.

Progressive Program

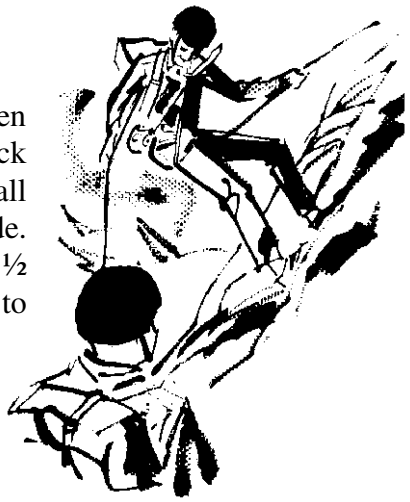
Work as a patrol each day, and, by the end of the week – make it through the entire C.O.P.E. Course (Initiatives, Low and High Elements). See the Program Director to sign up for this activity.





❂ Other Program Opportunities

Indian Cliffs



Ever experience the thrill of jumping off the side of a cliff? Then make sure you send your older Scouts to our Rapelling and Rock Climbing area at Indian Cliffs. This program is available for all Scouts who are at least 13 years old or have completed the 7th grade. Activities take place in the morning or afternoon and last for 2 ½ hours. Long pants are required. For more program details, talk to your camp's Program Director.

The Towers

The Tower at Ranachqua

This 30-foot tower has "rocks" on three sides. When you master the first two levels, you can try the overhangs on the third. This is where you will be able to learn how to belay, rappel, ascend and climb while working on the Climbing Merit Badge. There will be designated times for adult/leader instruction in belaying and climbing. Leader and adult attendance at the instruction session is highly recommended if your troop will be signing up for a troop climb.

Thomas I. Bardong/Alliance Tower at Keowa

This high adventure outpost is a four-sided structure used for climbing and rapelling. It sits along scenic Crystal Lake, rising 34 feet into the air. It allows Scouts and Venturers who camp at Keowa to experience high adventure in their very own camp.

Tower Restrictions

These rules apply to both towers:

- Do not bring personal climbing gear because it cannot be used on either tower.
- Scouts must be 13 years old or have completed the 7th grade in order to participate.
- Long pants are required.

B.S.A. Lifeguard

This certification course provides units with qualified individuals for aquatic activities. Any Scouters or Scouts over the age of 15 with good aquatic skills may participate. The course is offered each week in each of the camps. Certification requires an extensive investment of time.

If you are interested in this program, please contact the Program Director or Aquatic Director in your camp.

✪ Other Program Opportunities

Ten Mile River Scout Museum

The Ten Mile River Scout Museum is dedicated to preserving the history and artifacts of the Ten Mile River Scout Camps and the local area.

Located in Headquarters Camp, the Museum has an extensive collection of T.M.R. memorabilia on display, including photographs, patches, neckerchiefs and neckerchief slides, signs, banners, maps, literature and physical artifacts. It also has a variety of early Scout uniforms displayed on mannequins.

The comprehensive video collection includes narrated color slide shows, camp documentaries, home movies and interviews with former campers and staffers. Our mini-theater with wide-screen TV can seat a group of 15 to 20 people. Over 350 staff photos are on display and in the Library. We also have memorabilia from organizations active at T.M.R., such as the Order of the Arrow.

There are exhibits on local history, including the Donut Machine and other items from the Donut Farm. In addition, Ten Mile River C.C.C. Camp memorabilia, Colonial coins, metal buttons and other early artifacts, dating from the 1700's are on display. See exhibits on the Lenni-Lenape Indians, Colonial Settlements, the Delaware & Hudson Canal, the Erie Railroad, and the Lumbering, Tanning, Bluestone Mining and Tourism industries.

New Design for 2011! – Museum Historian Patch

This summer, your Scouts will definitely want to earn the new T.M.R. Historian patch, featuring a new version of the classic Indian Cliffs design. All requirements can be completed with one visit to the Ten Mile River Scout Museum. Best of all, the patch is free to Scouts.

New for 2011! –

Museum Geocaching Program

Learn how to use a G.P.S. unit and follow the Geocaching Trail with the Museum as your starting point. Units can also cook lunch on our barbecue stoves and spending the day geocaching. (Arrange for the food through your camp's Program Director.)

Blockhouse Historical Program

The Kernochan Blockhouse has been outfitted with displays on the pioneer history of T.M.R. and the surrounding area.

Cayuga/Kotohke Cabin

This cabin, the last standing remnant of the Brooklyn Scout Camps of the 1930's, was moved to the Museum this past fall and rehabilitated. Our plans are to install exhibits into the cabin depicting how Brooklyn Scouts used it during the 1930's and 1940's.

❂ Other Program Opportunities

Ten Mile River Scout Museum (continued)

Also At The Museum

- A "100 Years of the Boy Scouts of America" exhibit emphasizing NYC's 100 years of Scouting and National Scouting.
- An exhibit of the life of Harvey Gordon, chief architect, the man who built TMR.
- An exhibit of the life of Mr. Camp Manhattan, William G. Keough.
- An exhibit honoring the memory of Mr. Bob Buonvino.
- A Wood Badge and Youth Leader Training (NYLT/JLTC) exhibit.
- The classic and iconic flagpole, originally donated by Troop 265 to camp Kunatah in 1972, now resurrected at the TMR Scout Museum.

Scouting Memorabilia Store back for 2011

Our Scouting Memorabilia Store, at the back of the Museum, has a huge variety of Boy Scout memorabilia on sale at rock-bottom prices, including O.A. flaps and backpatches, C.S.P.s, neckerchiefs, Norman Rockwell plates, Scouting posters, bolo ties, mugs, hats, camp patches and Scouting literature, including a variety of *Scouting* magazines and merit badge pamphlets. We also have National Jamboree and Philmont neckerchiefs for sale and the very popular $1 and $2 patch boxes.

Other Program Opportunities:

Hike to the Ten Mile River Scout Museum

Plan a day hike along the T.M.R. Trail to the Museum at Headquarters Camp. The Museum has drinking water, a Port-A-San, and picnic tables, perfect for bag lunches.

Visiting the Ten Mile River Scout Museum

- Plan to spend an hour at the Museum, no less.
- Schedule enough time to travel to the Museum and return to your camp afterwards.

2011 Operating Schedule:

- Tuesday: 11:30 a.m. - 12:30 p.m., 2:00 - 5:00 p.m., 7:00 - 8:30 p.m.
- Wednesday-Saturday: 9:00 a.m. - 12:00 Noon, 2:00 - 5:00 p.m. 7:00 - 8:30 p.m.
- Sunday: 9:00 a.m. - 12:00 Noon, 2:00 - 5:00 p.m.
- Open by special appointment. Closed Sunday night and all day Monday.

Transportation to the T.M.R. Scout Museum can arranged through your Camp Program Director.

Visit *www.tmrmuseum.org* for more information or e-mail us at questions@tmrmuseum.org.

✪ Other Program Opportunities

High Adventure Treks

In one of the most invigorating, challenging and memorable experiences that TMR has to offer, the High Adventure Trek has no equal. It is one of the best trek and 50 Miler programs available and is rapidly becoming the "Philmont of the Northeast." The program is designed for older youth who have "done it all." Those who accept the challenge will have the opportunity to experience TMR and Scouting in a different way. They will be able to backpack along the historical and beautiful Red Dot Trail, canoe on the Delaware River, rappel from the Indian Cliffs, learn and use many skills in orienteering and the outdoors, participate in a C.O.P.E. course and much more. Participants will see and visit parts of the reservation that few know about, and at the end will be able to challenge themselves as individuals and as a group in completing the various stages of the Trek.

Lakeside

Lakeside is a place where Scouts and seasoned Scouters alike can go and practice or hone their basic Scout skills. Lakeside is nestled in the heart of Ten Mile River Scout Camps just outside of Camp Keowa on Crystal Lake. To get to Lakeside, you can hike the Red Dot Trail.

Fishing: Troops are welcome to borrow fishing equipment from their camp to fish on Crystal Lake, which is fully stocked with bass, pickerel, sun fish, catfish, etc. See your Program Director.

Troop Overnights: Hiking the historic Ten Mile River Red Dot Trail will get you to Lakeside in no time. All of our special programs are available. It is a great experience to follow the route of Franklin D. Roosevelt.

BBQ: A BBQ area is available for troop dining at Lakeside. Arrange this with your Program Director. A basic Barbeque of hamburgers and hot dogs is available at no charge. For specialty items like chicken, ribs or sausage an additional per-person fee applies. This is a "do it yourself program," from cooking to clean-up!

❂ Reservation Outpost Program Schedule

A reservation as large and diverse as Ten Mile River is able to offer its guests a wide variety of high adventure opportunities. Since these resources need to be shared among the various TMR camps, the following schedule is used to determine when the facilities will be available for use by each camp.

If you are interested in taking part in any of the reservation outposts, consult the schedule below to determine when your camp is assigned to use the outpost you'd like to visit. To schedule your unit for a specific slot, see your camp's Program Director during check-in on Sunday.

Note: Camp Aquehonga uses a **Program Preference Sheet,** designed to help their units schedule use of these various reservation outpost programs. The sheet is available on the TMR web site at *www.tenmileriver.org/aq/pre_camp.* If your troop will be attending Aquehonga, please print out this sheet, fill it out, and bring it with you to camp

Project C.O.P.E. (High Course) – at Camp Aquehonga

	Monday	Tuesday	Wednesday	Thursday	Friday
9:00	Aquehonga	Headquarters	Ranachqua	Family Camp & Headquarters	Keowa
2:00	Progressive COPE Program Session I – All 5 Days Required				
3:30	Progressive COPE Program Session II – All 5 Days Required				
7:00	Aquehonga	Family Camp	Ranachqua	Ranachqua	Keowa
Capacity for each Slot: 15 – Minimum Age: 13					

Project C.O.P.E. (Low Course) – at Camp Aquehonga

10:30	Aquehonga	Aquehonga	Ranachqua	Family Camp & Headquarters	Keowa
2:00	Aquehonga	Aquehonga	Ranachqua	Headquarters & Family Camp	Keowa
	Ranachqua	Aquehonga	Aquehonga		
3:30	Aquehonga	Ranachqua	Ranachqua	Headquarters & Family Camp	Keowa
	Keowa	Aquehonga	Aquehonga		
7:00	Headquarters	Family Camp	Ranachqua	Aquehonga	Keowa
Capacity for each Slot: 15 – Minimum Age: 10 ½					

Indian Cliffs – at Camp Kunatah

	Monday	Tuesday	Wednesday	Thursday	Friday
9:30	Headquarters	Ranachqua	Aquehonga	HQ & Fam. Camp	Keowa
2:30	Headquarters	HQ & Fam. Camp	Aquehonga	Ranachqua	Keowa
Capacity for each Slot: 30 – Minimum Age: 13 – All slots are three hours – Program includes both Climbing & Rapelling					

✪ Reservation Outpost Program Schedule

Delaware River Trips

All Day	Headquarters & Family Camp	Ranachqua	Headquarters	Aquehonga	Keowa
Units must provide one adult for every 20 Scouts. All participants must be Swimmers. Additional fees apply.					

The Tower at Camp Ranachqua

2:00	Ranachqua	Aquehonga	Keowa	Headquarters	HQ & Fam. Camp
3:30	Ranachqua	Aquehonga	Keowa	Headquarters	HQ & Fam. Camp
7:00	Available by Appointment. See your Program Director.				
Capacity for each Slot: 15 – Minimum Age: 13					

Project C.O.P.E. (Low Course) – at Camp Keowa

10:30	Keowa	(15)	Ranachqua	(15)	HQ & Fam. C.	(15)	Keowa	(15)	Aquehonga (15)
2:00	Keowa	(30)	Ranachqua	(30)	HQ & Fam. C.	(30)	Aquehonga	(30)	Keowa (30)
3:30	Keowa	(30)	Ranachqua	(30)	HQ & Fam. C.	(30)	Aquehonga	(15)	Keowa (15)
7:00	Keowa	(15)	Ranachqua	(15)	Aquehonga	(15)	Headquarters	(15)	Keowa (15)
Capacity for each Slot: Shown in ( ) Above – Minimum Age: 10 ½									

Project C.O.P.E. (High Course) – at Camp Keowa

9:00	Keowa	Ranachqua	HQ & Fam. Camp	Keowa	Aquehonga
2:00	Progressive COPE Program Session I – All 5 Days Required				
3:30	Progressive COPE Program Session II – All 5 Days Required				
7:00	Keowa	Ranachqua	Aquehonga	Headquarters	Keowa
Capacity for each Slot: 15 – Minimum Age: 13					

Lakeside

A.M.	Available by appointment. See your Program Director			
2:00	Available by appointment. See your Program Director	Ranachqua	Keowa	Aquehonga
3:00		Ranachqua	Keowa	Aquehonga
4:00		Ranachqua	Keowa	Aquehonga
6:00 dinner		Ranachqua (overnight avail.)	Aquehonga (overnight avail.)	Keowa (overnight avail.)
[BBQs are strictly troop-run. See your Program Director.]				

❂ Individual Camping Opportunities

Ten Mile River offers a number of individual camping opportunities. The camps are a great way for a Scout to spend more time at camp and refine his skills. They also allow Scouts whose Troops are unable to attend camp to experience the adventure of summer camp. All of these programs are led by Scouters who have been selected for their outstanding leadership and Scouting experience. For more information, call Camping Services at 201-297-7453.

High Adventure Trek: Have your Scouts come spend a week at camp and do such things as canoe trips down the Delaware River, overnight mountain biking, rapelling, high element C.O.P.E., water skiing, shotgun shooting, and so much more! This program is designed for Scouts who want something more at camp. See the Trek Section on page 81 for more information.

Who: Scouts at least 13 years old

When: Weeks 1-6

How Much: $410.00

Eagle Camp: "Once an Eagle, Always an Eagle." The ultimate camp for advancement and Scouting knowledge. A trained program staff will provide goal setting and leadership development in an intensive program with emphasis on advancement. All badges required for Eagle Scout will be offered at this camp, plus in-depth information about service projects, the National Eagle Scout Association (NESA), and other important details needed for obtaining the highest award in Scouting.

Who: First Class Scouts, at least 13 years old or have completed the 7th grade, with a leadership position in their troop

When & Where: Week 3 at Camp Keowa or Week 5 at Camp Ranachqua

How Much: $390.00

National Youth Leadership Training Conference: The BSA strongly believes that Scouts and Scouters can be taught to be better leaders. When Scouts complete National Youth Leadership Training, they will be better able to lead their patrols and troops. NYLT is a seven-day outdoor leadership development experience. The conference, based on a national training outline, has three aims:

1. To sharpen and broaden Scoutcraft skills so they can be shared with members of the troop.
2. To develop leadership skills that have been effective in Scouting.
3. To facilitate the exchange of ideas and experiences with other troop youth leaders.

There will not be time to work on merit badges during the conference.

Who: First Class Scouts, 13 years old by September 1, 2011, who are Troop youth leaders (or a Scout likely to assume a leadership position soon).

When & Where: Week 1 at Camp Keowa

How Much: $390.00

✪ Individual Camping Opportunities

TMR Provisional Camp: This camp is designed for Scouts who can never get enough summer camp. If a troop is only going for one week, or maybe not at all, then a Scout can join the fun at TMR Provisional Camp. Provisional camp will be a Scout's troop away from home, offering a full week of traditional summer camp adventure. Activities at provisional camp include archery and rifle shooting, swimming, Scout skills, hiking, handicrafts, campfires, sports, and so much more! The camp provides trained, qualified adult leadership for provisional camp.

Who: Registered Scouts

When & Where: Weeks 1 - 5 at Camp Keowa and Week 6 at Camp Aquehonga

How Much: $390.00

Family Camp: Scout families are invited to spend a week at Ten Mile River at beautiful Family Camp on Lake Nianque. Swimming, boating, kayaking, mountain biking, crafts, archery, hikes and plain old family fun are just a few of the fun-filled activities. Quality time with your family is the greatest benefit. Join in Family Camp pot luck dinners, campfires, movies, and so much more. See the Family Camp section beginning on page 133 for more detailed information.

Who: Scouting Families

When: Weeks 0 - 6

How Much: $600.00 per week per cabin, or $500.00 per week for Scout leaders who spend a week at camp this year with their unit

Shooting Sports Camp & N.R.A. Youth SportsFest: Ever want to learn more about how to handle, clean and store a rifle safely? Have you ever wanted to learn the various positions to shoot a rifle? The Shooting Sports Camp and N.R.A. SportsFest is the perfect summer camp to do all that. This camp will blend the requirements for the Rifle Shooting merit badge with the N.R.A. qualification course. Participants will also get the opportunity to participate in fun and creative shooting competitions while enjoying all the other high adventure activities that Camp Keowa has to offer.

Who: Scouts 13 years of age or older, or Venturers, Male or Female, 14 years of age or older

When & Where: Week 5 at Camp Keowa

How Much: $390.00

Aquatics Camp: If you enjoy aquatics activities, then spend a week on or in the water at Keowa. Activities include merit badges such as Swimming, Lifesaving, Rowing, Canoeing, Small Boat Sailing, Motorboating, Water Sports, Whitewater, and First Aid, as well as awards such as BSA Lifeguard; Mile Swim, BSA; Snorkeling, BSA; Kayaking BSA; and Boardsailing BSA. Participants will also be trained in CPR and take a special Voyageur canoe trip, as well as a trip on the Delaware River. Participants will be able to learn important aquatic skills, while completing requirements for merit badges and aquatic awards. Bring your suntan lotion and have a week of fun and adventure!

Who: Registered Boy Scouts, Sea Scouts or Venturers, who are 13 years old or have completed the 7th grade (age 15 for BSA Lifeguard); this is a co-ed program

When & Where: Week 6 at Camp Keowa

How Much: $390.00

❂ Program Age and Skill Requirements

Ten Mile River Requirements for High Adventure and Shooting Sports

Activity	Requirements
Rifle Shooting	12 years old (New York State Law), 13 years old for muzzleloading
River Canoeing	Scout age and a Swimmer
River Kayaking	13 years old or completed 7th grade, and a Swimmer
Lake Kayaking	Scout age and a Swimmer
Shotgun Shooting	13 years old or completed 7th grade
Mountain Biking	12 years old or completed 6th grade
High C.O.P.E. Course	13 years old or completed 7th grade
Low C.O.P.E. Course	Scout age
Cliff Rapelling	13 years old or completed 7th grade
Climbing Towers	13 years old or completed 7th grade
Water Skiing	13 years old or completed 7th grade, and a Swimmer
Motorboating	14 years old or completed 8th grade, and a Swimmer
B.S.A. Lifeguard	15 years old or completed 9th grade
Catskill Adventure Base	13 years old by January 1 of the year of attendance, or completed the 7th grade

Swimming Ability Ratings

- Learner: Scouts should enter the water, be reasonably comfortable, and get their head wet.
- Beginner: Demonstrate your ability to jump feet first into water over your head in depth, level off and swim 25 feet (8 meters) on the surface, stop, turn sharply, resume swimming, then return to your starting place.
- Swimmer**:** Demonstrate your ability to jump feet first into water over the head in depth, swim 75 yards/meters in a strong manner using one or more of the following strokes: side-stroke, breaststroke, trudgen, or crawl; then swim 25 yards/meters using an easy, resting backstroke. The 100 yards/meters must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

✪ Program Area Offerings

Aquatics
Swimming Instruction
Troop Swim
Canoe Swamp (Evening Activity)
Water Polo or Basketball (Evening Activity)
Push Ball (Evening Activity)

Special Awards
B.S.A. Lifeguard
Mile Swim
Snorkeling, B.S.A.

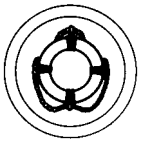
Scoutmaster Sessions
Safe Swim Defense
Safety Afloat
Youth Protection Training
New Camp Leader Training
Weekend Camping Planning
Climb On Safely

Field Sports
Softball
Soccer
Troop Target Archery
Volleyball
Football
Inter-Troop Competitions
Basketball
Ultimate Frisbee

Shooting Sports
Shotgun Shooting
Troop Rifle Shoots

Handicraft
Plaque Making
Totem Making
Patrol Flag Making
Troop Neckerchief Slide Making
Tie Dye Projects
Silk Screen Projects
Woodwork
Belt Making
Basket Projects
Craft Items
Lanyards
Indian Lore
Model Rockets

Canoeing


Lifesaving

Motorboating

Rowing

Small Boat Sailing

Swimming

Fishing

Archery

Athletics

Shotgun Shooting

Rifle Shooting

Basketry

Leatherwork

Wood Carving

✪ Program Area Offerings

Nature/Ecology

Nature Trail Hikes
Edible Plant Hikes
Conservation Projects
Astronomy Hikes (evenings)
Tree Planting
Terrariums
Soil Profiles
Rock Displays
Nesting Boxes
Birdhouses
Weather Station
Wildlife Survey
Animal Track Casting
Insect Collection
Leaf Pressing
Fishing

Scout Skills

In-Site Pioneering Projects
Shelter Building
Outdoor Living
Knot Relay
Lashing Projects
Basic Skills Review
Specialty Cooking Demonstrations
Compass Courses
Rope Making
Splicing
Dutch Oven Cooking
Fire Building
Menu Planning
Tin Foil & Utensil-less Cooking
Totin' Chip
Paul Bunyan Axe Award

Camp-wide Events

Opening Campfire
Scoutmaster vs. Staff Softball Game
Camp-wide Game
Movie Night
Camp-wide Barbecue
O.A. Day
Fishing Derby
Aquatics Olympics
Scavenger Hunt
Closing Campfire

Astronomy

Environmental Science

Fish & Wildlife Management

Forestry

Geology

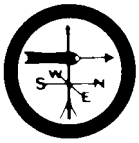
Insect Study

Mammal Study

Nature

Reptile & Amphibian Study

Soil & Water Conservation



Weather

Camping

Pioneering

Wilderness Survival

✪ Advancement Information

This section of the Leader's Guide has been prepared and approved by the Advancement Committee of the Greater New York Councils; the Committee is responsible for overseeing advancement at TMR. As you can see from the following pages, summer camp provides excellent opportunities to learn skills and to earn a wide variety of merit badges. However, only those merit badges listed in the following pages may be given by the Camp Staff.

Planning Your Advancement Program at Camp

A productive advancement program will require troop, patrol and individual planning in advance of camp. With your Patrol Leaders' Council, review the current status of advancement of each Scout in your unit and then, using the following advancement pages as your guide, counsel and assist each Scout in planning an individual TMR advancement program. While doing your planning, keep the following points in mind:

Many merit badges require preparation prior to arrival at camp. Carefully review the following pages and the badge requirements well in advance of arrival so your Scouts can complete the preliminary requirements before camp.

Besides allowing for class time, you should allow time for Scouts to practice their skills and work on their projects outside of class. Also, time is needed to work on the written reports and other paper work required for many of the merit badges.

Do not try to do too much and finish nothing. Remember that camp is supposed to be fun. Advancement is important, but a Scout also needs time to simply relax, plus camp offers a lot of worthwhile experiences outside of the advancement area.

You may wish to plan a Progress Review at camp by your Patrol Leaders' Council. You may also wish to conduct a Troop Court of Honor at camp.

New Scouts/Tenderfoot & Second Class Scouts

It may be more appropriate for your Scouts who are not yet First Class to learn basic skills rather than just earn merit badges. The Camp Staff will help by providing instruction on several skills as part of each camp's program offerings. However, the primary responsibility for testing these skills remains with the adult and boy leadership of each troop. In addition, your troop may want to plan its own program of skill instruction. Also, you may want to plan a troop hike, cookout or other activity to give the Scouts a chance to work on these skills.

Merit Badges

While counselling your Scouts on which merit badges to work on, please keep these points in mind:

Some merit badges are suited for any Scout, but other merit badges may be better suited for older Scouts. The Troop Leader must sign each merit badge card in advance to indicate that (a) the Leader and the Scout have reviewed the requirements for the badge and (b) the Leader believes that the Scout is qualified to begin work on the badge.

Many merit badges do not require any experience prior to starting a class. These can usually be earned in one week at camp. However, for some merit badges, we suggest that a Scout have prior experience if he expects to earn the merit badge in one week.

✪ Advancement Information

Some merit badges require that materials either be brought to camp or purchased at the camp's Trading Post. Plans should be made for the expense of those materials, and for the fact that not all of the materials are available at the Trading Post. Do not forget to plan for the cost of merit badge pamphlets.

Several merit badges have new or revised requirements, but the merit badge pamphlets for those badges may not yet have been updated. Scouts will be required to meet the current requirements for all merit badges. A listing of all current advancement requirements is available in the most recent edition of *Boy Scout Requirements* and at *www.usscouts.org/meritbadges.asp*. You should check to make sure that you and your Scouts are following the proper requirements.

Merit Badge Changes

Each year, revisions are made to the requirements for some of the merit badges offered at Ten Mile River. Some changes are major revisions while some changes are limited to minor text corrections or wording changes that do not result in any significant change to the requirements. Scouts will need to complete the new requirements to earn these badges. Please check *www.usscouts.org/usscouts/advance/changes/advchanges11.asp* for this year's changes.

Completion of Requirements

Scouts should be aware that earning a merit badge is an individual achievement, involving study and testing of the knowledge and skills required and actual completion of all requirements. In addition:

Attendance at classes does not in itself constitute the work required to earn a merit badge. On the other hand, if Scouts can do the requirements and demonstrate the skills required, then they can be tested by attending only those classes where testing is being done, or they may arrange for testing at another time.

Each Scout must not merely demonstrate an attempt to fulfill the requirements, but must actually, separately and individually do each requirement and demonstrate each skill required – no more and no less. "Show" means show; "demonstrate" means demonstrate; and "write" means write.

Scouts must bring proper certification of completion for any requirements which must be completed before camp or for any other requirements done before camp for which the Scouts want credit at camp. Certification may be in the form of reports, written statements, or photos, depending upon what is involved, and should include a reasonable amount of detail. The certification should be signed by the Unit Leader or other responsible adult.

Partials

A Scout completing only a portion of a merit badge will be given a partial on his merit badge card. Partials will be given only for projects actually completed or skills actually demonstrated at camp. Partials will not be given for written work (or for requirements that require "tell") because a Scout can take the written work (or the ability to tell) home with him to show to the counsellor with whom the Scout will complete the badge. Partials are valid until a Scout's 18th birthday. Note: it is important that the Scout not lose his card with the partial record.

✪ Advancement Information

Merit Badge Pamphlets

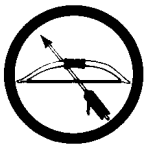
The merit badge pamphlets for the badges offered at camp are usually available from the camp's Trading Post. However, your Scouts may wish to buy (or borrow) pamphlets at home prior to going to camp. In any event, Scouts should obtain, read and study the pamphlet for each merit badge they wish to pursue prior to attending classes.

Advancement Records

Prior to the troop's check out, it is the responsibility of each Troop Leader to pick up approved merit badge applications and partial completion forms at the Camp Office. It is important to make certain that all merit badge applications for your Scouts are properly recorded before the Scouts leave camp. It is the responsibility of the Troop Leader, when he gets back home, to submit all advancements earned for proper recording and processing by their local council.

Advancement Classes and Special Requirements

The following is a list, in alphabetical order, of all of the merit badges and other skills for which the Camp Staff will offer instructional classes. Following the name of each item is certain information of which you should be aware, such as whether there are any requirements which must be done before starting a class, age restrictions, whether some of the requirements will have to be done outside of camp, and whether extensive practice or field work outside of class will be needed. Also noted are the camps where each class will be given. As to merit badges in the Nature/Ecology area and the Aquatics area, please see the general notes which are at the end of this section.



Archery Merit Badge: Minor revision in 2011 to requirement 5. Extensive practice is needed to develop the skills for this badge and achieve the required scores. Requirements include making a bowstring and an arrow from a bare shaft; the materials are available at camp. Rated 3. Available at all camps.

Art Merit Badge: Revised in 2007. Requires a strong interest in and some experience in drawing and painting. With artistic talent, most requirements can easily be completed at camp with the exception of requirement 4. Rated 3P. Available at KE, RA.

Astronomy Merit Badge: Revised in 2010 when a new merit badge pamphlet was published. See *www.usscouts.org/usscouts/advance/changes/advchanges11.asp* and *www.usscouts.org/usscouts/mb/mb022.asp* for details. Optional requirements 8A, 8D and 8E, if chosen, would have to be completed prior to camp. In addition to class time, late night observation times are required. Rated 3P. Available at all camps.

Athletics Merit Badge: Revised in 2007. Athletics cannot be completed at camp without prior work. Requirements 3, 5 and 6B should be completed at home with a Scout's athletic coach or teacher. Rated 2P. Available at all camps.

1 - Fairly easy. 2 - Average, usually completed in one week. 3 - Difficult, requiring special skills or time commitment. P - Impossible to complete at camp without prior work.

Advancement Information

Basketry Merit Badge: Revised in 2004. Scouts will need materials to do the three projects for this badge (make a round and square basket and weave a seat). Scouts can buy the materials at camp. Scouts should allow for time outside of class to work on their projects. This is a good first year merit badge. Rated 1. Available at all camps.

Basic Camping Skills: Each camp's staff will provide instruction and demonstrations on many of the basic camping skills required for Tenderfoot, Second Class and First Class. Scouts should bring their *Boy Scout Handbook.* See each camp section for details on their first year campers program. Available at all camps.

Bird Study Merit Badge: An in-depth badge for Scouts with a strong interest in the subject of ornithology. Requirement 8, any option, should be completed at home. Option 7A, if chosen, needs to be completed before camp. Rated 3P. Available at RA.

Camping Merit Badge: Revised in 2007. Requirement 9A requires a Scout to camp a total of 20 days and 20 nights. They must sleep each night under the sky or in a tent they have pitched. The 20 days and 20 nights must be at a designated Scouting activity or event. They may include a week of long-term camp toward this requirement. If the camp provides a tent that has already been pitched, the Scout need not pitch his own tent. Certification must include the dates and places of camp-outs. To do requirement 7, the class will go on an overnight camp-out during the week. Only some of the options for requirement 9B can be completed at camp. Rated 3P. Available at all camps.

Canoeing Merit Badge: Revised in 2005. A Scout *must* have passed the Swimmer test *before* starting this merit badge class. Scouts should plan to spend time during open boating in the afternoon practicing their skills. It is strongly recommended that a Scout have some prior experience if he is going to try to earn this badge in one week. Rated 3. Available at all camps.

Climbing Merit Badge: Revised in 2007. Scouts must be at least 13 years of age or have completed the 7th grade to take this difficult badge. The climbing, rapelling, belaying, knot tying, CPR, and First Aid requirements take significant time to master. Rated 3. Available at all camps.

Communications Merit Badge: A time consuming badge, Communications should be reserved for your older Scouts. Some of the options of requirement 7 can not be done at camp. Requirement 5 can not be completed at camp and should be done before arriving at camp. Rated 3P. Available at Gottcom.

Computers Merit Badge: Revised in 2006. Explores computer technology and the design and use of software programs. Requires a basic knowledge of Microsoft Office and the World Wide Web. Rated 2. Available at Gottcom.

Camp Legend: AQuehonga, KEowa, RAnachqua.

✪ Advancement Information

Cooking Merit Badge: Revised in 2007. A total of six meals must be cooked at camp. Requirement 7 must be completed prior to camp. Rated 3P. Available at all camps.

Basic Cooking Skills: As part of each camp's First Year Camper Program the staff will provide instruction and demonstrations on many of the basic cooking skills required for Tenderfoot, Second Class and First Class. See each camp section for details. Available at all camps.

Energy Merit Badge: Revised in 2006. This badge explores the world of energy and requires significant book work. Requirement 1A must be completed before camp and requirement 4 must be completed before camp to complete the badge. Rated 3P. Available at KE.

Environmental Science Merit Badge: Revised in 2006. This badge presents an overview of environmental awareness. It requires extensive field work and reports. This badge is not recommended for younger Scouts, and it may be difficult to complete in only one week at camp. Rated 3. Available at all camps.

First Aid Merit Badge: A Scout must have completed all of the Tenderfoot, Second Class, and First Class First Aid requirements prior to taking this badge. The camp medical officer's schedule can cause merit badge schedule changes, sometimes at the last minute. Rated 3. Available at all camps.

First Class Requirements: Instruction for many of these requirements is available at all camps. See each camp section for specific details.

Fish and Wildlife Management Merit Badge: Revised in 2005. This badge examines the inter-relationship of animals and their environment. This is a very technical badge. It is not recommended for young Scouts. For requirement 6, options (a) or (b) can be done at camp but option (c) cannot. For requirement 7, only options (a) or (c) can be done at camp, but with great difficulty. Requirement 5 must be done outside of camp. Rated 3P. Available at all camps.

Fishing Merit Badge: The actual fishing must be done outside of class, so a Scout will have to allow for extra time to catch the two types of fish called for by requirement 9. Rated 2 (if the fish are biting). Available at all camps.

Forestry Merit Badge: Revised in 2006. This badge presents an in-depth study of the forestry industry. Most of this badge can be completed at camp, but requirement 5 will have to be done outside of camp (Note: requirement 5(b) may be done at a lumber yard at home). Rated 3P. Available at all camps.

1 - Fairly easy. 2 - Average, usually completed in one week. 3 - Difficult, requiring special skills or time commitment. P - Impossible to complete at camp without prior work.

✪ Advancement Information

Geology Merit Badge: Revised in 2006. An in-depth study of the forces that created our planet. Rated 2. Available at KE, RA.

Graphic Arts Merit Badge: Revised in 2007. Requires significant bookwork about graphic art techniques and careers. Only the electronic and digital option can be completed at camp. Rated 2. Available at Gottcom.

Basic Hiking Skills: As part of each camp's First Year Camper Program the staff will provide instruction and demonstrations on many basic hiking skills. See each camp section for details. Available at all camps.

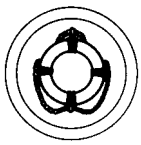
Hiking Merit Badge: A fairly easy badge that requires far too much time to be completed in one week at camp, even for our trek crews! It requires five 10-mile hikes and one 20-mile hike with hike plans and reports for each hike. Rated 3P. Available at AQ, KE.

Indian Lore Merit Badge: This interesting merit badge takes significant "book work" as well as crafts. Most requirements have several options, giving a Scout flexibility in earning this badge. Before camp Scouts should research an American Indian tribe from our area or bring a book with them to camp. Rated 3. Available at RA.

Insect Study Merit Badge: All of the requirements for this badge can be done at camp except for requirement 7 which must be done outside of camp. However, requirement 3 is very difficult to do at camp. Rated 3P. Available at RA.

Leatherwork Merit Badge: Scouts will need materials to do the project for this badge. The project can be done with a leather wristband, but Scouts may also wish to make a belt, a key case or other projects. Kits and materials are available for purchase at camp. Scouts should allow for time outside of class to work on their project. Rated 2. Available at all camps.

Lifesaving Merit Badge: A Scout *must* have passed the Swimmer test and have completed the Second Class and First Class aquatics requirements *before* starting on this badge. Also, at the beginning of this badge a Scout must be able to swim 400 yards using the front crawl, side stroke, breast stroke, and elementary backstroke. This can be a tough badge for a Scout who is not a strong swimmer. Rated 3. Available at all camps.



Camp Legend: AQuehonga, KEowa, RAnachqua.

✪ Advancement Information

Mammal Study Merit Badge: An introduction to animal study. This badge can be completed at camp but requires extensive book research. It is suggested that the Scout start this badge before camp at a local library if he chooses options 3(c) and 4(c), (e) or (f). For requirement 3 only options 3(a) or 3(b) can be done at camp and will require the Scout to do 6 to 15 hours of field work outside of class. Rated 1. Available at all camps.

Motorboating Merit Badge: Open to returning campers who are at least 14 years old or have completed the 8th grade, and who have the Swimming Merit Badge. Rated 2. Available at KE.

Nature Merit Badge: An overview of nature. Requirement 4 can be completed at camp if all of the following groups are used: Mammals, Reptiles, Fish, Plants and Soil. If the Scout wishes to earn this badge using Birds, Insects, or Mollusks, extensive work must be done outside of camp. Rated 3. Available at all camps.

Oceanography Merit Badge: Revised in 2004. This fairly technical badge introduces the Scout to the 73% of the earth that is covered by water. It is not recommended for younger Scouts. Requirement 7(c), if chosen, will require taking 20 readings of water and air temperatures over five consecutive days. Some options of several requirements cannot be completed at camp. Rated 3. Available at RA.

Orienteering Merit Badge: Revised in 2003. This badge requires a knowledge of map and compass and a significant amount of time outside of class time. Requirement 7 may be difficult to complete in one week of camp. Rated 3. Available at all camps.

Personal Fitness Merit Badge: Revised in 2007. Scouts must bring to camp a statement from their dentist that their teeth have been examined. Requirements 7 and 8 require a 12-week fitness program, which of course cannot be completed at camp. Rated 3P. Available at all camps.

Photography Merit Badge: Requires either a film or digital camera and time outside of the class for taking and editing pictures. Rated 2. Available at Gottcom.

Pioneering Merit Badge: Revised in 2006. To begin this merit badge, Scouts must show ability with the square knot, clove hitch, two half-hitches, taut-line hitch, timber hitch and bowline. Scouts who are not comfortable with these knots should consider taking part in the First Year Camper program to work on basic skills. The project for requirement 10 will be done outside of class during an afternoon. Rated 3. Available at all camps.

1 - Fairly easy. 2 - Average, usually completed in one week. 3 - Difficult, requiring special skills or time commitment. P - Impossible to complete at camp without prior work.

Advancement Information

Reptile and Amphibian Study Merit Badge: Revised in 2006. An in-depth look at the reptile and amphibian world. Requirement 8 requires a month to complete and must be done outside of camp. Rated 2P. Available at all camps.

Rifle Shooting Merit Badge: *A Scout must be at least 12 years old (13 for muzzle-loading) to take this badge*. Any Scout must have some experience prior to taking this badge so he can achieve the required scores. Rated 3. Available at all camps.

Rowing Merit Badge: Revised in 2007. A Scout must have passed the Swimmer test before starting this merit badge. Scouts should plan to spend time during open boating in the afternoon to practice their skills. Also, time will have to be spent outside of class learning the required knots. If a Scout does not have some prior experience it may be difficult to earn this badge in only one week. Rated 3. Available at all camps.

Second Class Requirements: Instruction for many of these requirements is available at all camps. See each camp section for specific details.

Shotgun Shooting Merit Badge: Revised in 2007. *A Scout must be at least 13 years old or have completed the 7th grade to take this badge.* Scouts should have some prior experience. Rated 3. Available at all camps.

Small Boat Sailing Merit Badge: Revised in 2005. A Scout *must* have passed the Swimmer test *before* starting this merit badge class. Unless a Scout has previous sailing experience, it is almost certain that he will have to spend substantial time practicing during open boating in the afternoon in order to master this badge. Even then it may well be difficult to earn the badge in only one week at camp. Also, time may have to be spent outside of class learning the required knots. Rated 3. Available at all camps.

Soil and Water Conservation Merit Badge: Requirement 7 requires the completion of 2 projects chosen from six options. Only options (d), (e) and (f) may be done at camp and they will require extensive field work in addition to class time. Rated 2. Available at all camps.

Space Exploration Merit Badge: Revised in 2005. Requires significant "book work" and building a model rocket; kits are available at the trading post. Option 5B, if chosen, cannot be completed at camp. Rated 3. Available at RA.

Sports Merit Badge: Minor revisions in 2011 to requirement 2. This badge cannot be completed at camp without prior work. It requires a Scout to participate in a competitive individual sport or as a member of an organized team in two sports. If a Scout completes requirements 4 and 5 with a coach or teacher before camp, the badge is fairly easy to complete in a week. Rated 2P. Available at all camps.

Camp Legend: AQuehonga, KEowa, RAnachqua.

✪ Advancement Information

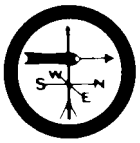
Swimming Test for Second Class and First Class: The Beginner test satisfies requirement 7B for Second Class, and the Swimmer test satisfies requirement 9B for First Class. Testing will be done when the Scouts check into camp and each day at the Waterfront. Consult the camp schedule. The Staff will provide swimming instruction. Available at all camps.

Swimming Instruction: The Staff will provide swimming instruction for Basic Learners and for Beginners. Available at all camps.

Swimming Merit Badge: A Scout must have completed the Second Class and First Class aquatics requirements before starting this badge. Rated 2. Available at all camps.

Tenderfoot Requirements: Instruction for many of these requirements is available at all camps. See each camp section for specific details.

Water Sports Merit Badge: A Scout must be a swimmer and at least 13 years old or have completed the 7th grade to take this merit badge. This badge is by appointment only with only a limited number of spots available. It requires good upper-body strength and is a very difficult badge if a Scout does not have prior experience. Rated 3. Available at KE.



Weather Merit Badge: Revised in 2007. Changes were made to requirements 1, 3, 4, 7, 8 and 9, and requirement 10 was added. All requirements for this badge can be done at camp. However, for requirement 8, only option (a) can be done at camp. Rated 3. Available at RA.

Wilderness Survival Merit Badge: Requirement 5 calls for Scouts to make a survival kit. Scouts should make the kit at home and bring it to camp because all of the necessary materials are not available at camp. To do requirement 9, the class will spend one night camping out in the shelters they have built. Rated 2. Available at all camps.

Wood Carving Merit Badge: For the sake of safety, Scouts must know how to properly use a knife before starting this badge. Scouts will need materials to do the project for requirements 6 and 7. Usually the Scouts carve a neckerchief slide, the kit for which can be bought at camp. Scouts should allow for time outside of class to work on their projects. Rated 3. Available at AQ, KE, RA.

Woodwork Merit Badge: For the sake of safety, earning Totin' Chip before the start of the class will expedite the completion of this badge. Rated 2. Available at RA.

1 - Fairly easy. 2 - Average, usually completed in one week. 3 - Difficult, requiring special skills or time commitment. P - Impossible to complete at camp without prior work.

Advancement Information

Note Concerning Aquatics Badges: All aquatics merit badges (Canoeing, Lifesaving, Motorboating, Rowing, Small Boat Sailing, Swimming and Water Sports) require a knowledge of CPR and a demonstration of CPR. Scouts are encouraged to complete this requirement before camp under the direction of any qualified instructor who is 18 years of age or older and who is currently certified in CPR for the Professional Rescuer. While certification in CPR is not required, it will fulfill this requirement. Every effort will be made to offer this training at camp for those Scouts unable to complete the requirement before camp.

Note Concerning Nature/Ecology Badges: Please note that the following nature/ecology merit badges tend to be fairly technical and may require extensive research, observation, and/or project completion: Environmental Science, Fish and Wildlife Management, Forestry, Geology, Mammal Study, Nature, Oceanography, Reptile Study, and Soil and Water Conservation. Camp is an excellent place to start these badges and conduct the required field work. Also, as noted in various of the badge descriptions, some of these badges may be completed at camp only if work is done prior to arrival at camp or if the Scout elects certain options which can be done at camp.

✪ Religion in Camp

The mission of the Ten Mile River Scout Reservation Chaplaincy is to provide a meaningful weekly inter-faith or other service of worship, to promote a presence of God, and to promote dialog between Scouts, Scouters and families on how to fulfill one's "Duty to God."

Religion and Scouting

> *"The Boy Scouts of America maintains that no boy can grow into the best kind of citizen without recognizing his obligation to God."*
>
> (Article II, Section 2, Charter and Bylaws, B.S.A.)

The religious institutions of America have commended the Boy Scouts of America for encouraging youth to participate in organized religious activities.

Scouting has enjoyed the cooperation of nearly every religious group in America. This is due in large part to the fact that the B.S.A. recognizes religion as an integral part of the character-building process and encourages boys to adhere to the beliefs and practices of their own faith. The 12th point of the Scout Law requires that the religious beliefs and needs of boys be respected and observed. To this end, the Greater New York Councils, working in cooperation with its Relationships Committee, has established the following policy for the Ten Mile River Scout Camps:

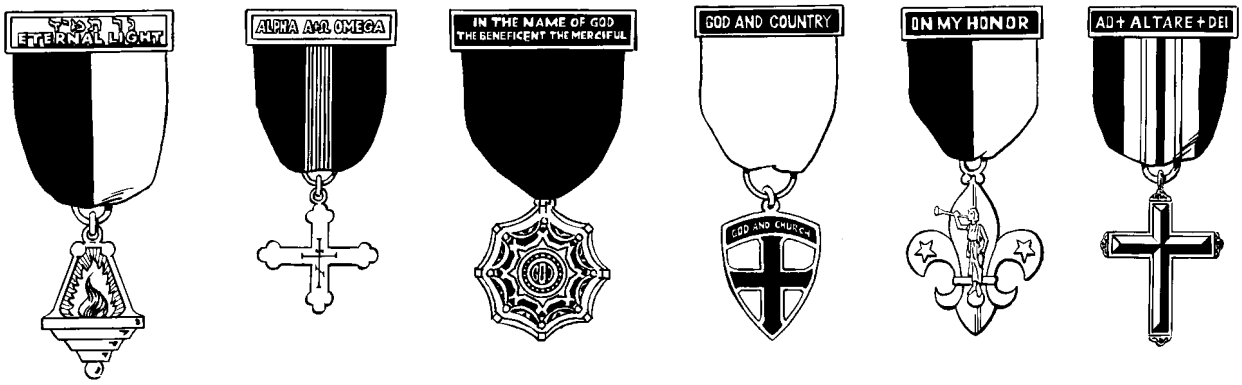
Religious Services will be held at various times throughout the reservation. See Camp Sections for days and times.

Special religious services will be announced as appropriate.

Chaplains are available to everyone for counseling during the week. Arrangements should be made with the Chaplain or a note may be left at the Camp Office.

Student of My Faith and Duty to God

Scouts may do initial work toward their religious emblem by working with their camp Chaplain in the "Student of My Faith" or "Duty to God" programs at camp. See your Chaplain or Program Director for details.



❂ Waterfront Rules

Buddy System

Everyone must check in and out at the Waterfront using their buddy tags. Only Scouts (and Scouters) with complete medical exams on record may get buddy tags and use the aquatic facilities. Everyone *must* have a "buddy" to enter the swimming or boating areas. Scouts must pick a buddy qualified for their ability area. Scouts must check in and out by "buddies." Scouts must stay with their buddy at all times while in the swimming or boating areas and never go under the lines into another swim area.

Buddy Check

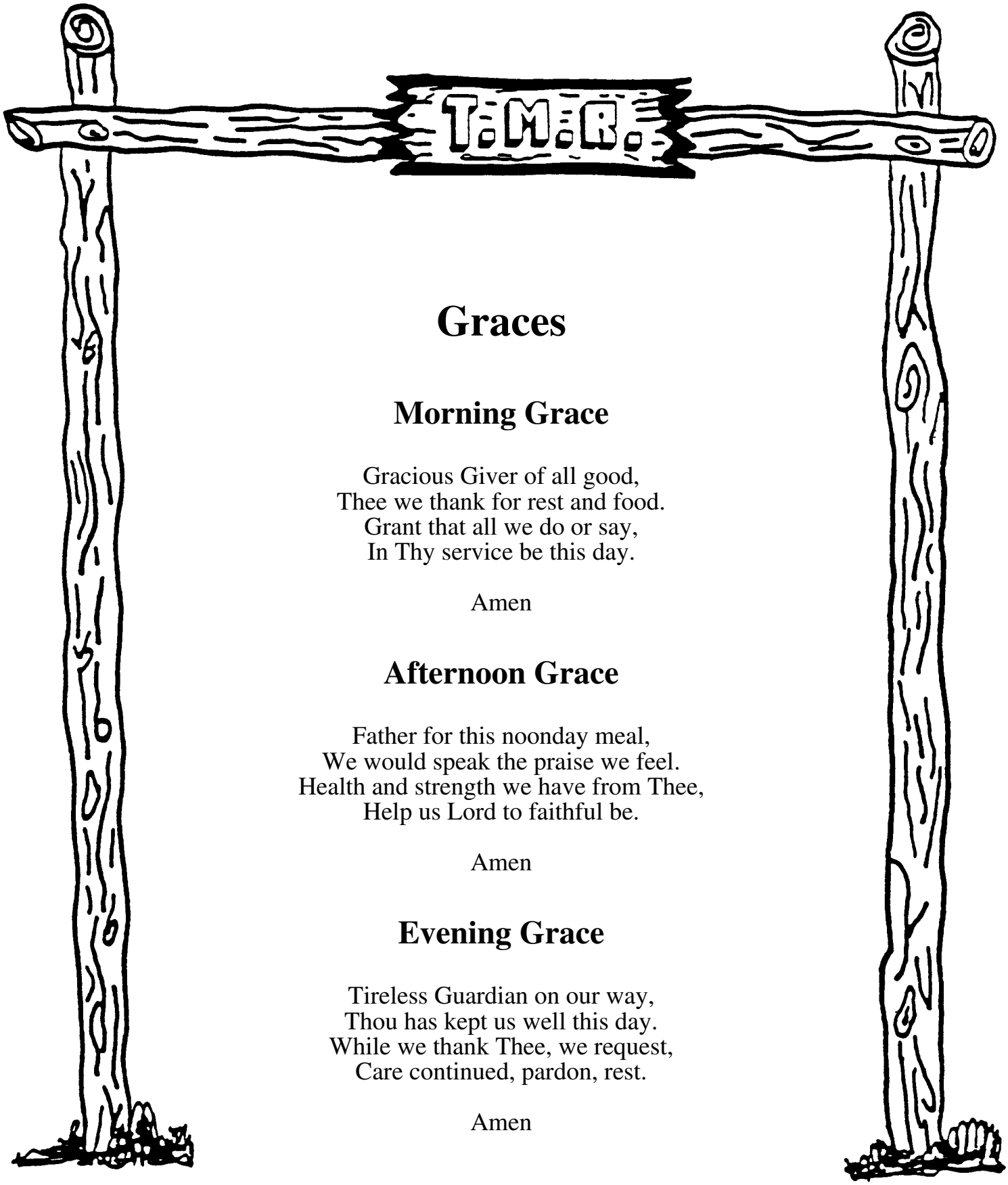
- 1 Blast: Go to the closest dock or raft or to the side of the pool and hold your buddy's hand immediately and be *quiet.*
- 2 Blasts: Resume swimming
- 3 Blasts: Get out of the water immediately with your buddy.

Note: *Use only the swimming area that corresponds to your ability or less. To change sections, you must ask a Waterfront staff member to change your tag on the buddy board. Scouts who do not follow these instructions will lose their swimming privileges.*

Boating Regulations

1. All boating activities may only be conducted under the direct supervision of the Aquatics staff, without exception. No Scout may go in a boat or canoe at any time without the permission of the Waterfront Director or one of his assistants, or when the waterfront is closed.
2. **Lifejackets must be worn properly at all times while boating!** All lifejackets must be properly tied and buckled. Ask a lifeguard to help you choose your proper size.
3. To take out a canoe, a Scout must be a swimmer, launch and land properly, get in and out correctly and be able to paddle straight ahead, turn around and land. He must also make an effort to learn the many other skills of good canoeing as rapidly as possible.
4. To use a rowboat, you must show proper forward rowing, pivoting and changing places.
5. To use a sailboat, Scouts must be swimmers and have the Small Boat Sailing merit badge or be in the merit badge session. The large sailboats must be used with a staff member.
6. Boats and canoes must be handled carefully, correctly and according to the instruction of the waterfront staff. ***No ramming!*** Yield to sailboats.
7. No more than 3 allowed in a rowboat. No more than 2 in a canoe. Only one person in a kayak.
8. At the sound of the whistle, horn or bell, all boats and canoes must return to the dock immediately.
9. All boats, canoes, paddles, oars and lifejackets must be put away properly before checking out of the boating area. Keep the paddle and oar area neat.
10. No boats are allowed in the lily pads or beyond any buoys.
11. Do not sit in canoes or on a lifejacket.
12. Fishing is allowed in proper areas only. No fishing from rowboats or canoes is permitted. New York State fishing regulations are in effect.

Note: Failure to comply with any boating regulation will result in suspension of boating privileges.



Graces

Morning Grace

Gracious Giver of all good,
Thee we thank for rest and food.
Grant that all we do or say,
In Thy service be this day.

Amen

Afternoon Grace

Father for this noonday meal,
We would speak the praise we feel.
Health and strength we have from Thee,
Help us Lord to faithful be.

Amen

Evening Grace

Tireless Guardian on our way,
Thou has kept us well this day.
While we thank Thee, we request,
Care continued, pardon, rest.

Amen

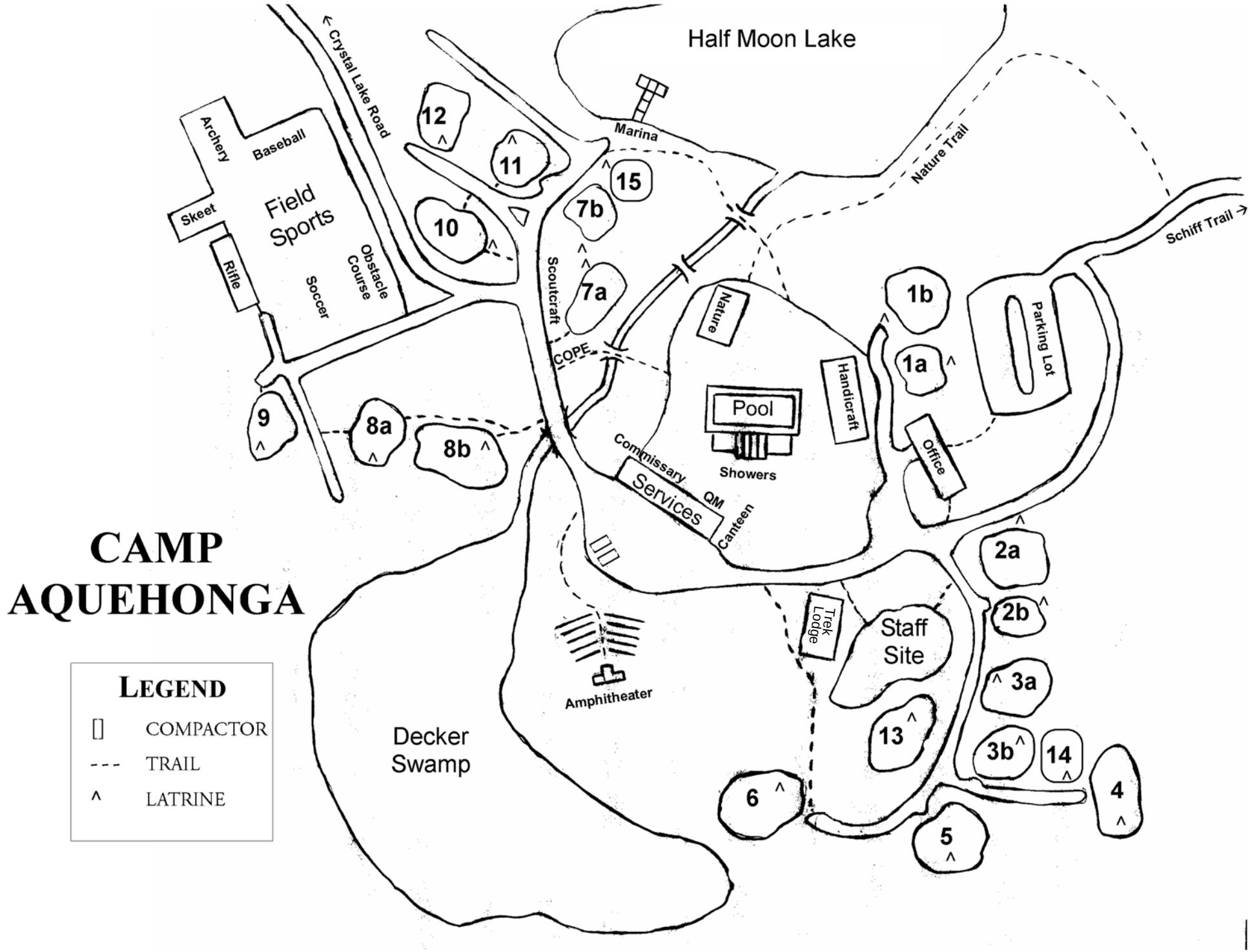
Weekly Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
8:00 - 9:00		Breakfast					
9:00 - 10:00							Check Out
10:00 - 11:00							
11:00 - 12:00							
12:30 - 1:15		Lunch					
1:15 - 2:00	Check In	Rest					
2:00 - 3:00							
3:00 - 4:00							
4:00 - 5:00							
5:00 - 6:00	Cleanup for Supper						
6:00 - 7:00	Supper						
Evening Activity	Opening Campfire					Closing Campfire	
Overnight							

Camp Duty Roster

Troop #: _____ Patrol: _____ Campsite #: _____ Week #: _____

Duty	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday


CAMP
AQUEHONGA
LEGEND
[] COMPACTOR
--- TRAIL
^ LATRINE
Half Moon Lake
Crystal Lake Road
Marina
Nature Trail
Schiff Trail
Archery
Baseball
Field Sports
Skeet
Rifle
Soccer
Obstacle Course
Scoutcraft
COPE
Nature
Pool
Showers
Handicraft
Parking Lot
Office
Commissary
Services
QM
Canteen
Amphitheater
Trek Lodge
Staff Site
Decker Swamp
12
11
10
15
7b
7a
9
8a
8b
1b
1a
2a
2b
3a
3b
13
14
6
5
4

BOY SCOUTS OF AMERICA
Greater New York Councils

Welcome to Camp Aquehonga

Adventure Awaits You, Heed the Call

Fellow Scouts & Scouters,

The 2011 Ten Mile River camping season is already planned. Camp Aquehonga's fine staff is ready to bring your Scouts a superb camping experience. Aquehonga always provides the best in summer camping. Camp Aquehonga is poised and ready to deliver quality program in high adventure, Scout skills, and advancement.

You who love the haunts of Nature, who appreciate the different moods of the forest, who strive to expose your Scouts to quality program in a safe, cheerful wilderness environment, where the Scout Oath and Law prevail, are encouraged to choose Aquehonga. All who camp here grow, learn, flourish, and have fun. Camp with us for one or two weeks, or for as long as your troop might care to stay.

What a summer we have planned! Aquehonga Staff is second to none and will nurture your Scouts in every facet of camp life and advancement. Sessions in advancement and merit badge classes in a wide variety of outdoor skills take place daily. Camp wide games, competitions, and activities are a staple at Aquehonga. New Scouts will become acquainted with Scouting in the merry greenwood that is Camp Aquehonga as they acclimate to Scout camp by partaking of our new camper program. Hiking, bicycle trips, overnight treks, followed by leisurely swims in our pool replete with heart stopping slide are offered.

Being outdoors whets a woodsman's appetite. Aquehonga meals are of fine quality, and of more than sufficient quantity to render any Scout hale, hearty, and healthy. A health professional is in residence and available twenty-four hours a day. Aquehonga administration and staff are vigilant in ensuring every Scout and Scouter is always safe, well fed, and made as comfortable as possible.

If you haven't yet made plans for your troop's summer camp experience, please consider camping with us at Aquehonga. For more information visit our website, *www.tenmileriver.org*

"Adventure, learning, challenge, and responsibility - we're here to provide them all."
We're ready; we're excited; and we continue to make it happen!

We are prepared to discuss your special concerns regarding any aspect of what Aquehonga has to offer. You are welcome to contact us anytime.

Yours in Scouting,

Sal Poidomani
Camp Director
spoidomani@tenmileriver.org

Anthony Zalak
Assistant CampDirector
azalak@tenmileriver.org

... And the Entire 2011 Camp Aquehonga Staff

✪ What's New and Exciting At Aquehonga?

Camp Aquehonga, Scouting's New High Adventure

We're pleased to announce that for the third straight year we will be coordinating the Ten Mile River High Adventure program. The staff for the various outposts will be directed through our current program structure. The goal is to be more responsive to question or concerns and to bring the program to where the Scouts are. The Trek Program will continue to develop and expand across the reservation. Scouts and Scouters will be able to experience various aspects of the High Adventure program in a way that has never been offered before.

E.V.A.Q.

The E.V.A.Q. (Experienced Veterans of Aquehonga) program will again return for those older Scouts that have been coming to Aquehonga for years and need something new, interesting, and exciting to challenge them. We will incorporate multiple facets of High Adventure into this year's program; So go ahead, try it!! For more details, check out the program highlights under Scoutcraft.

Still Having a Blast at Camp Aquehonga!

We're pleased to continue to offer Unit Leader Firearm Instructor Training. In the last several years more than three dozen leaders have completed this training, and we are continuing to build on the success of the muzzleloading program from prior years. For more information on this program, including eligibility requirements, see the "Field & Shooting Sports" section on page 84.

Aquehonga Website – www.tenmileriver.org

"I wish we knew that before we arrived here on Sunday!" Well, now you will. Information about all aspects of the Camp Aquehonga experience will, once again, be available online to help your unit prepare for its trip to camp this summer. Among the **many** items on this site will be:

- An electronic (PDF) version of the Leader's Guide (this document). Encourage ***all*** your leaders to download a copy!
- Any changes made to this guide.
- Reservation High Adventure program schedules and downloadable roster. ***Note:*** *All activities outside of Aquehonga [High Adventure, Canoeing, Lakeside, etc.] require a separate activity roster. To save time, download the roster form from the website, and fill it out before you come to camp! Bring extra copies.*
- Electronic versions of the Troop Roster, Program Preference Sheet, and Scout and Leader Medical Forms.
- The Camp Aquehonga Map
- Details to make checking in much easier!
- Weekly Camp Menus and Patrol Cooking Guides.
- Details about new programs and opportunities that were not completed when this guide was printed.
- **and much, much, more!**

The Aquehonga website will be available and continually updated during the months leading up to, and all the way through the camp season. Check it early and check it often! There's even a place for you to sign-up to receive regular updates via e-mail! If you have any questions or comments, or if you can't find something on the site that you think will be of interest to other leaders as well, please send a message to aquehonga@tenmileriver.org.

A Request: In order to help the staff prepare for your troop's summer camp adventure, unit leaders are asked to complete the Update Attendance Projection form on the TMR website (*www.tenmileriver.org*) by the Thursday prior to the unit's arrival.

✪ Program Highlights

The 50 Miler Award

The main objective for the participants is to earn the 50 Miler Award. At the conclusion of your trek, participants will be eligible to earn this award.

Participants will be also eligible to earn the TMR Trek award, which you will be able to wear on your uniform.

Advancement

Over the course of the trek, the units will learn about backpacking, wilderness survival, climbing, rapelling and orienteering skills and will be able to complete or earn partials in these merit badges. The program and advancement will also work well for Venturing units.

Requirements

To sign up for the trek, your unit or crew must have two adult leaders and 5 to 12 trekkers depending upon the type of trek. Participants must be 13 years old by January 1, 2011.

Types of Treks

- Backpacking Treks: From self-sustained treks (extreme trek) to less demanding treks (regular trek). Backpackers spend four days on the Red Dot Trail and one day on the Delaware River.
- Canoe Treks: The canoe trek is a program in which units will have the opportunity of canoeing for three days on the Delaware River and backpacking for two days on the Red Dot Trail.

Your Trek Schedule and Reservations

Reservations for treks must be made 60 days in advance of the trek start.

The day-to-day schedule of the trek is agreed upon between leaders of the trek and the TMR Trek staff. Trek leaders should contact Camping Services at least one month before coming to camp to arrange the details of their trek. The Trek Director will help you in planning your trek program.

Sample Trek Schedule

Each crew or trek unit is encouraged to work with the trek staff in designing their own unique schedule. Trek begins at the home camp where the group checked in on Sunday.

Sunday

- Check in at "Base Camp." Base Camp can be any of the camps that form TMR Scout Reservation. For this sample trek schedule the base camp is Camp Ranachqua.
- Please have your unit roster, all medical forms, and receipts ready.
- Stow gear at trek tent site.
- Dock test (swim test).
- The trek director and the trek guide for the unit will meet to review your trek program.
- Distribute TMR equipment to trekkers.
- Dinner at Camp Ranachqua.
- Trek meeting and campfire.
- Stay over at trek site.

Monday

- Breakfast at Camp Ranachqua.
- Break camp.
- Backpacking to Split Rock.
- Orienteering instruction.
- Lunch on the Trail.
- Hike to Split Rock.
- Dinner and over-night at Split Rock.

Tuesday

- Breakfast at Split Rock.
- Break camp and hike to Indian Cliffs.
- Climbing and Rapelling at Indian Cliffs.
- Lunch at the Cliffs.
- Continue on Red Dot Trail to Headquarters.
- Dinner and over-night at Headquarters.

✪ Sample Trek Schedule

Wednesday

- Breakfast at Headquarters.
- Break camp and hike to camp Aquehonga.
- C.O.P.E. Course at Aquehonga.
- Lunch at Aquehonga.
- Rifle/Shotgun at Aquehonga.
- Hike on Blue Dot Trail to Trout Pond.
- Dinner and over-night at Trout Pond.

Thursday

- Breakfast at Trout Pond.
- Break camp and hike to Camp Keowa.
- Swimming at Crystal Lake.
- Lunch at Keowa.
- Tower at Keowa.
- Hike to Beaver Pond.
- Dinner and over-night at Beaver Pond.

Friday

- Breakfast at Beaver Pond.
- Break camp; Bus ride to Delaware River.
- 15 mile Delaware River canoe trip.
- Lunch on river.
- Return to Base Camp (Ranachqua) from river.
- Celebrate trek completion.
- Stay over at Ranachqua.

Saturday

- Breakfast at Ranachqua.
- Break camp.
- Return TMR gear.
- Head Home.

Every trek is designed following each unit's own goals, activities and schedules. Activities such as swimming, fishing, water skiing, tubing, climbing, rapelling, shooting (rifle range), C.O.P.E., canoeing, and more can be incorporated into your program.

Challenge yourself and be a 50 Miler.

✪ Camp-Wide Programs and Activities

Sunday Orientation Display, Merit Badge & Program Fair

Highlights of the camp's program will be displayed by area in the John Williamson Pavilion on Sunday evening. Units should meet on the pool field at 7:30 p.m. Scouts and leaders will get an overview of what every area has to offer plus available special programs. Senior Patrol Leaders can also sign up for specific program opportunities with individual area directors.

Camp-wide Flag Raising

As a service to the camp, each morning and evening a different unit will raise and lower the colors on the Pool Field. Other troops are welcome to attend. Sign up at the Sunday Leader's Meeting.

Camp-wide Evening Activities

Monday – come watch a movie at the Bowman Amphitheater. Tuesday – the entire camp will gather on the Pool Field for an exciting Camp-wide Game. Wednesday – join us for a BBQ dinner and later in the evening, an ice cream social at the Pavilion. Thursday – relive Field of Dreams as everyone assembles on Barta Field for the highly anticipated Scoutmaster/SPL v. Staff softball game (see the Field Sports Director to sign up to play, or to volunteer to lead as a Scoutmaster/SPL Captain.) Friday – unit led campfire: show off your troop's best song, skit or cheer (bring your troop's program items to the Wednesday afternoon SPL Roundtable.)

Week in Review

Friday evenings after the campfire, we will show a video recap of the week's events outside the services building. Campers can relive the good times they had at camp during the week.

Scouter Training Opportunities

"Every Scout deserves a trained leader." – BP. Opportunities will again be available for adult leaders to begin their formal Scouter training with the New Leader Essentials course. This 1 ½ hour program is offered every Monday evening in the Camp Office.

Leaders' Meeting & Cracker Barrel

On Sunday evening at 7:00 p.m. the main unit leader is requested to be present at the office for a "meet the camp leadership" and general orientation meeting. On Tuesday at 9:00 p.m. all leaders in camp are invited to a cracker barrel hosted by the key staff in the office. It will include an open forum with the Area Directors and other key camp leadership. This is also a great opportunity to share ideas with other leaders in camp.

Order of the Arrow

The Order of the Arrow is Scouting's National Honor Society. Two of its main goals are to promote camping and to provide service to our council's camps. *Wednesday* is OA day. Brothers in camp are encouraged to wear their sashes to program and at the Wednesday Night BBQ. At 1:15 p.m., all are invited to meet in front of the Services Building to participate in an OA Day service project. At 5:00 p.m., all Unit Leaders with culinary expertise are asked to meet in front of the Services building to assist in preparing for the Camp-wide BBQ. In the evening, the OA lodges of GNYC will be sponsoring an Ice Cream Social at the John Williamson Pavilion. All are invited to come down and enjoy some food, fun, and fellowship.

✪ Advancement Schedule

Merit Badges	9:00 - 9:45	10:00 - 10:45	11:00 - 11:45	2:00 - 2:45	3:00 - 3:45	4:00 - 4:45	7:00 - 7:45
Swimming	✔	✔	✔				
Lifesaving (2 Hours)		✔					
Canoeing			✔				
Rowing (2 Hours)	✔						
Small Boat Sailing (2 Hours)			✔				
Snorkeling	✔						
Mile Swim							✔
B.S.A. Lifeguard (4 Hours)		✔					✔
Pioneering	✔						
Orienteering	✔						
Camping		✔		✔			
Cooking			✔		✔		
Wilderness Survival		✔					
Backpacking ‡			✔				
Hiking ‡							
Nature			✔	✔			
Forestry					✔		
Mammal Study	✔	✔					
Reptile & Amphibian Study	✔						
Soil & Water Conservation				✔			
Environmental Science		✔			✔		
Space Exploration			✔				
Astronomy					✔		
Fishing *						✔	
Archery (2 Hours, 2 Options)	✔			✔			
Athletics			✔	✔			
Personal Fitness		✔				✔	
Shotgun Shooting (2 Hours)			✔				
Rifle Shooting - .22 cal. (2 Hours)	✔						
Rifle Shtg. - muzzleloading (2 hr.)					✔		
Sports	✔				✔		
Climbing (2 Hours)	✔						
Progressive COPE				✔		✔	
Basketry	✔				✔		
Leatherwork			✔	✔			
Wood Carving		✔				✔	
New Camper Program			✔				
First Aid						✔	

Be Advised: All merit badge sessions are scheduled to end at a quarter to the hour. However, because some requirements require field work, this may change. Scouts who need to complete this type of requirement may be dismissed from certain sessions early, but only when accompanied by a buddy. Reasons for early dismissal might be to purchase materials from the Canteen, observations for Ecology badges or collecting samples. Also, extended sessions are required for some merit badges. Please check with Area Directors if you have any concerns. ***If merit badge sessions should fill up, additional sessions may be added to ensure a Scout is not locked out of a badge.*** **It is highly encouraged that Scouts purchase the merit badge pamphlet to help ensure successful completion of all merit badge work.**

Note: Eagle-Required merit badges are indicated in **boldface** type above.

* Fishing poles are available but we recommend that Scouts bring their own personal fishing poles.

‡ Backpacking and Hiking will be offered together as one class.

✪ Merit Badge Prerequisites

Merit Badge	Rating	Prerequisites	Comments
Archery	4		2 Hour class. Much practice time required.
Astronomy	3/7	5b, 6, 9	
Athletics	4	3, 6	
Backpacking	4/5/7	6b, 10, 11	Intended for Scouts in the Trek program, or partial avail.
Basketry	1		Purchase kit at Canteen.
Camping	3/5/6	3, 9	
Canoeing + *	3	2a,b	2 Hour class. Much practice time required.
Climbing	4/6		2 Hour class. Much practice time required.
Cooking	3/5/6	7	Selected daily meals will be eaten with class.
Environmental Science	3/4/6		Must allow for observation time.
First Aid +	3	2b	
Fishing	2		Practice time required.
Forestry	3/5	5, 7	
Hiking	3/5	4, 5, 6, 7	Otherwise, partials available.
Leatherwork	1	5b, 5d	
Lifesaving + *	4/7	1a, 13a, b	2 Hour class.
Mammal Study	1	4	
Nature	2/5		
Orienteering	3/6		Much planning time required.
Personal Fitness	3/5	1b, 6, 7, 8	
Pioneering	3/6		Much practice time required.
Reptile & Amphibian Study	1/5	8	
Rifle Shooting - .22 caliber	4/6		2 Hour class. Much practice time required.
Rifle Shtg. - muzzleloading	4/7		2 Hour class. Much practice time required.
Rowing + *	2	2	
Shotgun Shooting	4/7		Much practice time required.
Small Boat Sailing + *	4	1b, 4e	2 Hour class.
Soil & Water Conservation	2	7	
Space Exploration	NEED	ANY PREREQ?	
Sports	1/5	3, 4, 5	
Swimming + *	3/4	2a, b, 3	Not for first year campers. Much practice time required.
Wilderness Survival	1		Requires overnight outing on Thursday evening.
Wood Carving	2	2a	Purchase wood items at Canteen.

Notes:

- All requirement numbers refer to the 2010 Boy Scout Requirements Book, or newer B.S.A. press release if requirements have been changed. For full details on updated requirements, visit www.tenmileriver.org
- All prerequisites listed above must be completed before a Scout arrives at camp **if completion is expected by the end of the week. Otherwise, a partial will be issued.** Certification of successful completion of all prerequisites is necessary from the Unit Leader.

Merit Badge Difficulty Ratings

Rating	Description
1	Fairly easy
2	Average; can usually be completed in one week
3	Difficult; usually requiring hard work and time commitment
4	Difficult; usually requiring special skill, knowledge and experience
5	Impossible to complete in one week without prior work
6	Intended for intermediate Scouts only (2nd year campers, and on)
7	Intended for experienced Scouts only (3rd year campers, and on)
+	Requires CPR
*	Requires “swimmer” qualification on the **Sunday** swim test

✪ Program Areas

Aquatics

At Aquehonga our goal is that every Scout becomes a swimmer and every swimmer becomes a lifesaver! Swimming instruction and recreational swimming are done at the pool. All sailing, boating and canoeing are done at the lake. Orientation is required prior to using waterfront facilities. Swimming tests are given after check-in. All aquatics badges require CPR which is offered on Wednesday at 7:00 p.m.; the only exception to this is the Scout who already has First Aid merit badge or current CPR certification. In addition, Lifesaving and Swimming merit badges require addition time on Monday at 7:00 p.m. to demonstrate strokes.

Swimming Instruction: Help your Scouts gain the confidence and skill to improve their swimming skills and qualify for a higher swim classification. Offered daily at 9:00, 10:00 and 11:00 a.m.

Recreational Boating, Canoeing and Kayaking: Open boating is available in afternoon and evening hours. Minimum qualifications are necessary to use all water craft (see aquatic rules).

Rowboat, Canoe and Kayak Tests: All boating tests will be done at the lake on Mondays from 2:00 to 4:30 p.m. A test must be taken to use any water craft. Only Swimmers can take the canoe and kayak tests. Make-up testing is done during the week at ***afternoon*** free boating time.

Troop Free Swim: Troops can sign up with the Program Director on Sunday for troop swim sessions at 2:00, 3:00 or 4:00 p.m.

Water Slide: The water slide represents an excellent program opportunity that is unique to Camp Aquehonga among all Boy Scout Camps. It is open during the afternoon free swim periods, under the supervision of the Aquatics Staff. To keep the slide in proper working order, and to ensure the safety of all bathers, these regulations must be followed:

- Individuals wishing to use the slide must be either **Beginners or Swimmers**.
- Individuals wearing **bathing suits with metal grommets** will not be allowed to use the slide because the grommets can scratch the surface of the slide, and thus reduce its life span. As always, shorts are not permitted as a substitute for bathing suits.
- As always, no valuables should be brought to the pool. In particular, individuals wearing **necklaces or jewelry of any sort** will not be allowed to use the slide as this presents a safety risk.

Safe Swim Defense/Safety Afloat (For Adults): Sessions will be held Mondays at 1:00 p.m. in the Camp Office. Two hours of practical aquatic supervision are required at each area during the week for certification - 4 hours total.

Scoutmaster/Staff Swim: Monday, Tuesday, Thursday, and Friday, from 5:00 to 5:30 p.m.

Night Swim: Available by sign-up on Tuesdays and Thursdays from 8:30 to 9:00 p.m.

Snorkeling B.S.A.: Session will be held at 9:00 a.m. There are limits on the number of Scouts who can participate in the session, so signing up at the Sunday Merit Badge Fair is imperative.

Mile Swim: Friday at 7:00 p.m. at the pool. Qualifications are Monday through Thursday at 7:00 p.m. ***All must attend these qualification classes to complete the Mile Swim on Friday night.***

B.S.A. Lifeguard: Scouts should have Swimming, Rowing, Lifesaving and First Aid merit badges before starting and must plan to spend the majority of their time in the aquatics area (minimum four hours per day and age 15).

Polar Bear Swim: Swimming, boating and other fun activities will be available at the pool or the lake from 6:30 to 7:00 a.m. Monday through Friday.

Boating Instruction: Boating instruction is available upon request of the Aquatics Director.

Delaware River Canoe Trips: Offered on Thursday. Must sign up with the Program Director. All persons planning to go on the trip must be in camp by 7:00 p.m. on Wednesday with a completed medical in order to complete a dock test for the trip.

Please see "Swimming Ability Ratings" on page 54 for the requirements for Learner, Beginner, and Swimmer and "Waterfront Rules" on page 68 for rules for the aquatics program.

Adults are always welcome to assist in supervising the Aquatics areas.

Note: The waterfront staff cannot be responsible for any valuables left in the pool showers.

Everybody using the pool must enter and exit through the correct locker room and shower before using the pool.

Scoutcraft

The real Scouting skills that make each boy proud to be an outdoorsman are offered in one of the finest Scoutcraft Areas in any Scout Camp. The art of rope work, camping, cooking, hiking and survival can be one of the most memorable experiences at Aquehonga. The area provides a complete environment to gain these desired skills for the new Scout as well as the experienced Scout. Share the knowledge of the fine staff with your Scouts.

E.V.A.Q.

Have you been coming to Aquehonga for years? Think you know all there is to know about camping? Yeah, we know the type - you're the guy who's already taken every cool badge you wanted... You need something new, interesting, and exciting enough to challenge you. Well then, maybe you're ready for E.V.A.Q.- the Experienced Veterans of Aquehonga.

Think about all the things that are too tough for a mild-mannered first-year camper to handle; the action that keeps you coming back to Aquehonga year after year, like Shooting Sports, High COPE, Overnight Treks, Hiking, Biking, and Outposts... Good. Now picture all those things and more combined into one awesome program, run by the counselors that are tough enough to handle you - starting with Scoutcraft. For fulfilling this physically and mentally demanding program, you will come away with great prizes and an awesome experience! Still think you know all there is to know??? Go ahead, try it...

** Scouts must fulfill at least one of the following prerequisites in order to participate: Scout must be a 3rd year camper, be at least 15 years of age, or at least a First Class Scout.

Patrol Competitions - Evenings

Scouts will be able to participate in Camp-O-Ree style patrol games and competitions located throughout the Scoutcraft area. These events promote teamwork and Scout skills. Individual Scouts as well as entire patrols can participate in these competitions.

Dunk the Counselor!

A definite hit in the past, units will once again have the opportunity to challenge the staff member of their choice to a display of firebuilding skill. Scouts work as a patrol/troop to quickly build a fire, burn the string and drench the counselor. The program takes place in the Scoutcraft area on Tuesday through Thursday evenings at 7:00 p.m. Don't forget, however, that all Dunk the Counselor challenges must be made at a flag ceremony!

Special Awards

Totin' Chip and Firem'n Chit are available for younger Scouts. Paul Bunyan Woodsman is available by appointment for older Scouts. Interested Scouts should see the Scoutcraft Director.

Pioneering Projects

Every Scout has the urge to build something with his own hands, see a design take form before his eyes, and see a finished product that is, in effect, a monument to his own ability. The Scoutcraft Director can supply your unit with several ideas for projects. Allow at least two activity periods and pick a project keeping in mind your boypower limitations. Before attempting a project, a class in knots and lashings may prove useful.

Evening Camping Program!

The Scoutcraft area offers two evening program ideas. These programs are done by the unit or individual Scouts during evening program. Scoutmasters and Senior Patrol Leaders can get more information from the Scoutcraft Director during the Sunday Evening Merit Badge and Program Fair.

Western Style Adventure: Features cooking with Western Style Fruit Cobblers, Pineapple Upside Down Cake, "Zeppoli" and other Dutch Oven cooking delicacies. The program includes a Dutch Oven cooking lesson and an Old West Campfire theme with songs and skits.

Robinson Crusoe Adventure: Scouts construct survival shelters, ground beds, and a fireplace. These Scouts will experience the challenges of choosing a remote survival site.

Red Dot Trail & Hiking Opportunities

This well-marked trail encircles the entire Ten Mile River reservation. If your unit needs help in planning a hike, be it for an afternoon or overnight, the Scoutcraft Staff offers guidance on hike routes, lean-to sites, water sources and points of interest.

Scoutcraft Area Afternoon Program/Skill Instruction

The requirements for Tenderfoot, Second Class and First Class ranks may be worked on simultaneously; however, these ranks must be earned in sequence. In the afternoon, the Scoutcraft Staff will provide instruction to Scouts who are interested in working on the requirements for Tenderfoot, Second Class and First Class. For more detailed information and the schedule of specific skills being taught each day, see the "New Camper Program" section of this guide on page 87.

Leave No Trace

This training course, which is designed to help Boy Scouts and leaders learn to be responsible users of outdoor resources, will be offered on Monday evening at 7:00 p.m. in the Scoutcraft area.

✪ Program Areas

Challenging Outdoor Personal Experience (C.O.P.E.)

Try the low and high C.O.P.E. stations that are one of Aquehonga's biggest attractions. The Project C.O.P.E. program helps Scouts achieve the following goals: Teamwork, Communication, Problem Solving, Decision Making, Self Esteem, Trust, and Leadership. Scouts must be 13 years old or have completed the 7th grade to participate in high-course elements. Long pants must be worn. Interested Scoutmasters or Senior Patrol Leaders should see the Program Director at check-in or the C.O.P.E. Director during the Sunday Evening Merit Badge & Program Fair. See "C.O.P.E." on page 45 for more information.

Low C.O.P.E. Course at Aquehonga!

In a word, Low C.O.P.E. is awesome. In fact, those who are most familiar with the C.O.P.E. program quickly declare that many of its greatest values can only be experienced on the Low C.O.P.E. course. Through the efforts of the amazing Aquehonga Alumni, Volunteers and Camp Staff, a new Low C.O.P.E. course was built in 2003. Ten new elements were introduced, bringing the course to a total of 14 elements. This is the ideal challenge for a patrol or troop and is often the highlight of a Scout's week at camp. See the C.O.P.E. Director or the Program Director for details.

Field and Shooting Sports

The Barta Field is home to the Aquehonga Field and Shooting Sports areas. This sport complex has all the elements to keep the sports-minded busy. Activities range from challenging target archery, .22 caliber and muzzleloading rifle, and skeet shooting to the grueling obstacle course (which requires staff supervision). The well groomed soccer, softball and volleyball fields boast to be the finest in TMR. The area staff provides sports equipment or you may bring your own personal gear.

Inter-Patrol/Inter-Troop Competitions

Troops are encouraged to schedule competitions with the Field Sports staff. Interested Scoutmasters or Senior Patrol Leaders should see the Field Sports Director during the Sunday Evening Merit-Badge and Program Fair.

Scoutmaster/SPL-Staff Softball Game

Every Thursday night, the camp will assemble on Barta Field for this highly anticipated game. All Scoutmasters and Senior Patrol Leaders are encouraged to come down with their gloves and step up to the plate against one of the best staff teams on the reservation. See one of the Program Commissioners to sign up to play, or to volunteer to lead as a Scoutmaster/SPL Captain.

Muzzleloading Option for Rifle Shooting Merit Badge

We're pleased to announce that once again we will be offering an expanded Shooting Sports Program. The Rifle Shooting Merit Badge will be offered using both the .22 caliber rifle (in morning session), and muzzleloading rifle (in the afternoon session). The afternoon merit badge session will be held from 3:00 to 4:45 p.m. However, in order to make the muzzleloading program a success, and to ensure that instruction is conducted safely, we're going to need the assistance of the unit leaders in camp. We'll need an adult leader to volunteer to act as a line coach, for two hours every afternoon, for each shooter on-the-line. The maximum number of shooters in any muzzleloading

class is limited to ten Scouts (13-17 years of age, who do not already have Rifle Shooting Merit Badge), with a maximum of five shooters on-the-line at any given time. This means in a full size class we're going to need five coaches to work the line.

Additional information as well as a request for the names and ages of Scouts who would like to participate in this training, and the names of adult leaders who would like to volunteer to act as coaches, will be going out to unit leaders in May.

Free Shoots at the Rifle and Archery Ranges

The Shooting Ranges are available for free shoots (a time when any Scout or leader may come to the range to shoot) as follows:

- **Rifle Range**: Evenings from 7:00 to 7:45 p.m. On Monday and Wednesday the program will be rifle shooting. On Tuesday and Thursday the program will be Shotgun Shooting.
- **Archery Range**: Monday through Friday mornings from 11:00 to 11:45 a.m. and afternoons from 4:00 to 5:00 p.m. Monday through Thursday evenings from 7:00 to 7:45 p.m.

Note: *New York State law requires that all participants in the Rifle program be at least 12 years of age and all participants in the Shotgun program be at least 13 years of age or have completed the 7th grade.*

Note: Use the Field Sports Obstacle Course only under the supervision of trained adult camp staff.

Mountain Biking

The TMR Mountain Bike program is available to all Scouts at least 12 years old or have completed the 6th grade. Accommodations are available for up to 25 per session, and sessions last 1 ¼ hours. Afternoon sessions are 2:00-3:15 and 3:30-4:45 p.m. There is no cost for this program. Interested Scoutmasters or Senior Patrol Leaders should see the Program Director on Sunday or the Assistant Sports Director for Biking during the Sunday Evening Merit Badge & Program Fair.

Handicraft

The Handicraft Lodge always attracts a great number of Scouts and can be a fun challenge for the first-year camper. Scouts work on craft projects using wood, leather, basket or metal kits to earn the popular craft merit badges. It seems that everyone who visits the Handicraft Lodge lets their creativity flow while working in the open air at Aquehonga. Adult leaders can also create personalized items with the full range of tools available.

The materials for certain badges need to be purchased by the Scouts or their Troops. The badges and costs are:

Merit Badge	Approximate Cost
Basketry	$20-22
Leatherwork	$7-10
Wood Carving	$6-8

Other Handicraft Program Opportunities

Units can participate in:

"Paint the Universe"	Rocket Building	Woodwork	Candle Making
Totem Poles	Troop Plaques	Lanyards	and much more
Belt Making	Basket Projects	Craft Items	

Ecology/Conservation

What better place to explore our sensitive environment and its living creatures than the Aquehonga Nature Lodge? Discover the secrets of the various plants and animals found right in TMR. The merit badges offered are geared for both the younger camper as well as the more experienced outdoorsman. The fine collection of living exhibits and the showcases let you examine ecology up close. Everyone should plan to visit the Nature Lodge during their camp stay. Also available in the afternoon is instruction in the ecology requirements for the First Class Trail. Scoutmasters or Senior Patrol Leaders interested in Ecology Programming should see the Ecology/Conservation Director during the Sunday Evening Merit Badge & Program Fair.

Nature Biking Overnighter!

Older Scouts looking for something new and exciting to do in the evening? How about taking an overnight biking trip to a remote part of the camp? You'll pack everything you need in your backpack and cycle saddle bags. While there, members of our nature and biking staffs will spend the night with your group enjoying the calm, pleasant atmosphere and learning more about our beautiful reservation. Trips will leave around 5:00 p.m. and return the following morning before reveille. See the Program Director to sign up.

Nature Canoe Trips!

With the cooperation of the Nature and Aquatics Directors, take your unit on an up close encounter with aquatic plant and animal life. Saddle up your canoeists and cruise around the perimeter of Half-Moon Lake with your own personal nature instructor as your guide. Don't worry, learners and beginners can come along also in a rowboat with an adult swimmer rower. See the Nature Director to sign up.

Other Ecology/Conservation Program Opportunities

Tree Planting	Weather Station	Animal Care	Terrariums
Wildlife Survey	Birdhouses	Soil Profiles	Plaster Track Casts
Nature Trail	Rock Displays	Insect Collection	Edible Plant Hikes
Nesting Boxes	Conservation Projects		

✪ New Camper Program

Is this your first time at Summer Camp? Are you confused about what to do? Well, put your mind at ease – we have an exciting program just for you ... the Camp Aquehonga New Camper Program!

Purpose

The purpose of the New Camper Program is two-fold:

1. To acquaint new or first-time campers to Camp Aquehonga, its program areas and offerings.
2. To provide an opportunity for those Scouts, Tenderfoot Scouts and Second Class Scouts to work on selected "outdoor-oriented" requirements with a specialist in that program area.

Timing & Schedule

The New Camper Program (NCP) has two separate and distinct components:

1. Morning Camp Orientation & Activities (and the Aquehonga Distinguished Camper Award)

   Program participants meet daily at 11:00 a.m. in the Scoutcraft area and then move to different camp areas to become acquainted with the program opportunities that Camp Aquehonga has to offer. A mixture of fun and learning, some of the activities include making homemade ice cream, playing initiative games at the C.O.P.E. course, visiting the Archery Range and Obstacle Course followed by a rousing game of soccer on Barta Field, and much more!

   Scouts who attend the program **each day** are eligible to receive the Aquehonga Distinguished Camper Award to be presented at Friday's Closing Campfire. Award requirements and program booklets are distributed at the beginning of the week and are always available in the Camp Office from the NCP Director or the Program Director.

   All Scouts who are new to Camp Aquehonga are strongly encouraged to participate in the NCP; its popularity and success in years past was unparalleled!

2. Afternoon & Evening First Class Emphasis

   Designed for Scouts below First Class rank, program sessions are available at 2:00, 3:00, 4:00 and 7:00 p.m. Here the outdoor camping skills related to the Tenderfoot, Second and First Class ranks will be taught. A detailed schedule follows. The Scoutcraft staff will accommodate the program needs of the majority of Scouts who attend any scheduled session, even if that skill is not scheduled. Scouts need only attend those sessions which they need for their individual rank advancement. **Equally as important as the morning program, all Scouts below First Class rank are encouraged to take part in this aspect of the NCP.**

Please note that the New Camper Adventure Program only provides skill instruction. Actual certification of successful completion (i.e., "signing off") will not take place, and remains the responsibility of a Scout's unit leader.

More Information

The New Camper Program is supervised by the New Camper Program Director. If you have any questions, or if you would just like to talk about the program and its opportunities, please see the NCP Director or the Program Director.

Camp Aquehonga's First Class Emphasis

Req. #	Description	Offered at:	Monday				Tuesday				Wednesday				Thursday				Friday			
			2	3	4	7	2	3	4	7	2	3	4	7	2	3	4	7	2	3	4	7
T-3	Assist with meal preparation	Scoutcraft										■	■									
T-4a,b	Whip, fuse, taut-line and two half hitch	Scoutcraft																		■	■	
T-5,9	Safe hiking and Buddy system	Scoutcraft													■							
T-6	Flag care	New Camper Program	Requirement will be covered during one 11:00 a.m. session																			
T-10a	Fitness tests	New Camper Program	Requirement will be covered during one 11:00 a.m. session																			
T-11	Poisonous plants and treatment	Nature Lodge												■								
T-12a,b	Heimlich maneuver and first aid	Scoutcraft	■																			
S-1a	Map and compass	Scoutcraft						■	■													
S-1b	Five mile hike	Scoutcraft	The camp does not offer hikes but can suggest routes for troop outings																			
S-2c,d	Totin' Chip and wood preparation	Scoutcraft				■				■				■				■				
S-2e,g	Cooking over fire and stove	Scoutcraft										■	■									
S-2f	Light fire and stove	Scoutcraft														■	■					
S-3	Flag ceremony	Pool Field	New Camper Program will run one camp-wide flag ceremony each week																			
S-4	Service project	Varies	Offered on Wednesday's "OA Day" service project																			
S-5	Identify wild animals	Nature Lodge												■								
S-6a,b,c	Hurry cases, first aid and personal kit	Scoutcraft					■															
S-7a,b	Safe swim and aquatics skills	Pool								■												
S-8c	Water rescues	Pool								■												
F-1	Directions without a compass	Scoutcraft						■	■													
F-2	One-mile orienteering course	Scoutcraft	The camp does not offer hikes but can suggest routes for troop outings																			
F-4a,b,c,e	Menu planning and cooking *	Scoutcraft										■	■									
F-4d	Safe food handling	Scoutcraft										■										
F-6	Identify native plants	Nature Lodge												■								
F-7a,b,8a	Timber and clove hitches and bowline	Scoutcraft																		■	■	
F-7c	Use lashings in a camp gadget *	Scoutcraft																		■	■	
F-8b,c	Bandages and transporting	Scoutcraft									■											
F-9a	Safe trip afloat	Pool																■				
F-9c	Line rescues	Pool																■				
Make-up	Extra Help	Varies																■	■			■

Note: This sheet lists when and where skill instruction for the above requirements is offered. Completion of the requirements may actually take more or less than the time allotted. Requirements denoted with a * usually require additional work outside of the session.

* Totin' Chip and Firem'n Chit will be offered Monday through Thursday in Scoutcraft at 7:00 p.m.

✪ A Typical Day in Camp

6:30 a.m.	☛	**Reveille**. Rise for a new day at Aquehonga
	☛	Polar Bear Swim at the pool *(Monday through Friday)*
7:00	☛	**Breakfast Pick-Up**
8:00	☛	**Breakfast**
8:45	☛	**Camp-wide Flag Raising Ceremony**
9:00-12:00	☛	**<u>Morning Program</u>**
9:00	☛	1st Program Session
10:00	☛	2nd Program Session
11:00	☛	3rd Program Session & New Camper Program
11:45	☛	**Lunch Pick-Up**
12:30 p.m.	☛	**Lunch**
1:00	☛	Siesta. Free time. Happy Hour. Campsite projects. Patrol Projects.
	☛	All program areas closed.
	☛	SPL meeting in the office and O.A. Day Service Projects *(Wednesday only)*
1:15	☛	Inter-Faith Services (*Tuesday only*)
2:00-5:00	☛	**<u>Afternoon Program</u>**
2:00	☛	4th Program Session (& First Class Emphasis)
3:00	☛	5th Program Session (& First Class Emphasis)
4:00	☛	6th Program Session (& First Class Emphasis)
4:45	☛	**Dinner Pick-Up – Patrol Cooking Only**
5:00	☛	Scoutmaster/Staff Swim *(Monday, Tuesday, Thursday, Friday)*
5:15	☛	**Dinner Pick-Up – Heater Stack Only**
6:00	☛	**Dinner**
6:45	☛	**Camp-wide Flag Lowering Ceremony**
7:00	☛	**Evening Program** (& First Class Emphasis)
	☛	Return Heater Stacks, Cleaned and Dried
	☛	Catholic Mass (*Saturday only*)
Dusk	☛	**Program Areas Closed**
	☛	All Scouts Return to Campsites.
	☛	Merit Badge Work. Patrol Meetings. Free Time. Fellowship.
10:00	☛	**Taps** (Quiet Time)

✪ Camp Aquehonga Honor Unit Award

This award is designed to recognize units that become involved in the total camp program. Units that attain a score of at least 90 points will be recognized as **Honor Units** on Friday night at the closing campfire. For more information about this award contact your Program Commissioners.

Unit: _____ Campsite: _____ Week: _____

Honor Unit Requirements	Score (Points)	Approved
Campsite Inspection	1st Class - 10, 2nd Class - 5, Tenderfoot - 2	
Camp-wide Game	1st place - 10, 2nd - 8, 3rd - 6, Participation - 5	
Campsite Ceremony	3	
Camp-wide Flag Ceremony	5 (per ceremony)	
Troop Sporting Event	3	
SM/SPL v. Staff Softball Game	5	
Movie Night	3	
Camp Conservation Project	10	
OA Day Service Project	5	
Assisting with Camp-wide BBQ	5	
Polar Bear Swim	5	
Unit Leader Safe Swim Defense	5	
Unit Leader Safety Afloat	5	
Unit Leader Climb on Safely	5	
Pioneering Project	5	
Nature Hike	3	
Advancement in Rank	10 (per advancement)	
Special Program Activity	3 (per activity)	
AQ Distinguished Camper Award	5 (per award earned)	
Scoutmaster Merit Badge	5 (10 point max)	
	Total	

Note: If you feel your unit has achieved something of importance that merits recognition, please bring it to the attention of your Program Commissioners.

Honor Unit sheets must be approved by a Program Commissioner, and turned in to the Camp Office by ***Friday at 1:00 p.m.*** for the award ribbons to be presented at the closing campfire.

✪ Check-Out Procedures

In order to accomplish the difficult task of getting on the road for home, the following Check-Out Procedure has been developed. Your Site Guide will be assigned to assist you and your unit in the check-out process.

Friday Evening:

Return all equipment borrowed from the Quartermaster to the Services Building between 7:00 and 9:00 p.m.

Saturday Morning:

7:00 a.m.	☛ Reveille (Troop picks up cold breakfast)
8:00	☛ Cold Breakfast
8:30	☛ Pack up troop equipment, Clean-up site, move to parking lot by 10:30 a.m.
8:50	☛ Staff Site Guide will arrive.
9:00 - 10:30	☛ **Check-Out Begins** - *No unit will be checked out before 9:00 a.m.*
	☛ Return all borrowed equipment to the Quartermaster. After your site has been checked out by the Site Guide, proceed to the Camp Office to trade your completed camp evaluation for advancement paperwork. Per TMR policy, **NO** paperwork can be released until all equipment has been returned, and a completed evaluation has been received.
12:00 Noon	☛ Have a safe trip home. See you next summer.

Note:

- Departing units may not return to their campsite, once checked out by a staff member.
- Any damages or loss of equipment must be paid at the camp office before you leave.
- Lunch on day of departure – Bag lunches may be obtained from the commissary. Orders must be placed in the Camp Office by Thursday morning, as there is no regular lunch in camp on check-out day for departing units.
- The first camp meal is Sunday supper and the last is Saturday breakfast.

~ Check it Often ~
www.tenmileriver.org

❂ Aquehonga Services: When & Where

Camp Services Hours

Commissary "Food Pick-up"

Breakfast	7:00 a.m.
Lunch	11:45 a.m.
Dinner	
Patrol Cooking	4:45 p.m.
Heater Stack	5:15 p.m.

Quartermaster Hours of Operation

Sunday	12:00 noon to 5:30 p.m.
Monday - Friday	9:00 a.m. to 12:00 noon 2:00 p.m. to 5:15 p.m. 7:00 p.m. to 8:00 p.m.
Saturday	9:00 a.m. to 12:15 p.m.

Trading Post Hours of Operations

Monday – Friday	9:00 a.m. to 11:30 a.m. 2:00 p.m. to 5:00 p.m. 7:00 p.m. to 9:00 p.m.
Friday	After Campfire for 30 min.
Saturday	9:00 a.m. to 12:00 noon
Sunday	1:00 p.m. to 5:00 p.m.

The Quartermaster Area

The Quartermaster Area within the Services Building is the location for your equipment and camp-site needs.

On Sunday, when troops check in and receive their quartermaster orientation, they will be issued chef kits, cook kits, utensils, pack frames, and other items as needed by the troop. Saws and axes must be signed out in the accompaniment of a troop leader who is at least age eighteen. Note: Paper towels are **not** supplied by the camp and are therefore not available from the quartermaster area.

Problems with the campsite or camp equipment should be reported immediately. In the event that a troop intentionally damages camp property, or loses borrowed equipment, the unit will be charged the replacement cost.

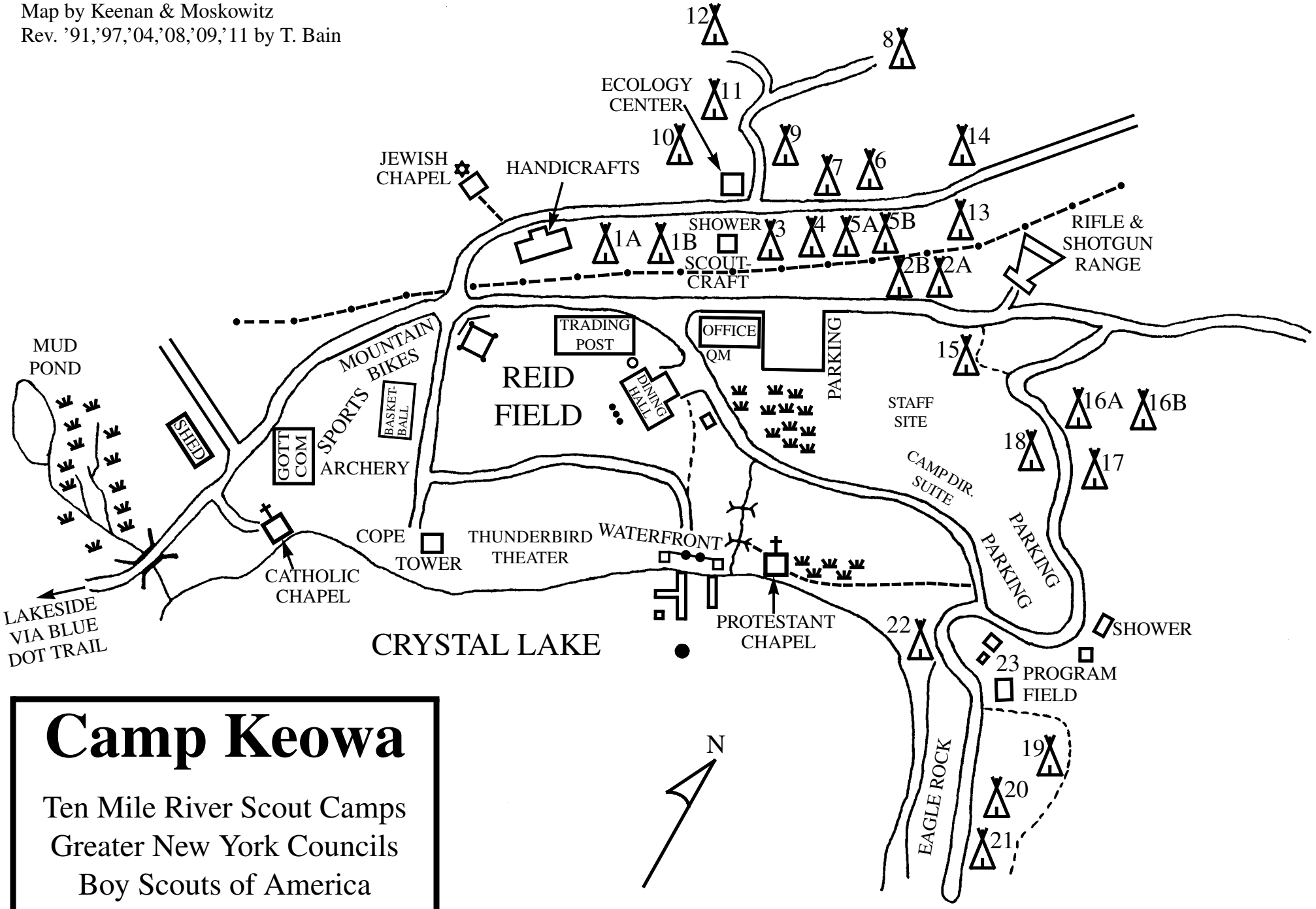
The camp equipment, as well as your campsite, is expected to be left in the same condition, if not better, than it was found. All equipment is to be returned **clean** and **dry** to the Quartermaster area at the time of checkout. We thank you in advance for your cooperation.

✪ Happy Hour Assignments

In camp, between 1:00 and 2:00 p.m. is Happy Hour. Units are asked to police their assigned area, listed below. Please us help keep camp clean by policing these areas every day.

Site	Area
1A	The parking lot and road to the office
1B	The area around the camp office
2A/B	The flagpole side of the Pool Field
3A/B	The (old) dumpster area at the fork in the road that goes to sites 4, 5, and 6
4	The fork in the road (which goes to sites 4, 5, and 6) to site 4
5	The road from the office to site 5
6	The fire trail from site 6 to the Trek Lodge
7A	The road from the Canteen to the fork in the road by Field Sports and Scoutcraft
7B	The back side of the Services Building
8A	The front side of the Services Building
8B	The Shawn E. Bowman, Jr. Amphitheater
9	The Archery Range area and Rifle Range area
10	The main camp road along the Field Sports area
11	The Softball Field at Field Sports
12	The road from the fork in the road (that goes to Field Sports or the Lake) to the Lake
14	The pavilion side of the Pool Field
15	The soccer field at Field Sports

Map by Keenan & Moskowitz
Rev. '91,'97,'04,'08,'09,'11 by T. Bain



Camp Keowa

Ten Mile River Scout Camps
Greater New York Councils
Boy Scouts of America

BOY SCOUTS OF AMERICA
Greater New York Councils

Camp Keowa

"A New Tradition of Excellence"

Dear Scouters,

I'd like to take this time to welcome all of you to Camp Keowa and to introduce myself! I will be the new Camp Director of Keowa and I am looking forward to an exciting summer with many new changes! The senior staff and I are actively seeking ways to improve the "norm" to bring you a camp that is more fun and exciting!

This summer, we have many new plans and improvements that will give Keowa a new look. The archery range will be expanded so that we may have more availability to Scouters to shoot. We are also incorporating "Director Visits" to camps so that we may be able to give updates on how things are going and how we, as staff, are doing.

Camp Keowa will be an amazing opportunity for everyone and we strive to bring you the finest staff possible. We want to bring you a quality experience that you will never forget and continue to join us yearly!

Please feel free to contact either myself or John, our Program Director, if you have any concerns, questions, or comments that may help to improve our camp!

"Today is a great day to be a Scout!"

Yours in Scouting,

Andrew J. Nam
Camp Director
anam@tenmileriver.org

John Restrepo
Program Director
jrestrepo@tenmileriver.org

All New for 2011

Even More Campsite Improvements

Last summer, Keowa saw the replacement of several platforms, got new bathrooms installed, and received several new tents to boast and brag about. Be prepared for even more campsite improvements for 2011, making our campsites objects of true envy!

Improved Amphitheater

Camp Keowa is proud to announce the addition of sound to the new Lewis Rudin Amphitheater. This feature will further enhance the crazy spectacles performed at the theater.

New Ecology Center

This summer, Camp Keowa will be home to a newly built, "top notch" nature center. The facilities will be state of the art and the program will be expanded to provide a better experience for all campers. This summer, the Ecology Center is proud to add another merit badge to its long list: Energy Merit badge. *Note: This merit badge has prerequisite requirements that must be completed prior to arrival at camp.

New and Improved Archery Range

Camp Keowa will be expanding the size of its archery range with a brand new Archery Pavilion. The facility will be “state of the art” and will allow for even more shooters to become great archers.

✪ Program Highlights

Evening "Spirit Program"

This program, back for its fourth year, is an exciting opportunity for campers to truly experience and take advantage of all the exciting programs that Keowa has to offer. Instead of being bogged down by a merit badge class they are required to go to every day, the Spirit Program allows Scouts to visit a different area each night for something new. From 7:00 to 8:00 every evening, each program area will offer special events for Scouts to participate in. On any night you may be able to go climbing on the tower, go swimming, play canoe tag, join in a sailing regatta, take a ride on our 19' sloop sailboat, learn about edible plants, make a hemp necklace, go mountain biking, play volleyball, basketball, Frisbee, and much more. You may also sign up for Troop shoot at the rifle range or archery range. Interested in advancement?

Progressive C.O.P.E.

Take the challenge along with your whole troop in a week-long intensive program that teaches you the fundamentals of C.O.P.E. in both low and high C.O.P.E. elements. This program takes place from 2:00 to 4:00 p.m. daily.

Experienced Camper and New Camper Program

With the large success of their implementation last summer, we are continuing the first year camper program called the "Dan Beard Society," as well as the program for campers 14 and older called the "Keowa Legends." Learn more about these exciting programs in the coming pages.

Commissioner Service

Welcome to the 2011 Camping Season at Camp Keowa. This summer is shaping up to be one of the best ever in Keowa's long history. In order to give better service to our Scout Leaders and Units, we have continued to provide the best commissioner staff around. Our commissioners are BSA National Camping School certified and are trained to provide you with a greater level of service "in your own backyard." To ensure your unit receives the best possible experience during your stay they are always available to assist you with any camp related needs from program questions to camp maintenance needs such as toilet paper, garbage bags, pine oil and cleaning supplies.

Camp-Wide Games

Keep your schedules open Thursday evening. Keowa will be having its *Back by Popular Demand* Camp-wide Games. Compete against other units to take home an award and to be one step closer to being the "Troop of the Week". This summer will see the addition of new and exciting games.

Special Days at Camp

Crazy Hat Day (Tuesday) - we are looking for the most ridiculous headgear that you can find. Anything on the scale from hilarious to preposterous will be excellent.

Troop Pride Day (Wednesday) - Show your troop pride by wearing a troop T-shirt and other troop paraphernalia all day long.

Jam Night (Wednesday) - Come down Wednesday night after the softball game and jam to the songs you like with guitars, drums, trumpets and much more. *Please bring instruments from home so we can make the ensemble as diverse as possible.*

✪ Program Highlights

OA Day (Thursday) - will give Order of the Arrow Brothers an opportunity to proudly wear their sashes and participate in Cheerful Service projects. All brothers are invited to participate in an evening Ice Cream Social and rededication in the Dining Hall at 8:30 p.m.

Funky Pajama Breakfast (Friday) - If your Scouts are a little on edge, or they had a tiring week, well here's the perfect opportunity for them to get a few extra minutes sleep and roll out of their bunk in their PJ's and join the staff at breakfast for the Funky Friday pajama breakfast song.

And For The Leaders...

The Scout Leaders' Lounge

The Scout Leaders' Lounge has its own comfort station and state-of-the-art facilities. Scout leaders will be able to take a break and simply enjoy a Scout-free haven in a lounge equipped with the amenities needed to keep in touch with the "real world" if needed and, of course, plenty of coffee.

Religious Services

Religious services are an important part of the whole program picture at Camp Keowa We offer inter-faith (nondenominational) during the week. Arrangements for any special services at your campsite may be made with the Chaplain.

Hike Historic Camp Manhattan

Every summer, countless Scouts at Camp Keowa walk across the original sites of the former Camp Manhattan, the Manhattan Council Borough Camp. While most of the buildings were torn down years ago, a surprising amount is left, including the Paul Wallingford Todd Museum of Natural History and the Michael Friedsam Memorial Hall. On this *self-guided* walking tour, which is recommended for unit leaders, you will visit the key landmarks of historic Camp Manhattan. You can sign out your tour kit at the main office; it has a map, tour guide, site markers, compass, GPS, GPS instructions and GPS coordinates. You can have fun exploring the past with modern technology. Scheduling depends on kit availability.

Scoutmaster Softball and Camp-Wide BBQ

To show our thanks for your time spent with your troop at camp, the Keowa Staff would like to offer softball lessons to the Scoutmasters in the form of a weekly Scoutmaster vs. Staff Softball Challenge. Please bring your glove if possible and don't forget to bring your cheering crew. And join us before for a delicious BBQ of hamburgers, hot dogs and other tasty treats.

Leaders Meetings

There will be two meetings for the primary adult leader of each unit; both will be in the office. On Sunday at 7:30 p.m. we will have a "meet the camp leadership" and general orientation meeting. This is also a great opportunity to share ideas with other unit leaders. On Tuesday at 8:30 p.m. we will have a feedback meeting with the camp department heads and the management team. This offers Scout leaders an opportunity to discuss the staff and the camp while making suggestions to improve the overall program. To promote open lines of communication, there will also be an 11:00 a.m. meeting with the primary troop leaders and the camp management.

✪ Program Areas

The Jack Rudin Aquatics Center

The Aquatics Center is at breathtaking Crystal Lake and is visible from the top of Reid Field. It is open to all Scouts regardless of ability. At the Center we offer Swimming, Rowing, Canoeing, Lifesaving, Small-Boat Sailing, and to older Scouts, Water Sports (formerly Water-skiing) and Motorboating Merit Badges. Also available is the Mile Swim award, Snorkeling B.S.A. and Kayak B.S.A. Lifeguard B.S.A. is available to dedicated Scouts, 15 years or older, and adult leaders. B.S.A. Lifeguard consumes much of your time at camp. It is recommended that Scouts interested in doing B.S.A. Lifeguard have Swimming, Lifesaving, Canoeing, and Rowing merit badges. For a refreshing, early-morning dip, join us for the Polar Bear Swim at 6:30 a.m. on Tuesday (and Thursday by request).

Note: Long sleeve, button down shirt and longs pants are required for B.S.A. Lifeguard and for Swimming and Lifesaving Merit Badges.

Field Sports

Located on the edge of Reid Field, Field Sports programs emphasize fitness, teamwork and confidence. Field Sports offers a variety of programs and equipment available for use during your week at camp. Besides the Archery Range, you can go to Field Sports to find sporting equipment to use with your troop, or to challenge another troop. We have everything you might need for:

Basketball, Softball, Soccer, Volleyball, Fishing, Ultimate Frisbee, Kickball, and more!

Field Sports offers these Merit Badges:

Athletics, Archery, Personal Fitness, Sports, Fishing and Cycling (partial)

Running out of Keowa's Central Biking HQ is our Mountain Biking Department. We have all the bikes and safety equipment needed to take your troop out on the trails. Also running out of Biking HQ, enjoy our Pedal Carts around Keowa's main camp trails. Our staff will guide you around on these exciting new additions to our program.

Troops can schedule a Mountain Biking Trek for Scouts *who are at least 12 years old* through the Program Director. Any Scouts may use the pedal carts. Please note that adult supervision (21+) is required for all troop trips.

Scout Skills

Towers, catapults, lashings, Dutch ovens, and orienteering are only some of the activities sure to be found going on at the Scout Skills center located across from the main office.

Scout Skills, the heart of Scouting, offers First Aid, Camping, Cooking, Hiking, Pioneering, Wilderness Survival and Orienteering Merit Badges. Earn your Totin' Chip and Firem'n Chit during evening Spirit Program session from 7:00 to 8:15 p.m.

⚙ Program Areas

Ecology and Conservation

At the Keowa Ecology and Conservation Center Scouts can view native creatures in living terrariums, access field guide books, and participate in conservation projects.

Twelve merit badges are offered in this program area. Scouts working toward Space Exploration should purchase model rocket kits at the camp trading post. Scouts planning on participating in Ecology merit badges should also come prepared with a field notebook and pencil: several badges will require field reports.

Please also note that three merit badge requirements cannot be completed in a single week at camp. Astronomy requires Scouts to record relative planetary motions for four weeks. Insect Study requires Scouts to observe the complete metamorphosis of a caterpillar. Reptile and Amphibian Study requires Scouts to maintain a reptile or amphibian for a full month. Scouts may complete these prerequisites by bringing their records to camp, as well as a note from their Scoutmaster.

In addition to merit badge programs, the Ecology staff will lead nature hikes to Eagle Rock, kayaking to Mud Pond, open stargazing sessions on Reid Field, and troop competition in the camp-wide critter contest. Second Class and First Class rank requirements can also be completed at the Nature lodge through the Dan Beard First Year Camper program.

Handicraft

Located up the hill from the field, Handicraft offers the materials, tools, and expertise needed to make anything from a Wallet to a Basket. Units can work on Troop Plaques or crafts to bring home to family or friends. We have all the tools you might need to work on the Handicraft Merit Badges, or if you just want to go up and get creative.

The Handicraft center offers Painting, Art, Basketry, Leatherwork and Wood Carving Merit Badges. **Please note that materials to complete these badges can be purchased at the Trading Post.**

Shooting Sports

Visit our modern NRA-certified range and enjoy your time shooting either rifles or shotguns under the supervision and guidance of the Shooting Sports staff. The range is located past the office, off of the road on the way to the Camp Entrance.

Troop shoots are available during the Spirit Program from 7:00 to 8:15 each evening. Request a time block upon arrival on Sunday. For Troop shotgun shoots, there is a charge of $1.00 for each three rounds. A Leaders' shotgun competition may be offered, if you are up to the challenge. There is a $3.00 charge to offset the cost of ammunition.

Shooting Sports offers Both Rifle Shooting and Shotgun Shooting Merit Badges.

✪ Program Areas

C.O.P.E. – Challenging Outdoor Personal Experience

At our high-quality 14 high and 13 low element C.O.P.E. course and the Thomas J. Bardong/Alliance Climbing Tower we offer Climbing Merit Badge as well as progressive C.O.P.E. The Tower offers the opportunity to climb three different faces and to rappel back down. Troop climbing times are available by request upon arrival on Sunday. Please refer to "C.O.P.E." on page 45 and "The Towers" on page 46 for more information.

Consistent with the High Adventure Policy, **Scouts must be at least 13 years old** to be eligible for this exciting program. Low C.O.P.E. is available to all Scouts who are at least 10.5 years old.

Special Merit Badge Opportunities

Each week, many Scout leaders attending Camp Keowa offer their expertise and time in giving Scouts the opportunity to earn various badges not usually offered at camp. Last year, we were able to offer such diverse badges on certain weeks such as Fingerprinting, Landscape Architecture, and more. If you would like to offer your services and are a registered Merit Badge counselor, please contact our Program Director prior to arrival at camp at 845-252-2027.

For additional program information and any updates, check out our web site:

www.tenmileriver.org/ke

or e-mail us at: **keowa@tenmileriver.org**

Gottesman Communication Center

Gottcom is the hub of digital activity for Scouts and leaders alike. We own digital cameras, other media technology and have Wi-Fi internet access. This summer we are proud to offer Computers, Journalism, Communications and Photography merit badges. **Scouts taking part in Photography merit badge must bring a digital camera and its USB connector cord.**

Merit Badge Scheduling

Be Advised: All merit badge sessions are scheduled to end at ten minutes to the hour. However, because some requirements require field work, this may change. Scouts who need to complete this type of requirement may be dismissed from certain sessions early. Reasons for early dismissal might be to purchase materials from the Trading Post, observations for Ecology badges or collecting samples, but only when accompanied by a buddy. Also, extended sessions are required for Hiking and possibly some other merit badges. Please check with Area Directors for any concerns you may have. If merit badge sessions should fill up, additional sessions may be added to ensure a Scout is not locked out of a badge.

Camp Keowa – Program Planning Chart

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:00		Reveille	6:30 Polar Bear Swim	Reveille			
7:45		Camp-Wide Assembly at Dining Hall					
8:00-8:30		Breakfast				Pajama Breakfast	Breakfast
9:00-9:50		**Centers Open Badges Begin**	Crazy Hat Day	Troop Pride Wednesday	O.A. Day		Clean up and Officially Check Out of your Campsite
10:00-10:50		10:30 Youth Protection Training					
11:00-11:50							
12:05		Camp-Wide Assembly at Dining Hall					
12:15-1:00		Lunch					
1:00-2:00		Safe Swim Defense Safety Afloat	Climb on Safely	Siesta			
2:00-2:50	Arrive, Drop Gear at Sites & Check In Medical Checks, Camp Tour, Dining Hall Orientation & Dock Tests		This is Scouting Training (for adults)	Mile Swim Day 1	Mile Swim Day 2		
3:00-3:50							
4:00-4:50							
5:00			Inter-faith Service				**See You Next Year!**
5:45	Camp-Wide Assembly at Dining Hall						
6:00	Dinner			Camp BBQ Scoutmaster & Staff Softball	Dinner		
7:00-8:00	7:30 Scoutmaster Meeting	Spirit Program Water Carnival Crazy Hat Making	Spirit Program Mile Swim & Rowing Quals. LNT Training		Areas Closed for Camp-wide Game	Spirit Program Keowa Quadrathlon	
8:30-10:00	Welcome Campfire – by Staff		Movie Night 8:30 SM Meeting	Jam Night	8:15 Eagle Scout Cracker Barrel 9:00 O.A. Ice Cream Social	Closing Campfire – by Troops 8:15 Jewish Services	
10:00	Taps						

Camp Keowa – Program Planning Chart

Program Request Sheet

This sheet lists camp programs that must be scheduled. We ask that you complete this form before the Sunday Evening Scoutmaster Meeting.

NOTE: Please be sure to check the requirements for participation on the "Program Option Descriptions" pages of the Leader's Guide.

Camp: **Keowa** Week: ____

Campsite: _____

Unit: _____ Community: _____

Leader: _____

SPL: _____

Activities to Schedule (Keowa)						
See Leader's Guide for description	**1st Choice**		**2nd Choice**		**3rd Choice**	
	Day	**Time**	**Day**	**Time**	**Day**	**Time**
Keowa Tower						
High C.O.P.E.						
Low C.O.P.E.						
Mountain Biking (max. 15)						
Kayak Trek						
Greased Watermelon		7:00 p.m.		7:00 p.m.		7:00 p.m.
Troop Rifle Shoot/Shotgun		7:00 p.m.		7:00 p.m.		7:00 p.m.
Troop Archery Shoot		7:00 p.m.		7:00 p.m.		7:00 p.m.
Pedal Carts						

Activities to Schedule (Outside Keowa)						
See Leader's Guide for description	**1st Choice**		**2nd Choice**		**3rd Choice**	
	Day	**Time**	**Day**	**Time**	**Day**	**Time**
Delaware River Canoe Trek						
Indian Cliffs (Rapelling, Kunat.)						
C.O.P.E. (Aquehonga)						
Lakeside						
T.M.R. Museum						

Have Troop Transportation? (circle one) **YES** **NO**

NOTE: Troops are responsible for their own transportation to activities scheduled outside of Keowa. If no troop transportation is available, the Program Director will attempt to get camp vehicles to transport.

❂ Program Option Descriptions

Tower:

Activity: Under the supervision of Nationally Certified Instructors, climb one of three different faces of our 30+ foot Tower, then rappel back down! See "The Towers" on page 46 for more information.

Available: Days: **Mon.-Fri.** Times: **2:00-3:30; 3:30-5:00; 7:00-8:15. By appointment, to be scheduled upon your arrival on Sunday.**

Participation Requirements: • Must be 13 years old and wear Long Pants and Sturdy Shoes

C.O.P.E.:

Activity: Challenging Outdoor Personal Experience – TMR's Ropes Course. Under the supervision of Nationally Certified Instructors, participate in 14 different High C.O.P.E. or 13 different Low C.O.P.E. elements to test yourself and your team. Progressive C.O.P.E. is an excellent program for a group of Scouts to participate in. Begin in Low C.O.P.E. and advance through events and missions ending in High C.O.P.E. See "C.O.P.E." on page 45 for more information.

Available: Days: **Mon.-Fri.** Times: **High C.O.P.E. 9:00-12:00; 7:00-8:15.**
Low C.O.P.E. 10:30-12:00; 2:00-3:30; 3:30-5:00; 7:00-8:00.
By appointment, to be scheduled upon your arrival on Sunday.

Participation Requirements:
- Must be 13 years old for High C.O.P.E., and 10.5 for Low
- Must wear Long Pants and Sturdy Shoes

Mountain Biking and Pedal Carts:

Activity: Under the supervision of trained Adult Staff, take the bikes or pedal carts out on one of our rugged trails. See Field Sports on page 99 for more information.

Available: Days: **Mon.-Fri.** Times: **11:00-12:00; 3:00-4:00; 4:00-5:00, 7:00-8:00 and by appointment.**

Participation Requirements:
- Must be 12 years old and have basic bicycle skills
- No age requirements for the pedal carts
- Must wear Long Pants and Sturdy Shoes
- Each group must bring at least one adult for every 10 Scouts
- Maximum group size is 15 for bikes and 8 for pedal carts

Delaware Canoe Trek:

Activity: Under the supervision of a B.S.A. Lifeguard, take the challenge of the Delaware! See "Canoe Outposts" on page 44 for more information.

Available: Days: **Fri.** Times: **8:45 a.m.-4:00 p.m. (approx.)**

Participation Requirements:
- Must have earned a "Swimmer" Tag
- Each group must bring at least one adult for every 10 Scouts

✪ Program Option Descriptions

Troop Boating Trek:

Activity: Under the supervision of a BSA Certified Lifeguard, embark on a canoe and kayak adventure to explore the many areas of Crystal Lake. Enjoy the many interesting sights throughout the voyage.

Available: Days: **Mon.-Fri.** Times: **10:00-11:45 a.m., 12:00-1:45 and 3:00-4:45 p.m.**

Participation Requirements:
- Must be 13 years old
- Must have earned a "Swimmer" Tag
- Each group must bring at least one adult for every 10 Scouts

Indian Cliffs:

Activity: Rappel off natural cliffs overlooking the beautiful Delaware River. See "Indian Cliffs" on page 46 for more information.

Available: 9:30 a.m. or 2:30 p.m. on Friday, or by appointment. These are three hour slots.

Participation Requirements:
- Must be 13 years old
- **Must Wear <u>Long Pants</u> and <u>Sturdy Shoes</u>**
- Each Group must bring at least one adult

Ten Mile River Museum:

Activity: Take the troop to see items from TMR's long, distinguished history.

Available: Must be scheduled at Camp with the Program Director

Troop Sports:

Activity: Have your troop schedule a rifle, archery or shotgun shoot with our certified shooting sports staff.

Available: Days: **Mon., Tues., Wed. & Fri.** Times: **7:00-8:00 p.m.**

Note: Shotgun Troop Shoot has a cost of $1.00 for every three rounds shot.

Greased Watermelon:

Activity: Have a competition within the troop or against another unit where you have to bring a greasy watermelon back to your base.

Available: Days: **Mon., Tues., Wed. & Fri.** Times: **7:00 p.m.**

✪ Special Programs

Program for both New and Experienced Campers

Basic Program Outline and Schedule

9:00 a.m. - 12:00 noon and 2:00 - 3:00 p.m.	Keowa Legends – Experienced Camper Program
2:00 - 4:50 p.m.	Dan Beard Society – New Camper Advancement Program
11:00 a.m. - 12:00 noon	New Camper Adventure Program

Keowa Legends

Purpose: This program is geared towards giving more experienced campers, who may already have many of the merit badges offered at camp, an opportunity to meet with other Scouts their own age, and still participate in camp program. We will accomplish this by participating in high adventure activities as to keep them interested in Scouting, Keowa, and the camping program. The Keowa Legends program will have experienced campers performing tasks and missions every morning towards an award.

Directed Toward: Keowa Legends is a group meant for older Scouts. Scouts participating in the program should be 14 years old to so they can participate in all the high adventure activities. This program creates an incentive for Scouts to come back, even if they have finished most merit badges offered at camp.

Activities: Mountain Biking – C.O.P.E. – Lakeside – Late Night Cracker Barrel – Mud Pond Kayak Trek – Climbing Tower – Shotgun Shooting – Action Archery – Indian Cliffs, and more …

Dan Beard Society (DBS)

Purpose: To welcome new campers to their second home, Camp Keowa. We will create a bond among the group and foster friendships through various methods, including inducting the campers into the Society upon completion of the program on Friday evening.

The aim of the DBS is to provide strong instruction and training for rank advancement through first class. The staff always appreciates extra help from Scoutmasters, especially if they are sending boys through our program. It is strongly recommended to send Scouts to the program for their next rank. No requirements will be signed off; the boys will be taught the skills and it is the Scoutmaster's discretion to further test the Scout or sign him off. Each Scout will receive a DBS handbook to keep track of requirements.

Camp Keowa's Dan Beard Society (First Class Emphasis)

Req. #	Description	Offered at	Monday				Tuesday				Wednesday				Thursday				Friday			
			2	3	4	7	2	3	4	7	2	3	4	7	2	3	4	7	2	3	4	7
T-3	Assist with meal preparation	Scout Skills									■	■										
T-4a,b	Whip, fuse, taut-line & two half hitches	Scout Skills																	■	■		
T-5,9	Safe hiking and Buddy system	Scout Skills													■							
T-6	Flag care	Parade Field	Requirement will be covered during Monday Siesta (1:00-2:00 p.m.)																			
T-10a	Fitness tests	Parade Field	Requirement will be covered during Thursday 11:00 a.m. session																			
T-11	Poisonous plants and treatment	Ecology Lodge					■															
T-12a,b	Abdominal thrusts and first aid	Scout Skills			■																	
S-1a	Map and compass	Scout Skills						■	■													
S-1b	Five mile hike	Scout Skills	The camp does not offer hikes but can suggest routes for troop outings.																			
S-2	Leave No Trace principles	Scout Skills												■								
S-3c,d	Totin' Chip and wood preparation	Scout Skills	■	■																		
S-3e,g	Cooking over fire and stove	Scout Skills									■	■										
S-3f	Light fire and stove	Scout Skills														■	■					
S-5	Service project	Varies	Offered on Thursday's "OA day" service project.																			
S-6	Identify wild animals	Ecology Lodge					■															
S-7a,b,c	Hurry cases, first aid and personal first aid kit	Scout Skills																			■	
S-8a	Safe Swim Defense	Aquatics				■																
S-8c	Water rescues	Aquatics								■												
S-9b	Three R's	Gottcom	Requirement will be covered during Tuesday Siesta (1:00-2:00 p.m.)																			
F-1	Directions without a compass	Scout Skills						■	■													
F-2	One mile orienteering course	Scout Skills	The camp has an established one-mile orienteering course for Scout use																			
F-4a-e	Menu planning and cooking *	Scout Skills									■	■										
F-7a,b,8a	Lashings, timber & clove hitches & bowline *	Scout Skills																	■	■		
F-8b,c	Bandages and transporting	Scout Skills											■									
F-8d	CPR and common signs of a heart attack	Scout Skills			■																	
F-9a	Safe trip afloat	Aquatics				■																
F-9c	Line rescues	Aquatics								■												
F-11	Internet safety	Gottcom	Requirement will be covered during Tuesday Siesta (1:00-2:00 p.m.)																			

Notes: This sheet lists skill instruction times for the above requirements; completion of the work may actually take more or less time than indicated. Requirements denoted with a * usually require extra work outside of the session. ** **The 11:00 a.m. session for all First Year campers that is required.** **

✪ Special Programs

Awards and Certifications	Time
Kayaking BSA	7:00 p.m. Monday & Tuesday
Snorkeling BSA	7:00 p.m. Friday
Mile Swim Qualifications / Rowing Qualifications	7:00 p.m. on Tuesday
Mile Swim BSA	2:00 p.m. on Weds. or Thurs.
Polar Bear Swim	6:30 - 7:00 a.m. Tuesday (Thursday upon request)
Safe Swim Defense and Safety Afloat (Adult Training)	1:00 p.m. on Monday
Climb on Safely (Adult Training)	1:00 p.m. Tuesday
Youth Protection Guidelines (Adult Training)	10:30 a.m. Monday
This is Scouting (Adult Training)	2:00 p.m. Tuesday
BSA Totin' Chip	7:00 p.m. Monday & Tuesday
BSA Fireman Chit	7:00 p.m. Tuesday
Leave No Trace Achievement Award	7:00 p.m. Tuesday

Camp Keowa Special Programs	Time
Free Swim	2:00-4:45 p.m. daily
Open Boating	9:00-11:45 a.m., 2:00-4:45 and 7:00-8:00 p.m. daily
Instructional Swim and Make-Up Dock Tests	2:00 p.m. and 7:00 p.m. daily
Instructional Biking	10:00 a.m. daily
Open and Instructional Climbing	11:00 a.m. daily
Open Rifle	3:00-5:00 p.m. daily
Open Archery	4:00 p.m. daily
Dan Beard Society (First Year Advancement)	2:00-4:50 p.m. daily
First Year Adventure	11:00-11:50 a.m. daily
Keowa Legends (Experienced Camper Adventure - Must be 14 years old)	9:00 a.m.-12:00 noon and 2:00-3:00 p.m. daily
Progressive COPE (13 years)	2:00-4:00 p.m. daily
The Keowa Quadrathlon (Must be 14 years old)	7:00 p.m. Friday

✪ Advancement Schedule

	Merit Badges	9:00 - 9:50	10:00 - 10:50	11:00 - 11:50	2:00 - 2:50	3:00 - 3:50	4:00 - 4:50	7:00 - 8:00
Aquatics	**Swimming**	✔	✔	✔				
	Lifesaving (2 hours)	✔						
	Canoeing (2 hours)		✔					
	Rowing	✔						
	Small Boat Sailing (2 hours)		✔					
	Motorboating	✔		✔				
	Water Sports (2 hours, 2 options)	✔			✔			
	BSA Lifeguard (3 hrs. + 1 dock hr.)		✔					
Scoutskills	**Camping** *		✔		✔			
	Cooking	✔		✔			✔	
	First Aid (2 hours)				✔			
	Hiking *			✔				
	Orienteering	✔				✔		
	Pioneering	✔						
	Wilderness Survival		✔				✔	
Ecology	Astronomy *						✔	
	Insect Study	✔						
	Geology					✔		
	Nature			✔		✔		
	Forestry			✔				
	Mammal Study		✔			✔		
	Reptile & Amphibian Study *				✔			
	Soil & Water Conservation				✔			
	Environmental Science	✔			✔			
	Fish & Wildlife Management	✔						
	Energy						✔	
	Weather		✔					
	Space Exploration						✔	
Field Sports	Fishing	✔				✔		
	Archery (2 hours, 2 options)	✔			✔			
	Athletics		✔				✔	
	Personal Fitness *			✔	✔		✔	
	Sports			✔		✔		
	Shotgun Shooting	✔		✔		✔		
	Rifle Shooting	✔	✔	✔	✔			
	Cycling (3 hours) *		✔					
	Climbing (2 hours)	✔						
	Progressive C.O.P.E.				✔			
Handi-craft	Art		✔			✔	✔	
	Basketry	✔		✔		✔		
	Leatherwork	✔	✔		✔		✔	
	Painting			✔	✔			
	Wood Carving	✔	✔		✔			
Gott-com	**Communications**		✔			✔		
	Journalism	✔						
	Photography				✔			
	Computers			✔				
	Dan Beard Society (First Class Emphasis)				✔	✔	✔	
	First Year Camper Adventure			✔				

S P I R I T P R O G R A M

* This badge has time requirements longer than can be completed at camp. Please see the next page.

Note: Eagle-Required merit badges are indicated in **boldface** type above. *To avoid crowding and help assure a quality experience, precedence for merit badges required for Eagle Scout will be given to First Class, Star and Life Scouts.*

✪ Merit Badge Prerequisites

Merit Badge	Rating	Prerequisites	Comments
Archery	4		2 Hour class. Much practice time required.
Astronomy	3/7	6	Before camp, sketch positions of Mars & Venus for 4 weeks
Athletics	4	3	
Basketry	1		Purchase kit at Trading Post.
Camping	3/5/6	7, 9a,b,c	
Canoeing + *	3	2b	2 Hour class. Much practice time required.
Climbing	4/6		2 Hour class. Much practice time required.
Communications	3/5/6	5	Requires attendance at a public meeting.
Cooking	3/5/6		Selected daily meals will be eaten with class.
Cycling	3/5	8, 9	
Energy	2	4 a or b, 6, 7	
Environmental Science	4/6		Must allow for observation time.
Fish & Wildlife Management	3		
Fishing	2		Practice time required.
Forestry	3/5		
Hiking	3/5	5, 6, 7	Otherwise, partials available.
Leatherwork	1		Purchase kit at Trading Post.
Lifesaving + *	4/7	1	2 Hour class. Strong swimmers. Not for first-year campers.
Mammal Study	1		
Motorboating + *	2/7	2b	
Nature	2/5		
Orienteering	3/6		Much planning time required.
Personal Fitness	3/5	1a,b, 7, 8	
Pioneering	3/6	2a	Much practice time required. Must know basic knots and lashings required through First Class rank.
Reptile & Amphibian Study	1/5	8	Raise frog, snake or turtle for one month.
Rifle Shooting - .22 caliber	4/6		Much practice time required. Must be at least 12 years old.
Rifle Shtg. - muzzleloading	4/7		
Rowing + *	2	2b	
Shotgun Shooting	4/7		Much practice time required. Must be at least 13 years old.
Small Boat Sailing + *	4	1b	2 Hour class.
Soil & Water Conservation	2		
Space Exploration	3		Must purchase and assemble rocket kit from Trading Post.
Sports	1/5	4, 5	
Swimming + *	3/4	2b	Much practice time required. Must bring long pants and long-sleeved button down shirt for clothes inflation.
Water Sports + *	3/4/7	2b	By appointment only. Limited number of spots.
Weather	4		
Wilderness Survival	2		Requires overnight outing during the week, without sleeping bag.
Wood Carving	2	2a	Purchase wood items at Trading Post.

Notes:

- All requirement numbers refer to the 2010 Boy Scout Requirements Manual, or newer B.S.A. version if requirements have been changed. For details on updated requirements, visit www.tenmileriver.org
- All prerequisites listed above must be completed before a Scout arrives at camp **if completion is expected by the end of the week. Otherwise, a partial will be issued.** Certification of successful completion of all prerequisites is necessary from the Unit Leader.

Merit Badge Difficulty Ratings

Rating	Description
1	Fairly easy
2	Average; can usually be completed in one week
3	Difficult; usually requiring hard work and time commitment
4	Difficult; usually requiring special skill, knowledge and experience
5	Impossible to complete in one week without prior work
6	Intended for intermediate Scouts only (2nd year campers, and on)
7	Intended for experienced Scouts only (3rd year campers, and on)
+	Requires CPR
*	Requires "swimmer" qualification on the **Sunday** swim test

BOY SCOUTS OF AMERICA
Greater New York Councils

Welcome to Camp Ranachqua

Over the past few years, Camp Ranachqua has consistently provided a source for quality summer camping experiences for literally thousands of Scouts and Scouters. Ranachqua 2011 aims to do the same. Our goal: to provide an exciting, challenging, and safe environment for Scouts to learn the tools of Scouting, advance toward their goals, and reach for new heights, all while having loads of fun along the way.

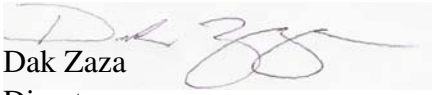
Our first rate staff is prepared to offer a dynamic and exciting program this summer. Our High Adventure opportunities are second to none, including rafting on the Delaware, climbing and rapelling off Indian Cliffs, Mountain Biking, or even doing the "slide-for-life" on the C.O.P.E. course. I hope you'll take advantage of this and much more that Camp Ranachqua has to offer.

This guide will serve as your first tool for a successful camping experience. Inside you'll find information on program highlights, administrative procedures, and a newly revised merit badge program outline. As per your suggestion, we've also enclosed a detailed list of all advancement policies, prerequisites, and schedules to assist you in preparing your troop for camp. I urge you take advantage of this information so that your Scouts can maximize their time at camp.

Finally, though I hope this guide proves helpful, I realize that only so much can be said in a few pages. With that in mind, please feel free to contact me anytime via e-mail at dzaza@tenmileriver.org or by phone at 845-926-0753 (845-252-2039 after July 1st) with questions, suggestions, or concerns. I want to do everything in my power to make this your best summer camp experience ever. Also, if you would like additional promotional material or would like one of our staff members to visit your troop, just let me know.

I hope this note finds your troop well and I look forward to seeing everyone at Ranachqua this summer.

Yours in Scouting,



Dak Zaza
Director
Camp Ranachqua

Please visit *www.tenmileriver.org/ra* often for updates!!!

✪ Program Highlights

Sunday Night Barbecue

If Camp Ranachqua has ever had a tradition, this is it. As always, Sunday night is chicken barbecue night. This is a great time for parents, family and friends to visit the camp, have a great meal, and see what's available for your Scouts during the week to come. Then join us for a Round-Robin and opening campfire. Please make reservations by the Wednesday before arrival by calling the camp office at 845-252-2038.

Round-Robin

Following dinner on Sunday Night, troops will break into groups to take a tour of camp. This is your chance to get to meet the staff, find out what's happening in each of the program areas, and most importantly, learn where everything is. Parents are encouraged to take the tour with the troop to get a feel for what their sons will be up to at camp. Following the Round-Robin, everyone will head to the campfire ring to close out the first evening at camp.

Flag Ceremonies

Five minutes before dinner (5:55 p.m.) and breakfast (7:55 a.m.) each day, troops will gather in formation on the parade field for the raising or lowering of the American Flag. All Scouts should be in full uniform for dinner and are encouraged to be in an activity uniform for breakfast. Also, Scouts working on Second Class may participate to fulfill an advancement requirement.

Campfires

On Sunday and Friday of each week, the Camp Ranachqua staff will present a campfire to close out the day filled with skits, songs, stories, and much more. These campfires give us a chance to introduce ourselves and also recognize those Scouts who have accomplished special things throughout the week. Our opening campfire will be filled with skits from the staff and the closing campfire will have presentations of awards won during the week. In addition, on Monday nights, first year campers will have a campfire set aside just for them. We'll take them out to a part of camp they might not ever see otherwise and put on a special show in honor of their first year at camp.

Vespers

At Camp Ranachqua we believe that a relationship with God is an essential part of what Scouting is all about. As such, we set aside time every Monday night for a nondenominational (Christian) service set in the beauty of our camp chapel. This vespers service will include readings, songs, and a message from our Chaplain Paul Lumpkin. We also assemble a camp choir to present music and we encourage Scouts and leaders to join.

Camp-Wide Games

Tuesday night is a time for a little fun. Following dinner, troops will break into groups to participate in different games prepared by the staff. Some will emphasize Scouting Skills, some physical fitness, and others will focus simply on using the old brain to solve puzzles and mind twisters. Are you ready for the challenge?

✪ Program Highlights

High Adventure

Because Ranachqua is part of the Ten Mile River Scout Reservation, Scouts have the opportunity to engage in several High Adventure activities. The Indian Cliffs, the High and Low C.O.P.E. Courses at Aquehonga and Keowa, fishing at Lakeside, the climbing tower in Keowa and our very own climbing tower, mountain biking, and rafting on the Delaware are just some of the options available for troops this summer. Make it a point to check it out. Please, if you are going to take advantage of any of the reservation outpost activities, sign up with the Program Director as soon as possible. The time slots for each camp for these activities are shown on page 50.

50 Mile Trek

This program challenges older Scouts to an exciting week of high adventure and fun. A small crew of Scouts and leaders will leave camp on Monday morning and return Thursday night. Along the way they will hike across the 12,500 acres that make up Ten Mile River Scout Camps and enjoy climbing and rapelling, backpacking, canoeing, and roughing it on the trail. This is a wonderful experience and we encourage troops to take advantage of it. If you are interested, please contact Dak Zaza or Reservation Director Sean Quinn as soon as possible because special training in CPR and First Aid is required beforehand.

The Order of the Arrow

As always, the Order of the Arrow plays an essential role in the life of a Boy Scout camp. Tuesday is O.A. day. All Scouts are encouraged to wear their sashes with their full Scout Uniform. During Siesta, anyone interested can help with the O.A. Service Project. That night, there will be an O.A. cracker barrel for anyone who helped.

Senior Patrol Leaders

Monday or Tuesday, during siesta, Senior Patrol Leaders will meet with the Program Director to receive troop information, plan projects, and express any concerns or questions.

Campsite Inspections

Everyday, Camp Ranachqua's friendly neighborhood commissioner will stop by to do a little inspection of your campsite. Each day the results will be posted. This is a great way of learning proper camping techniques and having a little fun competition along the way. A list of requirements will be passed out upon arrival.

✪ Administrative Information

Registration & Fees

All Scouts going to camp with their own troop must register for camp and make all payments to their own troop, not through the council office. The troop will make the necessary payments and register the Scouts. Provisional Scouts can register directly through the Hudson Valley Council Office. We would ask that all troops place a $25.00 deposit per boy by March 31st. **In addition, Scouts in troops that have registered and paid before May 31st will receive a $30.00 discount off their stay, reducing the cost from $370.00 to $340.00.** Also, please note that every troop gets two leaders free for the first five boys. For each additional five boys, the troop will get an additional free leader. There will be a charge of $175.00 for each additional full-time leader. More information on camp fees is available on page 3.

Arrival Time

Camp opens at 1:00 p.m. on Sunday for each week. Please do not arrive earlier. We will not be able to assist anyone until 1:00 p.m. This ensures that staff will have enough time to get camp prepared for your stay.

Check In

Troops will meet their site guides upon arrival in the parking lot. After gathering all necessary gear, troops will proceed to their campsites where gear will be dropped off. At this time, Scouts should change into their bathing suits and be ready to report at their assigned time to the Dining Hall for check in. The Scoutmaster should have all medical forms and fees. Once in the Dining Hall, each Scout will be checked in and a buddy tag will be provided. Scoutmasters, please come to the office at this time.

Once check in is complete, troops will proceed to the waterfront for swim tests and then finally back to their campsite to prepare for dinner assembly at 5:45 p.m.

Swim Tests

In order to participate in waterfront activities, Scouts must take swim tests. Each Scout will be placed in one of three swimming classes based on their abilities.

- Non Swimmers – Scouts in this category have little to no swimming experience and are in need of basic swim instruction.
- Beginners – Scouts must be able to jump feet first into water over their head in depth, level off and swim 25 yards on the surface, stop, turn sharply, resume swimming, and then return to their starting place.
- Swimmers – To pass the swimmers test a Scout must be able to swim 75 yards nonstop using a forward stoke (crawl, breast, side, butterfly, not doggie paddle!) and make at least one sharp turn. The Scout will then do the elementary backstroke for 25 yards, tread water, and float on his back. This is required for all waterfront badges, for certain types of boating, and for a First Class Requirement.

✪ Administrative Information

Vehicles

In general, vehicles are NOT permitted to be driven around camp. Camp Ranachqua's designated parking lot is opposite the rifle range. No vehicles may be left at the site. Special provisions can be made for medical conditions.

Troop Photos

Troop photographs will be taken on Monday evening at 5:00 p.m. The cost is $9.00 per picture, and the pictures will be delivered before troops leave on Friday.

Weekends

Camp is shut down from Saturday morning at 10:00 a.m. to Sunday afternoon at 1:00 p.m. We are not able to provide any service during that time period. Troops planning for a two-week stay are welcome; however they will need to be self-supporting or plan a trip out of camp. Provisional campers must make arrangements to go home on all weekends.

Campsite Cooking

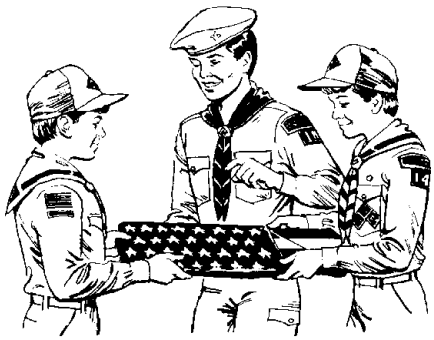
Camp Ranachqua offers an optional site-cooking plan instead of the traditional Dining Hall meals that are served each day. If you would prefer this option, our kitchen staff will be happy to accommodate you with the necessary food supplies. Please remember that you will need to provide your own cooking gear and paper goods.

Nianque News

Each day a copy of the Nianque News will be made available during meal times. Be sure to read this for yourself and to share it with the Scouts at your table. Inside you will find important reminders, program times, and fun facts.

Check Out

Check out can begin following the campfire on Friday Night though troops are welcome to stay until Saturday morning as breakfast is served. Before leaving, the Scoutmaster should pick up medical forms, advancement records, blue cards and medicine from the camp office. Also, site guides will visit each campsite to check in any materials that were borrowed and to give a final inspection of the site before departure.



✪ Camp Program

The camp staff exists to serve your troop, and to help your Scouts get the best possible experience at camp. But please remember, the primary goal of summer camp is to strengthen troops and provide opportunities for activities that are not normally available. We encourage each troop to carefully plan their week at camp to maximize their stay and make the best use of the staff. We are here to serve you.

There will be a meeting for Scoutmasters on Sunday at 5:00 p.m. where we will discuss camp and troop administrative policies. Also, there will be a meeting for Scoutmasters and Senior Patrol Leaders after the opening campfire to discuss:

- High Adventure opportunities and appropriate sign-up procedures
- Troop program and Advancement opportunities

Merit Badge Information

- **Requirements** - Merit Badge requirements are as stated in the current edition of the B.S.A. Advancement Requirements Book or Merit Badge Pamphlet. It is important that each troop set out an individual plan for each Scout well in advance of camp, taking into account prerequisites and the abilities of each boy.
- **Prerequisites** - The Ranachqua staff takes pride in the fact that all skills learned at camp are truly mastered. Therefore we feel that there is no reason any requirement can be waived simply because it cannot be completed at camp. Under these conditions some badges will require work to be completed prior to the week at camp. Please see the grid, "Merit Badges" starting on page 121 for specific information about each badge.
- **Records** - Records will be available in each program area during the day. Leaders are encouraged to check these records as necessary. Merit badge cards will be returned in the leaders' folders at the end of the week.
- **Partials** - Partial completions will be give where appropriate. Partials are good until the Scout has reached his 18th birthday.

Advancement

- **Modified Open Program** - Recognizing that each Scout troop has different advancement needs, Camp Ranachqua follows a modified open program schedule for skill instruction and merit badge work. This system is laid out in detail later on in this section of the guide.
- **Goals** - Care should be taken in setting goals that are attainable for each individual Scout. It should also be noted that many badges require some time outside of regular merit badge classes so be sure to plan plenty of "free time" in each Scout's schedule, if needed.
- **Review** - A review of a Scout's personal advancement desires and needs is encouraged by early June. During these planning sessions you and your Scouts can plan and set the degree of difficulty that is appropriate to each Scout. Here your guidance is crucial in setting the tone for camp.
- **Sign off Sheets** - For those prerequisites that must be signed off before arriving at camp. Please note the special form to be used for this purpose on *www.tenmileriver.org/ra*.

For more information on camp programming, see "Goals of Camp Program" on page 41.

✪ Events and Activities by Area

All events and activities listed are tentative. Times and events are subject to change before camp opens. If any such changes are made, you will be notified well in advance of camp.

Administration

Youth Protection – will be offered Monday night after vespers for any leaders needing certification or recertification. Remember, Youth Protection training cards at Ten Mile River are good for two years. All leaders at camp must have taken this training in the past two years, or must attend this class.

Archery

- **The Archery Tournament** – will be held on Tuesday night during campwide games at the Archery Range.
- **Free Shoot** – The Archery Staff will offer a Free Shoot to campers all week from 3:30 to 5:00 p.m. (unless a troop reserves the 3:30 to 4:00 p.m. slot ahead of time).
- **Troop Shoots** – Troop Shooting will be held on request from 3:30 to 4:00 p.m. each day. See the Archery Staff for details on signing up.

Climbing and Rapelling

- By TMR policy and for safety, Scouts must be at least 13 years old or have completed the 7th grade to use the tower. All Climbing Tower participants must wear long pants.
- **Free Climb** – Scouts can join the Free Climb session daily from 2:00 to 5:00 p.m., depending on tower usage. Test your skills and courage as you climb to the top of our wall.
- **"Climb on Safely"** – A leader training session in "Climb on Safely" is offered on Wednesday at 1:00 p.m. for any leader who will be planning troop climbs or would like the experience.

Field Sports/Mountain Biking

- **Troop Competitions** – There is a plethora of sports equipment available for troop use. Items include: softballs, gloves, bats, Frisbees, soccer balls, volleyballs, basketballs, kick balls, and much more. Talk to the Field Sports Director for more information!
- **Mountain Biking** – Troop/Group rides will be available Monday through Friday between 3:00 and 5:00 p.m. To satisfy supervision requirements, a leader must sign up with your Scouts.

Handicraft

- Special craft projects can always be done at the Handicraft Lodge. Talk to Lola to set up any projects you are interested in. We offer Indian Lore Merit Badge! This is a great adventure for all boys to take part in. Please try to divide your group of Scouts between the different classes so the Scouts can receive more attention from the staff.

❂ Events and Activities by Area

First Class Adventure

- The First Class Adventure area is designed specifically with new Scouts in mind. Please take a look at the schedule.
- FCA encompasses the necessary skills that Scouts working towards the rank of Tenderfoot, Second Class, and First Class need. Each Scout who participates and completes a section of the program will have an advancement card signed off. ***It is up to each Unit Leader to decide whether or not that alone satisfies the requirements for advancement, and thus warrants your signature in the Scout's handbook. You may choose to do additional testing to confirm the skills taught. We leave this to the discretion of each leader.***
- To continue with tradition, there will be an FCA campfire held on Monday after Vespers. First year campers, this is just for you!
- Please see the First Class Adventure Schedule on page 131 and prepare your Scouts well in advance. It will make all the difference.
- Leaders: You will note that almost all skills are offered more than once. Please try to divide your Scouts evenly so no one class becomes too crowded.

Nature Lodge

- **Nature Hikes** – The Nature Trail is always available, and guided hikes are available upon request.
- **The Scavenger Hunt** – Camp Ranachqua's world famous scavenger hunt is part of camp-wide games on Tuesday night. Good luck!
- **Conservation Projects** – There are a lot of outstanding ideas for troops wanting to do a service project for the camp. See the Nature Director and Program Director for ideas.
- **Hornaday Award** – This is one of the most prestigious awards offered by the B.SA. It symbolizes an outstanding commitment to conservation and the environment. This award is extremely time consuming and requires a great deal of work. However, the Camp Ranachqua nature department will be happy to get you going in the right direction. It requires that a Scout:

  1. Earn Environmental Science merit badge.
  2. Earn 2 merit badges from the following group: Forestry, Soil & Water Conservation, Fish and Wildlife Management
  3. Earn 3 merit badges from the following group: Bird Study, Geology, Reptile and Amphibian Study, Mammal Study, Nature, Weather, Oceanography
  4. Do four substantial service projects in the areas of energy conservation, soil and water, fish and wildlife, forestry, air and water pollution, resource recovery.

  If interested, please see the Nature staff no later than Monday morning.
- **Leave no Trace Award** – May be completed by earning Camping and Environmental Science merit badges, and completing a service project for the camp.

Nature Lodge (continued)

- **World Conservation Award** – Scouts who have already earned Citizenship in the World merit badge may earn the World Conservation Award simply by completing:

  1. Environmental Science merit badge.
  2. Soil and Water Conservation *or* Fish and Wildlife Management merit badges.
  3. Night Observations at Astronomy Outpost.

Rifle and Shotgun Range

- **The Team Shoot** – Tuesday evening during campwide games each Troop competes for bragging rights!
- **Leaders' Shoot** – Thursdays at 4:00 p.m.
- **Open Shoot** – will be available from 4:00 to 5:00 p.m. each day unless the time is reserved by a troop.
- **Troop Shoots** – will run from 4:00 to 5:00 p.m. each day on request. See the Area director to make an appointment.
- **NRA Shooting Qualifications** – will be offered at the Rifle Range. See the Area director.

Scout Skills

- **Cooking Mega Event** – Every year, all Scouts are welcome to cook their own food at the Cooking Mega Event. This year will be no different! The Cooking Mega Event is an outstanding event that teaches both leaders and Scouts unique and creative ways to make delicious food in the campsite. Dutch ovens, reflector ovens, paper ovens, tripods, and foil are just some of the techniques that will be used to make chickens, stews, pizzas, and even a giant turkey. Want to learn how to do it? Come visit the cooking Mega.

  The Cooking Mega Event will be held on Wednesday afternoon, an exciting event that gives Scouts and leaders a chance to cook their own dinner with techniques they may never have imagined possible. It's an exciting event. The Cooking Mega Event will begin promptly at 4:00 p.m. Depending on your level of involvement, arrival times may vary.

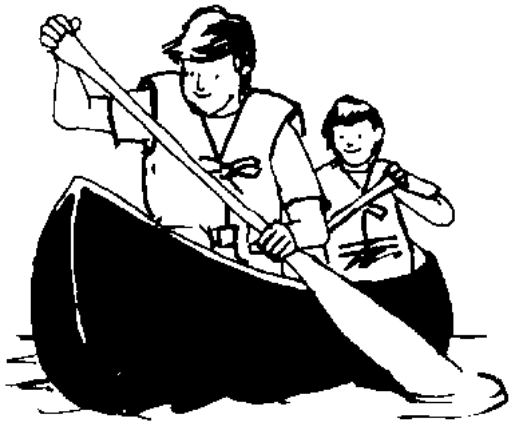
  This event is very exciting but very labor intensive, so we strongly encourage leaders to get involved to help split wood, monitor fires, and assist at the different cooking stations.

  Also, a Scout leader cook off will take place. You should bring your own ingredients if you need something more than basic staples for your recipe. There's also a secret ingredient that you will have to incorporate in some way. Bragging rights could be yours!
- **Totin' Chip** – is available at Scout Skills. Check the schedule for times it is offered.
- **The Paul Bunyan Award and Firem'n Chit** – are offered upon request, through the Scout Skills Director.

❂ Events and Activities by Area

Waterfront

- **Polar Bear Swim** – Attention early risers! The Polar Bear swim will be held daily at 6:30 a.m. Each morning (except Thursday) will begin with calisthenics followed by a quick dip in the lake. Be sure to bring a towel and warm clothes for after the swim. It's not called Polar Bear for nothing! A special patch is available for all those who tough it out. We hope to see you there.
- **Mile Swim** – For dedicated swimmers, the Mile Swim is for you! The training sessions will be held from 9:00 to 10:00 a.m. everyday.
- **Motor Boating Merit Badge** – Only five Scouts will be able to take this merit badge a week. Leaders may sign them up at the Sunday Program Director meeting. A Scout must be 15 years old, First Class, and have Swimming Merit Badge to participate in this merit badge. If more than five Scouts sign up by Monday for the class we will take the five oldest Scouts.
- **Instructional Swim** – available to help learners and beginners become swimmers.
- **Open Boating and Opening Swimming** – held daily from 3:00 to 5:00 p.m. You MUST have a buddy to get in, no exceptions.
- **B.S.A. Lifeguard** – available to adults and qualified Scouts age 15 or older. It is extremely time consuming, so be prepared to spend the better part of your week at the Waterfront! It is also highly recommended that Scouts be ***certified*** in *CPR for the Professional Rescuer* before coming to camp. This certification cannot be completed without *CPR for the Professional Rescuer.*
- **Kayaking** is a popular activity. Take out a kayak during open boating! See the Waterfront Director for details.
- **Safe Swim Defense and Safety Afloat** – will be offered during Camp-Wide Games on Tuesday to interested Scoutmasters.
- **Tower Duty** – Leaders, we can always use an extra pair of eyes. See the Waterfront Director to sign up for tower duty. We appreciate the help.



✪ Merit Badges

All merit badge times are tentative and subject to change before camp opens. If there are any such changes, you will be notified at the Leader's Meeting on Sunday afternoon. A complete schedule of all merit badges can be found at the end of this section on pages 126 and 129.

Those badges not offered in scheduled classes are offered on request. Scouts should talk to the Area Director to set up a time to work on requirements. This offers some flexibility to Scouts attempting to do a number of things during the week. These badges should be started early in the week.

Merit badges are ranked on a scale of 1 through 5, 5 being the hardest. Of course, the harder the badge, the more time and practice are needed for successful completion. Scouts should consider this when choosing what badges to take. ***In most instances, Scouts will need to spend time outside of scheduled merit badge classes working on requirements and practicing skills. This should be taken into account when preparing each Scout's individual plan for summer camp.***

Merit Badge Difficulty Ratings

Rating	Description
1	Fairly Easy.
2	Average, can usually be completed in one week.
3	Difficult, requiring hard work and time commitment.
4	Difficult, requiring special skill, knowledge and experience.
5	Impossible to complete in one week without prior work.

ALL blue Merit Badge cards must be turned in to the counselor by the second class meeting, unless indicated otherwise. If the cards are not turned in (and signed by the Unit Leader) by the second session, the Scout will not be able to complete the merit badge.

Please Note: Requirements for these badges have had minor changes since last summer: Archery, Astronomy and Sports.

Archery

- Archery merit badge requires a lot of practice time, and is thus rated a 4 for difficulty.

Climbing and Rapelling

- For safety reasons, Scouts must be at least 13 years of age or have completed the 7th grade to participate in this merit badge.
- Climbing Merit Badge is one of the hardest merit badges that Ranachqua has to offer. Because of this, it has a level of difficulty of 5.
- Please bring long pants to wear on the climbing wall.
- Scouts must have taken or take at camp Leave No Trace and know the Outdoor Code.

✪ Merit Badges

Handicraft

- **Leatherwork** Merit Badge is ideal for first year campers.
- Basketry is almost a one-on-one project, so we will need leaders to come with their group. **If you have a large group of first year Scouts, please do not schedule them all together in one class**; please remember to be fair to the other campers. The open time from 4:00 to 5:00 p.m. can be used for anyone wanting to work on a badge who has already taken the instructional class, **but they will need to come with a leader at that time**.
- We are offering **Woodwork** this year.
- We suggest that first year campers not take Wood Carving, because it takes added experience and skill.
- **Please note requirement #4 for Art Merit Badge:** "With your parent's permission and your counselor's approval, visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop. Find out about the art displayed or created there. Discuss what you learn with your counselor." **Please have your Scouts have proof of this visit when signing up for the merit badge at camp.**

Merit Badge	Degree of Difficulty	Approximate Cost
Art	2	$6
Basketry	2	$18
Indian Lore	2	$6
Leatherwork	1	$7
Wood Carving	4	$3
Woodwork	4	$15

Nature Lodge

- In order to complete several of the badges, the Scout must complete some requirements before attending camp; the prerequisites and degrees of difficulty are as follows:

Merit Badge	Degree of Difficulty	Prerequisite (Req. #)
Astronomy	5	None
Bird Study	4	8a[a]
Energy	4	4a, 4b
Environmental Science	4	None
Fish and Wildlife Management	2	None

a. For requirement 8a, Scouts should build a bird feeder and make use of it at their home. Please bring a written note from a parent saying that this requirement has been fulfilled.

Nature Lodge (continued)

Merit Badge	Degree of Difficulty	Prerequisite (Req. #)
Fishing	3	None
Forestry	3	None
Geology	2	5
Insect Study (upon request)	5	7
Mammal Study	1	None
Nature	4	None
Oceanography	3	None
Plant Science	4	None
Reptile and Amphibian Study	3	8[a]
Soil and Water Conservation	2	None
Space Exploration	3	Have Astronomy M.B. and be 15 years old
Weather	3	8a, 8b, 9a & 9b[b]

a. For requirement 8, Scouts need to keep and care for a reptile or amphibian for one month and record their observations and actions. See the merit badge pamphlet for details.

b. Scout must have a note from a leader or counselor stating that they have completed 8a, 8b, 9a, and 9b and that they have spoken for five minutes to Cub Scouts about outdoor safety in weather conditions, and acid rain. Scouts also must visit a weather station and record daily weather information

Rifle and Shotgun Range

- Both Rifle Shooting and Shotgun Shooting Merit Badges are rated at level 4 for difficulty. There are no prerequisites for either merit badge.
- Scouts must be 12 years old to shoot a rifle and 13 years old to shoot a shotgun and should be prepared for book related work on the first day of class.
- Please divide your Scouts between the different rifle and shotgun classes. The smaller the classes the more time Scouts will have to practice shooting to complete the requirements.

Scout Skills

- Scout Skills offers six merit badges: Camping, Cooking, First Aid, Orienteering, Pioneering, and Wilderness Survival.
- Camping and Wilderness Survival require Scouts to attend the overnighter Thursday evening. Also for Camping, Scouts will need a written note from their Scoutmaster stating that they have camped a total of 20 days and nights prior to attending camp.

Scout Skills (continued)

- Scouts may also want to make a small survival kit for Wilderness Survival merit badge before coming to camp.
- Cooking Merit Badge participants must attend the Cooking Mega Event on Wednesday, as it will count for one of their meals.

Merit Badge	Degree of Difficulty
Camping	4[a]
Cooking	3[b]
First Aid	4[c]

Merit Badge	Degree of Difficulty
Orienteering	4
Pioneering	4
Wilderness Survival	3[d]

a. Note required from Leader for 20 days of Camping.

b. Prerequisite is requirement 7.

c. Prerequisites - Complete all Tenderfoot, Second Class and First Class First Aid requirements. Also, make required First Aid kit.

d. Prerequisite is requirement 5.

Sports / Cycling

Our sports/cycling department will offer three merit badges this summer: Sports, Athletics, and Personal Fitness.

Merit Badge	Degree of Difficulty	Prerequisite (Req. #)
Athletics	4	3, 5, 6b[a]
Personal Fitness	5	1, 7, 8[b]

a. Scouts should provide a note from a coach, parent, or leader stating that they have participated in an organized sports league for one full season prior to coming to camp. Scouts must also come to camp with their progress charted and note stating these requirements have been completed except for the last week, which can be completed at camp. For requirement 6B a Scout should come to camp with a note that states that they have served as an official, and be prepared to discuss what they have learned.

b. Requirement 1 states that a Scout must a have a complete physical examination by a physician and a complete dental checkup. A Scout's medical form will suffice for part A and a written note from the Scout's dentist is required as well. Also, requirement 8 should be completed **at camp**; it must have been started as least 11 weeks before camp.

Sports / Cycling (continued)

Merit Badge	Degree of Difficulty	Prerequisite (Req. #)
Sports	2	3,4[a]

a. Scouts should provide a note from a coach, parent, or leader stating that they have participated in an organized sports league for one full season prior to coming to camp. Scouts must come to camp with their progress charted and note stating these requirements have been completed except for the last week, which can be completed at camp.

Waterfront

- The Waterfront offers five merit badges: Canoeing, Lifesaving, Motor Boating, Small Boat Sailing, and Swimming. Rowing Merit Badge is offered by request.

Merit Badge	Degree of Difficulty	Prerequisite (Req. #)[a]
Canoeing	5	CPR, Swimmer
Lifesaving	5	CPR, Swimmer, First Class
Motor Boating	5	CPR, Swimmer, First Class, 15 years old, 6a & 6b[b]
Rowing	5	CPR, Swimmer, 5b
Small Boat Sailing	3	CPR, Swimmer
Swimming	4	CPR, Swimmer

a. Please note that each prerequisite noted above involves CPR training. Scouts should supply a note from a qualified CPR instructor stating that they have properly performed CPR for three consecutive minutes on a mannequin. (See merit badge book for details). A qualified instructor shall be anyone 18 years of age or older who is currently certified with CPR for the Professional Rescuer. If this requirement cannot be completed prior to camp, efforts will be made to qualify Scouts at camp, but this is discouraged.

b. Requirements 6a and 6b require Scouts to launch a boat from a trailer and remove a boat from the water using a trailer. These requirements cannot be completed at camp.

- Rowing merit badge will be offered on request. Leaders should talk to the Program or Aquatics Director at the Sunday program meeting after the opening campfire.
- Only five Scouts will be able to take Motor Boating merit badge each week. Leaders will sign Scouts up for the merit badge at the Sunday night program meeting. A Scout must be fifteen, First Class, and a swimmer, and have completed CPR to take Motor Boating.

✪ Tentative Program Schedule (Weekdays)

We hope not to have to change this schedule, but, should changes occur, we will notify each troop before camp. *Please note that almost all badges will require additional work outside scheduled class time.* Camp management reserves the right to cancel a section of a class by Monday dinner if multiple sections of that class are offered and less than five Scouts have signed up for that section.

Weeks 1-2

9:00-9:30	9:30-10:00	10:00-10:30	10:30-11:00	11:00-11:30	11:30-12:00	2:00-2:30	2:30-3:00	3:00-3:30	3:30-4:00	4:00-4:30	4:30-5:00
Aquatics											
Swimming *			Swimming *			Swimming *					
B.S.A. Lifeguard											
Lifesaving *			Canoeing			Small Boat Sailing		Open Swim			
Small Boat Sailing		Motorboating		Instruction - Beginners		Instruction - Non Swimmers					
Mile Swim						First Class Adv.					
Archery											
Archery			Archery			Archery			Free Shoot		
Climbing											
Climbing			Climbing			Free Climb					
Handicraft											
Leatherwork		Leatherwork		Leatherwork		Leatherwork		Leatherwork		Leader/Scout Open Craft	
Wood Carving		Basketry		Basketry		Basketry		Basketry			
Art		Wood Carving		Indian Lore		Indian Lore		Woodwork			
Nature											
Environmental Science *				Reptile & Amphibian Study		Environmental Science *			Environmental Science *		
Geology		Forestry		Plant Science		Soil & Water Conservation		Oceanography		Nature	
Bird Study		Mammals	Mammals	Weather		First Class Adv.		Mammals	Mammals	Energy	
Astronomy		Fish & Wildlife	Fish & Wildlife	Astronomy		Space Explor.		Fish & Wildlife	Fish & Wildlife	Astronomy	
Rifle Range											
Rifle		Rifle		Rifle		Shotgun		Shotgun		Free Shoot	
Scout Skills											
Camping *		Camping *		Camping *		First Aid *			First Aid *		
First Class Adventure (see schedule)						Orienteering			Pioneering		
						Cooking		Cooking		Cooking	
						Wilderness Survival			Totin' Chit	Wilderness Survival	
Sports / Cycling											
Athletics		Sports	Sports	Personal Fitn. *		Personal Fitn. *		Fishing		Troop Biking	

* Merit Badge Required for Eagle Scout

✪ Tentative Program Schedule (Weekdays)

Please see the note on page 126 regarding potential schedule changes.

Weeks 3-4

9:00-9:30	9:30-10:00	10:00-10:30	10:30-11:00	11:00-11:30	11:30-12:00	2:00-2:30	2:30-3:00	3:00-3:30	3:30-4:00	4:00-4:30	4:30-5:00
Aquatics											
			Swimming *			Swimming *					
B.S.A. Lifeguard											
Lifesaving *			Canoeing			First Class Adv.		Open Swim			
Small Boat Sailing		Motor Boating		Instruction - Beginners		Instruction - Non Swimmers					
Mile Swim						Small Boat Sailing					
Archery											
Archery			Archery			Archery			Free Shoot		
Climbing											
Climbing			Climbing			Free Climb					
Handicraft											
Wood Carving		Leatherwork		Leatherwork		Leatherwork		Leatherwork		Leader/Scout Open Craft	
Basketry		Wood Carving		Basketry		Basketry		Basketry			
Art		Art		Indian Lore		Indian Lore		Woodwork			
Nature											
			Environmental Science *						Environmental Science *		
Geology		Forestry		Weather		Plant Science		Oceanography		Energy	
Bird Study		Mammals	Mammals	Reptile & Amphibian Study		First Class Adv.		Mammals	Fish & Wildlife	Nature	
Astronomy		Fish & Wildlife	Fish & Wildlife	Soil & Water Conservation		Space Explor.		Fishing		Astronomy	
Rifle Range											
Rifle		Rifle		Rifle		Shotgun		Shotgun		Free Shoot	
Scout Skills											
Camping *		Wilderness Survival		Camping *		First Aid *			First Aid *		
First Class Adventure (see schedule)						Orienteering			Pioneering		
						Cooking		Cooking		Wilderness Survival	
									Totin' Chit		
Sports / Cycling											
Athletics		Sports	Sports	Personal Fitn. *		Personal Fitn. *		Troop Biking			

* Merit Badge Required for Eagle Scout

✪ Tentative Program Schedule (Weekdays)

Please see the note on page 126 regarding potential schedule changes.

Week 5 – Eagle Camp

9:00-9:30	9:30-10:00	10:00-10:30	10:30-11:00	11:00-11:30	11:30-12:00	2:00-2:30	2:30-3:00	3:00-3:30	3:30-4:00	4:00-4:30	4:30-5:00
Aquatics											
Mile Swim			Swimming *			Swimming *					
B.S.A. Lifeguard											
Lifesaving *			Canoeing			First Class Adv.		Open Swim			
Motor Boating		Small Boat Sailing		Instruction - Beginners		Instruction - Non Swimmers					
Archery											
Archery			Free Shoot			Archery			Free Shoot		
Climbing											
Climbing			Climbing			Free Climb					
Handicraft											
Leatherwork		Leatherwork		Leatherwork		Basketry		Basketry		Leader/Scout Open Craft	
Art		Wood Carving		Indian Lore		Wood Carving		Woodwork			
Nature											
									Environmental Science *		
Plant Science			Environmental Science *			Space Explor.		Fishing		Energy	
Geology		Forestry		Weather		Soil & Water Conservation		Oceanography		Astronomy	
Bird Study		Mammals	Fish & Wildlife	Reptile & Amphibian Study		First Class Adv.		Mammals	Fish & Wildlife	Nature	
Rifle Range											
Rifle		Rifle		Rifle		Shotgun		Shotgun		Free Shoot	
Scout Skills											
Camping *		Wilderness Survival		Camping *		First Aid *			First Aid *		
First Class Adventure (see schedule)						Orienteering			Pioneering		
						Cooking			Totin' Chit	Cooking	
Sports / Cycling											
Athletics		Sports	Sports	Personal Fitn. *		Personal Fitn. *		Troop Biking			
Eagle Badges – Subject to change based on demand – Only offered to Scouts registered for Eagle Week											
Personal Management						Personal Management					
		Cit. in World		Cit. in World						Cit. in World	
Cit. in Comm.		Cit. in Comm.		Cit. in Comm.		Cit. in Nation		Cit. in Nation		Cit. in Nation	
		Communications				Eagle Prep.				Communications	

✪ Tentative Program Schedule (Weekdays)

Please see the note on page 126 regarding potential schedule changes.

Week 6 – LDS

9:00-9:30	9:30-10:00	10:00-10:30	10:30-11:00	11:00-11:30	11:30-12:00	2:00-2:30	2:30-3:00	3:00-3:30	3:30-4:00	4:00-4:30	4:30-5:00
Aquatics											
			Swimming *			Swimming *					
B.S.A. Lifeguard											
Lifesaving *			Canoeing			Small Boat Sailing		Open Swim			
Motor Boating		Small Boat Sailing		Instruction - Beginners		Instruction - Non Swimmers					
				Mile Swim		First Class Adv.					
Archery											
Archery			Archery			Archery			Free Shoot		
Climbing											
Climbing			Climbing			Free Climb					
Handicraft											
Wood Carving		Art		Wood Carving		Leatherwork		Leatherwork		Leader/Scout Open Craft	
Basketry		Wood Carving		Basketry		Woodwork		Indian Lore			
Nature											
		Plant Science		Oceanography		Environmental Science *				Energy	
Geology		Forestry		Nature		First Class Adv.		Soil & Water Conservation		Astronomy	
Bird Study		Mammals	Fish & Wildlife	Reptile & Amphibian Study		Space Explor.		Fishing		Weather	
Rifle Range											
Rifle		Rifle		Rifle		Shotgun		Shotgun		Free Shoot	
Scout Skills											
Camping *			First Aid *			Pioneering			Orienteering		
First Class Adventure (see schedule)						Cooking		Wilderness Survival		Wilderness Survival	
Sports / Cycling											
Athletics		Sports		Personal Fitn. *		Troop Biking					

* Merit Badge Required for Eagle Scout

Camp Ranachqua at TMR – Tentative Daily Schedule

<table>
<tr><th></th><th>Sunday</th><th>Monday</th><th>Tuesday</th><th>Wednesday</th><th>Thursday</th><th>Friday</th><th>Saturday</th></tr>
<tr><td>6:15 a.m.</td><td rowspan="6"></td><td colspan="3">Polar Bear Swim</td><td></td><td>Polar Bear Swim</td><td></td></tr>
<tr><td>7:50</td><td colspan="6">Flags</td></tr>
<tr><td>8:00</td><td colspan="6">Breakfast</td></tr>
<tr><td>9:00</td><td colspan="5">Program</td><td rowspan="2">Clean up and Check Out</td></tr>
<tr><td>10:00</td><td colspan="5">Program</td></tr>
<tr><td>11:00</td><td colspan="5">Program</td><td rowspan="11">See You Next Year!</td></tr>
<tr><td>12:00 noon</td><td colspan="5">Lunch</td></tr>
<tr><td>1:00 p.m.</td><td>Check-In</td><td colspan="4">Siesta</td></tr>
<tr><td>2:00</td><td rowspan="3">Swim Tests</td><td colspan="4">Program</td></tr>
<tr><td>3:00</td><td colspan="2">Program</td><td rowspan="3">Program, Cooking Mega Event</td><td colspan="2">Program</td></tr>
<tr><td>4:00</td><td colspan="2">Program</td><td colspan="2">Program</td></tr>
<tr><td>5:00</td><td>Leaders’ Meeting</td><td></td><td></td><td></td><td></td></tr>
<tr><td>5:55</td><td colspan="6">Flags</td></tr>
<tr><td>6:00</td><td colspan="6">Dinner</td></tr>
<tr><td>7:00</td><td rowspan="3">Tour of Camp</td><td>Games</td><td rowspan="3">Campwide Games</td><td></td><td>Overnighter</td><td rowspan="2">Campfire</td></tr>
<tr><td>7:15</td><td>Vespers</td><td></td><td rowspan="3">Overnighter / Open Program</td></tr>
<tr><td>8:15</td><td>Campfire</td><td>FCA Campfire</td><td></td><td>Check Out *</td></tr>
<tr><td>9:00</td><td></td><td></td><td></td><td></td><td></td></tr>
<tr><td>10:00</td><td colspan="6">Taps</td></tr>
</table>

* Only for troops planning to leave Friday night.

First Class Adventure Schedule

Req. #	Description	Monday				Tuesday						Wednesday					Thursday						O*	Friday			
		9	10	11	2	9	10	11	2	3	4	9	10	11	2	3	9	10	11	2	3	4		9	10	11	2
T-1	Presentation for campout																						■				
T-2	Overnight campout																						■				
T-3	Assist with meal preparation															■											
T-4a,b	Whip, fuse, taut-line hitch	■				■																					
T-5,9	Safe hiking and Buddy system **	■				■																					
T-6	Flag care											■					■										
T-10a	Physical fitness											■												■			
T-11	Poisonous plant identification																			■							■
T-12a,b	First aid																■							■			
S-1a	Orienteering ***												■					■									
S-1b	Five mile hike								See Note																		
S-2c	Axe, knife and saw care		■				■																				
S-2d,e,f,g	Cooking - procedure & safety, and fire building	May be done at camp, through special arrangement with the Scout Skills staff.																									
S-3	Training for flag ceremony		■				■																				
S-4	Service project	Requirements may be done at camp by contacting the Camp Commissioner.																									
S-5	Wild animal identification				■										■												
S-6a,b	First aid and First aid kit												■												■		
S-6c	First Aid II																	■							■		
S-7a,c	Aquatics skills				■										■												
F-1	Compass-less directions													■												■	
F-2	One-mile orienteering course																				See Note						
F-4e	Serving as patrol cook	Requirements may be done at camp through special arrangement with the Scout Skills staff.																									
F-6	Native plant identification																			■							■
F-7a,b	Timber and clove hitches, gadgets			■				■																			
F-7c	Build a camp gadget	Scouts should talk to Scout Skills staff about this requirement while working on req. F-7a,b.																									
F-8a	Bowline			■				■																			
F-8b	First Aid Part 1													■					■								
F-8c,d	First Aid Part 2																		■							■	
F-9a,c,d	Aquatics skills																			■							■

Note: A Scout must attend all sessions for this requirement - for other sessions, a Scout needs to attend one session per requirement. O* = Overnight
** Mandatory for all those going on the 5-Mile hike *** Recommended for Scouts doing F-2 as a refresher course before proceeding on the orienteering course

BOY SCOUTS OF AMERICA
Greater New York Councils

Welcome to Family Camp

Dear Family Campers,

You have made an excellent vacation choice in deciding to come to Ten Mile River's Family Camp. Ten Mile River, with over 12,500 acres of woodlands, lakes and streams, is one of the country's premiere Boy Scout Camps; truly nature at its best. A refreshing and enjoyable outdoor adventure for the whole family awaits you at Family Camp.

Family Camp is unique in that the entire family, from toddlers to grandparents, participate in a meaningful Scouting experience. The camp staff runs a full range of daily programs suitable for all ages. Join our staff as we hike the historic Red Dot Trail, go fishing to catch the "Big One" and sing songs around the camp fire. Nature lovers can enjoy the wildlife in the area, including great blue herons, deer, turkey, and black bears.

If you'd rather just spend some quality time with your family in a pristine, natural environment, you can do just that. Take part in as much, or as little of the Family Camp program as you'd like. Whether you participate in all or none of the program our staff has to offer, we are sure you will have a wonderful time and take home many memories of your stay at Family Camp.

Welcome to Family Camp!

Yours in Scouting,

Tom Spiegel

Tom Spiegel
Director
tspiegel@tenmileriver.org

✪ Check-In/Check-Out Procedures

Check-in is in the building to the right of Stumpp Cabin, the first building you encounter when entering the Family Camp parking lot.

At check-in all rental fees must be paid in full before you can occupy your rental cabin. If possible try to have all rental fees paid in advance of your arrival. This will expedite your family getting settled.

The following items should be brought to check-in:

- Greater New York Councils Receipt showing all rental fees you have paid to date.
- Greater New York Councils Health History & Examination Form completed and signed by a licensed physician for each member of your family and any guest.
- Cash, check, credit card or debit card to pay any rental balance, and $50.00 for your cabin key deposit.

Reservations for 2012 can be made any time during your stay.

Deposits

At check-in a cabin key will be issued to you. A $50.00 refundable deposit will be charged and will be refunded to you upon check-out, provided the cabin is left in good order and the key is returned.

Check-in is at 2:00 p.m. on Sunday. (Earlier check-in is possible if your cabin is ready for you).

Check-out is at 11:00 a.m. the following Sunday, We ask that all guests adhere to this checkout time as we must get your cabin ready for incoming guests.

Telephones

- Ten Mile River Headquarters 845-252-2000
- Family Camp 845-252-2050

If you have a family member staying at one of the other TMR camps, a staff member can call that camp from the Family Camp office phone.

Mail and Phone Messages

Directly inside of the trading post is a bulletin board where Family Camp staff post messages for Family campers. If you receive an emergency message we will relay the message directly to you. A mail pouch will also be on the board should you have any outgoing mail to send.

✪ About Our Program

The main objective of the Family Camp program is for you and your family to have fun. Rain or shine, there is plenty to do at Family Camp. Throughout the summer we have fishing contests, hikes, softball games, campfires and water Olympics. Daily programs include instructional and recreational swimming, boating, archery and mountain biking. There are also scheduled nature walks, canoe trips on the Delaware River, rapelling at Indian Cliffs and rifle and skeet shooting. In the evening, we have our Sunday night ice-cream social, bingo night and craft night. Families can participate in any or all of our program activities.

Religious Services

There are chaplains and chapels located in the other camps at Ten Mile River which provide religious services in several faiths. There are also houses of worship throughout the neighboring communities.

Trading Post and Laundry Facility

An expanded trading post and coin operated laundry facility is on site. The trading post is located between cabins 13 and 14 at lakeside. Here you will be able to purchase souvenirs, shirts, jackets, candy, soda and ice cream. We also will be stocking charcoal, grills, fishing and camping supplies.

The Surrounding Community

While you're at Family Camp, you may wish to explore the towns near TMR. It's a good idea to notify the Camp Office when you are leaving camp in case we get telephone messages for you. See "The Delaware Community" on page 26 for ideas on places to visit. The Family Camp staff will be glad to direct you to these locations as well as restaurants and other places of interest in the area.

When going on a hike <u>always</u> tell the Camp Office where you are going.

❂ What to Bring Checklist

Think of your Family Camp cabin as an empty apartment furnished only with beds, a kitchen table and benches and you will know the kinds of things to bring to camp. Remember also, you are in the woods where humidity is high. Clothing and shoes take a long time to dry.

Each cabin has a stove, refrigerator and cabinets. The nearest grocery/supermarket is about 14 miles away from Family Camp. We do not sell food other than candy, snacks and soda at the camp so you will need to shop.

Don't Forget to Pack

- ❑ Pots and pans
- ❑ Dishes and flatware
- ❑ Cleaning Supplies – dishwashing liquid, cleansers, sponges, and paper towels
- ❑ Groceries (you can also purchase these in nearby towns)
- ❑ Single or flat sheets - **(except for Schiff Cabins, which have one double bed and bunk beds and day beds)**
- ❑ Blankets or sleeping bags
- ❑ Pillows
- ❑ Lots of towels for kitchen, bath and waterfront use
- ❑ Insect repellent
- ❑ Sun lotion plus sunglasses and hats with visors for canoe trips
- ❑ Prescription medications for your family, if needed
- ❑ Rainwear, waterproof shoes or rubbers and warm clothing
- ❑ Sturdy shoes with heels, in addition to sneakers
- ❑ Soap, shampoo, toothbrushes, toilet paper, plastic bags, etc.
- ❑ Bathing suits
- ❑ Flashlights
- ❑ Fishing gear
- ❑ Camera, binoculars – things you would take on a camping trip
- ❑ Warm jackets
- ❑ Small backpacks and water bottles

Note: Canoers and rafters should have water shoes or old sneakers.

✪ A Typical Week

All activities at Family Camp are voluntary. We also offer High and Low C.O.P.E. courses, Wall Climbing, Shooting Sports, Archery, etc.

	Sun.	Mon.	Tues.	Weds.	Thurs.	Fri.	Sat.
Waterfront Orientation/ Dock Test		9:30 a.m.					
Rappelling		See Program Director for Schedule					
Swimming		10:00 a.m. - 12:00 noon & 2:00 - 4:30 p.m.					
Ice Cream Social	8:00 p.m.						
Volleyball Game		5:30 p.m.					
Pot Luck Supper		6:00 p.m.					
Boating		After Pot Luck	6:30 p.m. - dusk	10:00 a.m. - 12:00 noon & 6:30 p.m. - dusk			
Fishing Contest			10:00 a.m. (at Lakeside)				
Delaware River Canoe Trip (a fee applies)	See Program Director						
Bingo			8:00 - 10:00 p.m.				
Arts & Crafts				8:00 p.m.	8:00 p.m.		
Indian Cliffs Hike					9:00 a.m.		
Delaware River Rafting Trip (a fee applies)	See Program Director						
Movie Night						8:00 p.m.	
Shooting Sports		See Program Director for Schedule					
Campfire							9:00 p.m.
Water Olympics							2:30 p.m. *
Family Game Night		8:30 p.m.					
Field Sports				1:30 p.m.			
Swimming or Boat Lessons	Available upon request						
Aquatics Merit Badges	See Program Director						

* Subject to change

❂ Family Camp Rules

At Family Camp, we follow the same rules as the rest of Ten Mile River, as detailed in the white pages of this guide, starting on page 10. A few rules apply specifically to Family Camp, as follows:

Supervision. The Family Camp Staff are not baby-sitters. Parents are responsible for the discipline of their children. If your child is involved in a Family Camp activity, you or a designated adult should be with him/her at all times. This is especially true at the waterfront.

First Aid. A first aid box is located in the camp office and the staff can treat very minor injuries. A smaller first aid box is kept at Family Camp's waterfront. Please report any injury, no matter how insignificant it may seem to you to any Family Camp staff member.

Special Note on Graffiti, Nails and Staples

In years past the use of nails and staple guns to hang curtains and other such items was allowed. The practice of hammering large nails into the walls has caused many electrical problems, is unsightly and, in some cases, dangerous. We ask that you do not use these methods to hang items. We have installed hook racks at various locations in the cabins. In addition we will supply you with extra large push pins that you can use.

Please report any graffiti in your cabin to any staff member. A lot of effort and time was put into fixing up the cabins and we would like to keep them graffiti free.

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Greater New York Councils
Boy Scouts of America

Ten Mile River Scout Camps

F A C T S H E E T

OPERATIONAL ISSUES

It is the policy of the Greater New York Councils, Boy Scouts of America, that a child (camper) shall not be deprived of food, isolated, or subjected to corporal punishment or abusive physical exercise as a means of punishment by leaders, staff or other campers.

Similarly, any person who has reasonable cause to believe that a child (camper) has been or is being subjected to any form of hitting, corporal punishment, abusive language or ridicule, or harsh, humiliating or frightening treatment, or any kind of child abuse or neglect is required to report such allegations, suspected or known, to key camp leadership immediately.

Greater New York Councils camping facilities are operated in accordance with the U.S.D.A. policy which prohibits discrimination on the basis of race, color, sex, age, handicap, religion or national origin. Any person who believes he or she has been discriminated against in any U.S.D.A.-related facility should write to:

Secretary of Agriculture
Washington, DC 20250

The Ten Mile River Scout Camps are permitted to operate by the State of New York. Copies of the inspection reports are available through:

Ten Mile River Scout Camps: State of New York
Department of Health
Monticello District Office
50 North Street, Suite 2
Monticello, NY 12701-1711