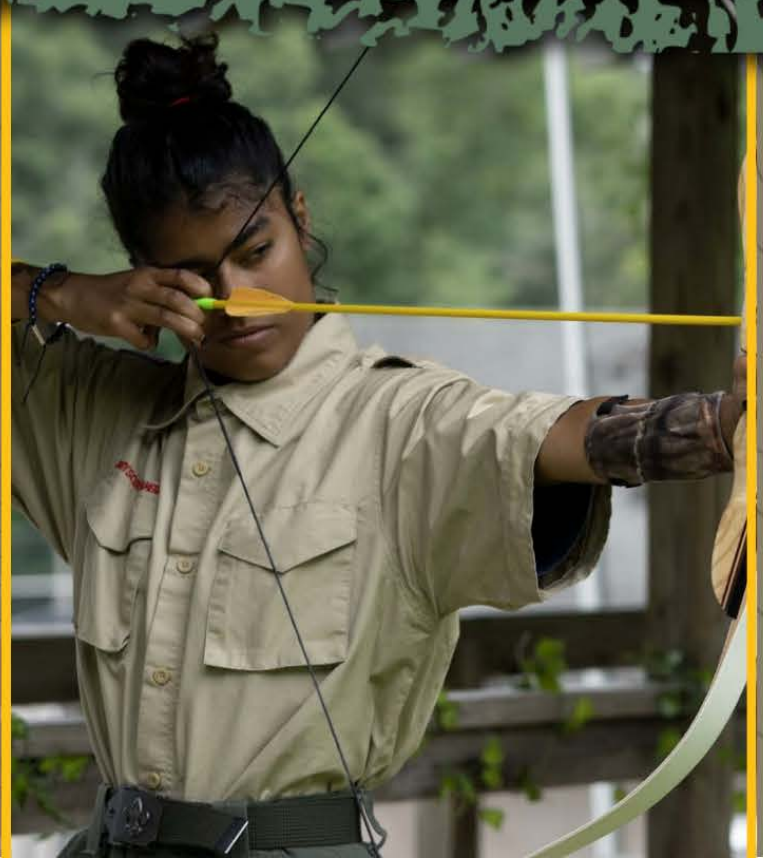




2025 PARENTS & LEADERS GUIDE

TEN MILE RIVER SCOUT CAMPS





Scouts and their parents expect all Scouting America activities to be conducted safely. To ensure the safety of participants, Scouting America expects leaders to use the four points of **SAFE** when delivering the Scouting program.

SUPERVISION

Youth are supervised by qualified and trustworthy adults who set the example for safety.

- Accepting responsibility for the well-being and safety of youth under their care.
- Ensuring that adults are adequately trained, experienced, and skilled to lead the activity, including the ability to prevent and respond to likely problems and potential emergencies.
- Knowing and delivering the program of Scouting America with integrity.
- Using qualified instructors, guides, or safety personnel as needed to provide additional guidance.
- Maintaining engagement with participants during activities to ensure compliance with established rules and procedures.

ASSESSMENT

Activities are assessed for risks during planning. Leaders have reviewed applicable program guidance or standards and have verified the activity is not prohibited. Risk avoidance or mitigation is incorporated into the activity.

- Predetermining what guidance and standards are typically applied to the activity, including those specific to Scouting America program.
- Planning for safe travel to and from the activity site.
- Validating the activity is age appropriate for the Scouting America program level.
- Determining whether the unit has sufficient training, resources, and experience to meet the identified standards, and if not, modifying the activity accordingly.
- Developing contingency plans for changes in weather and environment and arranging for communication with participants, parents, and emergency services.

FITNESS AND SKILL

Participants' Annual Health and Medical Records are reviewed, and leaders have confirmed that prerequisite fitness and skill levels exist for participants to take part safely.

- Confirming the activity is right for the age, maturity, and physical abilities of participants.
- Considering as risk factors temporary or chronic health conditions of participants.
- Validating minimum skill requirements identified during planning and ensuring participants stay within the limits of their abilities.
- Providing training to participants with limited skills and assessing their skills before they attempt more advanced skills.

EQUIPMENT AND ENVIRONMENT

Safe and appropriately sized equipment, courses, camps, campsites, trails, or playing fields are used properly. Leaders periodically check gear use and the environment for changing conditions that could affect safety.

- Confirming participants' clothing is appropriate for expected temperatures, sun exposure, weather events, and terrain.
- Providing equipment that is appropriately sized for participants, is in good repair, and is used properly.
- Ensuring personal and group safety equipment is available, properly fitted, and used consistently and in accordance with training.
- Reviewing the activity area for suitability during planning and immediately before use, and monitoring the area during the activity through supervision.
- Adjusting the activity for changing conditions or ending it if safety cannot be maintained.

Scouting America™

Greater New York Councils

To our Scouts, Scout Leaders and Parents,

Excitement is building as we gear up for the 98th summer camp season at the legendary Ten Mile River Scout Camps! Since 1927, Ten Mile River has been the backdrop for incredible adventures and growth for countless Scouts and their leaders. We're thrilled you've chosen to spend part of your summer with us.

Inside this guidebook, you'll discover valuable information and helpful tips to make the most of your time at Ten Mile River Scout Camps. Whether you're a seasoned TMR veteran or stepping onto our grounds for the very first time, please take a moment to explore these pages. You might be surprised by new activities and possibilities awaiting you this year — we're always evolving to offer fresh and engaging experiences.

For parents, we're eagerly anticipating the chance to provide their Scouts with an unforgettable summer. What sets our reservation apart is our deep commitment to fostering the next generation of leaders. Here, Scouts will have the chance to delve into career paths, work toward rank advancement and embark on a journey of personal growth. Summer camp offers a unique and powerful environment for self-discovery, and we're dedicated to providing a wealth of opportunities for exploration.

To our dedicated adult leaders, your unwavering commitment deserves our sincere gratitude. The effort you invest in preparing your Scouts for summer camp is truly significant, and your tireless work ensures these young leaders have the chance to challenge themselves in remarkable ways. Your gift of time is invaluable. From all of our camp staff, thank you for being the cornerstone of our program. Please do not hesitate to let us know how we can make your experience better.

And finally, a big welcome to all our Scouts joining us at TMR! Whether this is your inaugural summer or you know every trail like the back of your hand, we're so excited to have you become part of our ongoing story. You're now connected to a rich history of Scouts who have called TMR home. We encourage you to embrace this time to push your boundaries, learn new skills, forge lasting friendships, and see what you're truly capable of. The memories created here will stay with you long after summer ends, and we're proud to be your camp.

Yours in Scouting,



Davis Stockton

Director of Outdoor Programs – Ten Mile River Scout Camps

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Prepared. For Life.™





Summary of Changes

A summary of major changes in the Parents and Leaders Guide that are in effect for the 2025 camping season is below. Please see the detailed changes by visiting the page(s) in the body of this document.

- Multiple Changed from “Boy Scouts of America” to “Scouting America” throughout.
- Multiple Removed BSA Lifeguard as that program has been discontinued nationally.
- Multiple Removed ATV and drone programs as they have been discontinued at TMR.
- Multiple Removed most COVID-19 references.
- [Page 5](#) Updated dates of operation and specialty camp options.
- [Page 6](#) Updated camp fees.
- [Page 7](#) Added common reasons a unit can lose legacy recognition credit.
- [Page 20](#) New clothing policy section.
- [Page 25](#) All refunds are made by check, regardless of the original form of payment.
- [Page 85](#) Updated the Specialty Camp offerings and schedule.
- [Page 93](#) Updated list of merit badges offered.

Camp Aquehonga

- [Page 119](#) Updated lists of camp-wide evening activities and other camp-wide notable activities.
- [Page 121](#) Revised program schedule.
- [Page 130](#) Updated merit badges at STEM Lab and added two new evening programs.

Camp Keowa

- [Page 140](#) It’s important that dietary needs be included in the on-line registration system.
- [Page 142](#) The opening campfire will be held on Sunday evenings this year.
- [Page 142](#) 360° virtual tours of each campsite are available.
- [Page 145](#) Added new training options for adult leaders.
- [Page 146](#) Leaders meetings will be held on Tuesday and Thursday mornings, with email updates provided on Mondays, Wednesdays and Fridays.
- [Page 148](#) Updated the Specialty Camp offerings.
- [Page 153](#) Updated the daily schedule.
- [Page 154](#) Added an Adult Leader Program Schedule.



Summary of Changes (continued)

TMR Trek

[Page 159](#) Added a page on the TMR Historical Trails.

[Page 162](#) Updated the Trek Packing List.



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General Information

Scouting  **America.**
Camping & Outdoor Programs



Welcome to Ten Mile River Scout Camps



Whether this is your first trip or your 20th, you are in for all the adventure Scouting has to offer. Thousands of acres of the great outdoors await you and your unit, where you will work together for the greater good of all. This guide is your invitation, your introduction and your challenge to maximize your stay with us. If you come across any questions that are not answered in this guide, please contact us to have them addressed. E-mail addresses are included on some pages, or, for general questions, use tenmileriver.org/contact-us. We look forward to seeing you at camp.

About Ten Mile River

The Ten Mile River Scout Reservation (TMR) is located in the Catskill Mountains near Narrowsburg, New York. The reservation occupies thousands of acres and has several lakes, streams and ponds. TMR operates its camps for six one-week sessions and some units attend TMR for two or more weeks. Both camps at TMR have these 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 COPE course. Both camps have an experienced staff that provides 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 of Scouting's finest heritage and natural beauty. TMR has two troop-oriented camps, a headquarters area, a rock climbing and rappelling outpost, a family camp, and a trek program. The troop-oriented camps are:

- **Camp Aquehonga.** Located on the shore of Half Moon Lake, this camp has state-of-the-art facilities including a STEM center, swimming pool, Scoutcraft center, high ropes center, Scout Skills area and





Welcome to Ten Mile River Scout Camps

boating waterfront. Aquehonga features a patrol cooking dining experience where units experience some of their meals in their unit’s campsite. Scouts can prepare their own meals using menus and ingredients prepared by our dietitian.

- **Camp Keowa.** Located on the shore of Crystal Lake, our largest lake, Camp Keowa is the largest of the camps at TMR in both scale and programming. Keowa features a premier Summer Camp experience, from its extensive merit badge offerings, high-adventure trek programs and unit activities. In addition, Keowa features several target sports ranges, an outdoor climbing facility, and waterfront. Scouts can participate in many programs outside of merit badges including high adventure and water-tubing on Crystal Lake.

Scouts of any age or experience level will have the opportunity to do many exciting things.

Choose Your Own Adventure

Why is Ten Mile River your Troop’s new home away from home?

At TMR you can:

- Learn trade and careers skill at Camp Aquehonga
- Dive into Crystal Lake at Camp Keowa
- Hit the trail with our 50-mile TMR Trek Program
- Explore TMR’s history and archaeology at the Museum!
- Grab your paddle for High Adventure on the Delaware River
- Learn how to ride and care for horses
- Live Life on the Edge with our Senior Scout Program

All these offerings make Ten Mile River your ideal destination for the ultimate in Scouting adventure and advancement. With something for Scouts of all ages and ranks, TMR is the best place to bring your unit together this summer.

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 check-in on Sunday.

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 sessions. The camp office can provide information on local attractions, community events and other day trips for your unit during your stay over.





Dates and Program Offerings

2025 Dates of Operation:

Week 0 – June 29 - July 5
(Staff Week)

Week 2 – July 13 - 19

Week 5 – August 3 - 9

Week 3 – July 20 - 26

Week 6 – August 10 - 16

Week 1 – July 6 - 12

Week 4 – July 27 - August 2

Week 7 – August 17 - 23 (Staff
Closing Week)

Program	Camping Opportunity	Camp	Week(s)
Scouts BSA	Troop Dining Hall Camping	Keowa	1 – 5
	Troop Patrol Cooking	Aquehonga	1 – 6
	Troop High Adventure Treks	Both Camps	1 – 5
	Provisional Hiking Trek	Catskill Adventure	1 – 6
	GNYC Provisional Troop	Keowa	1 – 5
		Aquehonga	6
	First Year Camper	Both Camps	As above
	Life on the Edge Advanced Scout Encampment	Aquehonga	1 – 6
	Trail to Eagle Camp	Keowa	1 – 5
Aquehonga		1 – 6	
Venturers	Venturing Crew Trek	Catskill Adventure	1 – 5
Scouts BSA and Venturers	National Youth Leadership Training (NYLT)	Alpine Scout Camp	August
	Scuba Camp	Keowa	2
	Aviation Camp	Keowa	3
	Engineering Camp	Keowa	4
Families	Cabin Camping	Camp Lakeside at Family Camp	0 – 7

Camp Lakeside at Family Camp – Special Leader Rate

In honor of the commitment that volunteer leaders make to help youth in their communities, all adult Scouters who spend a week with their unit at any GNYC camp during the current summer camping season will receive a \$100 discount when they bring their family to Camp Lakeside at Family Camp! The discount will be deducted from the final payment for the cabin's rental. The discount is only for this camp season, and may not be "banked" for use in a future year.





Ten Mile River Camp Fees

The Ten Mile River staff is proud to offer these programs in 2025:

Camping Opportunity	Early Price (Deposit by 2/1 & fully paid by 4/1)	Regular Price (Deposit after 2/1 or fully paid after 4/1)
Troop Camping	\$650	\$680
GNYC Provisional Troop	\$660	\$690
Trail to Eagle Camp	\$680	\$705
Specialty Camps	\$695	\$710
High Adventure Trek; Wilderness Survival Experience	\$700	\$730
High Adventure Trek (camp-supplied [provisional] leadership)	\$750	\$780
Scuba Camp – Youth & adult ^a	\$950	\$950
Camp Lakeside at Family Camp (per cabin & family)	\$750 ^b	\$750 ^b
Discount for Scouts attending an additional week of camp, either with their troop/crew or at a specialty camp (except for NYLT & Scuba Adventure Camp)	\$100	\$100
Arrow-Of-Light Cross Over Discount: Newly crossed-over Scouts are eligible for the Early rate if they are registered for camp and paid in full by May 1. ^c		
All fees (except for Camp Lakeside at Family Camp) are per youth / per week		

- a. Includes Open Water Certification and Scuba Merit Badge plus fins, mask and snorkel. Participating adults do not qualify for free adult leader ratio.
- b. Regular price if fully paid by April 1. See [page 167](#) in the Lakeside at Family Camp section for details of the cabin refund policy. Sullivan County Room Tax of 5% will be added to all Family Camp registrations for individuals not currently registered with Scouting America. Proof of registration is required to remove room tax. The tax is on total Family Camp costs.
- c. Scouts also must be registered with the troop, which is done by processing a youth transfer application through the Council Service Center. After March 15, this discount must be manually applied; contact support-desk@nycscouting.org if applicable.

Prices are subject to change. Please visit tenmileriver.org/camp-rates to confirm prices.





Ten Mile River Camp Fees

Adult Leader Fees and Ratios

Troops and crews attending Ten Mile River are allowed a certain number of free leaders, as shown below. Additional adults are charged \$310 per week. Units attending with fewer than five Scouts can arrange to share a site and minimize or eliminate leader fees.

# of Youth	# of Free Leaders	# of Youth	# of Free Leaders	# of Youth	# of Free Leaders	# of Youth	# of Free Leaders
5 - 9	2	15 - 19	4	25 - 29	6	35 - 39	8
10 - 14	3	20 - 24	5	30 - 34	7	And so forth	

Venturing Crew participants between the ages of 18 and 21 do not qualify as adult leaders. Adult leader discount does not apply to adults participating in Scuba Camp.

Individual Deposits and Unit Hold-A-Place

A unit can make an initial reservation by submitting a completed Hold-A-Place form for their desired camp and program to Camping Services with a \$200 per week/site deposit. To maintain this reservation a unit must submit a deposit of \$65 per (projected) youth by **March 31st**. Both unit and youth deposits are non-refundable but are transferable to another week during the 2025 season. Deposits cannot be transferred to pay the fees due for another youth for whom a deposit has already been paid.

Camp Director's Legacy Unit Recognition

The legacy unit recognition program recognizes and rewards units for a tradition of camping at Ten Mile River Scout Camps. Units will gain legacy recognition credit for their tenure starting with their attendance during the summer of 2019.

A unit must attend a TMR camp, have at least two leaders and four Scouts, and file next year's Hold-a-Place by the end of the unit's week at camp to qualify for a legacy recognition credit. A unit may camp at any of the Ten Mile River Scout Camps to gain a legacy recognition credit. The unit's legacy recognition credit will reset to zero if a unit does not attend a Ten Mile River Scout Camp and will begin again when the unit returns to Ten Mile River. There are several reasons units can lose their legacy recognition credit; they include:

- Not making a deposit for the following year before leaving camp in the current year.
- Not having at least four Scouts attending camp in the current year.
- Not arriving at camp for the scheduled week.

The unit will be rewarded with a camp gift card, based on a percentage of the unit's youth summer camp registration fees. The amount goes up at the third, fifth, seventh, and ninth years, as shown in the chart below. Campership assistance payments are excluded when calculating the rebate. Rebates





Ten Mile River Camp Fees

will be made to the unit in the form of a GNYC gift card made available in September. The card can be used for camp and unit charter fees and at the GNYC Scout shops.

Rebate Recognition Levels

- Year 1 – Qualifying
- Year 2 – Qualifying
- Year 3 – 3% rebate
- Year 4 – 3% rebate
- Year 5 – 5% rebate
- Year 6 – 5% rebate
- Year 7 – 7% rebate
- Year 8 – 7% rebate
- Year 9+ – 10% rebate

So, for example, if a unit attends TMR in the summers of 2021, 2022, 2023, 2024 and 2025, they would receive a gift card for 5% of the fees paid for summer 2025 in September 2025.

Returned Checks

Checks that are returned by a bank, for example, for insufficient funds, will have a fee of \$40 attached to them.



Campership Program

Campership grants are available to GNYC Scouts who need financial assistance to attend summer camp. Camperships (scholarship money) are available for currently registered GNYC Scouts. Leaders should bring to camp a copy of their Scouts' campership award amounts by either statement or email correspondence as verification. Without this backup documentation, camperships will not be considered. (There is also a separate campership program for Scouts from other councils; the application process is different.)

For more information on camperships, please contact Camping Services at 212-651-3073 or email 640.camping@scouting.org. Campership applications must be completed on-line at www.nycscouting.org/campership.





Summer Resident Camp Refund Policy

Refund Policy

Under certain circumstances, the registration fee for a camper or leader may be refunded, either in whole or in part. Refund checks will be written to units and not to individual families, except for campers who attend specialty camps or provisional camp.

Full Refund (Less Initial \$65 per-Camper Deposit)

The complete balance of a camper's fee (less initial deposit) or leader's fee may be refunded at any time up to and including the unit's arrival at camp for these reasons **(if accompanied by appropriate documentation)**:

- Medical diagnosis preventing the camper or leader from attending; this includes a documented, recent, positive COVID-19 test; **documentation from a healthcare provider must be received before the end of the week the camper was scheduled to attend**
- Death in family
- Mandated Summer School – This does not include educational programs, e.g., science camp

Partial Refunds

For reasons other than the above, partial refunds may be made to the unit/individual, **if requested by June 15th**. We retain \$150 of the full-week payment in addition to the non-refundable \$65 deposit (\$215 total) to cover expenditures that are made prior to camp, including the hiring of the seasonal staff, food service contracts, and the purchase of program-related items, which are based on projected attendance.

Requests for refunds must be made in writing to be considered. Please submit requests to Greater New York Councils, P.O. Box 377, Alpine, NJ 07620, Attn. Camping Services or by email to support-desk@nycscouting.org with any pertinent supporting documentation. Requests are also subject to approval by the unit leader.

No-Show Forfeiture

For any Scouts or leaders who are "no-shows" at camp, the entire registration fee will be forfeited unless there is supporting documentation that aligns with the "Full Refund" policy above. This is unfortunate, but we ask that you understand that planning is as important to us as it is to you.





Camp Staff

Ten Mile River is administered by nationally certified directors, with key staff members that are certified and accredited by the Scouting America National Camping School in their respective areas of expertise and responsibility. Staff, at each camp and headquarters, are carefully selected to serve your Scouts and leaders. 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 consists of Scouts and Scouters dedicated to making Ten Mile River the best camping experience ever.

The Greater New York Councils, Scouting America, 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, and physical or mental disability.

Commissioners

These staff members are the best source for information and assistance for your unit while at camp. Their most important responsibility is to ensure that your week in camp is the best possible experience. 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 fellowship.

Staff Assistance and Supervision Opportunities

The staff members at TMR are wonderful and strive to do their best but we still need unit leaders to help provide essential leadership to their units during their stay, throughout the day and at night. Additionally, if your troop is sending a large group to an aquatics area, please send some adults to help supervise. When your troop participates in team competitions, please help instruct good sportsmanship and fair play. If you feel you have any other talents in a particular area that might be of use, please speak to the program director at the beginning of the week.





Camp Leadership and Supervision Policy

Two registered adult leaders 21 years of age or over are required at all Scouting activities, including stays at TMR. There must be a registered female adult leader 21 years of age or over in every unit serving females and a registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants.¹

Notwithstanding the minimum leader requirements, age and program-appropriate supervision must always be provided.

All adults (including parents of Scouts) staying overnight in connection with a Scouting activity must be currently registered as an adult volunteer or an adult program participant¹. Adult volunteers must register in the position(s) they are serving in. Registration as a merit badge counselor position does not meet this requirement. See [FAQ](#) for list of approved adult registration fee required positions.

Any adult accompanying a Scouts BSA troop to a residence camp or other overnight (or longer) Scouting activity must be registered as a leader, including completion of a criminal background check and Youth Protection training, even if they are a parent of a youth on the trip. Units may share a site to comply with this regulation, but adult leaders must agree to provide supervision and leadership to all Scouts in their site. 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 youth-facing leadership. However, if the troop's registered Scoutmaster or Assistant Scoutmasters are unable to bring the troop to camp, registered parents or troop committee members may be recruited as a camp leader. The chartered institution must approve all camp leadership. Getting a new leader (or parent serving as a camp leader) registered includes completion of a criminal background check. It will take **five to fifteen business days (one to three weeks) to complete a criminal background check** and prospective new adult leaders cannot participate until the background check has been completed, so such registrations should be submitted well before your time at camp starts.

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, the Scoutmaster is in charge of the troop at all times. Instructing, disciplining and organizing of your troop is up to you, whether directly or through a chain of command. Scoutmasters and all other adult leaders are expected to be role models for their Scouts, providing social and moral leadership examples, and a wholesome camp program for youth. It is also important for the unit to always provide supervision of youth at their campsites. Scouts may not be in their camp-

¹. An adult program participant is a person aged 18 or older (most often aged 18-20) who is registered as a program participant in which youth members are also eligible to participate (for example, Venturing, Sea Scouting, and Exploring). Adult program participants are subject to the same youth protection policies and guidelines as adult Scouters.





Camp Leadership and Supervision Policy

site without adult supervision. Please work with your adult leadership to establish a schedule for who is responsible for being present at the campsite throughout your unit's time at camp.

The staff respects this important role and wants to help you meet the challenge, not by taking your place, but by augmenting and supporting your leadership. 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 Scouts, and better trained leaders.

Leadership Training and Responsibilities

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

Note: The New York State Sanitary Code, §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."

If the camp staff needs to contact a parent, this will almost always be done in cooperation between the camp and the unit leadership.



Becoming an Adult at Camp

As detailed in ["Camp Leadership and Supervision Policy" on page 11](#), all adult leaders staying at camp must be registered with the Scouting America. 17-year-old youth members transitioning to an adult leader (Scouts BSA), camp staff or adult program participant (Venturing and Sea Scouts) upon their 18th birthday may continue to participate while their adult application and criminal background check are processed, but this period shall not exceed 30 days. These individuals are subject to the same youth protection policies and guidelines as all adult Scouters even during this registration transition period.

There is a limited exception for 17-year-old youth members whose 18th birthday occurs during active participation at summer camp. They may complete the activity they started as a youth participant without interruption; however, at its conclusion they must immediately register as an adult. This exception is intended for limited use in scenarios such as completing a trek while staying in the same tent or accommodation in the last few days of an event. It does not change or extend Eagle Scout or other advancement required to be completed by a Scout's 18th birthday; they will need to follow all applicable advancement policies.





Youth Protection & Reporting of Child Abuse

It is the policy of the Greater New York Councils to support the policies of Scouting America. Camp should be viewed as a “safe place” for all involved. No child (camper) shall 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 local authorities and then to key camp leadership.

Youth Protection training must be taken by all adults (ages 18 and up) who will be staying in camp before they arrive. This training must have been taken within two years before the **end** of your 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.

Mandatory Reporting of Child Abuse (National Scouting America Policy)

All persons involved in Scouting shall report to local authorities any good faith suspicion or belief that any child is or has been physically or sexually abused, physically or emotionally neglected, exposed to any form of violence or threat, exposed to any form of sexual exploitation including the possession, manufacture, or distribution of child pornography, online solicitation, enticement, or showing of obscene material. No person may abdicate this reporting responsibility to any other person.

Notify your Scout Executive of this report, or of any violation of Scouting America’s Youth Protection policies, so that they may take appropriate action for the safety of our Scouts, make appropriate notifications, and follow-up with investigating agencies.

Youth Protection Begins with You™

It is the aim of Scouting America to:

- Educate Scouting professionals, volunteers, parents, and youth members to aid in the detection and prevention of child abuse.
- Support chartered organizations in their leader selection to defend against suspected or alleged abusers entering Scouting America leadership ranks.
- Strengthen policies that create barriers to child abuse within the Scouting program.
- Encourage the immediate reporting of improper behavior or violations of Scouting America policy.
- Identify and swiftly remove suspected or alleged abusers.

Tent Assignments

TMR will provide enough two-person tents to meet your unit’s needs, based on the roster that is in the Ten Mile River Scout Camps Pre-Registration system. As you plan your troop’s tent assignments, please keep these Scouting America youth protection tenting rules in mind:





Youth Protection & Reporting of Child Abuse

- Separate tenting arrangements must be provided for male and female adults (age 18 and up) as well as for male and female youth.
- Youth sharing tents must be no more than two years apart in age.
- In Scouts BSA, Venturing and Sea Scouting, youth and adults must tent separately.
- Spouses may share tents.

Units are welcome to bring their own tents. If they do so, they still must follow the tenting rules above.

If you expect to need more camp-provided tents than one for each two people so you can meet these rules, please contact your camp's leadership at least a few days before you arrive at camp.



Camping: Serving Scouts with Special Needs

The Greater New York Councils 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. While at camp, please see your camp director for personal attention to all matters of handicap accessibility. If you have any questions or concerns before camp, please contact us at 640.Camping@scouting.org. We are happy to schedule pre-camp visits in case parents want to see the camping arrangements for their child.

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 Scouting 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 Scouting America and licensed by the state of New York. However, youth who are not of the appropriate age (including siblings) and registered with the Scouting America may not attend camp for health, safety and program reasons. Contact the camp director for more information.





Health and Medical Exam Policy and Procedures

Medical Examination

As required by state law and Scouting America protocol, each Scout and leader must have a medical examination by a physician within 12 months before the **end** of their stay 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 be currently registered with the Scouting America, and unit leaders may be asked to provide Scouting America ID numbers for their youth and their adult leaders when checking in at camp. **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 each camp. A nurse or trained first aid person is always on duty. Persons with serious injuries or illness requiring hospitalization will be transported to nearby hospitals where we have advance agreements 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 an injured person.

Medications

Make sure anybody who uses medications brings enough to camp for their entire stay. All medications must be in their original containers. While at camp, all medications, prescription and over-the-counter, whether for youth or adults, must be held by the camp health officer and will be dispensed only by qualified medical personnel. New York State regulations do not allow unit leaders to hold or dispense medications. Emergency medication, such as certain heart medication, asthma inhalers and epinephrine auto-injectors (also known as EpiPens® or 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 and 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 numbers for the relatives in addition to the parent(s)'s phone numbers.





Health and Medical Exam Policy and Procedures

Health and Accident Insurance

Limited health and accident insurance is provided for all Scouts and leaders. To ensure coverage, all campers (youth and adults) must appear on the unit's check-in roster and be registered with Scouting America.

The Annual Health and Medical Record

Anyone (youth, adult, staff, etc.) staying in camp for more than twenty-four hours must have a completed, current Annual Health and Medical Record (AHMR) form, parts A, B and C. This is a requirement of both Scouting 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. *Please use the form located on our website at tenmileriver.org/useful-documents.* Frequently asked questions about the AHMR are answered at www.scouting.org/health-and-safety/ahmr/medical-formfaq.

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. (This form is part of the TMR medical form that's referenced in the prior paragraph.) No exceptions can or will be made!

We are required to retain medical records for all campers, adult leaders and staff. We are unable to give back any submitted medical records. We suggest making a copy of the medical forms if you believe you or any of your unit's families will need the records after summer camp.

New York State law requires all Scouts who attend camp for more than one week to complete an additional form about meningitis. See [“Meningitis” on page 18](#) for more information.

In March 2024, the Sullivan County Department of Public Health issued Local Board of Health Public Health Order No. 1 – 2024 Children's Camps. It requires that all campers at any summer camp in the county have certain vaccinations, and this will apply to every Scout who will be camping at TMR this summer. A copy of the order is included with the TMR version of the AHMR. Quoting from the order:

All campers must have documentation of these vaccinations administered before the beginning of camp:

- Diphtheria and Tetanus toxoid-containing vaccine and Pertussis vaccine (Dtap/DTP/Tdap)
- Hepatitis B vaccine or proof of immunity
- Measles, Mumps and Rubella vaccine (MMR) or proof of immunity (positive titer)
- Polio vaccine (IPV/OPV)
- Varicella (Chickenpox) vaccine or proof of immunity
- Meningococcal conjugate vaccine (MenACWY)





Health and Medical Exam Policy and Procedures

Sullivan County requires documentation for all campers, adult leaders and staff of proof of immunity to measles. Thus, it's important that the date of measles vaccination be included on the AHMR. See ["Measles" on page 19](#) for more information.

Making Sunday Check-in Run Smoothly

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 and to fill out the Unit Pre-Medical Recheck Checklist available at tenmileriver.org/wp-content/uploads/2021/01/unit_pre-medical_recheck_checklist.pdf. The staff member who does the medical recheck will look for these 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 year? See "Expiration" below.
4. Are the name, address and emergency contact information completely accurate?
5. Is the form signed by a parent (or legal guardian) of anyone under the age of 18?
6. For anyone under age 18, are the immunization (vaccination) lines filled out with dates of shots clearly indicated for all vaccinations required by Sullivan County (see prior page)? For adults, is tetanus immunization within the last decade listed? For all, are Sullivan County measles requirements met (see above)?
7. Are all the communicable disease lines filled out?
8. Has the parent or guardian (for minors) or applicant (for adults) filled out the health history section, with serious health conditions noted?
9. Is the insurance information, including insurance carrier name and policy number filled out?
10. Is the New York State "Individualized Medication Orders/Standard Over-the-Counter/PRN Medications" form filled out and signed and stamped by a physician?

Please share this information with parents, 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.**

Medical 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 6 to July 12, 2025, the examination must have been completed by your doctor on or after July 12, 2024 (and not July 6!)





Health and Medical Exam Policy and Procedures

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 who attends camp for at least seven nights:²

- 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 decade; or
 - An acknowledgment 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, W and Y. These types account for nearly two-thirds of meningitis cases among teens and young adults.

All public and private school students entering 7th and 12th grades in New York State must be fully vaccinated against meningococcal disease types A, C, W and Y to attend school. Please see health.ny.gov/immunize for more information. Contact your health care provider regarding the avail-

². A camper who attends for only one week would not be at camp for seven nights so this does not apply to them.





Health and Medical Exam Policy and Procedures

ability and cost of the vaccine as Ten Mile River Scout Camps **do not offer** meningococcal (or any other) immunization services.

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

To learn more about meningitis and the vaccine, please contact Camping Services at 212-651-3073, visit 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.ny.gov/publications/2168 and at the federal Centers for Disease Control and Prevention website: www.cdc.gov/meningitis and www.cdc.gov/vaccines/vpd/mening.

Measles

You can prevent the spread of measles at summer camp – Measles is highly contagious and can spread easily at camp. When a person sick with measles coughs or sneezes, the virus gets into the air where it can stay for two hours. Anyone who is not immune can get measles if they are in that area. People who get measles can be very sick, and will not be able to stay at camp.

Protect yourself, your family, and the community by following these five steps:

1. Know if you and your family are immune.

You are considered immune if you:

- Were born before 1957,
- Have a written record of one or two doses of measles containing vaccine (depending on age), or
- Have a laboratory test showing you are immune.

If you are not sure about immunity, talk to your health care provider before going to camp.

2. If you are not immune, get vaccinated.

Two doses of the MMR (measles, mumps, rubella) vaccine will provide the best protection from the measles. Make sure everyone in the family is properly vaccinated or immune before going to camp.

3. Know the signs and symptoms of measles.





Health and Medical Exam Policy and Procedures

Symptoms appear about 7 to 14 days after exposure but may take as long as 21 days, starting with a high fever, cough, runny nose and red/watery eyes. A rash usually starts 2 to 4 days after the fever begins, spreading from the face and neck to the body, arms, and legs. Any child who feels sick at camp should tell a health or camp director for immediate medical care and to protect other campers.



4. Stay home if you are sick.

Since measles spreads quickly and is contagious even before the rash starts, stay home at the first sign of fever or cough. Do not come to camp. It is important to prevent measles from spreading to other people.

5. Call ahead before seeking medical care.

If you think someone has measles, call before seeking medical care so the office, clinic or emergency room can take steps to prevent other people from being exposed to measles.

Call your health provider or your local health department if you need a vaccine or want to learn more about preventing measles. More information is also available at health.ny.gov/measles.

Taken from a N.Y. State Department of Health flyer, 3/19.



Clothing Policy

Each unit should have a clothing policy that meets the needs of their members in consultation with their charter partner and within the framework of Scouting America's clothing policy guidelines.

At Ten Mile River, we require long pants for anybody participating in horse rides.

While at camp, you may observe that the clothing policy your unit developed differs from the policy of another unit and there may be situations where these differences may be questioned by youth participants or adult volunteers. The individual unit leadership, in accordance with the unit's clothing policy, will be the ultimate body to determine whether the relevant policies are being followed by all their unit members, both youth and adult. Should you have concern regarding another individual's clothing, please contact their unit leader directly or your camp director.





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, adult leader or staff member 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. The Camp Director must be notified about the early departure. Any Scout leaving camp must be accompanied by their parent(s) or two adults, one of whom is at least 21 years old. This is required by New York state law and by Scouting America Youth Protection rules!

The Buddy System must be used at all times. No Scout should be alone in camp at any time. 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 traveling around camp use the buddy system. We ask that all of our adult leaders help to watch for Scouts who are traveling alone.

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

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 always be parked in the designated camp parking lot 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-mile-per-hour speed limit. Some interior roads are recommended for 4x4s only.

Hover-boards are not allowed at camp because of the uneven terrain and the risk of battery fires.

No personal firearms or ammunition, BB/pellet guns, air-soft guns or archery equipment of any sort are permitted in camp. The camp staff will confiscate any found and any Scouts, adult leaders or staff found with restricted items may be asked to leave. .22 caliber rifles, shotguns, ammunition, bows and arrows are provided for use as part of the camp program. Law enforcement officers who are required to carry firearms within their jurisdiction that includes Ten Mile River must ensure safe storage of these firearms while at camp.

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

Lasers are not allowed at camp. This includes pointers, gunsights, levels, keychains, etc.

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.

Fences at the aquatics, COPE and climbing areas and at the rifle and archery ranges are not to be crossed. Never enter buildings or program areas without camp staff supervision.

Lights out is at 10:00 p.m. After this time, all Scouts need to be in their campsite under your supervision. Please work with your unit leadership to ensure that your site is supervised and that you maintain appropriate ratios. 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 camp. This also includes larger blades including machetes and any knife worn on a belt. Do not bring them! Any found in camp will be confiscated and returned only to the unit leader upon departure.* 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 designated site fire rings with filled water cans available nearby. Ground fires may be prohibited during dry periods.

Zero Tolerance – Not in Camp! Do not bring alcoholic beverages, marijuana/cannabis, or illegal or unprescribed prescription drugs into camp. Any Scouts, adult leaders or staff found with these items may be asked to leave the property. Never allow stealing, gambling, or defacing camp property. All of these things are absolutely forbidden at any time or place in camp!

The use of **liquid fuel** lamps and stoves is restricted at camp. Liquid fuel may only be used on backcountry trips (e.g., a trek) or when training people who will be using liquid fuel on backcountry trips. All use of liquid fuel must be done under close adult supervision.

Propane and butane 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 and are strictly prohibited at camp; this is a requirement of both state and county agencies. Nothing of this sort should be brought into camp for any reason. Persons having fireworks are subject to immediate dismissal from camp.





Camp Rules

Pets of any type are not allowed in camp. Leave family pets, including dogs, at home. This includes visits to camp by parents.

Drones are generally prohibited at TMR because of the risk to campers, adults and staff. The limited use of drones at TMR must be approved in advance in writing by the Director of Outdoor Program and Facilities or the Director of TMR.

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. For more information, see ["Wildlife Safety and Awareness" starting on page 60.](#)

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" assignment to help spruce up camp.

Do not cut trees, dead or alive, without specific permission from the camp director or camp ranger.

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

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.

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 (teasing, name calling, bullying, etc.) and cursing are also offenses. Our attitudes and general behavior should reflect the values of the Scout Oath and Law.

Hazing is strictly prohibited in camp and in all of Scouting, and should not be tolerated outside of Scouting, as well. There are many instances where "hazing" has led to serious consequences, both to the physical well-being and emotional stability of the Scout. 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 Outdoor Program and Facilities will be immediately removed from the reservation.

Swimming is only permitted during program hours at approved pools and beach fronts with camp life-guards present. Streams and rivers are not approved beach fronts, so swimming is not permitted at these areas.

Please make sure your Scouts are aware of these sensible rules. This will help keep camp safe and fun for everyone.

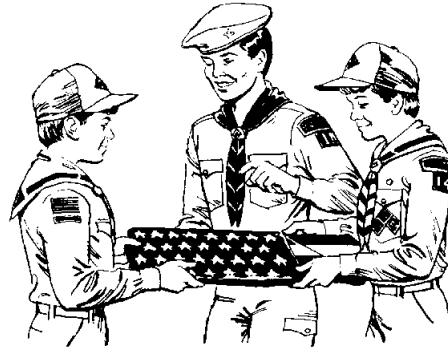




We Strongly Advise

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. Flag retirement ceremonies need follow no specific format, as long as they are respectful. Staff is available to assist when requested.



Uniforms

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

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 the waterproofing on tents and flies. **No open flame** (including candles and liquid propane) is allowed in tents, lean-tos or cabins. Units may be billed for rips, cuts and tears in tents, tarps and canvas cots.

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 rain has been forecast.

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 or her. This prevents "sticky fingers" and "butter fingers" alike.



We highly recommend that you do not keep any valuables in your vehicle during your stay.





General Information and Camp Services

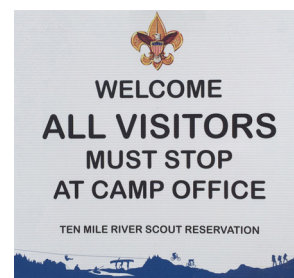
Visitors and Guests

Parents and adult visitors are encouraged to come to camp. Adults staying overnight or taking part in any program activity must submit a completed medical form and have proof of registration in Scouting America and current Youth Protection training.

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: \$8 – Lunch: \$10 – Dinner: \$15

These guest meal fees apply to visitors who will be in camp for at most 24 hours. For visitors in camp more than 24 hours, a prorated portion of the “excess leader” fee may be charged.



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.

All refunds will be made by check, even if the original payment was by credit or debit card. For unit refunds, checks will be made payable to the unit. For individual registrations, e.g., GNYC Provisional Troop, checks will be made payable to the Scout or their parent.

For more information, ask your camp director for a copy of the “Unit and Individual Refunds” statement or see [“Summer Resident Camp Refund Policy” on page 9](#).

Paying by Check

Personal and troop checks may only be accepted for camp fees, program fees, or trading post purchases and must be for the exact amount involved. A \$40 administrative fee will be charged for any “bounced” checks, in addition to any fees your bank may charge. We also accept credit cards and travelers’ checks.

Insurance

A limited health and accident insurance policy is provided with the camp fee paid by Scouts. To be covered by insurance, camp leaders’ names must appear on the troop’s camp roster. Leaders in camp must have a current Scout registration card. The camp does not provide insurance for lost or stolen items nor for personally owned vehicles. More information is on [page 16](#).





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 operation. The office is staffed 24 hours a day for emergencies only. Scouts are not allowed in the Scoutmasters' Lounge/Office, except on official business.

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 has the correct information:

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

It can take several days for mail to arrive at TMR. Every summer TMR receives many packages that arrive after a camper has returned home. Please take this into account when sending anything to a Scout at camp:

Telephone and Fax Services

Each camp office has its own direct phone number:

Aquehonga	845-252-2023	Camp Lakeside at Family Camp	845-252-2050
Keowa	845-252-2027		

Parents should be advised that Scouts in camp are difficult to reach by phone. Messages can be delivered during meals, 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.

Rest assured that there is ample communication 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.

Incoming faxes may be sent to each camp whenever necessary. Please make sure that the cover page has the same information as is shown above for incoming mail. Faxes will be forwarded to the appropriate person. Each camp has its own direct fax line:

Aquehonga	212-651-3041	Keowa	212-651-3042
Headquarters	212-651-3044		





General Information and Camp Services

Cellular Phones

Decent cellular phone coverage is available in some areas 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. Cellular service can range from spotty to strong, depending on your carrier and location at camp. While we permit Scouts to bring cellular phones to camp, we do not provide charging stations for Scout use, nor do we provide secure storage. Anybody who leaves their cellular phones to charge unsupervised does so at their own risk.

We expect Scouts to make sensible use of their phones, and recommend the following “Smarter Smartphone Policy” for your consideration:

Our youngest Scouts don’t remember a world without smartphones.³ That’s why units like Troop 96 of Grayslake, IL have developed a technology policy that’s realistic and effective. It treats smartphones as tools – like pocketknives – that can be beneficial when used the right way. Scoutmaster Pat Klemens says his Scouts developed the policy four years ago and it has stuck. It’s based on the Scout Law, and it goes like this:

Trustworthy: A Scout is truthful with others online and is careful of information shared.

Loyal: A Scout never embarrasses his fellow Scouts with his digital communication.

Helpful: A Scout uses apps that add to the outdoor experience, such as star maps, first-aid guides or navigation tools.

Friendly: A Scout uses his phone to invite others to join Scouting or to remind his fellow Scouts of events.

Courteous: A Scout keeps his phone silent and only checks it when appropriate.

Kind: A Scout is sensitive to others who cannot afford or choose not to have a smartphone.

Obedient: A Scout follows the rules and examples set by parents, teachers and leaders.

Cheerful: A Scout uses games, messaging tools and forums to build relationships while having fun.

Thrifty: A Scout manages his phone’s battery life and data and messaging allotment.

Brave: A Scout stands up for what’s right. He reports abuse to a trusted adult.

Clean: A Scout uses clean language online.

Reverent: A Scout respects others and their beliefs online.

³. “A Smarter Smartphone Policy” by Bryan Wendell. *Scouting* magazine, Sept.–Oct. 2015, p. 16.





General Information and Camp Services

Internet Access

Wireless internet access is provided in each camp administrative office for leaders who need to maintain a connection to the outside world. For those whose cellular reception is spotty, Wi-Fi calling may be an option for important phone calls, as long as they're made from a part of camp with good Wi-Fi coverage, such as near the office.

Lost and Found

Lost and found items may be claimed at the camp office; see the office manager. TMR and GNYC are not responsible for lost items or those left behind when a Scout or troop leaves camp.

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 \$50 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. It may be wise to bring needed books with you to camp. Merit badge kits and camp apparel may be available for pre-purchase online through the registration system. 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 a 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 212-651-3073.

The Ten Mile River Scout Camps pre-registration system is a wonderful tool to help your unit register for camp, select which Scouts will be attending, track payments, and even know when campership allocations have been made. This is the preferred way to track all the information for your unit and the only way to pre-register for merit badges and other programs at Ten Mile River. (We use technology from Black Pug to make this happen, and you may sometimes see or hear that name; it's just another name for the pre-registration system.)

Parent Portal

As a unit leader, you have the option to set up a parent portal on your account. This would allow parents to make payments and select their Scout's merit badge classes.

- This video should help you set up Parent Portal: www.youtube.com/watch?v=RBJmmnQuSo4
- Here is a video you can send to parents: www.youtube.com/watch?v=Xflql-R-VZE

Arriving at Camp

Please check your camp's section later in this guide for arrival times and check-in procedures. Please also make sure you review the location of your respective camp. Asking a navigation system to take you to "Ten Mile River Scout Camps" will likely take you to our Headquarters location, not your camp.

Upon arrival, a camp staff member will greet you and serve as your Site 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, entered into and printed from your registration on our website. The names will be printed in alphabetical order by the registration system, but please be sure to include the names of each Scout and adult leader staying in camp. Dates of Youth Protection training and Scouting America ID numbers for all adults staying with your unit are mandatory for the roster to be considered complete. As required by the New York State Health Department, crossed out





Check-In Procedures

names on rosters **must** be verified. Please keep this in mind if you have a Scout unsure of their attendance at camp.

- Completed medical forms for every Scout and leader in your unit, preferably in alphabetical order. See the section on medical forms on [page 16](#) in this guide.
- Number of patrols and number of Scouts in each patrol for equipment issue and, in Aquehonga, food 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.

By taking full advantage of the pre-registration system, your camp check-in will be faster.

Designated TMR staff members will be available to help you with the check-in process.

Do you want to have a quick and easy check-in when you arrive at camp? – Make sure you get your troop on the Fast Track list!

Do these simple things before arrival at camp for a smooth check-in.

1. Pay in full for all your Scouts and leaders through www.nycscouting.org to ensure your online account has a zero-dollar balance.
2. Ensure all your Scouts are named and added to the Event Registration portion of the troop online account. Run the Roster Report and verify that every Scout and leader and only those Scouts and leaders you are bringing to camp are listed (including partial-week leaders).
3. Every adult who will be in-camp at any time during your stay must be on the Troop Roster. If you have adults sharing the week (*i.e.*, partial-week leaders) and this is increasing the total balance due on your online account, please contact Camping Services team in advance of your arrival and we will adjust the leader rates on your account, so that you may remain on the Fast Track list at check-in.
4. Ensure all youth and adults have the correct address and phone number listed as part of the Event Registration Roster in your online troop account.
5. Register all your Scouts for their merit badge selections and program offerings using the Troop online account.
6. If any of your Scouts have camperships, double check that they are reflected correctly on your troop account for the correct Scouts. Please contact Camping Services at 640.camping@scouting.org if they are not.





Check-In Procedures

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 Site Guide. The assistant leaders should check the site with the Site 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 swimsuits as soon as they arrive at the campsite.

Important Things to do on Arrival Day

Every person who attends camp must have their 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 Site Guide, who will lead your troop on the Camp Orientation Tour.

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. If you're at Keowa, pick your first night's dining hall waiters, typically Scouts who have been to camp before.

Stayover Units

If you are staying for more than one week, please settle your account at the camp office each Sunday between 1:00 and 3:00 p.m. 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 stay-over units. Weekends are an excellent time to explore the surrounding area. See ["The Delaware Community" on page 41](#) or visit the Weekend Camping section of the TMR website at tenmileriver.org/camping.

Under-capacity Sites

To accommodate the greatest number of Scouts, if your total deposits and/or attendance projection is less than the capacity of your reserved campsite, Camping Services may place one or more additional units in your site to maximize the camp's total capacity or relocate your unit to a site that better meets your projected attendance. If this becomes necessary, Camping Services will provide as much advance notice as possible. However, depending on actual camp attendance, such changes may have to be made on arrival day.





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.

After dinner, Scouts may want to change into warmer clothes, depending on the weather. Your Site Guide will take your Scouts to the aquatics orientation; any Scout who does not attend will not be able to participate in any aquatics activities. While your troop attends this orientation, 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 Site 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 Site 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

To accomplish the difficult task of getting on the road for home with the least amount of confusion, a Site 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!

By the end of 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 Site 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.

Early Check-Out

Any Scout checking out of camp before Saturday must have written permission from their parent(s). This permission is granted by means of a parent signing the Scout's medical form. Parents must indicate on the medical form who their child may leave camp with. This permission will be verified by the camp office staff before the Scout leaves and the person picking up the Scout will have to complete an early release form. Please keep in mind that NO Scout will be permitted to leave camp without the knowledge of the Scoutmaster (or the adult in charge) and the Camp Director to avoid confusion and to ensure accountability is maintained. Any Scout leaving camp must be accompanied by their parent or by two adults, who are each at least 21 years old. This is a requirement of New York state law and national Scouting America policy.





Scout Checklist – Items to Bring to Camp

This is only a suggested list. Check it carefully, and 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 have your Scouts and leaders place their towels and swim trunks on the top of their packs. They will be needed early on Sunday to take the swim test.

The following are musts:

- Completed, current medical form (see [page 16](#))
- Prescribed medications (to be given to the Scoutmaster; medications will be held by the camp nurse; see [page 15](#))
- Water bottle
- Waterproof footwear
- Comfortable, broken-in hiking boots
- Extra shoes (old sneakers)
- Complete summer uniform
- Clothing bag containing
 - Athletic socks (1 pair/day)
 - Scout socks (2-3 pairs/week)
 - T-shirts
 - Undergarments (1 for each day)
 - Extra shorts
 - Extra shirts
 - Jeans or other long pants
 - Sleepwear
 - Compression shorts or athletic supporter §
- Sleeping bag or 3 blankets
- Poncho or raincoat
- Swim trunks (No cut-off jeans) *
- Towels
- Toilet kit containing
 - Soap/shampoo/conditioner in plastic containers or sealable plastic bags
 - Feminine hygiene products §
 - Toothbrush and toothpaste
 - Comb and brush
 - Metal mirror
 - Toenail clipper
 - Tissues
- Warm sweater or jacket
- Insect repellent (lotion, not spray) †
- Flashlight and extra batteries †
- Scout Handbook* †
- Scout knife (No sheath knives) †
- Props for troop or patrol skits

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
- 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 \$50/week)

Please leave at home:

Large or expensive radios or other electronics
 Hand-held video games
 TVs and tablets
 Valuable collectibles
 Guns, rifles, shotguns, bows and arrows
 Valuable cameras, jewelry, etc.
 Fireworks
 Pets
 Sheath, survival or large fixed-blade knives
 Aerosol cans
 Anything that would distract from the Scouting atmosphere that should prevail at camp

† Also available at the Trading Post

* No grommets if attending Aquehonga

§ If needed (gender-specific)





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)
- 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.
- 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 spare memory cards
- 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 people, 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.





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 and adults going to camp in the on-line system. Do you have all the last-minute ones?
- Names, addresses and phone numbers of all parents plus where they can be reached in an emergency. (If they will be away during camp, 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 that begins with ["Health and Medical Exam Policy and Procedures" on page 15.](#)
- All transportation arrangements made – coming and going.
- Troop camping and program equipment (including tarps and troop and American flags).
- Each Scout is properly equipped. (See checklist on [page 34](#). Have an equipment check just before camp. Discourage Scouts 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 before camp).
- Leader has sufficient funds for troop purchases. (Greater 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 elected camp SPL) 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 from on-line registration site
- 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 an individual seat belt for the driver and for each passenger. Never transport people in the bed of a truck, including pickup trucks.

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, it may be possible to meet the required coverage limits by combining the personal coverage carried by the driver with coverage carried by the owner of the rental vehicle.

By Troop Bus

Some troops charter a bus or use their 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

- Everybody must travel in a seat that has a seatbelt and the seatbelts must be used.
- Nobody may be transported in the backs of trucks.





Travel Directions

Coming from New York City

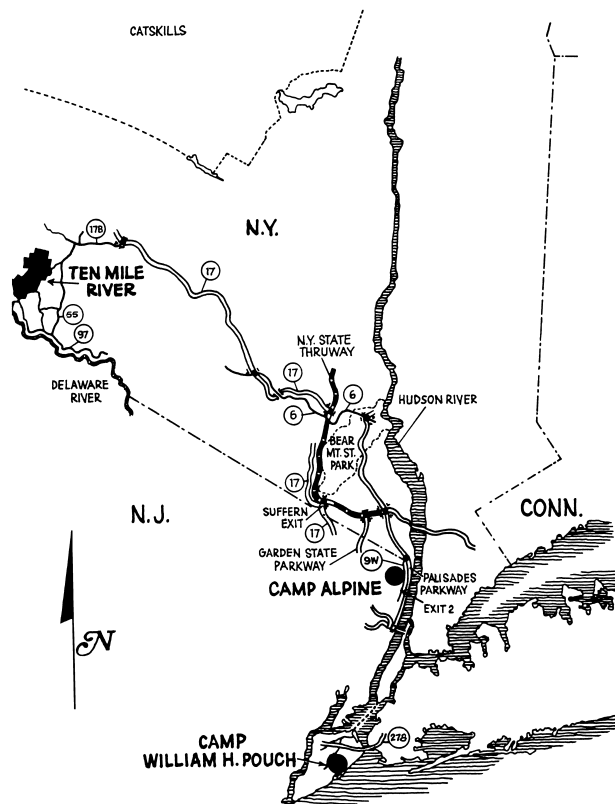
Via the Palisades Interstate Parkway

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 Mario Cuomo 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. When you get near TMR, look for signs for your camp (Aquehonga, Keowa, or Lakeside at Family Camp).



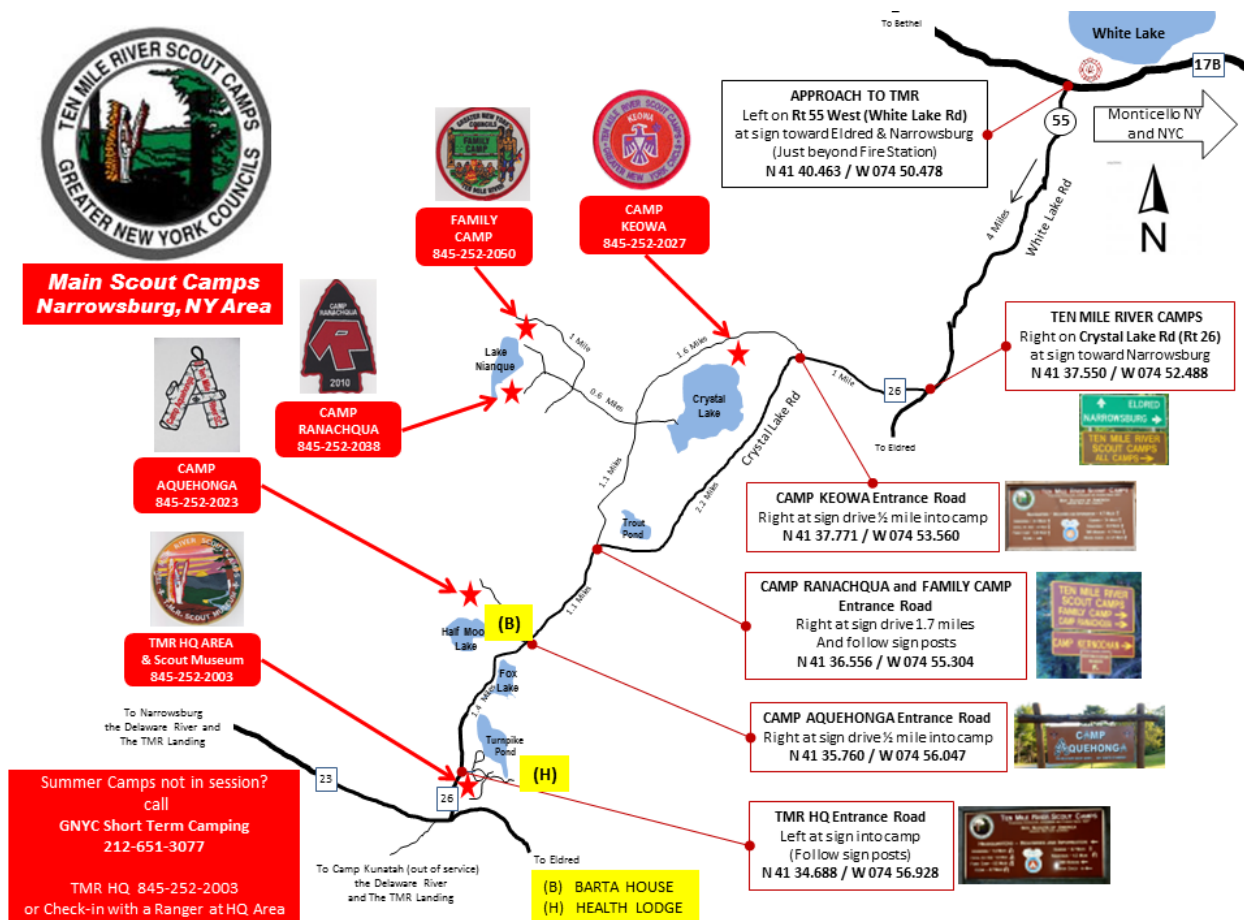


TMR Roads

All TMR roads are maintained dirt roads and are easily traveled by most vehicles, though some interior roads are recommended for 4x4s only. All camp roads are subject to wear and puddling during heavy rainstorms so please exercise caution if traveling during or prior to heavy rainstorms. Camp roads are not thoroughfares: your Scouts use them! So, please exercise caution while driving on camp. We enforce a strict 15 MPH travel speed outside of camping areas and 5 MPH travel speed around campsites. Drivers who exceed a speed limit or drive recklessly may be asked to leave the property.

Please review the locations of your camp's designated parking areas. Parking is only allowed in designated camp parking lots. When checking in and out of camp, one car per site may be used for carrying equipment. Parking in or next to campsites and roadways is not permitted.

We also ask that unit leaders do not transport youth to and from their campsites in vehicles. Unit leaders should not transport youth who are not in their unit.



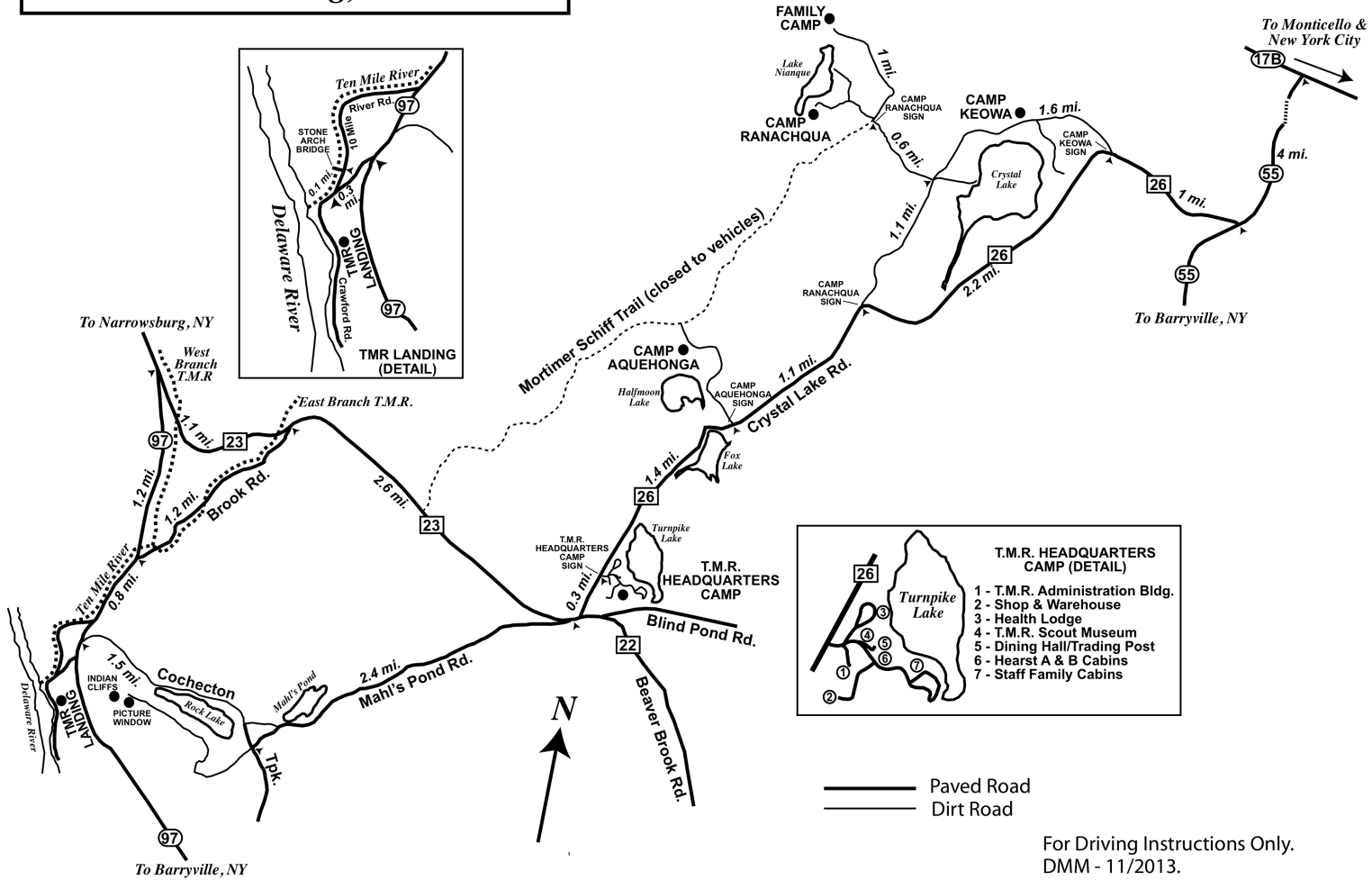


TMR Roads Map



Greater New York Councils Boy Scouts of America TEN MILE RIVER SCOUT CAMPS Narrowsburg, N.Y.

- 40 -



For Driving Instructions Only.
DMM - 11/2013.



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 (Pete's) as well as a pharmacy and convenience store nearby. On the main street there is a bank, a post office, and a field station for the National Park Service, which manages the Delaware River recreation area. Also, there is an automated laundromat, a hardware store and restaurants. The Chamber of Commerce web site is welcometonarrowsburg.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 nps.gov/upde/learn/historyculture/roebalingbridge.htm.

In Beach Lake, Pennsylvania, on Route 652, there is an amusement area called Carousel Park (www.facebook.com/carouselwaterandfunpark). 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 sullivancatskills.com.

In Monticello off Route 17 at exit 107 is Holiday Mountain Ski and Fun Park (skiholidaymtn.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.





Keep Camp Clean

We're proud of our camp. Let's work together to keep it healthy and beautiful. Our goal is "to leave every place cleaner and better than we found it."

General Cleanliness Rules

Everyone should remember to do the following:

- Wash your hand frequently and effectively
- Cover your cough or sneeze with a tissue and dispose of it properly
- Avoid touching your face, eyes, nose and mouth
- Clean high touch surfaces frequently
- 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, and make your trash as compact as possible to conserve space
- Close the lids on dumpsters so animals won't get trapped inside
- Leave ground cover 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

Personal and Camp Cleanliness: "A Scout is Clean"

Being clean is an important part of Scout training. It is expected that Scouts will keep themselves, their campsites, and the whole camp neat and clean. ***Hand-washing and personal hygiene will be of utmost importance for everyone in camp this summer.*** Every morning, the Scoutmaster or Senior Patrol Leader should check the campsite and tents and assess the cleanliness, appearance, and general health of all Scouts. Once this is completed, the Scouts can prepare for the daily campsite inspection*. Scouts should also wash up each morning, change their clothing regularly, and wash their hands before each meal. Scouts should know and understand how important it is that they use the latrine properly, including urinating only in latrines, and not elsewhere.

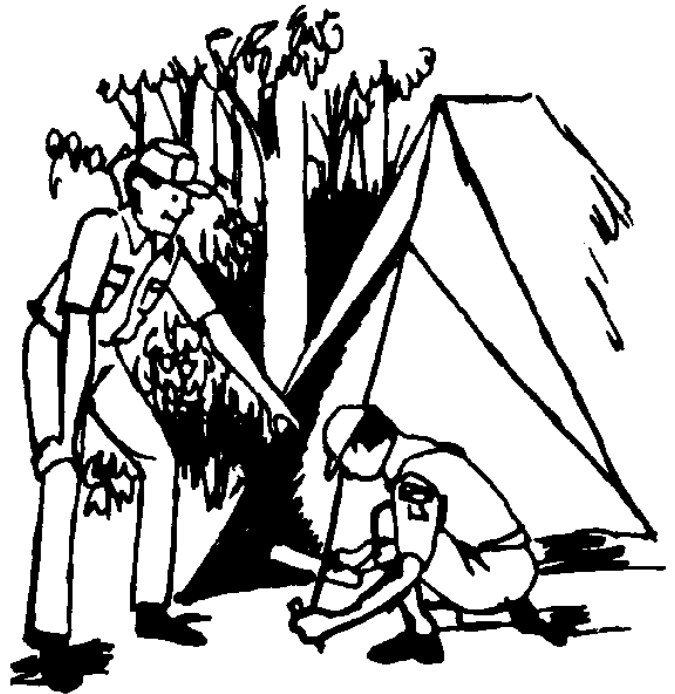




Keep Camp Clean

All troops will also be expected to do a daily “Good Turn” towards keeping camp clean. This “Good Turn” task is an area of camp designated to each troop as its responsibility in helping to keep camp clean. It is usually done after lunch each day. Completion of this task and good scores on daily campsite inspections will qualify units for the camp “Honor Unit Award”.

- * The following criteria are particularly important during the daily campsite inspection that is performed by the Camp Commissioners:
 - Grounds, tent floors, and trails clean of litter
 - Tools and Troop Fireguard Plan hung where everyone can see them
 - Tents and fly lines tight
 - Towels, bathing suits and other wet gear hung on clothesline, not on tent, fly lines or outriggers
 - Fire buckets (two per tent or lean-to) in place and full, even on unused tents and lean-tos
 - Blankets or sleeping bags 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, including with camper accountability information
 - No personal vehicles in campsite
 - Flaps on tents rolled properly





Safety and Emergency Information



Incident Reporting

Scouting America Incident Reporting Policy

Scouting America provides a program for young people that builds character, trains them in the responsibilities of participating citizenship, and develops personal fitness. A key responsibility that we all share is providing an effective program that meets the needs of young people and provides the proper health and safety of everyone concerned.

It is important that we sustain the safe operation of our programs and promote continuous improvement through organizational learning. Timely and complete incident reports support analysis that is critical to identifying needed improvement of the programs offered by Scouting America.

What Is an Incident?

Loosely defined, an incident is any unplanned event that results in harm to an individual, property, or the environment.

Why Report an Incident?

The information reported from incidents is valuable in preventing the recurrence of similar incidents. Reporting incidents promptly is also critical so we can respond to incidents in an appropriate manner, and it helps us properly manage any potential claims.

Near Misses

Incidents that do not result in an injury should also be reported. A near miss is defined as an incident that did not result in injury, illness, or damage (by definition), but that had the potential to have done so. Near misses with clear lessons learned can bring to light opportunities to improve safety performance or program practices.

How Do I Report an Incident?

In the camp atmosphere, it is imperative for reporting to be as prompt and informative as possible. The [Guide to Safe Scouting](#) has prescribed reporting instructions based on the severity of incidents, and these are summarized in ["Incident Descriptions and Reporting Instructions" on page 49](#). At camp it is important that all incidents be reported to the local camp health office and the camp director as they arise. This will help us comply with Scouting America and New York State reporting procedures.

Under Scouting America's Youth Protection guidelines, youth protection incidents should be immediately reported to law enforcement officials. Directly afterward, we request that you inform the camp director of any such incidents. If the camp director is not immediately available, the staff in the camp office will locate him or a member of the reservation management team. (Please also see ["Youth Protection & Reporting of Child Abuse" on page 13](#).)





Incident Reporting

Report Writing Tips

It is imperative that you fill out any incident reports as thoroughly as possible. This will help bring clarity to the situation and avoid unnecessary calls or emails for additional information. Photographs of the site, facilities, vehicles, or equipment can add value to the report. The following examples demonstrate a good, better, and best approach to incident reporting. Remember to include only pertinent facts about the incident. Do not assign blame or include personal opinions or recommendations.

Good: At summer camp, a Scout was playing a game and fell, twisting his ankle. He was sent off camp for more help.

Better: This August, a Scout was playing tetherball at summer camp, when he fell and broke his ankle. He was sent to the ER and was released.

Best: On August 6, 2012, a Scout was playing a game of tetherball at a Beaver Dam Summer Camp event, when he fell and twisted his left ankle. The Scout was initially treated by other Scouts and the health lodge, but further treatment was needed. The Scout was diagnosed with a high ankle fracture, was treated in an ER, and released later in the day with a restriction to stay off the ankle until he sees his personal physician.

A Scout Is Trustworthy: Be Sure to Report

Remember: Any incident that requires the intervention of medical personnel, involves emergency responders, or results in a response beyond Scout-rendered first aid must be reported.





Incident Reporting

Incident Descriptions and Reporting Instructions

INCIDENT TYPE	PERSONAL INJURY/ILLNESS	VEHICLE, PROPERTY, OR PROGRAM INCIDENT	REPORTING REQUIREMENTS
CATASTROPHIC	<ul style="list-style-type: none"> Fatality or hospitalization for a life-threatening or critical condition Allegation of suspected sexual abuse Victimization of Scout 	<ul style="list-style-type: none"> Vehicle accident, theft, or damage with a greater than \$1 million loss Litigation anticipated National publicity or media attention 	<p>IMMEDIATELY do the following:</p> <ol style="list-style-type: none"> Get help for injured parties (e.g., call 911). Notify the council Scout executive. Complete an Incident Information Report, No. 680-016. Forward the incident report to your local council enterprise risk management contact. Ask the council contact to enter the incident into the RiskConsole incident reporting system. The incident should be marked as catastrophic.
SERIOUS/ CRITICAL	<ul style="list-style-type: none"> Hospitalization for less than a life-threatening or critical condition Transport to the ER in an emergency vehicle Allegation of suspected non-sexual child abuse Communicable disease outbreak or mass foodborne illness 	<ul style="list-style-type: none"> Vehicle accident, theft, or damage with a \$100,000 to \$1 million loss Building or camp shut down for more than a day Bomb threat Local publicity or media attention 	<p>Within 24 hours, do the following:</p> <ol style="list-style-type: none"> Get help for injured parties (e.g., call 911). Notify the council Scout executive. Complete an Incident Information Report, No. 680-016. Forward the incident report to your local council enterprise risk management contact. Ask the council contact to enter the incident into the RiskConsole incident reporting system.
MARGINAL	<ul style="list-style-type: none"> First aid Transport to the ER in a personal vehicle and released Serious near miss Emergency response initiated 	<ul style="list-style-type: none"> Vehicle accident, theft, or damage with a \$100,000 loss or less Program area closed down for safety concerns Emergency response initiated 	<p>In no later than five days, do the following:</p> <ol style="list-style-type: none"> Attend to any injured parties. Complete an Incident Information Report, No. 680-016. Forward the incident report to your local council enterprise risk management contact. Ask the council contact to enter the incident into the RiskConsole incident reporting system.
NEGLECTIBLE	<ul style="list-style-type: none"> Near miss Injury/illness not requiring first aid 		<p>By the end of the unit recharter year, do the following:</p> <ol style="list-style-type: none"> Complete a Near Miss Incident Information Report, No. 680-017. Keep the report in your unit or forward to the enterprise risk management contact. Evaluate near misses in your unit or council each year for any lessons learned and/or program enhancements.



NOTE: This matrix does not supersede reporting requirements for specific program activities (e.g., pilot programs or climbing near misses), reporting required by law, BSA Youth Protection reporting requirements, or BSA employee death or multiple injury reporting requirements to OSHA.





Incident Definitions



First Aid

An injury or illness treated by Scout-rendered first aid but does not include treatment that has to be done by a medical professional such as a nurse, EMT, or doctor. Scout-rendered includes a Scout or Scouter.



Near Miss

An unplanned event that DID NOT result in injury, illness, or damage by definition, but had the potential to cause less than serious damage or injury.



Serious Near Miss

An unplanned event that did not result in injury, illness, or damage by definition (e.g., emergency response was called to find a lost Scout), but had the potential to cause serious damage or injury.



Vehicle Accident

An unintentional damaging event involving one or more vehicles that causes damage to the vehicle, damage to property, or physical harm. Vehicles include automobiles and other motorized equipment (e.g., four-wheelers, farm equipment, industrial equipment, or motorcycles).



Victimization of Scout

An intentional incident in which a Scout is physically or psychologically harmed.

680-033
2012 Printing



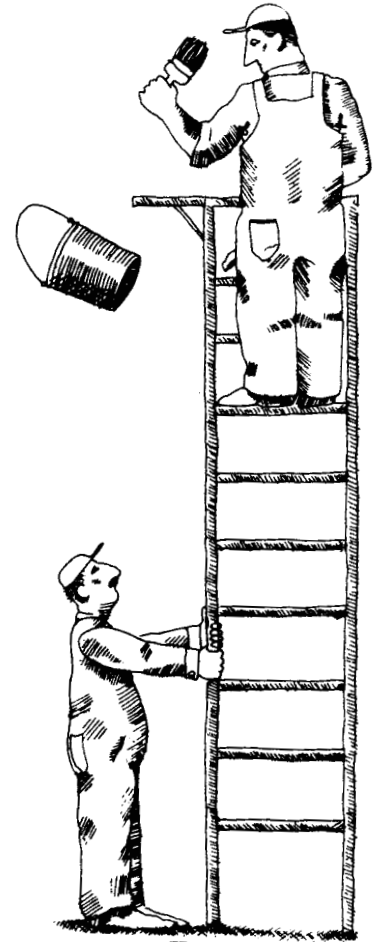


First Aid Situations

Certain injuries, symptoms or signs are considered danger points and require immediate attention at the camp office. 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 these 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.





Severe Weather Restrictions

Under these 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, and Humidity below 80%	Use caution while hiking
	90° F, with 80% or higher Humidity; 95° F, any Humidity level	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
	Please see "Lightning Safety Rules" on page 55 for more information	
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





Aquatics Rules

Buddy System

Everyone must check in and out of Aquatics areas using their buddy tags. Only Scouts (and Scouters) with complete medical exams on record may get buddy tags and use the Aquatics 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 always stay with their buddy while in the swimming or boating areas and never go under the lines into another swim area. **Any swimming outside of officially designated camp areas is strictly prohibited.** Failure to comply with any swimming or boating regulation will result in suspension of aquatics privileges.

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 an Aquatics staff member to change your tag and your buddy’s tag on the buddy board.

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 aquatics director or one of their assistants, or when the Aquatics area 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. The Scout 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 Aquatics staff. *No ramming!* Stay alert for those learning to sail.
7. No more than 3 people allowed in a rowboat. No more than 2 people in a canoe. Only one person in a kayak.





Aquatics Rules

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 any lily pads or beyond any buoys.
11. Fishing is allowed in proper areas only. No fishing from rowboats or canoes is permitted. New York State fishing regulations are in effect.





Lightning Safety Rules

Lightning is no joke! Camp lightning storms can be 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 lightning 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 a land-line telephone during the storm; lightning may strike telephone lines outside. If you're using a telephone when lightning begins, hang up immediately. Call back after the storm.
5. Don't take laundry off clotheslines.
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 attractors.
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 lightning.
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 buildings 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 an 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.



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





Lightning Safety Rules

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.

Scouting America offers an on-line training course through My.Scouting.org called Weather Hazards (under My Training–Training Center–Other). The course provides training on all types of weather situations including lightning safety. You can also review [the National Oceanic and Atmospheric Administration \(NOAA\) website](http://the.National.Oceanic.and.Atmospheric.Administration.(NOAA).website).

Primary Source: U.S. Department of Commerce brochure “Lightning” NOAA/PA 70005.



**When
Thunder
Roars,
Go Indoors!**

STOP all activities.

**Seek shelter in a substantial building
or hard-topped vehicle.**

**Wait 30 minutes after the storm to
resume activities.**

 www.lightningsafety.noaa.gov 





Fire and Other Camp Emergencies

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. 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.
- All fires must always be monitored. Do not leave a fire, including smoldering ashes, unattended.

Troop Fireguard Plan

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

Note: New York state law prohibits the carrying of containers of gasoline in motor vehicles.

Fire Emergency Procedure

The fire alarm will be the camp siren or bell. When the alarm is heard, these actions will be taken:

1. The camp director, their assistant, or one of the adult camp staff members will be in charge until a camp ranger or ranger crew arrives.
2. All Scouts, upon hearing the alarm, will leave the campsites, program areas, or buildings, and gather in their camp's designated area by troops. (Staff and unit leaders must be present to supervise this gathering). **All leaders will take an accurate head count.** Should any Scout(s) be missing, their 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.





Fire and Other Camp Emergencies

3. All camp staff will close 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. Listen for the direction of the camp leadership.
5. The camp director will, by this time, have verified the extent of the fire:
 - A. Information is called in to Headquarters which, if necessary, will contact the fire department.
 - B. If the camp director feels that their staff can control the fire, he or she reports this information to Headquarters.
 - 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.
6. 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 out immediately to help to contain the fire. Buckets, shovels, axes or rakes should be used as necessary.
7. 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

In the event of a lost or missing person, notify the camp leadership team immediately. Include information such as where/when the individual was last seen as well as who they were last with.

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

1. Have all members of the unit from which the person is missing report to their campsite.
 - A. Check the unit roster (is anyone else missing with him/her, or has he/she checked out at the camp office?)
 - B. Determine where the person was last seen and check that area thoroughly.





Fire and Other Camp Emergencies

- 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/she 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 if the person 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 two 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, the 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 TMR director.
5. TMR director will notify all other concerned council personnel and will keep them posted.





Wildlife Safety and Awareness

Wildlife Food Safety Rules

Reservation staff and visitors are responsible for the safe storage of all food and trash at all times.

With thousands of acres of wilderness, Scouts have an opportunity to observe many types of wildlife in their natural habitats. Our reservation is blessed with a wide range of biodiversity that includes deer, bats, raccoons, birds, skunks, turkey, snakes, coyotes, amphibians, and bears. In recent years interactions with wildlife have become more common. It is wise to remember that these animals are the permanent residents of the backcountry while we are the visitors. Therefore, treat all animals with respect and observe from a distance. Do not follow, feed, tease, or handle wildlife. If you discover a snake or an animal that is behaving strangely, please notify the camp staff immediately. These policies have been put in place for the safety of campers and wildlife.

The Great North American Black Bear (*Ursus Americanus*)

Perhaps no other animal has so excited the human imagination as the bear. Except for breeding and raising young, black bears are generally shy, retiring, solitary animals. They try to avoid humans and are considered non-aggressive except when injured, protecting their young, or protecting themselves. The black bear is inclined to escape from human presence. Bears are most active in the cool of the evening or early morning. During the heat of the day, they will seek shade in dense underbrush. Black bears have increased in population in several areas in the USA, including near TMR.

Today, increasing numbers of people routinely live and play in bear country. For many Scouts and leaders, seeing a bear is rare and may be one highlight of your camp experience. Learning about wildlife and being aware of bears' habits will help you fully appreciate these unique animals and the habitat in which they live.

Bears are intelligent and curious. They can see color, form, and movement. Although their vision is good, they generally rely on their acute senses of smell and hearing to locate food and warn them of danger. If a bear stands upright or moves closer, it may be trying to detect smells in the air. This isn't necessarily a sign of aggression.

People should not feed bears or accommodate their feeding through improper food or garbage storage. Experience indicates that doing so can enhance the likelihood of property damage and bear/human conflicts, or possibly result in bear behavior that leads to their classification as a nuisance. The last resort is to trap and kill a nuisance bear. Feed a Bear, Kill a Bear!

Black bears typically roam over large areas, with some home ranges covering up to 75 square miles. Black bears eat both plant and animal foods, but the bulk of their diet is plant material. The animal foods they eat 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, including food that people eat.





Wildlife Safety and Awareness

Protecting Food and Property

Although black bears are generally shy and avoid contact with humans, there are some precautions you can take to further discourage encounters. You are responsible for doing all you can to prevent conflicts with bears. The best way to prevent food pilfering by most animals, especially bears, is to keep a clean camp. The less food odor in your campsite, the less chance the animals will linger when they make their rounds. Cooking and consuming everything provided for each meal eliminates many challenges. Wash dishes immediately and dump the strained water into the hand-washing trough of the campsite latrine and rinse with water. Dispose of food particles from the trough and garbage immediately in camp compactors. Wipe your table and clean up immediately after eating, including dropped scraps of food and garbage.

Store your food safely. Check with the camp staff to see if bears have been active in camp and for food storage practices. When possible, store food and coolers in a car trunk, troop trailer, bear-proof storage container, or, if in the backcountry, suspended from a tree at least 12 feet off the ground and 6 feet out from the tree. If bears have been active it may also be necessary to store toiletries and other smellables with the food.

Most black bears will not enter a tent with people in it, but it is still a good idea to keep food and food odors out of tents and sleeping bags. Wash food from your face and hands before going to bed and hang clothing beyond reach of bears if it has food or cooking grease on it. To a bear, even toothpaste and sunscreen are food. Store them accordingly.

When leaving your campsite, prevent possible damage to tents by tying tent flaps open so bears can easily check inside. Bears may be active anytime, day or night, most often during morning and evening twilight. They like to stay concealed in thick cover such as dense brush, and normally expose themselves to open areas only to get food.

Please report all incidents of wildlife obtaining food or entering tents/vehicles/trailers to the camp office. **The intentional or unintentional feeding of all non-captive wildlife on reservation property is prohibited. Feeding bears is illegal in New York State to ensure less frequent human-bear conflicts so that few ever have to be euthanized.**

Scout Camp Wildlife Best Management Practices

Using the information provided below, teach the Scouts in your troop how to deal with black bears.

1. Please ask your Scouts to leave food and sugary drinks at home! Do not store candy or snacks in your pack. Bears will go after anything sweet-smelling, including cans or bottles of soda.
2. Keep your campsite clean! All trash should be removed from your campsite to the compactor or secured after each meal and each time leadership plans to leave the site unattended.
 - Police your campsite each night for trash and place it in an appropriate container. This also includes tinfoil or other materials that could retain the smell of food on it.





Wildlife Safety and Awareness

- Make sure that the Scouts in your troop shower daily, sleep in scent-free clothing, and wash hands and faces before going to bed.
 - Remind Scouts to keep all food, drinks and toiletries out of their tents.
 - Leave tent flaps open if the weather permits.
3. All food and drinks must be stored a secure location such as:
- a. Troop trailer.
 - b. Bear-proof storage container; job boxes are provided at Aquehonga as it's a patrol cooking camp.

Note: We do not recommend the use of bear bags at Ten Mile River, except on hikes in the backcountry, away from the established camps. Buildings in campsites should not be used for food storage as smells will remain long after the food or smellables have been removed.



4. Check with camp staff to determine if bears have been entering camp areas recently; if so, then all smellables (e.g., bathroom kits) also must be stored in bear-proof containers.
5. If you cook in your campsite, clean up immediately after the meal and pour your gray water into the hand-washing trough at the campsite latrine (strained to remove food particles) and rinse the trough with clean water. Any food particles left in the trough have to be removed and disposed of in the trash. Please do not scatter your gray water near camp.
6. Do not burn your trash or food remainders as odors always are left behind.

Black bears live on the reservation and will learn to visit camp tenting areas where food or trash is readily available. As feeding bears in both illegal and prohibited, citations will be issued to units not practicing safe food handling and storage measures.

If a Black Bear Visits

If a bear comes into your campsite, immediately make noise and try to scare it away. Speaking calmly to, watching, and photographing a bear only makes it comfortable around humans – they need to associate us with loud noises and danger. Once they have left the area of your campsite or program area don't continue to make noise and definitely don't chase the bear into the woods.

A black bear in your campsite requires caution but not necessarily great alarm. Most black bears are timid enough to be scared away by yelling, waving, and banging pans. Make sure the bear has a clear escape route and then yell and wave. Do not rush toward the bear. Do not throw rocks, take photographs, or approach a bear.





Wildlife Safety and Awareness

Fortunately, black bears usually use at least as much restraint with people as they do with each other. Black bears typically behave as subordinate toward people when escape is possible.

Please remind your troop that we are the visitors on the reservation, and it is our duty as Scouts to preserve the integrity of the reservation and keep its wildlife wild. Remember, Feed a Bear, Kill a Bear!

Wildlife Information Training

In addition to the published information in this guide and “Living with Bears”, produced by the New York State Department of Environmental Conservation (DEC), the Greater New York Councils has committed to providing some more hands on training in partnership with the DEC. Training sessions focused on human-bear interactions will be held every Sunday at camp as part of the leaders’ meeting.

This training will include the proper use of deterrents in camp. All units at camp will be asked to review and sign an understanding of their role in keeping themselves and our wildlife safe.

Conversations will be held each Sunday evening during the leaders meeting in each of the camps at TMR. These conversations are to ensure the safety of our Scouts, our living in harmony with nature, and the safety of the wildlife that we treasure. A staff member will join your unit Sunday night in your campsite to give specific recommendation for your camp and campsite. Feed a Bear, Kill a Bear!

Reservation Wildlife Response Team

The Reservation Wildlife Response Team will be dedicated to preventing and dealing with human-wildlife conflicts utilizing these procedures.

1. Members will work in conjunction with camp commissioners in ensuring campsites are kept clean of smellables and that all trash is removed properly! Warnings will be given immediately if unacceptable conditions are found. **Repeated violations will lead to units receiving fines.**
2. Members will make themselves available to provide additional expertise and training as needed by units.
3. Members will be available and prepared to respond quickly in the case of a human-wildlife conflict.

In consultation with the New York Department of Environmental Conservation, the TMR Reservation Wildlife Response Team will use special “animal marking” paintballs and rubber projectiles when encouraging wildlife to stay out of campsites and program areas. This will allow us to see if any specific animal has crossed into nuisance status. Other methods including tracking dogs, trapping, and tagging will be done in communication with the DEC and other agencies who have the ability and equipment to help ensure the safety of our Scouts and the animals in question.



These policies are in place to enhance the experiences of all campers at Ten Mile River and to keep all our wildlife safe for years to come.





Wildlife Warnings and Guidelines

For your safety and to protect your property and the well-being of wildlife in our camps we are asking for your understanding and cooperation in these guidelines.

Remember: It is a violation for any person to engage in any direct, indirect or incidental feeding of bears. Indirect or incidental feeding means: using, placing, giving, exposing, depositing, distributing, or scattering any material for a purpose other than to attract or entice bears which results in the attraction or enticement of a bear. Do not feed bears under any circumstances. Feed a Bear – Kill a Bear

1. Do not leave coolers or food out at any time. Store them securely in either the trunk of your car or in the passenger area of your truck. Keep windows shut and food and coolers out of sight. Where job boxes are provided, food and coolers should be stored and locked inside. Do not store smellables in a patrol box.
2. Clean up after meals immediately. Keep grills, pots, pans, cooking utensils, and wash basins clean when not in use.
3. Do not put grease, garbage, plastic, cans, bottles, or other refuse into the fireplace or stove.
4. Keep your campsite as clean as possible. Take all garbage to a compactor after every meal and before you retire for the night.
5. Do not keep food or coolers in your tent and do not wear anything to bed that you had on during meals or cleanup.
6. Always use two deep leadership and the buddy system in camp.
7. I have read and understand the current Ten Mile River Scout Camps Leader and Parent Guide.

I have read the guidelines pertaining to bears and wildlife and agree to follow them as a condition of my attending camp. I understand that I may be cited if any of these terms are violated.

Date	Unit	Camp	Campsite
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Printed Name	Signature
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Printed Name	Signature
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Printed Name	Signature
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Printed Name	Signature
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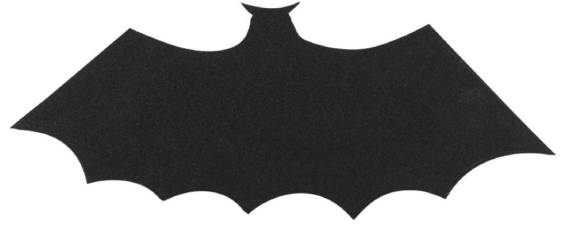
Wildlife Warnings and Guidelines

Bat Safety and Awareness

Yes, a bat can give you rabies.

Bats are mammals – warm-blooded animals with fur – so, even though it is uncommon, they can get rabies.

The only way bats can give you rabies is if one bites you. Healthy bats are mainly insect-eaters (very beneficial) and some are fruit/flower nectar eaters. So a healthy bat has no interest in humans (other than avoiding them).



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. Currently, millions of bats are becoming sick and dying due to White-Nose Syndrome (WNS), which is caused by a fungus. Thus, it is very important to let the New York State Department of Environmental Conservation (NYSDEC) know about bat deaths due to WNS. The NYSDEC discusses WNS in "[Bats on the Brink](#)" in the February 2012 issue of *New York State Conservationist*, pages 7-10.

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 may be 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 (handling a bat requires heavy gloves, because it will bite and claw), take it with you so a doctor can send it to be tested to see if it has rabies.

If you or anyone in your unit wants to find out more about bats, go to the Bat Conservation International (BCI) website at www.batcon.org.





Wildlife Warnings and Guidelines

Tick Safety

Tick exposure can occur year-round, but ticks are most active during warmer months (April-September).

Before You Go Outdoors

- **Know where to expect ticks.** Ticks live in grassy, brushy, or wooded areas, or even on animals. Spending time outside walking a dog, camping, gardening, or hunting could bring you in close contact with ticks. Many people get ticks in their own yard or neighborhood.
- **Treat clothing and gear** with products containing 0.5% permethrin. Permethrin can be used to treat boots, clothing and camping gear and remain protective through several washings. Alternatively, you can buy permethrin-treated clothing and gear.



- **Use Environmental Protection Agency (EPA)-registered insect repellents** containing DEET, picaridin, IR3535, Oil of Lemon Eucalyptus (OLE), para-menthane-diol (PMD), or 2-undecanone. EPA’s helpful search tool can help you find the product that best suits your needs. Always follow product instructions. Do not use products containing OLE or PMD on children under 3 years old.
- **Avoid Contact with Ticks**
 - Avoid wooded and brushy areas with high grass and leaf litter.
 - Walk in the center of trails.

After You Come off the Trail

Check your clothing and gear for ticks. Ticks may be carried on clothing, packs or other equipment. Any ticks that are found should be removed

Shower soon after being outdoors. Showering within two hours of coming indoors has been shown to reduce your risk of getting Lyme disease and may be effective in reducing the risk of other tick-borne diseases. Showering may help wash off unattached ticks and it is a good opportunity to do a tick check.

Check your body for ticks after being outdoors. Conduct a full body check upon return from potentially tick-infested areas, including your own backyard. Use a hand-held or full-length mirror to view all parts of your body. Check these parts of your body for ticks, and make sure your Scouts do so as well:

- Under the arms
- In and around the ears
- Inside belly button
- Back of the knees
- In and around the hair
- Between the legs
- Around the waist





Wildlife Warnings and Guidelines

Tick Removal

If you find a tick attached to your skin, simply remove the tick as soon as possible. There are several tick removal devices on the market, but a plain set of fine-tipped tweezers works very well.

How to remove a tick

1. Use clean, fine-tipped tweezers to grasp the tick as close to the skin's surface as possible.
2. Pull upward with steady, even pressure. Don't twist or jerk the tick; this can cause the mouth-parts to break off and remain in the skin. If this happens, remove the mouth-parts with tweezers. If you cannot remove the mouth easily with tweezers, leave it alone and let the skin heal.
3. After removing the tick, thoroughly clean the bite area and your hands with rubbing alcohol or soap and water.
4. Never crush a tick with your fingers. Dispose of a live tick by
 - Putting it in alcohol,
 - Wrapping it tightly in tape, or
 - Placing it in a sealed bag/container,
 - Flushing it down a toilet.

If you need assistance with removing a tick, please visit the medical office.

Source: www.cdc.gov/ticks/avoid



Age Appropriate Guidelines for Scouting Activities

Age- and rank-appropriate guidelines for Scouting America activities have been developed based on many factors, including the mental, physical, emotional and social maturity of Scouting America youth members. When planning activities that are not in Scouting America's program materials or handbooks, ask this question: Is the activity appropriate for the participants' age and for Scouting? *Not every activity needs to be conducted.* The guidelines are available in the [Guide to Safe Scouting](#) and also in a handy two-page document, available at <https://filestore.scouting.org/filestore/HealthSafety/pdf/680-685.pdf>.

There are also age appropriate guidelines for Scouting activities and service projects that involve the use of tools. A chart showing the guidelines is available at <https://filestore.scouting.org/filestore/healthsafety/pdf/680-028.pdf>. If it is not practical to meet the protocols in the document, do not conduct the activity or service project.





Additional Safety Considerations

Severe Weather Restrictions

In the event of severe weather, including but not limited to high heat, lightning, fog, rain, wind, drought, and smog, the Ten Mile River Staff reserves the right to alter, limit or cancel any scheduled activity without advance notice. These decisions will be made by the camp leadership with safety in mind. Communication of any of these changes will be communicated through the Emergency Communication protocols in each of the camps. These will be reviewed with units upon check in on Sunday.

Electronic Devices Near Restrooms and Showers

Although most Scouts and leaders use cameras and other imaging devices responsibly, it is easy to unintentionally or inadvertently invade the privacy of other individuals with those devices. The use of any device capable of recording or transmitting visual images in or near shower houses, restrooms, or other areas where privacy is expected is prohibited. This includes smartphones and still and video cameras.

Aquatics

All Ten Mile River Aquatics areas are subject to National Scouting America policies and restrictions. For more information, please see your camp leadership or Aquatics director.

Driving Safety

Driving is one the most dangerous forms of travel. Motor vehicle accidents can lead to costly property damage, serious injuries, and fatalities for not only the driver but to unsuspecting others. Motor vehicle accidents are among the most serious and costly accidents in Scouting America, and many of these accidents occur while transporting youth to camp.

The vast majority of accidents are caused by poor decisions or indecisions. Today, many of the poor decisions that lead to accidents are caused by distracted driving or drowsy driving. Scouting America has created The Driver's Pledge and a training course, "[Transporting Scouts Safely](#)" to help protect our youth. We ask that you require all of those who will be driving youth to camp, whether it's TMR or other Scouting America camps, to read and sign the Risk Zone Driver's Pledge on the next page before you head out.

Also, before embarking on any journey, it's essential to complete the [SAFE Transportation Checklist and Pre-Trip Transportation Inspection Checklist](#). This simple yet critical step significantly enhances the safety and security of our travels. Let's ensure we're all committed to practicing safe and attentive driving habits for the well-being of everyone involved.





Additional Safety Considerations

RISK ZONE DRIVER'S PLEDGE

- ▶ **I will not** text or talk on my phone while I am driving. Texting and talking take my eyes off the road, hands off the steering wheel, and my mind off what I am doing.
- ▶ **I will** put my phone in my backpack or in the glove box before I get behind the wheel. I will only check it when I have safely parked the vehicle.
- ▶ **I will not** become distracted by things going on inside and outside the vehicle. I will concentrate on my driving and my travel plans.
- ▶ **I will not** drive when I feel fatigued. I realize that when I am fatigued, I process information more slowly and less accurately and this impairs my ability to react in time to avoid accidents.
- ▶ **I will** arrange my schedule so that several days before a Scout "driving trip," I will get a good night's sleep every night to avoid the cumulative effect of not getting enough sleep.
- ▶ **I will** make trip preparations far enough in advance so that last-minute preparations don't interfere with my rest.
- ▶ **I will** make travel plans and drive only during the part of the day when I know I will be alert.
- ▶ **I will** be smart about engaging in physical activities during Scouting outings and will make sure that I will be ready to drive alertly.

I am the only person who can make these decisions for me. **I will:**

- 1. Follow this Driver's Pledge;**
- 2. Be Risk Ready; and**
- 3. DO ALL THAT I CAN TO KEEP SCOUTS SAFE.**

Signature

Date

T H E
RISK
ZONE
VEHICLE





Program Information



Camp Program

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 leaders 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
- Campfire stunt
- Make a bird feeder
- Conservation project
- Repair part of a trail
- Inter-patrol fishing contest & 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 their friends)

Informal activities are for small groups and should involve a Scout, their 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





Camp Program

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, hiking and survival can be one of the most memorable experiences 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: Personal firearms including rifles, air rifles, sling shots, shotguns, handguns, air-soft guns, cap guns, squirt guns, bows, arrows, ammunition, and fireworks, or other similar devices are prohibited in 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 outdoorsman. 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.





Other Program Opportunities

The TMR High Adventure Trek and the Trek and 50-Miler Awards

This is one of the most invigorating, challenging and memorable experiences that TMR has to offer. It is recognized for being among the greatest 50-miler programs of Scouting America and is rapidly becoming the “Philmont of the Northeast”. The program is designed for older youth who have “done it all” or are looking for a substantial challenge. Those who accept the challenge will have the opportunity to experience TMR and Scouting in a different way. 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. Participants will see and visit parts of the reservation that few know about. Over the course of the trek you will learn about and experience backpacking, wilderness survival, climbing, rappelling, canoeing and orienteering. Rappelling will be a “once-in-a-lifetime” experience as you scale down the glorious Indian Cliffs. After challenging yourself and completing such an adventure, you and your group will be eligible to earn the 50-Miler Award and the TMR Trek Award.

Units can choose between the 50-Miler Trek (hiking intensive) or the High Adventure Trek (activity intensive). Both treks will leave your base camp with our experienced Trek guides on Monday morning and return on Thursday evening. Both will conclude with a Delaware River whitewater experience on Friday. Both will visit the TMR museum and earn the TMR Historic Trails Medal. For more information or to sign up for a trek, please visit tenmileriver.org/trek or contact Camping Services at 212-651-3073 or email 640.camping@scouting.org at least two months before arriving at camp to arrange the details of their trek. This program is offered weeks 1 through 6. All participating Venturers and Scouts must be 14-20 years old before arriving at camp.

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 at least 21 years old must accompany your Scouts. There is a charge per person, youth or adult, for canoeing, rafting or 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 at the latest. You must bring your receipt with you as evidence of payment.

COPE

COPE, the Challenging Outdoor Personal Encounter is available at both Camp Aquehonga and Camp Keowa. Troops from any camp can sign up for COPE through their program director. Scouts must be





Other Program Opportunities

at least 13 years old or have completed the 7th grade to participate in high course elements. Long pants **must** be worn.

Initiative Games

Initiative games and cooperative games are different from most games that are familiar to us. What's different is the way we play them. These games require lots of strategy and skill. Everyone has fun, and in that sense, everyone wins. The games are purposeful activities with specific goals and learning processes that are less competitive and less rule oriented. They can best be described as "action-and-reflection" experiences. These games:

1. Have a specific objective or objectives, such as cooperation, trust, or imagination, through physical and verbal group activity.
2. Are problem solving in nature.
3. Must be talked about or reflected upon to have the maximum impact on the participants.
4. Are fun.

Low Elements

Low COPE offers 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.

High Elements

Our High COPE program, offered in both Aquehonga and Keowa, allows Scouts to learn the skills needed to overcome challenges and obstacles. The High elements are designed to build on the team-building and creative thinking skills learned completing the Low COPE activities. Some of the challenges Scouts will have the opportunity take on are the Sky Walk, Flying Squirrel, Cargo Net, Zip Line and so much more! These elements are designed to handle groups of up to twenty people; please see your Program Director to schedule.

Progressive Program

Work as a patrol each day, and, by the end of the week – make it through the entire COPE Course (Initiatives Games and Low and High Elements). See the program director to sign up for this activity. Scouts must be at least 13 years old or have completed the 7th grade to participate in this week-long program.





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 Rappelling 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 2½ hours. Long pants are required. For more program details, talk to your camp's program director.



The Towers

Thomas I. Bardong/Alliance Tower at Keowa

This high adventure outpost is a four-sided structure used for climbing and rappelling. 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 any tower.
- Scouts must be at least 13 years old or have completed the 7th grade to participate.
- Long pants are required.

Ten Mile River Scout Museum

Greater New York Councils is one of the few Scout councils in the country that has its own museum; it is located at Ten Mile River and offers a fun break from camp. Scouts can explore and learn about the history of Ten Mile River Scout Camps and the different peoples who lived in this area before it was TMR. There are old camp buildings to explore, videos to watch, and interesting things to touch and see. There are games and challenges to try and a knowledgeable staff to guide you.



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 TMR, such as the Order of the Arrow (OA).



Scouts will discover and experience TMR's history with photos, patches, neckerchiefs and physical artifacts. Exhibits include the time before TMR as revealed in





Other Program Opportunities

Native American arrowheads and early colonial tools and items found on the property. Scouts will learn about early NYC Scouting, the C.C.C. at TMR, the different ways Scouts got to camp over the years, the OA at TMR, local archaeology and wildlife, famous TMR dignitaries, and Sea Scouting at TMR. There is still the famous stained glass showing a Scout is Reverent, the Doughnut Farm exhibit and our extensive stuffed bird exhibit will still be there to wonder and amaze.

You may schedule a visit through your camp Program Director, by calling the Museum directly, or by visiting our reservation web page: www.tmrmuseum.org/reserve-a-date-and-time-to-visit.

Earn the 2025 TMR Scout Museum Historian Patch

This summer, your Scouts will want to earn the new TMR Scout Museum Historian patch, which is free to Scouts. The patch can be earned by completing the requirements with just one tour of the museum.



Technology

We offer an iPad loaded with Scouting-related apps for Scouts to explore. Flat screen video displays and small video frames provide multi-media presentations.

Merit Badge Offerings

The Museum will offer four merit badges:

- Indian Lore
- Archaeology
- Scouting Heritage
- Journalism

All the merit badges require prerequisites and Scouts wishing to earn any of them must come prepared ahead of time.

Indoor/Outdoor Programs for 2025!

The museum has a variety of indoor and outdoor programs that your unit can participate in. See the chart on the next few pages for complete details. You can participate in one or more programs depending on your interests and available time. Ask your camp's program director to call the museum to reserve time for your group and let us know which program(s) you want to do. You can also call the museum to schedule a visit for your unit.

Title	Theme	Length	What You Will See and Do	How to Do It
Night at the Museum			• Movies, BBQ, Ladder Ball, Horseshoes, Blind Man's Maze, Volleyball	• Ask your camp's program director to reserve a date and time or call the museum to schedule a visit for your unit





Other Program Opportunities

Title	Theme	Length	What You Will See and Do	How to Do It
Overnight at the Museum			<ul style="list-style-type: none"> • Camp in the Headquarters lean-to site. Arrange your own meals through your camp. Attend a Night at the Museum program. Have an awesome troop campfire. 	<ul style="list-style-type: none"> • Ask your camp's program director to reserve a date and time or call the museum to schedule a visit for your unit
Museum Tour	History of the Ten Mile River Scout Camps and the history of the Upper Delaware River Valley	60 min.	<ul style="list-style-type: none"> • See a brief video on the origin of the Ten Mile River Scout Camps • Find out about the Kanohwahke Scout Camps, where N.Y.C. Scouts camped before TMR • See TMR memorabilia • See artifacts from the TMR Rock Shelter, a 2,000 year-old Native American encampment • See the donut machine and find out about the Donut Farm • See artifacts from the lumbering and rafting era of the Upper Delaware River Valley • Earn the TMR SM Historian patch 	<ul style="list-style-type: none"> • Ask your camp's program director to reserve a date and time or call the museum to schedule a visit for your unit • When you arrive, inform the staff that you want a museum tour
Scouting Heritage Merit Badge	Scouting Heritage	1+ museum visits	<ul style="list-style-type: none"> • Prerequisites: Reqs. 2, 4, 5 & 6 • Time permitting, your Scouts can complete all requirements for this merit badge, though likely over more than one visit to the museum • Your Scouts should bring written requirements to the first meeting, if already completed 	<ul style="list-style-type: none"> • Ask your camp's program director to reserve a date and time or call the museum to schedule a visit for your unit • When you arrive, inform the staff that you want this program
Kernochan Blockhouse	Pioneering History of the Upper Delaware Valley Region	10-15 min.	<ul style="list-style-type: none"> • A reproduction two-level 1750's era miniature blockhouse • Reproductions of common items typically used during the pioneering era • Find out how blockhouses were used and about pioneer life in the Upper Delaware River Valley 	<ul style="list-style-type: none"> • Ask your camp's program director to reserve a date and time or call the museum to schedule a visit for your unit • When you arrive, inform the staff that you want this program
TMR Historical Trail Medal	Your troop can earn the Ten Mile River Historical Trails Award medal with a 10-mile round-trip day hike from your camp to the Museum		<ul style="list-style-type: none"> • TMR has over 60 miles of hiking trails, including the famous 33-mile Ten Mile River Trail. The Ten Mile River Scout Museum sponsors the Ten Mile River Historical Trails Award for registered troops, packs, Venturing crews and qualified non-scouting groups hiking these trails. Hikers satisfying trail requirements can earn a beautiful patch and medal with pins for miles hiked. 	<ul style="list-style-type: none"> • Ask your camp's program director to reserve a date and time or call the museum to schedule a visit for your unit





Other Program Opportunities

Title	Theme	Length	What You Will See and Do	How to Do It
Cayuga/ Kotohke Cabin	TMR Camp Life during the 1930s and 1940s	20-25 min.	<ul style="list-style-type: none"> • A recreation of TMR camp life from the 1930s and 1940s in an actual Brooklyn Scout Camps open-air cabin, complete with bunks and straw ticks • Oversized photos depicting cabins and tents from this era • A brief video depicting camp life in the Brooklyn Scout Camps • A mini-museum with artifacts from typical camp life and Scout uniforms on mannequins 	<ul style="list-style-type: none"> • Ask your camp's program director to reserve a date and time or call the museum to schedule a visit for your unit • When you arrive, inform the staff that you want this program
Head-quarters Camp/ C.C.C. GPS Course	GPS Unit Instruction and following a historical GPS course around Headquarters Camp (self-guided)	60+ min.	<ul style="list-style-type: none"> • Receive a brief introduction at the museum on how to use a hand-held GPS unit • Following the list of coordinates, use the GPS units to find various historical landmarks around Headquarters Camp and the C.C.C. Camp Ten Mile River • Return to the museum at the end 	<ul style="list-style-type: none"> • Ask your camp's program director to reserve a date and time or call the museum to schedule a visit for your unit • When you arrive, inform the staff that you want this program
			<ul style="list-style-type: none"> • For those who bring their own G.P.S. units and know how to use them, the course can be walked during our regular hours without a reservation; just ask for a brochure at the museum 	
C.C.C. Camp Ten Mile River Walking Tour	Historical C.C.C. Camp Walking Tour (self-guided)	60+ min.	<ul style="list-style-type: none"> • See a short video on the history of the Civilian Conservation Corps (C.C.C.) • Visit the sites of key buildings of the C.C.C. Camp Ten Mile River, which operated 1933-1936 • The sites are marked and lead you on a short walk around Headquarters Camp, returning to the museum at the end 	<ul style="list-style-type: none"> • Ask your camp's program director to reserve a date and time or call the museum to schedule a visit for your unit • When you arrive, inform the staff that you want this program • After seeing the video, use the tour guidebook to follow the tour route

Also At The Museum

- A major exhibit of Native American arrowheads and stone tools from the Kunatah rock shelter and the Eagle Rock rock shelter, some dating back 4,000-6,000 years. Extensive photos of the excavation of these two sites in the mid-1970s.
- Coins, buckles, tools and other artifacts of the colonial period found at TMR.
- A display of animals found at TMR from two BioBlitz surveys of the Rock Lake area.
- The classic, iconic flagpole, originally donated by Troop 265 to Camp Kunatah.





Other Program Opportunities

Earn the Ten Mile River Historical Trails Award

Your troop can earn the Ten Mile River Historical Trails Award medal with a 10-mile round-trip day hike from your camp to the Museum. All other requirements can be satisfied with a visit to the Museum. In addition, 14-mile, 30-mile and 50-mile Arrowhead pins can be earned for longer, overnight hikes. Call the museum while in camp for information or visit our website: www.tmr-museum.org/tmr-historic-trails-info.



Hike to the Ten Mile River Scout Museum

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

Plan an Overnight at the Ten Mile River Scout Museum

Hike along the TMR Trail to the Museum at Headquarters Camp or arrange your own transportation for an overnight at the Headquarters lean-to site. The site has water and toilet facilities, campfire ring, and tables. Coordinate with your camp for meals. The Museum will provide the Night at the Museum program. If you do hike, you can extend your trip to earn an additional pin for the Ten Mile River Historical Trail.

Museum Store

Our spacious museum store has a huge variety of Scouting memorabilia on sale at rock-bottom prices, including O.A. flaps and back patches, council shoulder patches, 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.

Matinée Museum Lunch

Units planning to spend several hours or the day at the museum can always eat lunch in the picnic area. This is particularly recommended if you want a museum tour and to do some geocaching or follow the C.C.C. Camp Ten Mile River historic walk or the G.P.S. walk. Units typically arrive at 11:00 a.m., tour the museum, eat a bag lunch or cook their own lunch, and then participate in one or more outdoor programs after lunch. To do this:

- Ask your camp's program director to call the museum to reserve a date and time for your group and let us know which program(s) you want to do. You can also call the museum directly to schedule a visit.
- At least 48 hours before your museum visit, submit through your camp's program director a requisition form for either a BBQ lunch or a bag lunch. You can pick up your lunch order from your camp before leaving for the museum and use the picnic tables and the three charcoal stoves in the museum's picnic area.





Other Program Opportunities

Outdoor activities include volleyball, ladder ball, horseshoes, and Night at the Museum.

History Talks

During the summer camp season, the museum offers regular history talks in the open-air Cayuga/Kotohke cabin on Tuesday evenings at 7:00 p.m. These are open to the public as well as Scout groups. Topics include: "How Ten Mile River Got Its Name and Other Tales of the Raftsmen," "Battle of Minisink," "D&H Canal and the Roebling Aqueduct," "Woodstock Festival and Other Events in Sullivan County History," "How the Original People Taught Their Children," "The American Bald Eagle" and "The Nature of TMR". Units planning evening campfires or overnights can also arrange for one of these programs.

2025 Operating Schedule (tentative)

- Monday: Closed
- Tuesday-Friday: 9:00 a.m. – 12:00 noon, 1:30 – 5:00 p.m. and 7:00 – 8:30 p.m.
- Saturday: 9:30 a.m. – 12:00 noon
- Sunday: 11:00 a.m. – 3:00 p.m.
- Also open by special appointment

Contact the Museum

- TMR internal phone system (summer) 845-252-2063 or extension 2063
- E-Mail (not for reservations) questions@tmmuseum.org
- Web Site www.tmmuseum.org
- Make a reservation to visit the Museum from our website www.tmmuseum.org/reserve-a-date-and-time-to-visit

Location

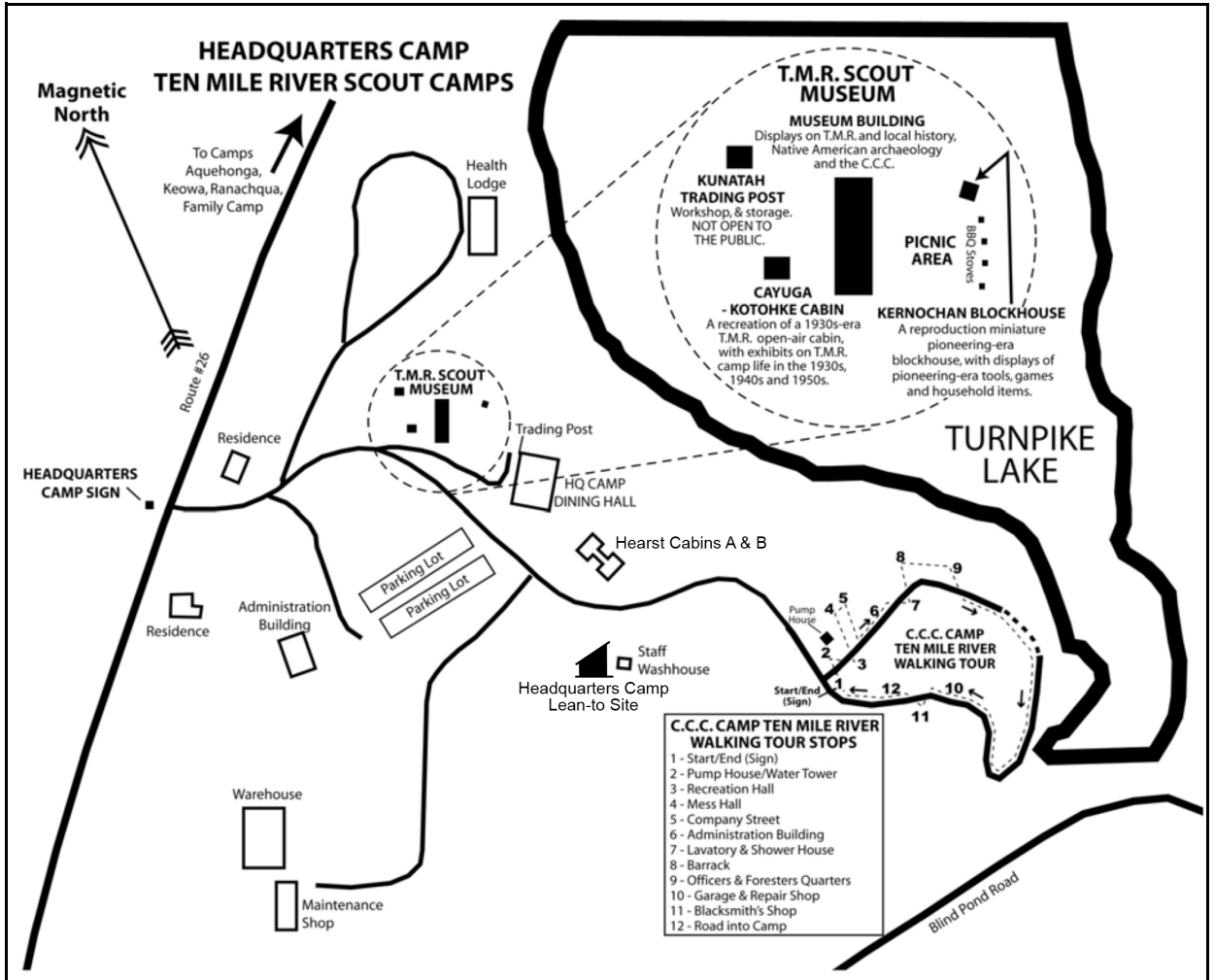
The Ten Mile River Scout Museum is located in TMR's Headquarters Camp, at 1481 County Road 26 (Crystal Lake Road), just north of County Road 23/Blind Pond Road, in Sullivan County, NY. The nearest major town is Narrowsburg, NY.





Other Program Opportunities

The Museum and Surrounding Areas



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.

Horseback Riding

Ten Mile River offers horseback riding and Horsemanship merit badge through an arrangement with Teslin Farms, located on Crystal Lake Road, across from Camp Aquehonga. Please visit tenmile-river.org/teslinfarm for more information and to book this program.





Other Program Opportunities

Reservation Outpost Program Schedule

A reservation as large and diverse as Ten Mile River can offer its guests a wide variety of high adventure opportunities. Since these resources need to be shared among the various TMR camps, see your camp's program director during check-in on Sunday to book these opportunities.





Individual Camping Options: Specialty Camps

Ten Mile River offers several individual camping opportunities that are a great way for a Scout to spend more time at camp and refine their 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, see tenmileriver.org/specialty or call Camping Services at 212-651-3073.

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, mountain boarding, rappelling, high element COPE, water skiing, paint-ball target shooting, and so much more! This program is designed for Scouts who want something more at camp. See tenmileriver.org/trek for more information on provisional treks.



Who: Scouts or Venturers ages 14-20

When: Weeks 1–6

How Much: \$700 (If \$65 deposit paid by February 1 and fully paid by April 1), \$750 with camp-supplied (provisional) leadership (if paid in full by February 1)

National Youth Leadership Training Conference: Scouting America 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 six- or 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, at least 13 years old by September 1, 2025, who are Troop youth leaders (or a Scout likely to assume a leadership position soon) and Venturers

When: Late June and early July at William H. Pouch Scout Camp – See nycscouting.org/nylt for details

How Much: \$380, or “early bird” fee of \$4350 if fully paid by April 1

Note: An NYLT application must be submitted by the Scout/Venturer/Sea Scout. It is available at nycscouting.org/nylt

TMR Provisional Troop: This opportunity 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 provisionally. The Provisional Troop will be a Scout’s troop away from home, offering a full week of traditional summer camp adventure. Activities include all the opportunities a Scout would have with their home troop and more! The camp provides trained, qualified adult leadership and program.





Individual Camping Options: Specialty Camps

Who: Registered Scouts

When: Weeks 1–5 at Camp Keowa and Week 6 at Camp Aquehonga

How Much: \$660 (If \$65 deposit paid by February 1 and fully paid by April 1)

Eagle Camp: “The Trail to Eagle is steep, but understanding it makes the climb more direct.” This is 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. Additional 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 earning Scouting’s highest award.

Who: Any Scouts pursuing their trail to Eagle

When: Weeks 1–5 at Camp Keowa and Weeks 1– 6 at Camp Aquehonga

How Much: \$680 (If \$65 deposit paid by February 1 and fully paid by April 1)



Engineering Camp: Scouts can spark their inner engineer:

- Explore active construction sites.
- Meet with a Professional Engineer and other experts in the field.
- Learn from the local Sullivan County Department of Public Works.
- Use industry standard equipment and productivity tools to learn by **doing**.

Merit badges offered are: Architecture, Drafting, Engineering and Surveying. Please visit tenmileriver.org/specialty for more information.

Who: Scouts interested in engineering.

When: Week 4 at Camp Keowa

How Much: \$680 (If \$65 deposit paid by February 1 and fully paid by April 1).

Aviation Camp: Scouts can spark a passion for aviation this summer:

- Learn from a real pilot at the Sullivan County Airport, where your classroom will be the airport’s exclusive Pilot’s Lounge.
- Experience a real Observation Flight sitting copilot for a flyover of Ten Mile River!
- Take Aviation Merit Badge from 9:00am - 12:00pm. For the afternoon, you may choose any other three badges in camp.

Please visit tenmileriver.org/specialty for more information.

Who: Scouts interested in flying and aviation who are at least 13 years old.

When: Week 3 at Camp Keowa



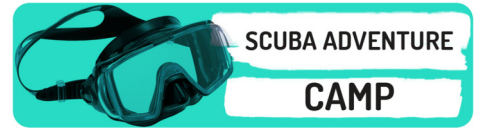


Individual Camping Options: Specialty Camps

How Much: \$750 (If \$65 deposit paid by February 1 and fully paid by April 1).

Self-Contained Underwater Breathing Apparatus (Scuba) Adventure Camp:

If you've always wanted to view the world from below the surface of the water this camp is for you! The course will include SSI (Scuba Schools International) Open Water Diver Certification, off-site transportation, and four open water dives; all program supplies and materials will be supplied. The fee includes new personal fins, snorkels, booties, and mask. Limited to the first 16 participants to register; must have at least 8.



Who: Youth who are at least 13 years old or adults and anxious for adventure. Must already have Swimming merit badge and be able to pass the Scouting America Swimmer test (Additional swimming with mask and snorkel will apply).

When: Week 2 at Camp Keowa

How Much: \$950 flat fee (discounts do not apply). Pre-registration is required.

Note: An additional medical form will be required to participate.

Camp Lakeside at Family Camp: Scout families are invited to spend a week at Ten Mile River at beautiful Camp Lakeside at 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 Camp Lakeside at Family Camp pot-luck dinners, campfires, movies, and so much more. See the Camp Lakeside at Family Camp section beginning on [page 163](#) for more detailed information.

Who: Scouting Families

When: Weeks 0–6

How Much: \$750 per week per cabin if paid in full by April 1; \$750 after April 1
\$100 discount for Scout leaders who spend a week at camp this year with their unit





Program Age and Skill Requirements

Ten Mile River Requirements for High Adventure & Shooting Sports

Activity	Requirements
Rifle Shooting	At least 12 years old (N.Y. State Law), 13 years old for muzzleloading
River Canoeing	Scout age and a Swimmer
River Kayaking	At least 13 years old or completed 7th grade, and a Swimmer
Lake Kayaking	Scout age and a Swimmer
Shotgun Shooting	At least 13 years old or completed 7th grade
Mountain Biking	At least 12 years old or completed 6th grade
High COPE Course	At least 13 years old or completed 7th grade
Low COPE Course	Scout age
Cliff Rappelling	At least 13 years old or completed 7th grade
Climbing Towers	At least 13 years old or completed 7th grade
Water Skiing	At least 13 years old or completed 7th grade, and a Swimmer
Motorboating	At least 14 years old or completed 8th grade, and a Swimmer
Trek	Scouts or Venturers ages 14-20

Swimming Ability Ratings

- Non-Swimmer: 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 these strokes: sidestroke, 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)



Canoeing



Lifesaving



Motorboating

Special Awards

- Mile Swim
- Snorkeling Scouting America



Rowing



Small-Boat Sailing



Swimming

Scoutmaster Sessions

- Safe Swim Defense
- Safety Afloat
- Youth Protection Training
- New Camp Leader Training
- Weekend Camping Planning
- Climb On Safely
- Introduction to Outdoor Leader Skills



Water Sports

Field Sports

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



Athletics



Fishing



Personal Fitness

Shooting Sports

- Shotgun Shooting *
- Troop Rifle Shoots



Sports

Handicraft

- Plaque and 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



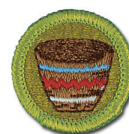
Archery



Rifle Shooting



Shotgun Shooting



Basketry



Leatherwork



Wood Carving

* For open shoots and leaders' shoots, shotgun tickets must be purchased at the Trading Post. The cost is \$2 for 4 shells.





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



Astronomy



Environmental Science



Fish & Wildlife Management



Forestry



Climbing



Insect Study



Mammal Study



Nature



Reptile & Amphibian Study

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



Soil & Water Conservation



Space Exploration



Weather



Camping



Hiking



First Aid

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



Orienteering



Pioneering



Wilderness Survival





Advancement and Prerequisite Information

This section of the Leader and Parent Guide has been prepared and approved by the Greater New York Councils Advancement Committee; 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 before camp. With your Patrol Leaders' Council, review the 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 these points in mind:

Many merit badges require preparation before 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 paperwork 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.

Requirements – First Year Camper Program

First-year campers are encouraged to participate in the First Year Camper Program. Scouts will be divided into patrols and placed with a patrol guide who is a Life or Eagle Scout. The guides will lead the Scouts through modules related to First Class advancement.

Merit Badges

While counseling 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's 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





Advancement and Prerequisite Information

the Scout is qualified to begin work on the badge. (Merit badge “blue cards” can be printed using the Reports option from the camp registration website.)

Many merit badges do not require any experience before 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/she expects to earn the merit badge in a week.

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 at scouting.org/programs/scouts-bsa/advancement-and-awards and 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.scouting.org/skills/merit-badges/all for recent 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 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.





Advancement and Prerequisite Information

Partials

A Scout completing only a portion of a merit badge will be given a partial on their merit badge card. Partials will be given only for projects 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 counselor 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 their card with the partial record.

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 before going to camp. Many are also available as e-books; see www.scoutshop.org/literature/digital-downloads.html. In any event, Scouts should obtain, read and study the pamphlet for each merit badge they wish to pursue before attending classes.

Advancement Records

Before the troop’s check out, it is the responsibility of the troop’s leader to pick up approved merit badge applications and partial completion forms at the camp office. It is important to make sure that all merit badge applications for your Scouts are properly recorded before the Scouts leave camp. It is the responsibility of the troop’s leader, when back home, to submit all advancements earned for proper recording and processing by their local council. A report on advancement for both completed merit badges and partials can be downloaded through your Black Pug account as well.

Advancement Classes and Special Requirements

The following is a list, in alphabetical order, of all the merit badges and other skills for which the camp staff will offer instructional classes. After the name of each item is certain information you should be aware of, such as whether there are any requirements which must be done before starting a class, age restrictions, whether some 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, at [page 108](#).

American Business Merit Badge: Earning the American Business Merit Badge can help Scouts learn practical business matters that will be useful throughout life. Learning how businesses function will help you understand society and uncover a number of career options. Rated 2. Available at KE.



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 and Prerequisite Information

American Heritage Merit Badge: Every Scout swears to an oath that includes duty to their country. A better understanding of American heritage, the ways in which the past has lead to our present nation, is key to truly knowing what it means to be an American. Rated 2. Available at AQ.



Animation Merit Badge: Scouts will learn the history of animation, learn to storyboard, create their own animations, and learn to evaluate different animation techniques. Rated 2. Available at AQ, KE.



Archaeology Merit Badge: Archeology is the study of ancient peoples and civilizations. Available at TMR Museum.



Archery Merit Badge: Archery is an ancient sport that Scouts can learn and enjoy at camp. 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. Revised in 2025; see www.scouting.org/merit-badges/archery for current requirements. Available at AQ, KE.



Architecture Merit Badge: Architecture is not just the special buildings like cathedrals, museums, or sports stadiums we read about or see on television; it is as normal as the homes, places of worship, schools, and shopping malls where we live, worship, work, learn, and play every day. However, architecture is more than just common shelter; building has always satisfied the human need to create something of meaning. Even the simplest form of architecture is a work of art that requires thought and planning. Rated 3. Available at KE.



Art Merit Badge: This merit badge can help a Scout appreciate art and express himself through their own art. It requires a strong interest in and some experience in drawing and painting. With artistic talent, most requirements can easily be completed at camp, except for requirement 4. Rated 3P. Available at KE.



Astronomy Merit Badge: Explore the amazing celestial objects that surround us during the night. Explore astronomy as a career. Optional requirements 8A, 8D and 8E, if chosen, would have to be completed before camp. In addition to class time, late night observation is required. Rated 3P. Revised in 2025; see www.scouting.org/merit-badges/astronomy for current requirements. Available at AQ, KE.



Athletics Merit Badge: Learn the value of being part of a team and truly exercising in your daily life. Enjoy pushing yourself to the max. Requirements 3, 5 and 6B should be completed at home before camp with a Scout's athletic coach or teacher. Rated 2P. Available at AQ.



Camp Legend: AQuehonga, KEowa





Advancement and Prerequisite Information

Automotive Maintenance Merit Badge: Understand how vehicles operate so you can work on them. This badge introduces Scouts to the skills needed as a future vehicle owner enabling them to do their own basic maintenance work and emergency fixes. This class will also introduce participants to career opportunities in the automotive industry. Rated 2. Revised in 2024; see www.scouting.org/merit-badges/automotive-maintenance for current requirements. Available at AQ.



Aviation Merit Badge: Aviation's journey, from the Wright brothers' first flight to today's complex jetliners, is a story of incredible innovation. This merit badge provides Scouts with a comprehensive introduction to the principles and technologies that power modern flight. Rated 3. Revised in 2025; see www.scouting.org/merit-badges/aviation for current requirements. Available at KE.



Backpacking Merit Badge: How tough are you? Hiking with your backpack is quite the challenge and an art. Offered to those Scouts participating in the Trek program and at AQ for those Scouts who have completed the prerequisites in advance. Revised in 2024; see www.scouting.org/merit-badges/backpacking for current requirements. Rated 3P.



Basketry Merit Badge: Learn the art of basket weaving and the purpose of basketry in society. Create your own baskets and stool in this session. Scouts will need materials for the badge's three projects: make round and square baskets and weave a seat. Scouts can buy the materials at camp and should allow for time outside of class to work on their projects. This is a good first-year merit badge. Rated 1. Available at AQ, KE.



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 Scout Handbook. Available at AQ, KE.



Bird Study Merit Badge: Birding is an activity that has been around forever, and anyone can do. This merit badge introduces Scouts to this healthy, easy, outdoor activity that they can continue to enjoy their entire life. This supports the Scouting America mission statement by getting Scouts in closer contact with their natural world so they make ethical choices to preserve it. Rated 2. Revised in 2024; see www.scouting.org/merit-badges/bird-study for current requirements. Available at AQ.



Camping Merit Badge: Learn the full aspects of being a camper. Scouts will gain the knowledge that will help them teach younger Scouts the different skills and techniques required to be a true camper. 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, and may include a week of long-term camp. If the camp provides a tent that has already been pitched, the Scout



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Advancement and Prerequisite Information

need not pitch their 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. Revised in 2024; see www.scouting.org/merit-badges/camping for current requirements. Available at AQ, KE.

Canoeing Merit Badge: How well do you canoe? How good is your J-stroke? How about your C-stroke? Learn the art of canoeing and even solo a canoe. 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 trying to earn this badge in one week. Rated 3. Revised in 2024; see www.scouting.org/merit-badges/canoeing for current requirements. Available at AQ, KE.



Chemistry Merit Badge: Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen but can be proven to exist—and you become a chemist. Rated 2. Available at KE.



Chess Merit Badge: Chess has quickly become a popular merit badge, with more than 100,000 Scouts earning the badge since it was introduced in September 2011. Of the more than 130 merit badges, Chess is undoubtedly one of fastest-growing badges available. Rated 2. Available at AQ, KE.



Citizenship in the Community Merit Badge: A nation is a patchwork of communities that differ from each other and may be governed differently. But regardless of how local communities differ, they all have one point in common: In the United States, local government means self-government. Good citizens help to make decisions about their community through their elected local officials. Rated 3P. Revised in 2025; see www.scouting.org/merit-badges/citizenship-in-the-community for current requirements. Available at KE (weeks 1-5).



Citizenship in the Nation Merit Badge: As Scouts fulfill the requirements for this Eagle-required merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens. Rated 3P. Available at KE (weeks 1-5).



Citizenship in the World Merit Badge: Scouts who earn this Eagle-required merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on their willingness to understand and appreciate the values, traditions, and concerns of people in other countries. Rated 3. Available at KE (weeks 1-5).



Camp Legend: AQuehonga, KEowa





Advancement and Prerequisite Information

Climbing Merit Badge: Enjoy the art of climbing and belaying. Climb the “easy” wall and be brave enough to try the “hard” wall. Don’t miss out on rappelling as a great token of accomplishment. Scouts must be at least 13 years of age or have completed the 7th grade to take this difficult badge. The climbing, rappelling, belaying, knot tying, CPR, and first aid requirements take significant time to master. Rated 3. Revised in 2025; see www.scouting.org/merit-badges/climbing for current requirements. Available at AQ, KE.



Communication Merit Badge: In today’s world, communication is all around us. Explore the art of different communications media and how they relate to our society. A time-consuming badge, Communications should be reserved for older Scouts. Some options of requirement 7 cannot be done at camp. Requirement 5 cannot be done at camp and should be done before arriving. Rated 3P. Available at AQ, Gottcom in KE.



Cooking Merit Badge: This badge explores the importance of cooking and proper technique in the outdoor environment. Rated 3. Revised in 2025; see www.scouting.org/merit-badges/cooking for current requirements. Available at AQ.



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. Available at AQ, KE.



Digital Technology Merit Badge: Explores digital technology and its impact on society. (This badge is a replacement for the Computers merit badge, which has been discontinued. However, since it is a new badge, with substantially different requirements, Scouts may earn Digital Technology, even if they have already earned Computers.) Revised in 2025; see www.scouting.org/merit-badges/digital-technology for current requirements. Rated 2. Available at AQ, KE.



Disabilities Awareness Merit Badge: Understand various disabilities and how they affect your friends, family, and community members with the Disabilities Awareness Merit Badge. Scouts will learn about the experiences of someone with a disability, explain the significance of disability etiquette, and how it may differ depending on the specific disability. Rated 2. Available at KE.



Electricity Merit Badge: Electricity is a powerful and fascinating force of nature. As early as 600 BC, observers of the physical world suspected that electricity existed but did not have a name for it. Real progress in unraveling the mystery of electricity has come only within the last 250 years. Rated 3. Revised in 2025; see www.scouting.org/merit-badges/electricity for current requirements. Available at AQ, KE.



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Advancement and Prerequisite Information

Electronics Merit Badge: Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field. Rated 3. Revised in 2025; see www.scouting.org/merit-badges/electronics for current requirements. Available at AQ, KE.



Emergency Preparedness Merit Badge: Scouts are often called upon to help because they know first aid and the discipline and planning needed to react to an emergency. Earning this Eagle-required merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency. Rated 3P. Revised in 2025; see www.scouting.org/merit-badges/emergency-preparedness for current requirements. Available at AQ, KE (weeks 1-5).



Entrepreneurship Merit Badge: By earning this badge, Scouts will learn about identifying opportunities, creating and evaluating business ideas, and exploring the feasibility (how doable it is) of an idea for a new business. They will also have the chance to fit everything together as they start and run their own business ventures. Rated 3. Available at KE.



Environmental Science Merit Badge: This badge presents an overview of environmental awareness. It requires extensive field work and reports. It is not recommended for younger Scouts, and it may be difficult to complete in only one week at camp. Rated 3. Revised in 2025; see www.scouting.org/merit-badges/environmental-science for current requirements. Available at AQ, KE.



Exploration Merit Badge: Exploration is designed to celebrate your spirit of adventure. After learning about the history and importance of exploration – like when Eagle Scout Paul Siple traveled to Antarctica or when Eagle Scout Neil Armstrong landed on the moon – you will prepare for and go on an actual expedition. Rated 3P. Available at KE.



Family Life Merit Badge: The family is the basic unit of society and is important to individuals and communities. The world is rapidly changing, making today's society more complex than ever before. As Scouts earn this Eagle-required merit badge, they will realize why it is important to know more about family life and how to strengthen their families. Rated 3P. Revised in 2025; see www.scouting.org/merit-badges/family-life for current requirements. Available at KE (weeks 1-5).



Fingerprinting Merit Badge: In earning this merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others. Rated 2. Revised in 2025; see www.scouting.org/merit-badges/fingerprinting for current requirements. Available at AQ, KE.



Camp Legend: AQuehonga, KEowa





Advancement and Prerequisite Information

First Aid Merit Badge: Explore what it really means to deliver quality first aid to the people you may assist with an injury. Explore the importance of first aid to our life. A Scout must have completed all the Tenderfoot, Second Class, and First Class first aid requirements before taking this badge. The camp medical officer's schedule can cause merit badge schedule changes, sometimes at the last minute. Rated 3. Revised in 2025; see www.scouting.org/merit-badges/first-aid for current requirements. Available at AQ, KE.



First Class Requirements: Instruction for many of these requirements is available at AQ, KE. For more information see the individual camp sections.



Fish and Wildlife Management Merit Badge: Wildlife management is the science and art of managing the wildlife – both animals and fish – we share our planet with. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy. This very technical badge 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. Revised in 2025; see www.scouting.org/merit-badges/fish-wildlife-management for current requirements. Available at AQ, KE.



Fishing Merit Badge: Fishing is a lot more than casting a line and catching a fish. Explore the art of fishing. Learn several knots, how to scale fish, and much more about this fun sport. The actual fishing must be done outside of class, so a Scout will have to allow for extra time to catch a fish as called for by requirement 9. Rated 2 (if the fish are biting). Revised in 2025; see www.scouting.org/merit-badges/fishing for current requirements. Available at AQ, KE.



Fly Fishing Merit Badge: Fly fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people. Rated 2. Available at KE.



Forestry Merit Badge: 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 AQ, KE.



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 and Prerequisite Information

Game Design Merit Badge: Create your own fun and play by your own rules! Game Design teaches Scouts how to create, test, and refine a game from one of four categories. At camp the focus of the curriculum will be on the sports, board games and card games categories; video games will be discussed. Rated 3. Available at AQ, KE.



Geocaching Merit Badge: This merit badge explores a very popular hobby in our present age. Learn how many people around the world safely and excitedly follow caches and continue the never-ending search. Requirements 7 and 8 are prerequisites. Rated 3P. Available at AQ, KE.



Geology Merit Badge: An in-depth study of the forces that created our planet and how they continue to act around us. Rated 2. Available at AQ, KE.



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 AQ, KE.



Hiking Merit Badge: This badge requires far too much time to be completed in one week at camp, even for our trek crews! It requires six hikes with hike plans and reports for each hike. Rated 3P. Available as a partial without prerequisites at AQ.



Home Repairs Merit Badge: This badge provides Scouts with the skills to complete basic home repairs, and instills in them a sense of personal pride in one's achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family money. Rated 3. Available at AQ.



Horsemanship Merit Badge: Horsemanship is a lot more than just riding a horse. Explore what horse care is all about. Enjoy this special opportunity to enjoy a sport that isn't prevalent in the area. Available through an arrangement with Teslin Farms, located near Camp Aquehonga. Please see [Horseback Riding on page 83](#) for details. Rated 2. Revised in 2025; see www.scouting.org/merit-badges/horsemanship for current requirements.



Indian Lore Merit Badge: This interesting badge takes significant "book work" as well as crafts work. Most requirements have several options, giving a Scout flexibility in earning this badge. Before camp Scouts should research an American Indian tribe from their area or bring a book with them to camp. Rated 3. Revised in 2024; see www.scouting.org/merit-badges/indian-lore for current requirements. Available at TMR Museum.



Insect Study Merit Badge: Study insects and their intricate worlds. Learn the way of life of the insect and how they impact the world. All 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. Revised in 2025; see www.scout-



Camp Legend: AQuehonga, KEowa





Advancement and Prerequisite Information

[ing.org/merit-badges/insect-study](http://www.scouting.org/merit-badges/insect-study) for current requirements. Available at AQ.

Journalism Merit Badge: An in-depth look into the life of a journalist and the technology required to carry out the tasks within the field. Prerequisite requirements 2 and 4 must be done at home. Rated 2P. Revised in 2024; see www.scouting.org/merit-badges/journalism for current requirements. Available at Gottcom in AQ, KE, TMR Museum.



Kayaking Merit Badge: A Scout must have passed the Swimmer test before starting this merit badge class. The merit badge delves into the specifics of a kayak and the skills required to operate this watercraft. Practice time is required to develop skills. Available at AQ, KE.



Leatherwork Merit Badge: Learn the art of preparing leather and properly treating it for crafts. 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 AQ, KE.



Lifesaving Merit Badge: Prepare for the challenge of saving a life. This merit badge explores the importance and difficulty that lifesaving entails. Learn the techniques required for these specialized skills. A Scout must have passed the Swimmer test and have completed the Second Class and First Class aquatics requirements before starting 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 Scouts who are not strong swimmers. Rated 3. Available at AQ, KE.



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 options 3(c) and 4(c), (e) or (f) are chosen. 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 AQ, KE.



Metalwork Merit Badge: This merit badge offers Scouts the opportunity to explore the different types of metalworking disciplines. They will learn about the properties of metal, how to use simple metalworking tools, and basic metalworking techniques. They will practice using tools and technology before concentrating on the more intricate skills of one of the four metalworking options. Scouts should allow for time outside of class to work on their project. Rated 3. Revised in 2025; see www.scouting.org/merit-badges/metalwork for current requirements. Available at AQ.



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 and Prerequisite Information

Mile Swim: Requires strong swimming ability and stamina. This achievement is time-consuming and requires prior qualification and preparation before the actual event. Offered to both youth and adults. Rated 3. Available at AQ, KE.



Mining in Society Merit Badge: This merit badge covers the history of mining, explores the status of mining in the 21st century, and introduces Scouts to modern mining careers. Rated 2. Available at AQ.



Motorboating Merit Badge: Learn how to safely operate a motorboat and the skill level it entails. Of course, don't miss out on the fun to be had while operating a motorboat. 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. Revised in 2025; see www.scouting.org/merit-badges/motorboating for current requirements. Available at KE.



Moviemaking Merit Badge: Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture. Rated 2. Available at AQ, KE.



Multisport Merit Badge: Just released in 2025, the new Multisport Merit Badge enables Scouts to TRI something new: a combination of cycling, running and swimming. Scouts do not have to go all in on all three of these activities to earn the badge – in fact, two will do! Rated 3. Available at AQ.



Music Merit Badge: The history of music is rich and exciting. This badge helps Scouts to develop a real love of music through sing songs, playing instruments, and composing music. Rated 2. Available at AQ.



Nature Merit Badge: An overview of nature. Requirement 4 can be completed at camp if all of these 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. Revised in 2025; see www.scouting.org/merit-badges/nature for current requirements. Available at AQ, KE.



Nuclear Science Merit Badge: This merit badge gives Scouts a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning this merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today. Rated 2. Available at AQ.



Camp Legend: AQuehonga, KEowa





Advancement and Prerequisite Information

Oceanography Merit Badge: The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, soil, air, and geography of your community. To study the oceans is to study Earth itself. Rated 2. Available at AQ, KE.



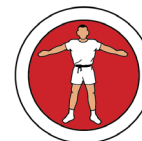
Orienteering Merit Badge: Maps, compasses, landmarks, and much more. Master the skill of navigating through the woods and land by using the “basics”. This badge requires map and compass knowledge and a significant amount of time outside of class. Requirement 7 may be difficult to complete in one week of camp. Rated 3. Available at AQ, KE.



Painting Merit Badge: This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects. Rated 2. Available at KE.



Personal Fitness Merit Badge: Satisfy this merit badge’s requirements and put your stamina to the test. Learn the importance of personal fitness and the components of being an all-around fit person. Scouts must bring to camp a statement from a 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 AQ, KE.



Personal Management Merit Badge: Personal management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training, and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities. Rated 3P. Available at KE (weeks 1-5).



Photography Merit Badge: Explore the world of photography and the skills it requires. Master the techniques required to be a true photographer. Requires either a film or digital camera and time outside of class for taking and editing pictures. Rated 2. Revised in 2024; see www.scouting.org/merit-badges/photography for current requirements. Available at AQ, Gottcom in KE.



Pioneering Merit Badge: Master the skills of knots and lashes and build awesome projects. This merit badge is one of the more difficult yet useful ones. To begin, 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 participating 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 AQ, KE.



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 and Prerequisite Information

Plant Science Merit Badge: Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany. Rated 2. Available at KE.



Plumbing Merit Badge: Learn a great skill that could help you out in a jam. Take this opportunity to explore professional talents and gain skills that are crucial for living on your own. Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad; it covers installations and repairs in homes, commercial properties, and factories. Pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes. Rated 2. Revised in 2025; see www.scouting.org/merit-badges/plumbing for current requirements. Available at AQ.



Pottery Merit Badge: This merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the badge will include hands-on production of a work of art, from start to finish. Scouts will need to purchase clay to complete this badge. Scouts can buy the materials at camp and should allow for time outside of class to work on their projects. This is a good second- or third-year badge. Rated 3. Revised in 2025; see www.scouting.org/merit-badges/pottery for current requirements. Available at AQ.



Programming Merit Badge: This merit badge is intended to introduce Scouts to programming, to help them understand how programming affects them in their everyday lives, and to help them realize that programming is something any Scout can do and even possibly pursue as a career. Rated 3. Revised in 2025; see www.scouting.org/merit-badges/programming for current requirements. Available at AQ.



Progressive COPE: A week-long team-building program designed for personal growth. Scouts must be at least 13 years old to participate. Scouts will begin on Low COPE elements and progressively work their way up to High COPE elements. They will rely on fellow participants to successfully get through the various scenarios and challenges that the course requires. Rated 2. Available at AQ.

Public Speaking Merit Badge: A lot happens during the course of every person's life and the ability to communicate feelings and ideas is the best way to connect to the larger world. Even if you haven't stood on a stage and find the whole idea scary, sooner or later, someone is going to ask you to get up and say a few words. If you are prepared, it won't be scary and can even be fun. Available at AQ, KE. Rated 2.



Pulp and Paper Merit Badge: Paper surrounds everything we do and affects us every day. Paper is everywhere in our lives. Each person in the United States uses about 700 pounds of paper each year. Delve into the role that paper plays in our lives. Available at AQ, KE. Rated 2.



Camp Legend: AQuehonga, KEowa





Advancement and Prerequisite Information

Reptile and Amphibian Study Merit Badge: 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. Revised in 2025; see www.scouting.org/merit-badges/reptile-and-amphibian-study for current requirements. Available at AQ.



Rifle Shooting Merit Badge: Master the shooting techniques needed to be an expert marksman. A Scout must be at least 12 years old (13 for muzzleloading) to take this badge; it is not designed for first-time shooters. A Scout must have some experience before taking this badge to achieve the required scores. Rated 3. Revised in 2025; see www.scouting.org/merit-badges/rifle-shooting for current requirements. Available at AQ, KE.



Robotics Merit Badge: Earning this badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and decide what to do (programming). Rated 3. Available at AQ.



Rowing Merit Badge: Master the skill of being a true rower. Learn the techniques to maneuver your vessel through the water like a pro. 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 AQ, KE.



Salesmanship Merit Badge: Scouts will learn the basics of sales, how to create a pitch, create an original product or service, and develop a one-pager sales pitch. Rated 1. Available at KE.



Scouting Heritage Merit Badge: A good introspective introduction to Scouting, where a Scout can learn some history, dig up some Troop history, make a collection of Scouting stuff, and talk to some old Scouters. May be able to do in conjunction with Collecting. Rated 2P. Revised in 2024; see www.scouting.org/merit-badges/scouting-heritage for current requirements. Available at TMR Museum.



Sculpture Merit Badge: This merit badge introduces Scouts to sculpture, an art form that allows artists to express what they see and feel in three dimensions by shaping materials such as clay, stone, metal, and wood. An additional trading post fee for clay supplies will apply. Rated 1. Available at KE.



Search and Rescue Merit Badge: A search is an emergency situation requiring a team of trained searchers to locate a missing person. A rescue is an emergency situation where a person's location is known – perhaps having just been found by searchers – and they must be removed from danger and returned to safety. By working on this badge, Scouts



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 and Prerequisite Information

will learn and practice many skills that may someday save a life. Rated 3. Available at KE.

Second Class Requirements: Instruction for many of these requirements is available at AQ, KE. For more information see the individual camp sections.



Shotgun Shooting Merit Badge: Master the shooting techniques you will need to be an expert shooter. Feel the thrill of shooting. This badge is not designed for first-time shooters. 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. Revised in 2025; see www.scouting.org/merit-badges/shotgun-shooting for current requirements. Available at AQ, KE.



Signs, Signals and Codes Merit Badge: American Sign Language (ASL) is the third most used language in the United States. This merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives? Rated 3. Available at KE.



Small-Boat Sailing Merit Badge: Explore the world of sailing. Master the skills required to navigate your lake. 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 they will have to spend substantial time practicing during open boating in the afternoon to master this badge. Even then it may be difficult to earn it in one week at camp. Also, time may have to be spent outside of class learning the required knots. Rated 3. Available at AQ, KE.



Soil and Water Conservation Merit Badge: An in-depth look at conservation practices that help to preserve our environment. Learn the importance of conservation and even complete a service project in camp. Requirement 7 requires the completion of two 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 AQ, KE.



Space Exploration Merit Badge: Explore the intricacies of space and learn about its mysteries. Build your own rocket and become a quasi-astronaut. 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 AQ, KE.



Sports Merit Badge: Be prepared to play several sports and become well-rounded in the world of sports. Learn the value of physical activity and teamwork. 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. Revised in 2025; see www.scouting.org/merit-badges/sports for current requirements. Rated 2P. Available at AQ, KE.



Camp Legend: AQuehonga, KEowa





Advancement and Prerequisite Information

Sustainability Merit Badge: Learn to reduce waste and teach sustainable practices to others so you can help conserve Earth’s resources with this merit badge. Scouts will develop and implement a plan to reduce their water usage and household food waste, and learn about the sustainability of different energy sources, including fossil fuels, solar, wind, nuclear, hydro-power, and geothermal. Rated 3. Available at KE.



Swimming Test for Second Class and First Class: The Beginner test satisfies requirement 5B for Second Class, and the Swimmer test satisfies requirement 6A for First Class. Testing will be done when the Scouts check into camp and each day at the waterfront or pool. Consult the camp schedule. The staff will provide swimming instruction. Available at AQ, KE.



Swimming Instruction: The staff will provide swimming instruction for non-swimmers and beginners. Available at AQ, KE.

Swimming Merit Badge: Learn even more swimming strokes than you thought you knew and be prepared to work hard. The badge focuses on teaching Scouts correct stroke mechanics and basic water skills. The goal is to teach Scouts to swim with greater ease and efficiency, and to keep them safe in and around the water. From surface dives to clothes inflation, this merit badge is exciting and slightly difficult. Not intended for first-year campers. A Scout must have completed the Second Class and First Class aquatics requirements before starting this badge and must pass the Swimmer test with ease to qualify. Rated 2. Revised in 2024; see www.scouting.org/merit-badges/swimming for current requirements. Available at AQ, KE.



Tenderfoot Requirements: Instruction for many of these requirements is available at AQ, KE. For more information see the individual camp sections.



Textile Merit Badge: Scouts use countless fibers and fabrics in their everyday lives: clothes, carpets, curtains, towels, sheets, upholstered furniture. Add to that list boat sails, book bindings, bandages, flags, sleeping bags, mailbags, airbags, seat belts, backpacks, parachutes, umbrellas, basketball nets, and more. These badge will teach them how to repair the items above and to learn about the textiles trade. Rated 2. Available at AQ.



Theater Merit Badge: While earning this merit badge, Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side. Much more goes on in theater than ever meets the audience’s eye. Rated 2. Available at AQ, KE.



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Advancement and Prerequisite Information

Water Sports Merit Badge: Prepare for adventure on water-skis or a wake-board. Master the skill of racing on water at high speed! 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: Explore the world of the meteorologist and study how weather affects our lives. 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 AQ, KE.



Welding Merit Badge: Work with your hands and learn a valuable and unique career related skill. This badge will provide Scouts with a basic knowledge of how to weld safely. Rated 3. Available at AQ.



Whitewater Merit Badge: Canoeing or kayaking through whitewater rapids can be a thrilling experience. Safe whitewater fun requires each participant to understand the equipment and techniques and to have a firm respect for the power of nature's waterways. Rated 3P. Available at KE.



Wilderness Survival Merit Badge: Take your outdoor camping experience to the next level. Learn to create shelter from your surroundings in the wilderness and experience a true challenge. Requirement 5 calls for Scouts to make a survival kit. Scouts should make the kit at home and bring it to camp because most of the necessary materials are not available at camp. To do requirement 9, the class will spend a night camping out in shelters they build. Scouts should be mature enough to sleep outside in their own shelters. Rated 2. Available at AQ, KE.



Wood Carving Merit Badge: Carve your own slide and master the safe use of sharp tools. Learn what the world of woodcarving really entails. 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 Scouts carve a neckerchief slide; the kit can be bought at camp. Scouts should allow for time outside of class to work on their projects. Rated 3. Available at AQ, KE.



Woodwork Merit Badge: Explore the world of the carpenter. Learn techniques used in woodwork to create useful items. 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 AQ.



Note Concerning Aquatics Badges: Lifesaving, Motorboating, Small-Boat Sailing, and Water Sports merit badges require a knowledge of CPR and a demonstration of CPR. Scouts are encouraged to complete this requirement before camp under the direction of a qualified instructor who is at least 18 years old and is currently certified in CPR for the Professional Rescuer. While certification

Camp Legend: AQuehonga, KEowa





Advancement and Prerequisite Information

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: Environmental Science, Fish & Wildlife Management, Forestry, Mammal Study, Nature, Reptile & Amphibian Study, and Soil & Water Conservation merit badges are fairly technical and may require extensive research, observation, or project completion. Camp is an excellent place to start these badges and do the required field work. As noted in the badge descriptions, some badges may be completed at camp only if work is done before arriving at camp or if the Scout elects certain options which can be done at camp.

Merit Badge Prerequisites

A list of prerequisites, if any, for each merit badge offered at TMR is available at tenmileriver.org/merit-badge-prereqs. All prerequisites 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**. Unit leader certification of successful completion of all prerequisites is required.

Merit Badges Additional Resources Needed

Kits are available for certain merit badges. While the kits listed below will be available for purchase at camp, we encourage units to pre-order. The pre-ordered kits will be in the trading post with your Scouts’ names on them – ready and waiting to be picked up! Also listed below are other prerequisites for which an additional charge will apply.

Class	Camp(s)	Item	Required?	Cost	Type
Basketry MB	AQ & KE	Basket making kit	Required	\$30	Black Pug pre-order or at camp
Fishing MB	AQ & KE	Fishing pole, standard reel	Optional	30	
Fly Fishing MB	KE	Fly fishing pole	Optional	48	
Leatherwork MB	AQ & KE	Sheath knife kit	Choose one	15	
		Wallet kit	Choose one	15	
Pottery MB	AQ	Clay and supplies	Required	10	
Red Cross Lifeguard	KE	Red Cross certification	Required	32	Fee with class
Red Cross CPR, AED, First Aid	KE	Red Cross certification	Required	100	
Sculpture MB	KE	Clay and supplies	Required	8	

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Advancement and Prerequisite Information

Class	Camp(s)	Item	Required?	Cost	Type
Space Exploration MB	AQ & KE	Rocket kit and engine	Required	20	Black Pug pre-order or at camp
Welding MB	AQ	Welding kit	Required	12	
Whitewater MB	KE	River trip	Required	34	Fee with class
Wood Carving MB	AQ & KE	Wood carving kit	Required	7	Black Pug pre-order or at camp
		Wood carving knife	Optional	17	

Additionally, if a unit has activated the Parent Portal on our online registration system, parents may pay for their child's kits directly.

To pre-order kits: In the registration system, select a Scout by clicking the "Update Information" button below their name, and the "GNYC Trading Post" will be available, where you can add the kits they need. A one-page summary of the pre-order process is available at tenmileriver.org/wp-content/uploads/2024/01/Blackpug-Pre-order-HowTo.pdf.





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 member can grow into the best kind of citizen without recognizing an obligation to God."

(Article II, Section 2, Charter and Bylaws, BSA)

The religious institutions of America have commended Scouting 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 Scouting America recognizes religion as an integral part of the character-building process and encourages Scouts 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 youth be respected and observed. To this end, the Greater New York Councils, working in cooperation with its Relationships Committee, has established this policy for the Ten Mile River Scout Camps:

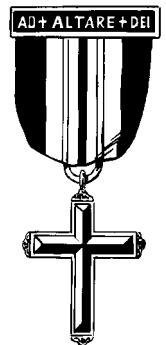
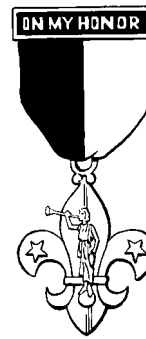
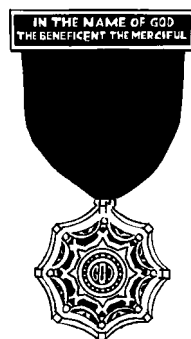
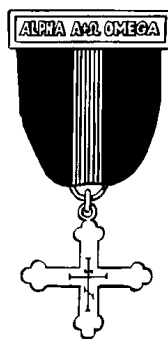
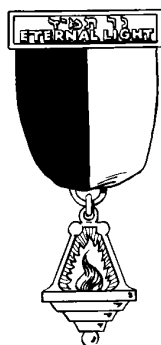
Religious Services will be held at various times throughout the reservation. See the camp sections for days and times.

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.





A QUEHONGA

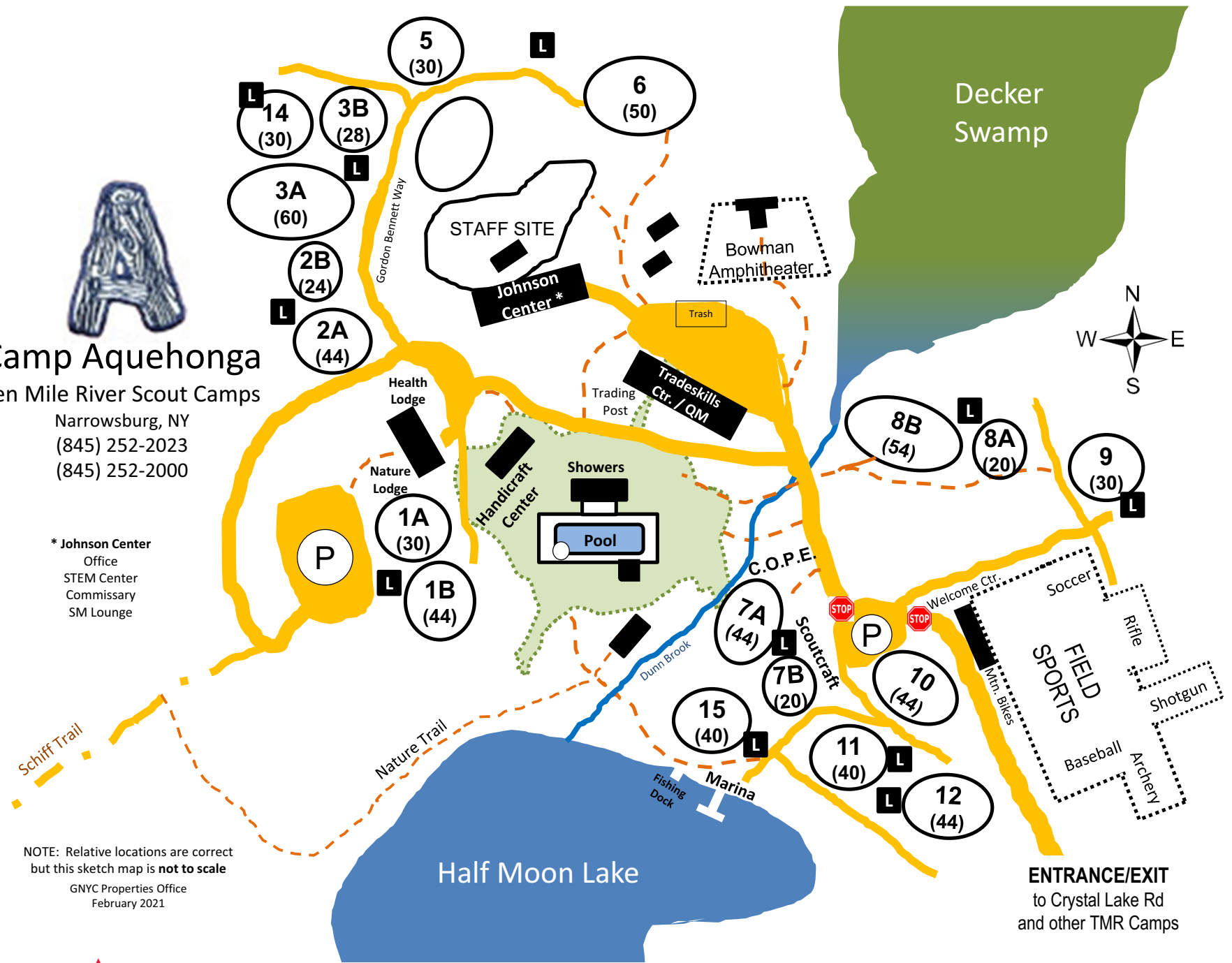
Camp Aquehonga

Ten Mile River Scout Camps

Narrowsburg, NY
 (845) 252-2023
 (845) 252-2000

* Johnson Center
 Office
 STEM Center
 Commissary
 SM Lounge

NOTE: Relative locations are correct
 but this sketch map is **not to scale**
 GNYC Properties Office
 February 2021



ENTRANCE/EXIT
 to Crystal Lake Rd
 and other TMR Camps

Welcome to Aquehonga

Dear Fellow Scouts and Scouters,

Welcome home to the 2025 Camp Aquehonga summer camping season! As you step into the lush surroundings of our beloved camp, you are not just entering a physical space but reuniting with traditions that cherish the Scouting spirit. This year, we're excited to infuse our time-honored slogan "Welcome Home" with a thrilling twist as we embark on our 96th year of operation.

Our team has been working tirelessly to create a camp experience that transcends the ordinary. We have added several new merit badges and a new performing arts program area this summer. We are committed to build on successes from prior years and strive to meet the needs of all our Scouts in the program.

The leadership team has grown up and spent many years and learned many things here as young Scouts and adult leaders. Over the past several years we have remodeled several program areas: Nature Lodge, Field Sports, Scoutskills, and Waterfront areas. This year the focus will be on our campsites. We look forward to creating for many Scouts and Scouters that same learning experience and building of excitement.

Once again, we believe that we have assembled one of the finest staffs around. As we continue planning for camp, and as you prepare to join us during the summer, please feel free to contact us with any comments or questions. Please also continue to check the camp website – tenmileriver.org – which has proven to be an invaluable tool in pre-camp communications.

So, to all our Scouts and Scouters, Welcome Home! Let's embrace the spirit of adventure and camaraderie as we delve into the Summer of 2025. Together, we will make 2025 Camp Aquehonga an unforgettable summer experience, where every Scout and Scouter is a vital part of our vibrant, ever-evolving Scouting family.

Yours in Scouting,

Anthony Zalak
Anthony Zalak
Camp Director
azalak@tenmileriver.org

Jack Murphy
Jack Murphy
Assistant Camp Director
jmurphy@tenmileriver.org

Lukas Tarrao
Lukas Tarrao
Program Director
ltarrao@tenmileriver.org

Eddie Ackert
Eddie Ackert
Senior Commissioner
eackert@tenmileriver.org

...and the entire 2025 Camp Aquehonga Staff





The First Day of Camp at Aquehonga

Your first day at camp should be exciting and uncomplicated. We want to build a sense of anticipation for the full week of fun ahead, not overwhelm you with information and protocol. This portion of the guide will help Scouts, leaders, and parents to avoid any first day anxiety and arrive prepared for an enjoyable and enriching stay at camp.

First Day Schedule:

- | | | |
|---------------------------|--------------------|--|
| 1. Arrive/Meet Site Guide | 5. Swim Tests | 9. Pool Orientation/
Emergency Procedures |
| 2. Set Up Camp | 6. Flag Ceremony | |
| 3. Financial Check-in | 7. BBQ Dinner | 10. Opening Campfire |
| 4. Medical Check-in | 8. Leaders Meeting | |

A leader must visit the office for financial check-in before 4:00

Arrival: (12:00 - 3:00 p.m.)

The road into camp is long; the Scout program benefits from our setting deep in the woods. Simply follow the signs along the Ten Mile River camp roads and you will arrive to find the Aquehonga staff waiting to greet you at our entrance. When you arrive you will be introduced to your Site Guide (a staff member who has been tasked with helping you to your campsite and answering any initial questions that you may have). Official arrival at camp begins at 12:00 p.m. on Sunday – Arriving at this time or later allows us time to prepare camp sites for you. If your troop is planning to arrive early, simply contact us ahead of time so that we can anticipate your arrival and have your site guide waiting to meet you.

Financial Check-in: (12:00 - 4:00 p.m. Camp Office)

Units are encouraged to complete their roster online and to have all Scouts register for their classes before arriving at camp. Whether you have paid in full before camp or still have an outstanding balance, you must have an adult from your unit who is responsible for payment stop in to the camp office before 4:00 p.m. to review your payment history and roster. Using the online reservation tool accessible via nycscouting.org or tenmileriver.org you can register for classes and pay for your week before even getting to camp. For assistance with this process please contact the camp director at azalak@tenmileriver.org.

Medical Check-in: (12:30 - 5:00 p.m.)

As soon the unit has financially checked-in, the site guide will take the unit down to medical recheck where the medical officer will collect your medical forms, and take prescription medications for storage in the camp's medical office. All Scouts are required to arrive with a signed Scouting America medical form and OTC medications form. All adults staying in camp must also provide a completed medical form. Please include with medical forms a copy of the individual's insurance provider card. To mini-





The First Day of Camp at Aquehonga

mize wait time units will be assigned a medical recheck time at check-in. (Please note: The medical forms should be alphabetized with the unit roster on top.)

Swim Tests: (1:00 - 5:00 p.m. Waterfront)

Immediately following medical recheck, all Scouts and Scouters must report to the waterfront in order to take a swim test. There are three Scouting America swimming classifications: Non-Swimmer, Beginner, and Swimmer, each test having its own requirements to be met. Scouts planning to take any aquatics merit badge must complete a Swimmer's test. Scouts who do not complete will be able to try again throughout the week. Instructional swim class is offered twice each day or as needed. Pack your swim trunks and towel on top of everything else. When you are checked-in you will be given buddy tags and a time to report to the waterfront for swim tests.

For those with recently completed swim classifications, please complete the form available at filestore.scouting.org/filestore/outdoor%20program/aquatics/pdf/430-122.pdf and include a copy of the test supervisor's qualifications. *Noteworthy: The aquatics director will still have the final choice on retesting anyone interested in using the aquatics facilities.*

Flag Ceremony: (5:45 p.m. Parade Field)

Scouts should report to the parade field in their "Class A" field uniforms at 5:45 p.m. for the week's first flag ceremony and Sunday evening BBQ.

Leaders Meeting/Cracker Barrel: (6:45 p.m. Johnson Center)

A Scoutmaster or leader from each troop is asked to report to the Johnson Center at 6:45 p.m. for the leader's meeting. You will meet the key staff, food service director, and area directors, review house-keeping procedures, and confirm your camp site has all the tents/cots/platforms you require. The TMR Museum staff will also give a brief presentation on their program. We will also have a presentation about bears in camp.

Pool Orientation/Emergency Procedures: (7:30 p.m. Parade Field)

Following dinner on Sunday night, troops will gather on the parade field to review the emergency procedures, and then they will file into the pool for the waterfront orientation.

Opening Campfire: (8:15 p.m. Shawn E. Bowman Jr. Amphitheater)

The Aquehonga staff will present by area, a campfire to close out the day with skits, songs, stories, and much more. The performance is sure to provide you with laughs and establish a tone of fun for the rest of the week. Immediately following the campfire, your site guide will escort you to the trading post and then to your campsite for the evening.





Program Highlights

Aquehonga New Camper Program

Recommended for First Year Campers and Scouts – Aquehonga’s New Camper Program gets your new Scouts off on the right foot with summer camp as they work on learning a mix of skills for rank advancement and merit badges alike. If a scouting skills training program existed, NCP would be it. New Camper Program scouts leave the week with an AQuehonga Distinguished Camper (AQDC) award and a wealth of Scouting knowledge to bring back to your troop.

TMR High Adventure Trek

Recommended for Scouts ages 15 and up – Our reservation-wide Trek Program returns with expanded outpost offerings and new provisional opportunities to hike through the Ten Mile River wilderness, raft the Delaware River and explore every corner of our 2,400-acre reservation. Scouts have opportunities to shoot paint-ball, mountain-board, tournament fish and take a custom mountain bike trek all while planning their own trip. Early registration required so get signed up today!

Outpost Offerings and Troop Outings

As in past years, we can book your troop on a custom excursion to one of our outpost programs. Opportunities include COPE, rafting, shotgun shooting, horseback riding, the TMR Museum and more! See your program director upon arriving for more details.





Camp-Wide Programs and Activities

Camp-wide Flag Raising

As a service to the camp, daily at 8:45 a.m. and 6:45 p.m. a different unit will raise and lower the colors on the Parade Field. All troops are welcomed and encouraged to attend all or as many as they possibly can. Sign up at the Sunday Leader's Meeting if your unit wants to do either a flag raising or lowering.

Camp-wide Evening Activities

Day	Activity	Location	Start Time
Monday	Spray Paint the Universe	Williamson Pavilion (Handicraft)	7:00 p.m.
Monday	Patrol/Troop Development Games	Sports Field	7:00 p.m.
Tuesday	Aqua-Olympics	Pool	8:00 p.m.
Wednesday	Iron Chef Cook Off Challenge (bring your best dish and see if you will win the coveted title of AQ Top Chef)	Scoutcraft	7:00 p.m.
Wednesday	Ice Cream Social	Williamson Pavilion (Handicraft)	8:30 p.m.
Thursday	Campwide Game	Sports Field	7:00 p.m.
Friday	Camp BBQ (Adult helpers wanted: 5:00 p.m. in front of Services)	Parade Field	5:45 p.m.
Friday	Campfire (Bring your troop's program items to the Wednesday afternoon SPL Roundtable)	Assemble at Parade Field	8:15 p.m.

Other Camp-wide Notable Activities

Day	Activity	Location	Time
Sunday	Leaders Meeting	Johnson Center	6:45 p.m.
Monday	Totin' Chip & Firem'n Chit	Scoutcraft	7:00 p.m.
Monday	First and Second Class Aquatics requirements	Pool	7:00 p.m.
Tuesday	Leaders Meeting	Johnson Center	10:00 a.m.
Wednesday	SPL Roundtable – one representative from each troop	Johnson Center	1:00 p.m.
Wednesday	Order of the Arrow Service Project	Behind Services	1:15 p.m.
Thursday	Eagle Cracker Barrel	Johnson Center	1:00 p.m.
Mon., Wed., Fri.	Polar Bear Swim	Pool	6:30 a.m.
Mon. – Thurs.	Open Archery Shooting	Sports Field	11:00-11:45 a.m. 4:00-4:45 p.m. 7:00 p.m.





Camp-Wide Programs and Activities

Day	Activity	Location	Time
Mon. & Wed.	Open Rifle Shooting	Sports Field	7:00 p.m.
Tues. & Thurs.	Open Shotgun Shooting	Sports Field	7:00 p.m.
Mon.-Fri.	Troop Swim (must sign up with Program director on Sunday)	Pool	3:00-3:45 p.m. 4:00-4:45 p.m.
Mon.-Thurs.	Scoutmaster Swim	Pool	5:00-5:30 p.m.

Week in Review

Friday evenings after the campfire, we will show a video recap of the week's events. 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 be available for adult leaders to begin their formal Scouter training. These various courses are available in the Johnson Center as needed.

Leaders' Meeting & Cracker Barrel

On Sunday evening at 6:45 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 10:00 a.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 to the ice cream social. At 1:15 p.m., all are invited to meet in front of the Services Building to participate in an OA Day service project.

On Wednesday, Kintecoying Lodge 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 at 8:30 p.m.

Other Programs and Activities

Unit Gateway Contest – build your unit's gateway at the entrance to your site. The sky's the limit. All gateways must be removed upon departure. Gateways will be judged by staff Friday morning. Show your unit pride!

Adult Help Wanted – At 5:00 p.m. on Friday, any unit leaders are welcomed to assist in preparing for the Camp-wide BBQ.





Program Schedule

Merit Badge / Award / Activity	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
Pool							
Instructional Swim			✓	✓			
Lifesaving (2 hours) ^{a,b} , CPR pre-req.		✓					Thursday
Mile Swim ^a							✓
Red Cross Lifeguard (new)	✓						
Snorkeling ^a				✓			
Swimming ^{a,b}	✓	✓					Thursday
Troop Free Swim					✓	✓	
Lake							
Canoeing ^{a,c}			✓				
Kayaking ^{a,c}		✓				✓	
Stand Up Paddleboarding Award					✓		
Rowing ^{a,c}	✓						
Small-Boat Sailing (2 hours) ^{a,c}			✓				
Scoutcraft							
Backpacking ^d				✓			
Hiking ^d							
Camping			✓	✓			
Cooking					✓	✓	
Emergency Preparedness		✓					
Geocaching						✓	
Orienteering	✓						
Pioneering (2 hours)	✓						
Wilderness Survival		✓					
First Year Camper Program			✓				
Nature							
Astronomy						✓	
Bird Study	✓						
Environmental Science		✓			✓		
Fish & Wildlife Management (new)		✓					
Forestry					✓		
Geology ^e			✓				
Mining in Society ^e							
Insect Study		✓					
Mammal Study ^f	✓			✓			
Reptile & Amphibian Study ^f	✓			✓			
Nature			✓				





Program Schedule

Merit Badge / Award / Activity	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
Oceanography (new)			✓				
Pulp & Paper (new)						✓	
Soil & Water Conservation				✓			
Weather						✓	
Field Sports							
Athletics			✓	✓			
Fishing ^g	✓						
Multisport (new)						✓	
Personal Fitness		✓			✓		
Sports	✓						
Shooting Sports							
Archery (2 hours, 2 options)	✓			✓			
Rifle Shooting - .22 cal. (2 hours)	✓						
Shotgun Shooting (2 hours)				✓			
COPE/Climbing							
Climbing (2 hours) ^h	✓		Open Climb ⁱ			3:30-4:45 Open Climb	
Progressive COPE				✓			
Chess			✓				
Communication						✓	
Handicraft							
Animation (new)		✓					
Basketry				✓			
Leatherwork ^j	✓				✓		
Textile ^j	✓				✓		
Metalwork						✓	
Pottery (2 hours)	✓						
Wood Carving				✓	✓		
Woodwork			✓				
Tradecraft							
Automotive Maintenance			✓		✓		
Electricity				✓			
Home Repair (2 hours)					✓		
Plumbing			✓				
Welding (2 hours)	✓						
STEM (Johnson Center)							
American Heritage		✓					
Architecture	✓						
Electronics						✓	





Program Schedule

Merit Badge / Award / Activity	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
Nuclear Science (new)			✓				
Photography			✓				
Programming				✓			
Space Exploration					✓		
Performing Arts							
Journalism			✓				
Moviemaking		✓					
Music	✓						
Public Speaking						✓	
Theater				✓	✓		
Medical Lodge							
First Aid		✓			✓		
Other Badges (Offered by appointment if certified unit leader merit badge counselors are available)							
Fingerprinting							Tuesday

- Must be a Swimmer by class on Tuesday.
- Must attend extra class at 7:00 p.m. Tuesday.
- Must make time for practice during open boating.
- Backpacking and Hiking will be offered together as one class.
- Geology and Mining in Society will be offered together as one class.
- Mammal Study and Reptile & Amphibian Study will be offered together as one class.
- Fishing poles are available, but we recommend that Scouts bring their own personal poles. Must make time for practice during afternoon sessions.
- The Climbing merit badge class is from 9:00 to 10:45 a.m. If Scouts who are taking Climbing are free from 11:00 to 11:45 a.m., they may stay to work on the merit badge requirements.
- Wednesday–Friday only.
- Leatherwork and Textile will be offered together as one class.

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

Be Advised: All merit badge sessions are scheduled to end at a quarter to the hour. However, Scouts who need to complete the field work required for some badges 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 Trading Post, perform observations for Ecology badges or collect 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 depending on merit badge counselor availability to ensure a Scout is not locked out of a badge. It is highly encouraged that Scouts have the merit badge pamphlet to help ensure successful completion of all merit badge requirements.*





Program Areas

Aquatics

At Aquehonga our goal is that every Scout becomes a swimmer and every swimmer becomes a life-saver! Swimming instruction and recreational swimming are done at the pool. All sailing, boating and canoeing are done at the lake. Orientation is required before using waterfront facilities. Swimming tests are given after check-in.

Pool Information

Polar Bear: Polar Bear swim is available on Monday, Wednesday and Friday at 6:30 a.m. in the pool.

Water Slide: The water slide represents an excellent program opportunity that is unique to Camp Aquehonga among all TMR 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.

CPR Demonstration: CPR will be taught as needed. Please contact the aquatics director for details.

First/Second Class Requirements: First and Second Class requirements will be taught at the pool on Monday evening at 7:00 p.m. This is open to all Scouts looking to advance in rank during the summer months.

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 11:00 a.m. and 2:00 p.m. or by request; please see aquatics director to make other arrangements.

Swimming/Lifesaving MB Strokes Assessment: Both swimming and lifesaving merit badges require proficiency in several different strokes. These will be assessed Tuesday at 7:00 p.m. Please speak to the aquatics director if there is a scheduling conflict.

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

Mile Swim: For dedicated swimmers, the Mile Swim is for you! Mandatory training sessions are held every weekday evening at 7:00 p.m. Qualifications are Monday through Thursday at 7:00 p.m. *All must attend these qualification classes to complete the Mile Swim on Friday night.*





Program Areas

Snorkeling Scouting America: Session will be held at 7:00 p.m. There are limits on the number of Scouts who can participate in the session due to the amount of equipment, so feel free to bring your own snorkel, mask and fins to camp.

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

Tower Duty: Leaders, we can always use an extra pair of eyes. See the aquatics director to sign up for tower duty. We appreciate the help.

Pool Area Notes:

- 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.
- No shoes (not even water shoes) are allowed inside the gated area at the pool.

Evening Program

We continue to update and advance our evening program weekly so for the most accurate schedule please refer to events mentioned during the Sunday leaders meeting. Event possibilities for the week may be:

Pool Party: Come take advantage of a camp-wide additional troop swim. Join our Aquatics Staff for a refreshing evening swim after the 7:00 p.m. session. This is open to everyone in camp. Grab a buddy and come on down. Leaders, if your unit would like to take advantage of this opportunity please feel free to lend a hand as a lookout that evening.

Aqua Olympics: Troops and teams compete in several pool-related fun challenges. Bring your troop and try and win the Golden surprise trophy. More details will be explained at the Sunday evening pool orientation.

Boating Olympics: Troops and teams are invited down at 7:00 p.m. to compete in several lake-related fun challenges.

Tube-In: Participants use tubes and floats within the pool area and watch a movie projected onto a big screen.

Half Moon Lake

Recreational Boating and Canoeing: Open boating is available every weekday from 2:00 to 4:45 p.m. and from 7:00 to 7:45 p.m. Minimum qualifications are necessary to use all watercraft.





Program Areas

Scouting America Stand Up Paddleboarding Award: Calling all challengers. Come to the lake at 3:00 p.m. to participate in the Stand Up Paddleboarding Award. Slots are limited. Please speak to the aquatics director if interested in a 7:00 p.m open boat slot.

Boating Instruction: Boating instruction is available during open boating times, please check with the aquatics director for more information.

Aquatics Extras

Safe Swim Defense/Safety Afloat (For Adults): Can be completed online; however, we are more than happy to offer a refresher course for any leader who may be interested. Sessions will be held as needed. Please see the aquatics director for more information and flexible scheduling.

Swimming and Water Rescue/Paddle Craft Safety (For Adults): This is an advanced course for adults interested in expanding on their existing Safe Swim Defense and Safety Afloat training. These certifications require leaders to complete both talking and in-services training. Each course takes approximately six hours depending on the skill of the participant. For additional information and scheduling please see the aquatics director.

Delaware River Canoe Trips: Offered on Thursday. Must sign up with the program director. All people 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.

Log Roll: We added a new challenge to Half Moon Lake and we would like you to test your balance skills. Come on down and try our newest attraction. Scouting America Swimmer qualification is required.

Please see [“Swimming Ability Ratings” on page 88](#) for the requirements for Non-Swimmer, Beginner, and Swimmer and [“Aquatics Rules” on page 53](#) for rules for the aquatics program.

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

Scoutcraft

The real Scouting skills that make each Scout 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.

Woodsman Challenge

Five events: knot tying, obstacle course, Indian Pump challenge, fire starting, two-man saw.





Program Areas

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 fire-building 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 Fire'n Chip are available for younger Scouts. Paul Bunyan Woodsman is available by appointment for older Scouts. Interested Scouts should see the Scoutcraft director. These awards are available Mondays from 7:00 to 8:00 p.m.

Pioneering Projects

Every Scout has the urge to build something with their own hands, see a design take form before their eyes, and see a finished product that is, in effect, a monument to their 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 Scouts' limitations. Before attempting a project, a class in knots and lashings may prove useful. This is great for the troop/unit gateway contest.

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 can offer guidance on hiking routes.

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. Scouts requesting specific outdoor skills may schedule their requests with the Scoutcraft director or program director. Scouts needing a broader set of skills required for Tenderfoot through First Class should enroll in the New Camper Program. Weekly outdoor skills presentations will be held in the Scoutcraft area during afternoons; details will be posted at the Sunday night leaders' meeting.

Leave No Trace

This training course, which is designed to help Scouts and leaders learn to be responsible users of outdoor resources, will be offered on an as-needed basis.

Challenging Outdoor Personal Experience (COPE)

Try the low and high COPE stations that are one of Aquehonga's biggest attractions. The Project COPE program helps Scouts achieve these goals: Teamwork, Communication, Problem Solving, Decision





Program Areas

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 and sneakers are recommended.

Sign-up for Progressive COPE and Climbing merit badge will be done before camp through the Pre-Registration system; more information is available on [page 30](#). You must sign-up for these classes. The maximum number of Scouts for Climbing merit badge is 10. Troops who sign up for a High COPE slot must request the zip line if desired. For progressive COPE, there is a maximum of 15 participants. See ["COPE" on page 75](#) for more information.

Low COPE Course at Aquehonga!

In a word, Low COPE is awesome. In fact, those who are most familiar with the COPE program quickly declare that many of its greatest values can only be experienced on the Low COPE course. Through the efforts of the amazing Aquehonga alumni, volunteers and camp staff, a new Low COPE course was rebuilt in 2022. The course has 14 elements. This is the ideal challenge for a patrol or troop and is often the highlight of a Scout's week at camp.

If you want a taste of Low COPE initiative games and have your troop benefit from our staff's team building skills, you can schedule a troop Low COPE session. Troop High COPE sessions can also be scheduled.

See the COPE 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 rifle, cowboy action shooting, and skeet shooting. The well-groomed soccer, softball and volleyball fields boast to be the finest in TMR. We also have an exciting and entertaining "Gaga Ball" pit. The area staff provides sports equipment, or you may bring your own personal gear (but not firearms).

Inter-Patrol/Inter-Troop Competitions

Troops are encouraged to schedule competitions with the field sports staff. Troop challenges are made during the morning and evening flag ceremonies.

Staff/Camper Competition

Every Thursday night, the camp will assemble on Barta Field for this highly anticipated game. All leaders and campers are encouraged to come down to the field to play kickball, volleyball or softball against one of the best staff teams on the reservation. See the field sports director to sign up to play, or to volunteer as a captain.





Program Areas

Cowboy Action Shooting Program

We're pleased to announce that we will once again be offering an expanded Shooting Sports program. In addition to our standard rifle and shotgun shooting merit badge programs, we are offering the Cowboy Action Shooting program. We are one of the first camps across the country to adopt and implement the new program, and we look forward to introducing new and experienced shooters to the thrills of time-based competition with Old West styled firearms. Normally a "three-gun event" that involves a rifle, shotgun and handgun, our iteration of the program is a two-gun event involving a lever action rifle and pump action shotgun. Due to a New York State law, we are not permitted to use handguns in the program. The shooter will engage steel targets down range and compete in a time trial against other shooters within the same age group. We have a Junior class for shooters aged 13-14 years old, a Senior class for shooters aged 15-17 years old, and an Adult class for shooters aged 18 and over. Shooters are encouraged to take their time and stay on target since every miss will add a 5 second time penalty. The competition takes place from 3:00-4:45 p.m. on Monday-Thursday. There is a \$1 entry fee and \$1 for the cost of shotgun shells used in the program.

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 & Shotgun Range:** Evenings from 7:00 p.m. to dusk. On Monday and Wednesday, the program will be shotgun shooting. On Tuesday and Thursday, the program will be rifle shooting and cowboy action shooting. There is a \$1 charge for shotgun shooting and cowboy action 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 p.m. to dusk.

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.

Mountain Biking

The TMR Mountain Bike program is available to all Scouts who are at least 13 years old or have completed the 7th grade. Accommodations are available for up to 13 Scouts per 75-minute session; offered weekdays from 3:30 to 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 field sports director.

Handicraft

The Handicraft area 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 area lets their creativity flow. Adult leaders can also create personalized items with the full range of tools available.





Program Areas

The materials for certain badges need to be purchased by Scouts or their Troops.

Other Handicraft Program Opportunities

Units can participate in:

“Spray Paint the Universe”	Branding	Woodwork	Candle Making
Troop Plaques	Lanyards	Basket Projects	Craft Items
and much more			

Ecology/Conservation

The Aquehonga Nature Center offers a unique chance to explore and look at the environment that TMR has to offer. Scouts have the chance to encounter many different types of animals and learn about them. There are many books which can be used to identify and learn about unknown animals which you may stumble upon in camp along with beautiful pictures. We also have a great collection of displays with many unique animals, prints, and rocks. There are many programs and merit badges which can be offered to both younger and older Scouts. First Class requirements can also be offered and scheduled with the ecology/conservation director. Nature is one of the special things that can be observed with great detail because of its beauty and life. Let one of Nature’s programs give you a better insight into what is truly there. Scoutmasters or Senior Patrol Leaders interested in ecology programming should see the ecology/conservation director during the Sunday Evening leaders meeting.

Other Ecology/Conservation Program Opportunities

Insect Collection	Nesting Boxes	Animal Care	Terrariums
Wildlife Survey	Birdhouses	Soil Profiles	Plaster Track Casts
Nature Trail	Rock Displays	Conservation Projects	

STEM Lab – Johnson Center

The Aquehonga STEM Lab is home to many badges where Scouts can explore various potential career paths in the realm of Science, Technology, Engineering, and Mathematics. These skills and activities help Scouts with their leadership abilities and promote intellectual growth. Scouts can engage with new and exciting technologies and challenge themselves and other Scouts to think on their feet and use the tools given to them in order to solve problems. STEM encourages creative thinking and learning using hands-on activities and technology, done through our many fun merit badge offerings such as Architecture, American Heritage, Photography, Nuclear Science, Programming, Space Exploration¹, and Electronics. Due to the critical thinking that is required of these badges, it is heavily advised that younger Scouts not take STEM Lab merit badges. Outside of merit badges, Scouts will have the ability to engage with these evening programs:

- **Magic the Gathering Night (Tuesday, 7:00–8:30 pm @ STEM Lab):** Join the AQ staff in a night of spell slinging fun! Bring a buddy and head on down to the STEM Lab to play some Magic: the Gath-

¹. Rocket kit needs to be purchased separately at the Trading Post; cost is approximately \$16.





Program Areas

ering! Don't know how to play? We will gladly teach you the basics! Bring your own deck or pick one up here at camp! Just want to hang out with your fellow Scouts? Feel free to buy and trade cards! A great time for all!

- **Game Night (Thursday, 7:00–8:30 pm @ Handicraft Pavilion):** Want to enjoy a relaxing board or card game with your friends? Come on down to Game Night! We will have multiple games for you to pick up and play! Join our staff in a game or two (or more) and bring some buddies along!


Tradecraft/Skills Center



The Aquehonga Skills Center offers a variety of badges that will prepare Scouts for future careers. Scouts can acquire skills in Automotive Maintenance, Welding, Plumbing, and Electricity. Tradecraft is perfect for Scouts who are starting to think about careers after high school and into college, or those who might want to be more hands-on around their home and community.





A Typical Day in Camp

- 6:45 a.m.  Polar Bear Swim (Monday & Wednesday)
- 7:00  **Reveille.** Rise for a new day at Aquehonga
-  **Breakfast Pick-Up begins**
- 8:00  **Breakfast**
- 8:45  **Camp-wide Flag Raising Ceremony**
- 9:00-12:00  **Morning Program**
- 9:00  1st Program Session
- 10:00  2nd Program Session
- 11:00  3rd Program Session
- 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 Johnson Center (Wednesday)
-  OA Day Service Projects (Wednesday)
-  Eagle Cracker Barrel (Thursday)

- 2:00-5:00  **Afternoon Program**
- 2:00  4th Program Session
- 3:00  5th Program Session
- 4:00  6th Program Session
- 4:45  **Dinner Pick-Up – Patrol Cooking Only**
- 5:00  Scoutmaster/Staff Swim (Monday–Thursday)
- 5:30  **Dinner Pick-Up – Heater Stack Only**
- 6:00  **Dinner**
- 6:45  **Camp-wide Flag Lowering Ceremony**
- 7:00  **Evening Program**
-  Return Heater Stacks, Cleaned and Dried

- 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 participate in the total camp program for both Scouts and leaders. Units that attain a score of at least 55 points will be recognized as **Honor Units** during the closing campfire.

Unit Type: _____ Number: _____ Campsite: _____ Week: _____

Honor Unit Requirements	Score (Points)	Score	Approved
Campsite Inspection	1st Class - 10, 2nd Class - 7, Tenderfoot - 5		
Aquatics Evening Event	5		
Handicraft Evening Event	5		
Field Sports Evening Event	5		
Shooting Sports Evening Event	5		
Camp-wide Flag Ceremony	5 (per ceremony)		
Scoutcraft Evening Event	5		
OA Service Project	5		
Assisting with Camp-wide BBQ	5		
Campsite Improvement	5		
Advancement in Rank	10 (per advancement), 30 points max.		
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.





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:

All equipment borrowed from the Quartermaster can be returned any time after 10:00 a.m. on Friday.

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 10:00 a.m.
- 8:50 ☛ Staff Site Guide will arrive.
- 9:00 ☛ **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.
- 10:30 ☛ 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 Wednesday 12:00 noon, 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.





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	5:30 p.m.

Trading Post Hours of Operation

Monday – Friday	9:00 to 11:30 a.m. 1:30 to 4:30 p.m. 7:00 to 9:00 p.m.
Friday	After campfire
Saturday	9:00 to 11:00 a.m.
Sunday	12:00 to 5:00 p.m. 7:00 to 8:00 p.m.

Quartermaster Hours of Operation

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

The Quartermaster Area

The Quartermaster Area is the location for your equipment and campsite 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 company 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.

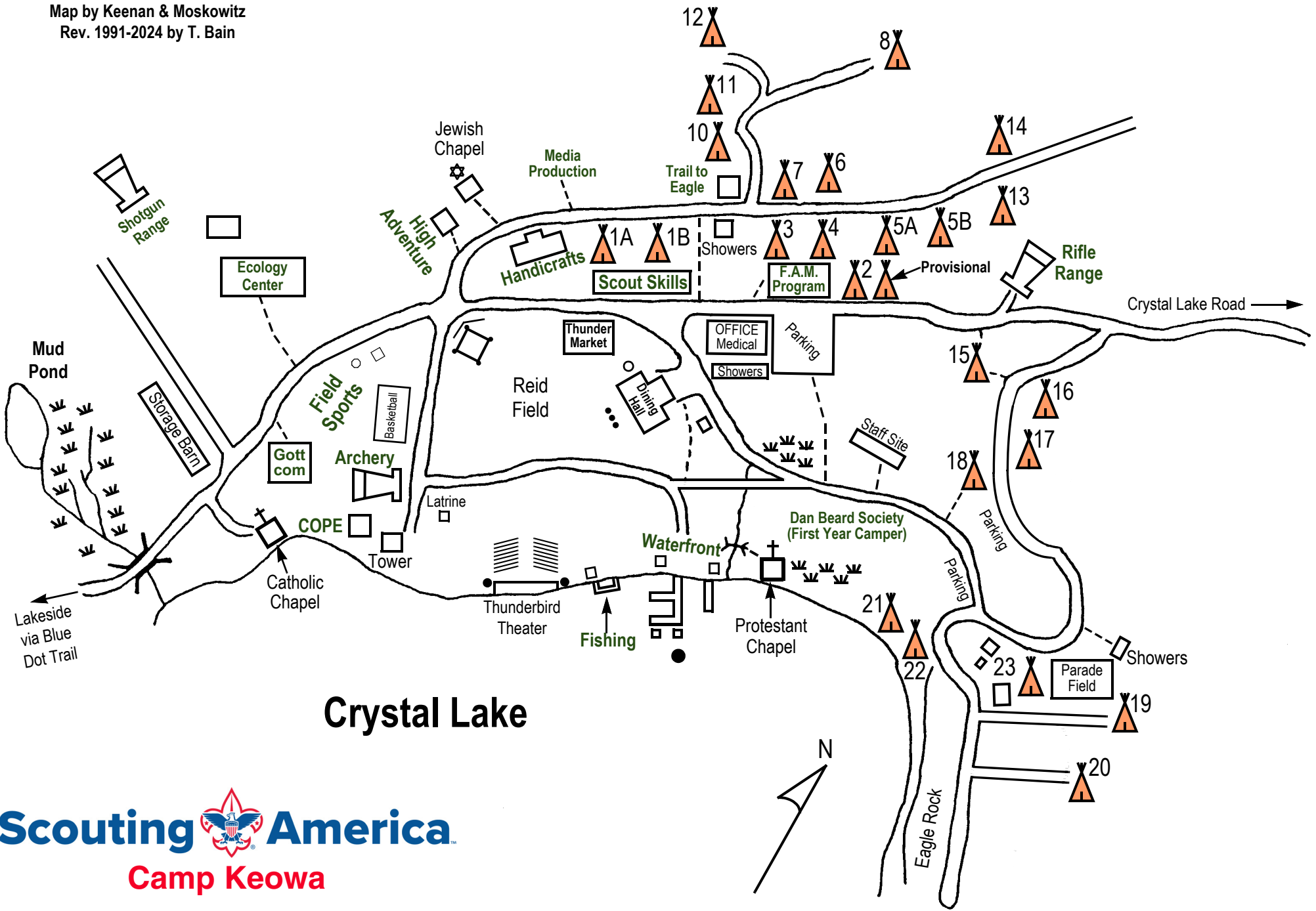
Problems with the campsite or camp equipment should be reported immediately. If a troop intentionally damages camp property or loses borrowed equipment, the unit will be charged the replacement cost.

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 before 10:30 a.m. We thank you in advance for your cooperation.





Map by Keenan & Moskowitz
Rev. 1991-2024 by T. Bain



Welcome to Keowa

Scouters,

Thank you for choosing Camp Keowa as your week-long summer home away from home. Camp Keowa is known for its incredible dining hall spirit, our talented and seasoned staff, and our robust and varied programs. The staff is committed to preparing every Scout to be ready for challenges that lie ahead, and to create with them memories that will last for years to come. We are proud to say there are not many places like Ten Mile River; we believe this summer you will see why.

We cannot adequately express our excitement to have you, or to have you back, at Camp Keowa at Ten Mile River this summer. This Leader and Parent Guide will help you understand some of the highlights of our program. For even more resources, and places to ask questions directly, please visit our website and be sure to click through all the tiles: tenmileriver.org/ke

We can't wait to see you on the shores of Crystal Lake.

Yours in Scouting,



Scott Dellosso
Camp Director
sdellosso@tenmileriver.org



Gabe Ryan
Assistant Camp Director
gryan@tenmileriver.org



Phill Buhse
Program Director
pbuhse@tenmileriver.org





Check In and Arrival

Arrival

Units are encouraged to arrive early, but not before **10:00 a.m.**, to begin campsite setup.

Check-in will **begin at 11:00 a.m.** Please make all efforts to **arrive before 3:00 p.m.** Once you arrive, please send your financial person to the office. They will get your unit checked in financially, get your bracelets, and your assigned medical recheck time.

Meanwhile, your Scouts and other adults will be assigned a site guide.

Troop Check-in Process

Site Guide

When you arrive at Keowa, you will find your unit's assigned site guide at the carport located by the parking lot. This site guide will help your unit throughout the check-in process. If your unit is new to Keowa, the site guide will take your unit on a short tour of camp and then take them to your campsite.

Campsite

If your assigned medical check-in time is coming up soon, your Scouts will simply change into bathing suits and a leader will bring them and all medicals (and medicine for those under 18) to medical check-in at the dining hall. If your check-in time is later, you may choose to spend a little more time unpacking and setting up camp.

Cars

Your unit is allowed to have **one car at a time** transfer gear to your campsite. If you have a trailer, you may leave it in your campsite, but **all** cars must be returned to one of the parking lots, next to the main office or in Rondack.

Medical Recheck

Each unit is assigned a Medical Recheck time during the financial check-in process.

Please have medicals ready for all participants. (If you want to be really great, put them in alphabetical order before leaving for camp). We would appreciate it!

Scouts will be called to speak briefly with a health officer to go over their medical form. If you or your Scouts have any **special dietary needs**, this is where they will be confirmed to our excellent kitchen staff. Please ensure anyone with dietary needs has that in Black Pug. Under the Scout's name, click on "More Information" and fill in the correct field labeled "Dietary Needs".

After completing medical recheck, units will receive dining hall orientation.





Check In and Arrival

Swim Tests

After dining hall orientation, some of your unit will proceed to take their swim tests. **Important Note:** Only Scouts who are taking waterfront merit badges or those who plan on participating in waterfront activities (like free swim) need to be swim tested. If you or your Scouts are not planning on using the waterfront, there is **no need** for them to go there for a swim test. We also encourage all units to swim test before camp if possible; see [“Swim Test your Unit Before Camp” on page 142](#).

Financial Check-in

For financial check-in, you should send the adult representative who will perform the financial portion of your unit’s check-in to the office when you arrive, but not before 11:00 a.m. They will be greeted by a staff member who will confirm the unit’s status as a Fast Track unit or non-Fast Track unit:

Non-Fast track units will go to the Scoutmaster Lounge with a staff member to help fix their roster or payment issues. Fast track units will see a check-in officer who will confirm the roster and payment. You will receive a bracelet for each participant, which must be worn at all times.

On the way out, the office manager will assign the troop’s medical recheck time.

Now to meet back up with the rest of your unit!

How to Achieve Fast Track Status for Check-in

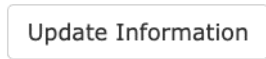


To make sure your on-line registration is perfect, do the following before you arrive:

- Balance paid in full.
- All participants (including adults attending only part of the week) must be listed on the participant roster in Black Pug, our online camp registration system.
- All participants who are listed on the Black Pug roster must actually be attending for all or a portion of the week. (Canceled participants must already be deleted).
- All participants listed on Black Pug have all required information entered; the “Update Information” button should be white, not red:



More information to be entered



All set – all information has been entered

Program Check-in

During your check-in, your unit leader and SPL will have an opportunity to meet with our program director to learn about and schedule your bookable programs. See [“Bookable Programs” on page 143](#) for more information.





Check In and Arrival

You also have an opportunity to book up to three programs prior to arrival at camp. You can do this on the TMR Website at tenmileriver.org/bookables.

Sunday Night Campfire

The Opening Campfire will now occur on Sunday, welcoming the camp to their exciting week. After dinner, please take some time to return to your campsite and prepare for the Opening Campfire to begin at 7:45 pm. Please note the seating area will remain closed until the start of the fire.

Pre-Camp Planning

Swim Test your Unit Before Camp

Keowa supports and encourages troops to pre-test their participants for the Scouting America swimmers test before coming to camp. If you pre-test your troop, you will not need to take the swim test upon arrival at camp, thus expediting your check in process greatly!

Find a qualified person to conduct the test, such as a Scouting America or Red Cross certified lifeguard. Other qualified individuals are specified on the [Unit Swim Classification Record](#).

The qualified individual will administer the test to Scouts or adults who are planning on doing aquatic activities, and record their test results on the Unit Swim Classification Record.

You can send your troop's completed swim form and the guard's certification to us before camp. Please upload it here: form.jotform.com/250507094688061.

You can also bring the Unit Swim Classification Record to camp, along with **proof of certification for the individual who administered the swim test**. Both must be given to the Aquatics Director after your troop has completed the Medical Recheck when you arrive at camp on Sunday.

The Keowa waterfront staff reserves the right to retest any individual they feel does not satisfy the required swimming level for the activity which they are performing.

After units have completed their swim tests, the check-in process is complete.

Campsite Layouts and Virtual Tours

For troops that might be new to Keowa, or even long-timers looking to possibly switch campsites, we provide a campsite layout for each site in camp. Use the [campsite layouts](#) to make tent buddies, check the number of tents, and help overall with your pre-camp planning. Additionally, 360° virtual tours of each campsite are available. Remember that, if you are bringing more Scouts than the listed capacity, you should either bring some troop tents to set up or consider booking another nearby campsite.





Check In and Arrival

Bookable Programs

Camp Keowa and Ten Mile River offer a number of additional opportunities that units can book such as rafting down the Delaware River, horse riding and Horsemanship merit badge, rappelling down the Indian Cliffs, troop shoots, and more. For all the options, see [“Bookable Programs” on page 143](#) or visit the website below.

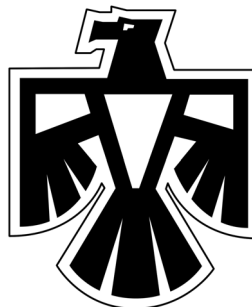
To book up to three spots prior to camp, head over to tenmileriver.org/bookables.



On-line Resources

Several resources are available on the Camp Keowa website. Key resources there include:

- The Keowa Master Schedule – tenmileriver.org/wp-content/uploads/2024/01/2025-Keowa-Master-Schedule.pdf.
- Dining Hall Menus from 2023, as examples of what this summer’s menus may be – tenmileriver.org/wp-content/plugins/download-attachments/includes/download.php?id=4985.
- The Trek Leaders Guide – tenmileriver.org/wp-content/plugins/download-attachments/includes/download.php?id=6339.





Program Highlights

Honor Troop

At Camp Keowa, we like to recognize units for their participation and dedication to Scouting values. The Honor Troop is a prestigious award, earned by units that demonstrate excellence in camp-wide spirit. There are a variety of ways to demonstrate camp-wide spirit.

An Honor Troop criteria document will be posted on the Ten Mile River website. It will detail all the ways a unit can earn points toward the award. This document will also be handed out upon check-in.

Any unit that earns Honor Troop will receive a ribbon to honor their participating and Scout Spirit!

Dan Beard Society – First Year Camper Program

Recommended for First Year Campers – The Dan Beard Society gets your new Scouts off on the right foot with summer camp as they work on learning a mix of skills for rank advancement during the morning or afternoon session, and take merit badges the rest of the day. Scouts will become part of a patrol, guided by a member of our camp staff. Scouts will experience the waterfront, archery, gaga ball, and much more fun throughout the week. At the end of the week, leaders will be able to access a report via the on-line registration system indicating the skills that the Scout completed.

Dan Beard instruction will include:

- Patrol Method
- Scout Oath, Law, Motto, Slogan
- Basic Scout Knots
- Lashings
- Buddy System
- Patrol Cooking
- Orienteering
- 5-Mile Hike
- Basic First Aid
- Plant/Animal Identification
- Leave No Trace
- Water Rescues
- First Aid Carries

Spirit Program

Spirit Program happens Monday, Tuesday, and Thursday at 7:00 p.m. Every area is open for fun activities and programs that vary daily. Is your unit going down the Delaware, or riding horses? Schedule a makeup session of your missed class with your counselor during Spirit Program! For a list of programs, head to tenmileriver.org/spirit-program. At camp, watch for available programs each day in your morning newsletter.

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. Thursday is OA day. Brothers in camp are encouraged to wear their sashes to program and to the ice cream social. At 1:00 p.m., all are invited to meet at the flagpoles to participate in an OA Day service project.





Program Highlights

On Thursday night, Kintecoying Lodge will be sponsoring an Ice Cream Social in the dining hall. All of camp is invited to come down and enjoy some food, fun, and fellowship.

And For The Leaders...

We strive to continue to offer excellent programs to our fantastic adults as well as our youth. We're always adding more adult programs to our offerings. For the latest on adult leader programs visit tenmileriver.org/adult-leader-programs.

Adult Daily Activities

The Scoutmaster Coordinator will run different activities each day at 11:00 a.m. for adult leader enjoyment. This includes tubing on the lake, adult leader shoots with shotgun and rifle, COPE, and our highly popular Caveman Golf tournament! (Be sure to work on your golf club during the week!)

Adult Leader Training

It is our pleasure to continue to offer great training options for our adult leaders. Introduction to Outdoor Leader Skills (IOLS) and Position Specific Training are required for all adult leaders in Scouts BSA troops to be considered fully trained. Why take off another two weekends when you can earn these during your stay at camp?

You've been asking, and we are now offering position specific training for "Scoutmaster and Asst Scoutmaster" as well as "Merit Badge Counselor!" See the adult leader schedule for times.

Adult leaders **must register** for these courses on the **online registration system**. This will be used for training completion reporting both for our in-council and out-of-council units.

Red Cross Certification

We now offer a Red Cross certification during your stay in camp! At the very competitive fee of only \$100, come at 4:00 pm daily to earn your certification in "AED, CPR, and First Aid".

NEW: Low COPE Instructor Certification

New for 2025, we are offering all adults the opportunity to earn their Low COPE Level 1 Instructor certification, training code CS69. This training will allow you to run low COPE elements and initiative/team-building games for your unit back at home.

Adult Leader Social

Monday, Wednesday, and Friday at 4:00 p.m. we will provide treats in the Scoutmaster Lounge. Pizza, cheese platters, nachos, and other delicious snacks will be available as you hang out and socialize in our lounge.





Program Highlights

The Leaders' Lounge

Need a break? Need to conduct important business? Need a refill for your coffee? Our Leaders' Lounge is the place for you! The air-conditioned lounge has its own bathroom, electronic device charging station, and open high-speed Wi-Fi available for your use. Please feel free to bring your own device. 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.

Adult Leader vs. Staff Softball Game

To show our thanks for your time spent with your troop at camp, the Keowa Staff would like to challenge Scoutmasters to a weekly Scoutmaster vs. staff softball game, Wednesday during siesta at 1:00 p.m. Please bring your glove if possible and don't forget to bring your cheering crew.

Adult Leader Shotgun Shootout – Tuesday 7:00 p.m. at the Shotgun Range

Do you tell your Scouts you are the best shot in camp? You think you might actually be? Time to prove it!

Troop Cook-off – Friday during Siesta

What will you and your troop make with this summer's "secret ingredient"? Will you and your Scouts be judged as best cooks in camp? (Our judges are real characters!) Previous "secret ingredients": raisins, blueberries, coffee, pineapple, chocolate chips.

Each unit will be able to submit a youth entry and an adult entry into the cook-off.

Cave-Man Golf – Wednesday at 7:00 p.m.

Make club with stick and rock. Hit ball. Have fun.

Scoutmaster Merit Badge

Earn your Scoutmaster Merit Badge this summer! To see the requirements and more information, check out tenmileriver.org/adult-leader-programs.

Leaders Meetings

On Sunday we will have a general orientation meeting. We ask that at least one adult from each unit attend.

There will be leaders meetings in front of the office on Tuesday and Thursday following breakfast; we ask that at least one adult leader of the unit attend. The meetings allow us to give out important information, go over the day's schedule, and get daily feedback.

There will be an email sent to all unit registration contacts on Monday, Wednesday, and Friday with updates and reminders for the day.





Program Highlights

Religious Services

Religious services are an important part of the whole picture at Camp Keowa. We offer inter-faith (non-denominational) services on Thursday at 5:00 p.m. in the Thunderbird Theater. We offer Catholic services on Tuesday at 1:00 p.m. at the Catholic Chapel. A Catholic priest will lead the service. Week 2, we have often been fortunate to have the honor of a bishop leading the service.

Camp-Wide BBQ

Friday evening, please join us for our outdoor BBQ of hamburgers, hot dogs and other tasty treats. A Scouting America field uniform is not required. The BBQ starts at 5:15 pm.

Ten Mile River Merit Badge Advancement Records

To ensure the best possible and most convenient tracking for the completion of merit badges, Ten Mile River no longer requires or uses "blue cards". All records of advancement are done through our online camp registration system.

Leaders can check up on Scouts' attendance or advancement live during the week as it is entered into the system three times during your stay. After camp, your records will live there indefinitely, and, if needed, you may print out a tracking sheet for your unit or individual Scouts' blue cards.

See below for instructions on acquiring and/or printing out your records.

Instructions to Print Out Electronic Merit Badge Completion Records (Blue Cards)

- Navigate to your registration via the link in your email or tenmileriver.org > Summer Camp > (Hover Over Keowa) > Keowa Reservations.
- Log in under "My Account," or, if you don't have an account, "Lookup" and provide the registration number and registration contact's email address.
- Once in your registration, there are three tabs: Participants, Payment, and Report. You will click on "Reports".
- All Reports are here. The one that will provide "requirements completed" information is "Blue Cards – Plain Paper".
- You can also get a file to upload directly into your "Scoutbook".

Note: The generated PDF contains all information which is appropriate and necessary to indicate which requirements Scouts have completed for their merit badges. Ten Mile River formally backs the information contained in these digital reports.





Specialty Camps

Camp Keowa Specialty Camps offer additional opportunities that are unique to each week. Specialty camps are led by trained and specially-skilled individuals who are excited to share their expertise! The schedule is:

Week 1		Eagle Camp (<i>all weeks</i>)
Week 2	Scuba Camp	
Week 3	Aviation Camp	
Week 4	Engineering Camp	

Details for the camps, including merit badges covered, are available at tenmileriver.org/specialty.

Discount: Scouts who attend a second week for a Specialty Camp will receive a **\$100 discount!** (Does not apply to Scuba Camp).

Where Do Scouts Stay?

Scouts who want to attend a specialty camp the same week their unit is in camp will stay with their unit. Scouts who want to attend a specialty camp for a second week without their troop will stay with Keowa’s provisional troop.

Eagle Camp

Future Eagle Scouts, your adventure awaits at Trail to Eagle specialty camp! Immerse yourself in a variety of essential merit badges and extraordinary experiences!

- Realistic mock Boards of Review, where you’ll gain confidence and insight into the Eagle Scout review process.
- Eagle Project Workshop, an invaluable forum for in-depth discussions and expert guidance on every facet of your Eagle service project.
- “After Eagle” seminar, an inspirational glimpse into the world of opportunities that await you after Eagle Scout.

At our Trail to Eagle camp, we’re not just preparing Scouts for a rank; we’re equipping them for a lifetime of leadership, service, and success. Badges offered are:

- Citizenship in the Community
- Citizenship in the Nation
- Citizenship in the World
- Emergency Preparedness
- Family Life
- Personal Management

(A list of prerequisites, if any, for each merit badge offered at TMR is available at tenmileriver.org/useful-documents.)





Specialty Camps

Support After Camp (this is the best part of Eagle Camp!)

Some Eagle Camp merit badges have prerequisites and cannot be completed at camp. After returning home from camp, when a Scout who participated in Eagle Camp completes a requirement, they can attach the required documentation and email it to ketrailtoeagle@tenmileriver.org. Once we receive their requirements and conference with the Scout, we will issue them a “complete” for the badge, allowing the scoutmaster to download their blue card from our online registration system. This will aid Scouts on their “Trail to Eagle” without having to find a qualified merit badge counselor in their area.

Please refer to [Individual Camping Options: Specialty Camps on page 85](#) to learn how to register Scouts for specialty camps. More information (including full schedules) can be found at tenmileriver.org/specialty.

TMR Trek

“Philmont of the Northeast”

While lots of places offer great trek programs, there just is not another property as beautiful, varied, and magical as the 2,400 acres that make up the Ten Mile River Scout Reservation and our famous Red Dot Trail. Traverse the many creeks, discover hidden valleys, and admire the mighty Delaware River as you make your way through our property.

Consider encouraging your older Scout patrol to take on this adventure. They can choose between the activity intensive High Adventure Trek or the hiking intensive 50-Miler Trek:

- **50-Miler** – For units that want to carry all the gear, camp and cook in the outdoors, and push themselves to their limits.
- **High Adventure** – For units that want to experience all the adventure TMR has to offer, but pack lighter and eat in dining halls or patrol cooking.

For those that would like to stay in their campsite each evening, but still want to experience High Adventure Activities, you may want to try out our Excursions.

- **Excursions** – Craving thrills but not hills? Excursions lets you conquer epic activities at camp, minus the blisters. Scouts start each morning by taking merit badges at 9:00 and 10:00 am. They spend the rest of the day plunging into heart-pounding adventures all over the reservation. NOTE: Unit must provide transportation to some locations.

For more information, see [“TMR Trek” starting on page 155](#), or head to tenmileriver.org/trek for sample itineraries, the Trek Unit Leader Guide, and more.





Bookable Programs – Camp Keowa 2025

We provide the ability for units to “book” a program during a certain time block, so that your Scouts are able to have these potentially life-changing experiences. To request your bookables before camp, head to tenmileriver.org/bookables.

All payments will be made at camp in the camp office starting Monday morning.

You may book up to three in-camp programs prior to arrival. More slots may be available once the week of program begins and other units have waived their right to reserve programs.





Booked Programs for Troops – In Keowa



Program Type	Description	Day	Times	Duration	Max #	Requirements
High COPE	Zip-line, climbing tower, other high COPE elements.	Monday -Friday	4:00pm 7:00pm (except Fri.)	1 hour	18 people	Must be at least 13 years old Must wear long pants
Low COPE	Sign up your patrol(s) for an incredible team building experience with our fantastic staff.	Monday -Friday	4:00pm 7:00pm (except Fri.)	1 hour	18 people	
Mountain Bikes	Take a short trip out to Eagle Rock or the Tower of Friendship at Lakeside. Speak to the Program Director for longer or overnight options.	Monday -Friday	4:00pm 7:00pm (except Fri.)	1 hour	15 people	Must wear long pants Must have two adults using bikes
Tubing	Nothing is more exciting than a motorboat pulling you along on a tube at 30 miles an hour. Except doing it on Crystal Lake.	Monday -Friday	4:00pm 7:00pm (except Fri.)	1 hour	Must have 4-6 people	Must be a Scouting America Swimmer
Rifle Shooting	Book time on the range. Smaller units may be paired with another troop.	Monday -Friday	4:00pm 7:00pm (except Fri.)	1 hour	25 people	Must be at least 12 years old
Shotgun Shooting	Book time on the range. Smaller units may be paired with another troop.	Monday -Friday	4:00pm 7:00pm (except Fri.)	1 hour	25 people	Must be at least 13 years old Buy tickets for shells at the Thunder-Market, \$1 for 2 shots
Archery	Book time on the range. Smaller units may be paired with another troop.	Monday -Friday	4:00pm 7:00pm (except Fri.)	1 hour	16 people	





Booked Programs for Troops – Outside Keowa



Important: All units must complete a [High Adventure Roster](#) with relevant participants listed to participate in any of these programs:

Program Area	Description	Location	Day	Times	Length	Max #	Requirements	Cost
Indian Cliffs	Our 50' natural rock face offers incredible rappelling. Overlooking the Delaware River, it's an experience not to be missed!	Camp Kunatah	Monday -Friday	9:00 am-12:00 pm or 2:00-5:00 pm	3 hours	20 people	Must be at least 13 years old Must wear long pants Must provide transportation	N/A
River Trip	Provided by Lander's River Trips. Participants choose between canoes, kayaks, and rafts. More info: landersrivertrips.com	Delaware River (Transportation is provided by Lander's)	Monday -Friday	9:00 am-5:00 pm	8 hours		Must be a Scouting America swimmer Complete a Landers Liability Waiver for each participant <i>Units are suggested to provide a certified lifeguard</i>	\$34 per person
Horseman-ship Merit Badge	Provided by Teslin Farm. Spend the day learning to ride and care for a horse, and earn Horsemanship Merit Badge!	1021 Crystal Lake Road, Narrowsburg, NY 12764	Monday -Friday	9:00-11:00 am	2 hours		Must provide transportation Book via www.tenmileriver.org/teslinfarms Complete a Teslin Farms Liability Waiver for each participant	\$45 (per person – subject to change)
Museum	There is lots to do and see at the TMR Museum. Plan your visit as a lunch or dinner BBQ and attend without missing merit badge classes, or simply take a one-hour tour in the morning! All Scouts earn a free TMR Museum patch.	TMR Headquarters	Monday -Friday	9:00 am–12:00 pm open tours (1-hour); 12:00–2:00 pm for lunch BBQ; or 5:00–7:00 pm for dinner BBQ				N/A





Camp Keowa – Daily Schedule



Camp Keowa – Daily Schedule

	Sunday	Monday	Tuesday (Pirate Day)	Wednesday (Pajama Breakfast)	Thursday (O.A. Day) (Crazy Hat Day)	Friday (Troop Pride Day)	Saturday	
Theme Day		Troop Pride Day	Crazy Hat Day	Outer Space Day	OA Day	Keowa Pride Day		
6:30	Check-in Begins Check in at office. Medical recheck and swim tests. Set up campsite.		Polar Bear Swim		Polar Bear Swim <i>(by request)</i>			
7:45		Flags						7:30-8:30 Continental Breakfast
8:00-8:30		Breakfast						
8:45-9:00			Leader Meeting		Leader Meeting			Clean up campsite. Turn in campsite inventory and evaluation
9:00-9:50		Program						
10:00-10:50								
11:00-11:50		Lunch						
12:15-1:00				SPL Meeting		SPL Meeting		
1:00-2:00			Catholic Mass	Leader vs. Staff Softball	OA Service Project	Troop Cookoff		See You Next Year!
2:00-2:50		Program						
3:00-3:50								
4:00-4:50								
5:00					Interfaith Service			
5:45	Flags						5:15 pm Flags and BBQ	
6:00	Dinner							
7:00-8:00	Adult Leader Meeting Opening Campfire	Spirit Program	Spirit Program Adult Leader Shotgun Shootoff	Campwide Game	Spirit Program	Closing Campfire		
8:15-10:00					O.A. Ice Cream Social (all are invited) Patch Trading Event			
10:00	Taps							





Camp Keowa – Adult Leader Program Schedule

Time	Monday	Tuesday	Wednesday	Thursday	Friday
8:45 am		Adult Leader Meeting (office)		Adult Leader Meeting (office)	
10:00 am	Position Specific Training: <i>Scoutmaster & Asst Scoutmaster</i>				
11:00 am	Rifle Shoot	Tubing/Waterski	Archery	Caveman Golf	COPE/Climbing
	Low COPE Instructor Level 1				
1:00 pm			Leader vs. Staff Softball	OA Service Project	Troop Cookoff
2:00 pm	Introduction to Outdoor Leader Skills (IOLS)				
3:00 pm	Adult Leader Social Hour	Position Specific Training: <i>Merit Badge Counselor</i>	Adult Leader Social Hour		Adult Leader Social Hour
	Leave No Trace Basics				
4:00 pm	Red Cross - "AED, CPR, First Aid" Certification				
7:00 pm		Outdoor Ethics Awareness Award			
		Adult Leader Shotgun Shootoff		8:15 pm – Patch Trading	





TMR Trek





Dear Adventurer,

Unleash your inner explorer this summer with a TMR Trek!

Leave the comfort of dining hall songs behind and step into an adventure that goes beyond the campsite. Ten Mile River Scout Reservation beckons you deep into the wilderness to push your limits alongside your troop, where every conquered obstacle builds a foundation of shared triumph. Challenge yourself, forge memories that'll last a lifetime, and discover the secret treasures of Ten Mile River.

So, why is everyone talking about the TMR Trek? Simple: it's an unforgettable experience that builds grit, teaches teamwork, and fuels a passion for Scouting for years to come. Don't just hear the stories, live them! Register now and embark on the adventure of a lifetime on the Red Dot Trail.

Got questions? We're always happy to chat about how a Trek at Ten Mile River can make your summer epic. Just send a message!

Yours in Scouting,

Scott Dellosso

Camp Director

sdellosso@tenmileriver.org

155 E. 56th St., 2nd fl.
New York, NY 10022
212.242.1100

nycscouting.org

Prepared. For Life.™





Ten Mile River Trek

“Philmont of the East”

While lots of places offer great trek programs, there just is not another property as beautiful, varied, and magical as the 2,400 acres that make up the Ten Mile River Scout Reservation and our famous Red Dot Trail.

Traverse the many creeks, discover hidden valleys, and admire the mighty Delaware River and iconic Indian Cliffs as you make your way through our property.

Consider encouraging your older Scout patrol to take on this adventure. They can choose between three experiences:

- **50-Miler Trek:** Forget easy. This is where legends are made. Hone your skills on rugged terrain, conquer demanding hikes, and emerge a seasoned trekker. Backpacking across the reservation, you will cook your own meals and sleep under the stars.
- **High Adventure Trek:** Experience the magic of Ten Mile River at a less intense pace. This scenic journey still packs a punch, but focuses on thrilling experiences and less on the number of miles.
- **Excursions:** Crave adventure, but not hiking? Prefer day trips and sleeping in your campsite? Excursions may be for you. Each morning and afternoon, Scouts engage in high adventure programs around the reservation. They eat meals with the troop like normal and stay in the troop campsite. They even get to take two merit badges.

Age Requirements

All Scouts or Venturers must be at least 14 years old, and under 21.

Scouts should be physically capable of:

- hiking and biking long distances
- passing the Scouting America Swimmer’s test

Group Sizes

Unit Trek: At least 4 youth and 1 adult is required to plan your trek as a unit. If a Scout would still like to attend Trek, but does not have a group of 4 or more, they may sign up as a Provisional Trek Youth.

Provisional Trek: Individual Scouts are welcome to attend a Trek, even if their unit is not participating. Simply register for camp using the participant type Provisional Trek Youth. All Provisional Treks are the High Adventure Trek, and not the 50-Miler Trek.

2025 Fees

- Trek Youth (14-20) \$700 (\$730 after February 1)
- Provisional Trek Youth (14-20) \$750 (\$780 after February 1)
- Trek Adult (21+) Free (See below)





Ten Mile River Trek

Adult Supervision

As a Troop or Crew: We highly encourage each unit to send two adult leaders (21+) to help supervise your Scouts. In fact, any adult who attends a full week trek will automatically become a free adult! The free adult is in addition to the unit's free adult ratio:

# of Youth	# of Free Leaders	# of Youth	# of Free Leaders	# of Youth	# of Free Leaders	# of Youth	# of Free Leaders
5 - 9	2	15 - 19	4	25 - 29	6	35 - 39	8
10 - 14	3	20 - 24	5	30 - 34	7	And so forth	



TMR Historical Trails

The Ten Mile River Museum sponsors the TMR Historical Trails, a nationally-approved historical trail.

Trek participants in both the High Adventure Trek and the 50-Miler Trek are eligible to earn this beautiful TMR Historical Trails Medal as well as the 14-mile device, 30-mile device, or 50-mile device. For more information including requirements, check out the brochure.

Medals must be purchased directly from the TMR Museum. Unit leaders can purchase medals for their Scouts when their Trek passes through. The TMR Museum is on every Trek itinerary. Available are:

- Trail medals for \$10.00 each.
- 14-miler, 30-miler and 50-miler devices for \$3.00 each.

The Historical Trails patch is available at the museum as well, for \$3.00 each.



Feel free to also check out the [TMR Historical Trails brochure](#).





Trek Types Comparison

Units can choose between three types of treks:

- 50-Miler Trek (*hiking intensive*)
- High Adventure Trek (*activity intensive*)
- Excursions (*see next page*)

	50-Miler Trek	High Adventure Trek
Distances	7–9 miles per day hiking 7 miles mountain biking 10 miles whitewater	3-6 miles per day hiking
Gear	Scouts will be required to have internal or external frame packs and carry tents/hammocks, sleeping gear, cooking gear, and other essentials.	Scouts should bring a backpack that includes their sleeping bag and other personal items.
Food Service	Scouts will cook the majority of their meals on the trails with their own gear.	At Keowa, Scouts will eat in the dining hall. In Aquehonga, Scouts will do patrol cooking with all food/gear provided. Scouts will cook 2–3 meals on the trail.
Sleeping	Scouts will carry and pitch their own tents or hammocks.	Scouts will stay in primitive lean-to sites or standard camp provided tents. One overnight includes camping out on the trail.
Awards	Scouts will earn the 50-Miler Award and the TMR Historical Trails medal.	Scouts will earn the TMR Historical Trails medal.
Friday Excursion	Delaware River whitewater trip (canoe, kayak, or raft).	
Activities	<ul style="list-style-type: none"> • Natural rock-face rappelling at Indian Cliffs • Cowboy Action Shotgun Shooting • Pool and water-slide • Mountain biking • TMR Museum 	<ul style="list-style-type: none"> • Cowboy Action Shooting • Pool and Waterslide • Mountain biking • Target paint-ball shooting • Low COPE team building • Climbing and zip-line • Waterskiing or tubing

Excursions

Craving thrills but not hills? Excursions treks let you conquer epic activities at camp, minus the blisters. Scouts start most mornings by taking merit badges at 9:00 and 10:00 am. They spend the rest of the





Trek Types Comparison

day plunging into heart-pounding adventures all over the reservation. Note: Unit must provide transportation to some locations.

Sample Itinerary

	Monday	Tuesday	Wednesday	Thursday	Friday
8:00 am	Breakfast				
9:00 am	Merit Badges				River Trip – TMR Landing to Minisink
10:00 am					
11:00 am	Tomahawk/ Paint-ball range	Low COPE	TMR Museum and BBQ	Waterfront	
12:15 pm	Lunch			Lunch	
2:00-4:00 pm	Mountain Bike to Aquehonga	Kayak to Mud Pond	Indian Cliff rappelling	Tubing	
4:00-5:00 pm	Cowboy Action Shooting (AQ)	Motorboat Tubing		Rifle Shoot	
6:00 pm	Dinner				
7:00 pm	Opening Campfire	Spirit Program	Spirit Program	Zipline	Closing Campfire
8:00 pm		Aqua Olympics (AQ)	Overnight Adventure: Lakeside lean-tos	Ice Cream Social	

More Information

Registration Information

It's not too late to set up a trek for your unit! If you need to sign your unit up for camp, first choose a base camp: [Aquehonga](#) or [Keowa](#).

If you already have started a registration for camp, to register Scouts and adults for a trek, make sure to choose the correct registration type.

Contact [Scott Dellosso](#) to ask questions or get started on setting up your unforgettable experience.

Promotional Materials

Consider showing this [two-minute promo video](#) to your Scouts. If they want adventure and excitement, they got it!

Registrant Type	Max Allowed	Number Left	Quantity Needed	Waitlist Needed
Scouts BSA Youth	*	*	0	
Eagle Camp Youth	*	*	0	
Trek Youth	*	*	0	
Scouts BSA Adult	*	*	0	
Trek Adult	*	*	5	
Half-Week Adult	*	*	0	
SCUBA Youth	14	14	0	
SCUBA Adult	2	2	0	

Scouts BSA Youth early discount ends Fri 03-31-2023 11:59 PM
Eagle Camp Youth early discount ends Fri 03-31-2023 11:59 PM
Trek Youth early discount ends Fri 03-31-2023 11:59 PM





Trek Packing List

This is a list of what to bring **just** for the trek - not the entire stay at camp. For a packing list suggestion for a Scout's full week, see "Scout Checklist – Items to Bring to Camp" on page 34

Pack Equipment

- Internal or external frame pack (should really have a hip belt)
- Rain cover for pack or heavy-duty garbage bag for covering pack
- Straps to attach sleeping bag
- 3 Nalgene bottles

Sleeping and Site Gear

- Sleeping bag (rated for colder weather as nights can get down to 40° F at times)
- Sleeping pad
- Camping pillow (inflatable or compressible)

Camp Gear

- Personal first aid kit (containing: Band Aids, Moleskin, disposable gloves, sunscreen, bug spray)
- Good sharp knife
- Fire starter (matches/lighter/flint)
- Compass (with clear baseplate)
- Flashlight with new batteries (headlamps are best)
- Toiletries
- Mess kit
- 1 Pair comfortable shoes for boating (either Crocs or other lightweight shoe)
- 1 Pair shorts
- 1 Pair lightweight hiking pants (no cotton or jeans)
- 1 Pair sweatpants or pajama pants
- 2-3 T-shirts (not cotton)
- 1 Bathing suit and towel
- 4 or so Pairs of wool/athletic socks
- 4 Pairs underwear
- 1 Sweatshirt/jacket
- Poncho or raincoat
- 1 Comfortable brimmed hat

Unit Gear

- 1 stove for every 1-4 people
- Pots for boiling water, 1 pot per stove
- Rope (paracord)
- Troop first aid kit (heavier bandages, gloves, tweezers, bandages, etc.)
- Optional: folding saw

50-Miler Only

- Either a lightweight tent or hammock with rain fly

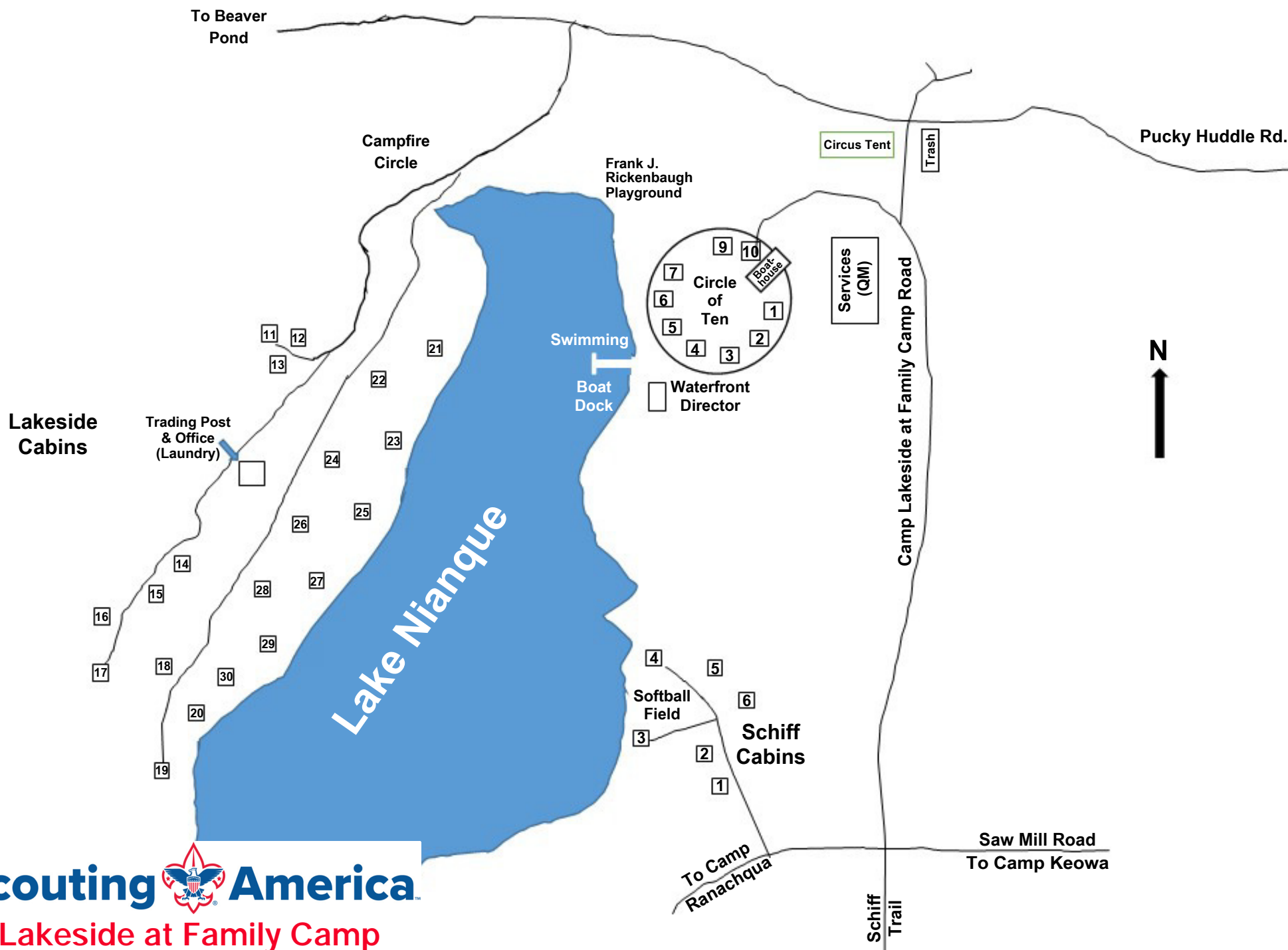




Lakeside at Family Camp



Not to Scale



To all of our visiting families,

Welcome to Camp Lakeside at Family Camp! We're glad that you have decided to share your summer with us. Located in the Catskills on Lake Nianque, Camp Lakeside will undoubtedly be where you and your family will experience your best Summer vacation ever.

This guidebook will help you navigate many of the programs and services that we have available at Camp. Whether you're here to participate in our Scout programming or just enjoy your own path, you'll have plenty to do while you visit our Camp.

On [page 169](#) you will find our typical list of scheduled activities. Throughout the week we will plan activities including fishing contests, hikes, field sports, mountain biking, boating, shooting sports and more! All activities at Camp Lakeside are voluntary and you are welcome to participate in any or all of our scheduled programs. Please note that the schedule in this guidebook is a sample of a typical week and is subject to change. Our Family Camp Program Director will provide an updated weekly schedule every Monday. So, stay tuned for new and exciting opportunities for your family!

On [page 168](#) you will also find information about other resources available to you while you visit our camp, including our trading post, laundry facility and grounds. You can also learn more about our religious services available to you while you stay at Camp Lakeside, including the chapels located throughout Ten Mile River Camps and local houses of worship in the surrounding community.

Looking to explore the local area? On [page 168](#) you can also read more about the local community, the towns near TMR and some of the local attractions. While you visit our facility make sure you also check out the Ten Mile River Scout Museum; it features collections from throughout the history of Scouting America, Native American artifacts and mounted birds-of-prey.

Please also familiarize yourself with policies and procedures for our camp, listed on [page 171](#). It is our ultimate objective to ensure your family has a safe and memorable experience and these rules will help us ensure that you have an awesome visit with us this Summer. Of course, if you have any questions, please swing by our camp offices or call our office at 212-651-3073.

Yours in Scouting,

Dawn Niece

Dawn Niece

Director, Camp Lakeside at Family Camp

dawnann3457@aol.com





Check-In/Check-Out Procedures

Please check in at the trading post. There will be signs directing you there.

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 can be done by contacting the GNYC service center or the camp director. This will expedite your family getting settled.

These 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. The form is available at tenmileriver.org/useful-documents.

Reservations for 2026 can be made any time during your stay.

Deposits

At check-in, a cabin key will be issued to you, if you want to be able to lock the cabin. A \$50 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. Cash, check, credit card or debit card can be used to pay any rental balance. Checks should be made payable to "Greater New York Councils".

Check-in is at 12:00 p.m. on Sunday. (Earlier check-in is possible if your cabin is ready for you and you have notified the camp office of your early arrival plans).

Check-out is at 12:00 p.m. the following Saturday. We ask that all guests adhere to this checkout time as we must get all cabins ready for incoming guests.





Camp Information

Telephones

- Ten Mile River Headquarters 845-252-2000
- Camp Lakeside at 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 Camp Lakeside at Family Camp office phone.

Mail and Phone Messages

Directly inside of the trading post is a bulletin board where Camp Lakeside at Family Camp staff post messages for campers. If you receive an emergency message, we will relay the message directly to you.

Pricing Policy

Lakeside at Family Camp reservations are six days by default, extending from Sunday through Saturday morning. Each cabin has a nonrefundable booking deposit of \$350. If the stay extends into multiple weeks, the deposit for the second or more weeks will be discounted to \$250 for each week, per cabin.

All cabins have an early bird fee of \$750 if paid in full before April 1st. After April 1st, 2025, the standard pricing will be set at \$750 for the week. May 1st, 2025, all cabins *must* be paid for in full, or the reservation will be canceled, and the nonrefundable deposit will be forfeited.

Sullivan County has imposed a 5% room tax on all reservations at Ten Mile River Scout Camps. If at least one person who will be part of your group is registered with Scouting America and you can provide your unit information to supportdesk@nycscouting.org upon booking, you will be exempt from paying these taxes. Otherwise, your family will be charged the 5% room tax in addition to your registration fee.

Cancellation Policy

All Lakeside Family Camp cancellations before April 1st will receive a refund of all fees paid, less the \$350 nonrefundable deposit. Cancellations before May 1st will receive 50% of fees paid less the \$350 nonrefundable deposit (e.g., \$750 paid less the \$350 deposit is \$400 x 50%= \$200 refundable). After May 1st, all cancellations will forfeit all fees paid.

If a family or medical emergency emerges, please report with appropriate documentation via email to supportdesk@nycscouting.org at least seven days before the reservation's first day. Each case will be reviewed and determined on the level of refund that may be provided, less the \$350 deposit.





Family Camp Program

The main objective of the Lakeside at Family Camp program is for you and your family to have fun. Rain or shine, there is plenty to do. Throughout the week, we have fishing contests, hikes, field sports, campfires and water Olympics. Daily programs include instructional and recreational swimming, boating and mountain biking. There are also scheduled nature walks, canoe trips on the Delaware River, rappelling at Indian Cliffs, and rifle and skeet shooting. In the evening, we offer programs such as Bingo, arts and crafts, and a waterfront bonfire. Families can participate in any or all of our program activities.

Included with your reservation is on-site programming at Family Camp. This includes boating, swimming, arts and crafts, and campfire services. Please check with our staff when you check-in for the schedule for the weekly program.

Outpost Programs

In addition, Family Camp has partnered with Camp Keowa to offer additional programming including climbing, team building, rifle/shotgun shooting, and archery. These programs are available at Keowa for an additional fee. Information on how to schedule additional programming will be available upon check-in.

We also have partnerships with local program providers who can give you more exciting opportunities this summer, including rafting on the Delaware River and learning how to ride horses. Please speak with our staff for more information on how you can book this program.

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 expansive trading post with a coin-operated laundry facility is on site. The trading post is located between cabins 13 and 14 on lakeside. Here you will be able to purchase souvenirs, shirts, jackets, candy, soda and ice cream. We also stock some toiletries and fishing and camping supplies.

The Surrounding Community

While you're at Camp Lakeside 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 41](#) for ideas on places to visit. The 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 **always** tell the camp office where you are going.





A Typical Week

All activities at Lakeside at Family Camp are voluntary. Through the other camps at TMR, we also offer high and low COPE courses, wall climbing, rappelling, and shooting sports. The program director will release the schedule on the Monday of your week at camp. Here is an example from last year:

Sunday

- 12:00 pm Check in
- 7:15 pm Orientation at Trading Post

Monday

- 9:30 am Waterfront Orientation and swimming test
- 6:00 pm Potluck at Trading Post

Tuesday

- 10:00 am–12:00 pm Fishing Contest (bring your own rod and bait)
- 2:00 pm Hike to Beaver Pond
- 8:30 pm Bingo Night at Trading Post (\$1 per card)

Wednesday

- 6:30–7:00 am Polar Bear swim
- 10:00 am Scavenger Hunt at Trading Post
- 7:00–9:00 pm Waterfront Bonfire and board games

Thursday

- 9:30 am Indigenous cliff/rock lake hike meet at Trading Post – bring lunch
- 3:30–4:30 pm Water Olympics
- 8:00–10:00 pm Arts & Crafts at the Trading Post

Friday

- 2:00–4:00 pm Camp Games at Burns field
- 8:55 pm Closing Campfire at Campfire area

Saturday

- 12:00 pm Check out





What to Bring Checklist

Think of your Lakeside at 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. Please bear in mind that you will be in the woods where humidity is high so clothing and shoes can take a long time to dry.

Each cabin has a stove, refrigerator and cabinets. Lakeside at Family Camp does not sell food other than candy, snacks and soda, and the nearest grocery/supermarket is about 14 miles away from camp, so we recommend shopping for food before arrival or right after you have settled in to your cabin.

Don't Forget to Pack

- Pots, pans and cooking utensils
- 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 – the Schiff Cabins have a queen-sized bed, a set of bunk beds and a day bed; all other cabins have a queen-sized bed and three single 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
- Prescription and over-the-counter medications for your family, if needed
- Rainwear, waterproof shoes or rubbers
- 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 and sweatshirts for chilly or rainy weather
- Small backpacks and water bottles

Note: Canoers and rafters should have water shoes or old sneakers.





Camp Lakeside at Family Camp Rules

At Lakeside at Family Camp, we follow the same rules as the rest of Ten Mile River, as detailed earlier in this guide, starting on [page 21](#). A few rules apply specifically to Lakeside at Family Camp, as follows:

Supervision. The Lakeside at Family Camp staff are not baby-sitters. Parents are responsible for the discipline of their children. If your child is involved in a Lakeside at 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 trading post, where the staff can treat very minor injuries. A smaller first aid box is kept at the waterfront. Please report any injury, no matter how insignificant it may seem to you to any Lakeside at 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. You are also free to use removable adhesive hooks, provided you remove them prior to check-out.

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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Ten Mile River Scout Camps

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Ten Mile River Scout Camps

Operational Issues

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It is the policy of the Greater New York Councils, Scouting 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 they have 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:

State of New York
Department of Health
Monticello District Office
50 North Street, Suite 2
Monticello, NY 12701-1711