

Greater New York Councils, Boy Scouts of America

TEN MILE RIVER

Summer 2021 Adventure Manual

Scout Camps | Since 1927

COMPLETE GUIDE



LEADER & PARENT GUIDE

○ Merit Badges

○ High Adventure

○ Specialty Weeks

○ Family Camping

○ First Year Campers

○ Provisional Camping

○ Financial Assistance

○ Legacy Troop Program

CONTACT GNYC CAMPING SERVICES:
CAMPING@BSA-GNYC.ORG WWW.TENMILERIVER.ORG

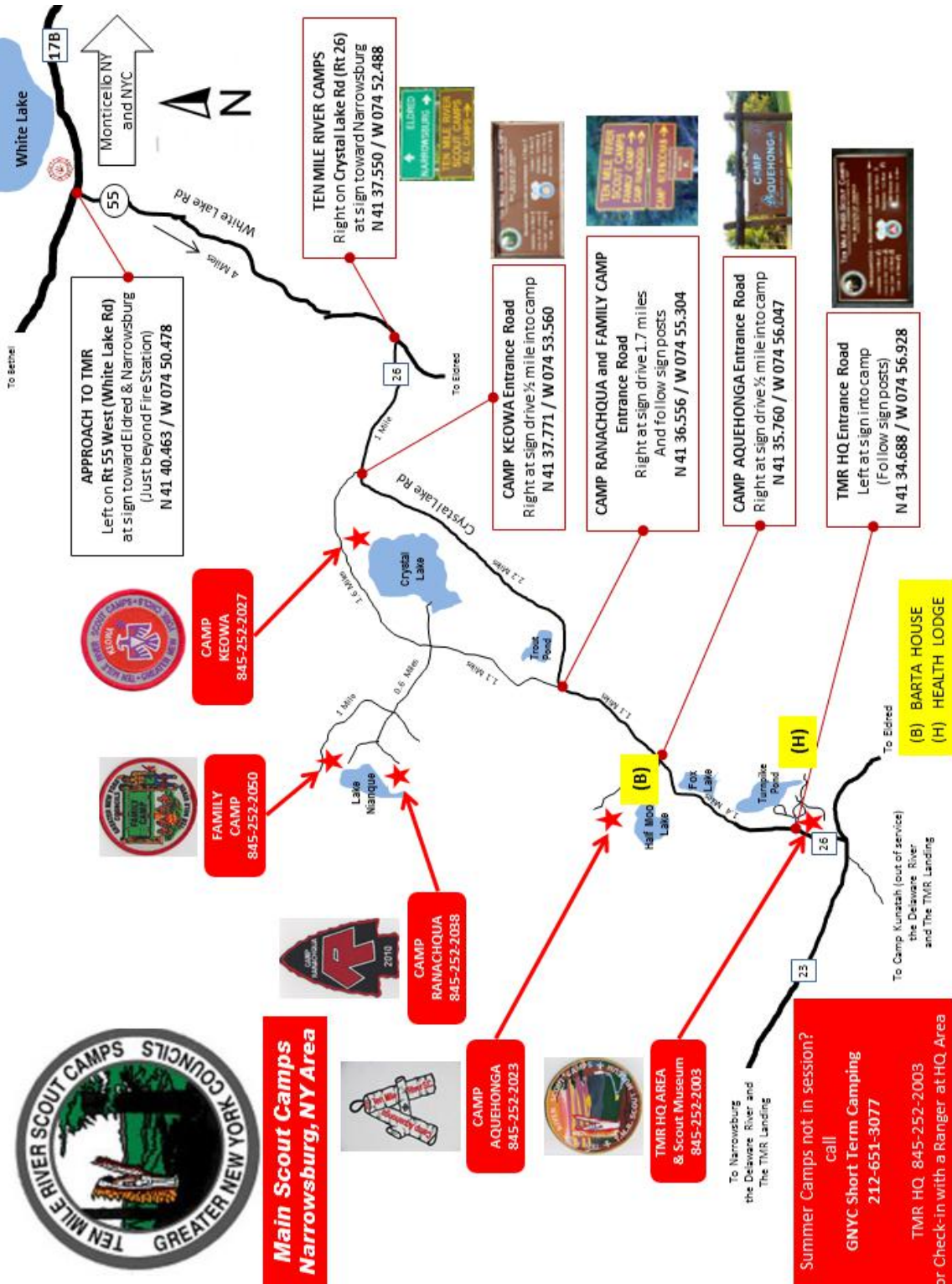


212-651-3073

1481 Crystal Lake Road, Narrowsburg, NY 12764



**Main Scout Camps
Narrowsburg, NY Area**



APPROACH TO TMR
Left on Rt 55 West (White Lake Rd)
at sign toward Eldred & Narrowsburg
(Just beyond Fire Station)
N 41 40.463 / W 074 50.478

TEN MILE RIVER CAMPS
Right on Crystal Lake Rd (Rt 26)
at sign toward Narrowsburg
N 41 37.550 / W 074 52.488

CAMP KEOWA Entrance Road
Right at sign drive 1/2 mile into camp
N 41 37.771 / W 074 53.560

CAMP RANACHQUA and FAMILY CAMP
Entrance Road
Right at sign drive 1.7 miles
And follow sign posts
N 41 36.556 / W 074 55.304

CAMP AQUEHONGA Entrance Road
Right at sign drive 1/2 mile into camp
N 41 35.760 / W 074 56.047

TMR HQ Entrance Road
Left at sign into camp
(Follow sign posts)
N 41 34.688 / W 074 56.928

CAMP KEOWA
845-252-2027

FAMILY CAMP
845-252-2050

CAMP RANACHQUA
845-252-2088

CAMP AQUEHONGA
845-252-2023

TMR HQ AREA & Scout Museum
845-252-2003

BARTA HOUSE
HEALTH LODGE

Summer Camps not in session?
Call
GNYC Short Term Camping
212-651-3077
TMR HQ 845-252-2003
or Check-in with a Ranger at HQ Area

To Eldred

To Eldred

To Eldred

To Camp Kunetch (out of service)
the DeWane River
and The TMR Landing

To Narrowsburg
the DeWane River and
The TMR Landing



Scouters and Leaders of Ten Mile River,

Are you ready for the summer of 2021 at Ten Mile River? We sure are ready to host you! We missed you in the summer of 2020, but we are ready and raring to go to run safe, fun quality camps for you. We have worked to put together a top-notch staff and add new programs that will indeed help your troop to be successful in offering the Scouting program to the youth we serve. We are committed to help you and your leadership to deliver the promise of Scouting through a quality camp experience. Baden Powell, the founder of Scouting once said that “camp is what the boy looks forward to in Scouting and is the Scoutmaster’s great opportunity.” Our goal is to make your experience at Ten Mile River one that meets and exceeds the expectations your Scouts have looked forward to for a long time coming and to give you the opportunity to further the mission of your troop.

As you come to camp this summer we will have many safe program opportunities for you and your Scouts to partake in throughout the property. We are committed to ensuring for you that we run a safe program for each of you and your Scouts. In this new world of the pandemic, we have learned how to offer a summer camp program that will be fun for all and keep you, our campers and staff safe. You will also see that as we continue to expand programs and offerings we continue to update facilities across the property.

While we are rich with history, our goal is to continue to meet the needs of Scouts of today. We continue to add new programs in the world of STEM with a focus on hands-on learning at our specialty STEM week at Ranachqua and weekly at all camps through merit badge offerings. We continue to tweak the Trek program to meet your needs and give you a chance to get a warm up for a future Philmont experience. Your group can work with our Trek staff to plan a route via trail or waterway to meet your goals and sample our outpost offerings which can include target paint-ball, mountain boarding, fishing from a boat, tomahawk throwing, Indian Cliffs natural rock rappel or climb, canoeing or kayaking on the Delaware, or a trip out to ride horses. Our specialty camps continue to expand as we offer two weeks of SCUBA camp, Trail to Eagle program in each camp, and a lifeguard training week. We encourage you to send your older Scouts for a week or for a second or third week experience, and, new this year, youth attending camp for a second (or more) week get \$15 off the camp rate! Thousands of Scouts have walked the trails, participated in exciting programs, and earned merit badges over these 94 years. The memories they have made will turn into the stories that they tell.

We know that you have many choices for summer camp and we want to say thank you for choosing to spend your summer with us. In this guide, you will find the information needed to continue to plan your 2021 summer camp experience. As we continue to move forward in planning our 2021 summer and state restrictions in relation to the Covid-19 Pandemic change, we will communicate and keep you and your Scouting families well informed. Each camp is represented in this guide so that you can focus on your specific needs in addition to the overall information for all camps. Please do not hesitate to contact me or any of the camp directors if you have questions or items that can make your visit with us better or help us better meet your troop’s needs. We are committed to making your experience one you will talk to your friends and family about for years to come.

Yours in Scouting,

Wayne P. Holmes

Wayne P. Holmes

Director of Camping

Wayne.Holmes@scouting.org





Summary of Changes

The following is a summary of changes in the Leader and Parent Guide that are in effect for the 2021 camping season. Please see the detailed changes by visiting the page number within the body of this document.

[Page 5](#) Updated dates of operation and specialty camp options.

[Page 6](#) Updated camper, adult, Specialty Camp, and Trek fees.

[Page 9](#) Added COVID-19-related safety procedures

[Page 15](#) New BSA Annual Health and Medical Record form, released December 2019.

[Page 29](#) New online camp registration system; find out more on our website at tenmile-river.org.

[Page 86](#) Updated the Specialty Camp schedule.

Camp Aquehonga

[Page 116](#) Updates on revitalized nature trail and ecology center, Eagle Scout cracker barrel, and camp signage.

[Page 122](#) New program schedule.

Camp Keowa

[Page 139](#) New half-day First Year Camper Program - Project LEAF.

[Page 147](#) Updated instructions on printing electronic merit badge cards.

[Page 150](#) New program schedule.

Camp Ranachqua

[Page 158](#) Updated the First Day of Camp section.

[Page 164](#) Half-day First Year Camper Program - Project LEAF.

Camp Lakeside at Family Camp

[Page 177](#) Welcome our new Camp Director Josh Nally.



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General Information



BOY SCOUTS OF AMERICA®
CAMPING & OUTDOOR PROGRAMS



Welcome to Ten Mile River Scout Camps



Ten Mile River is your destination this summer and no matter if this is your first trip or your 90th, you're 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. Consider the next 50-or-so pages your invitation, your introduction and your challenge to maximize all the possibilities of your stay with us. We cannot wait to see you and we're always here to help. If you come across any questions that are not answered in this guide, please do not hesitate to contact us to have them addressed. Our information can be found at the rear of this booklet. Onward to Scouting, onwards to fellowship and onward to adventure in the summer of 2021.

About Ten Mile River

The Ten Mile River Scout Reservation is located in the Catskill Mountains near Narrowsburg, New York. The reservation occupies over 12,000 acres and has several lakes, streams and ponds. TMR operates its camps for six one-week sessions; some units attend TMR for two or more weeks. All camps at TMR have the following program areas:

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

Each camp also has a climbing area or COPE course. All 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 three troop-oriented camps, a headquarters area, a Delaware River canoe base, a





Welcome to Ten Mile River Scout Camps

rock climbing and rappelling outpost, a family camp, and a trek program. The troop-oriented camps are:

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

During the summer season, merit badges and other exhilarating programs are offered for younger and older Scouts. At Ten Mile River, Scouts 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
- Practice the performing arts at Camp Ranachqua
- 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
- Live Life on the Edge with our new 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 the two weeks. The camp office can provide you with information on local attractions, community events and other day trips for your unit during your stay over.





Dates and Program Offerings

2021 Dates of Operation:

Week 0 – July 4 - 10

Week 3 – July 25 - 31

Week 6 – August 15 - 21

Week 1 – July 11 - 17

Week 4 – August 1 - 7

Week 7 – August 22 - 28

Week 2 – July 18 - 24

Week 5 – August 8 - 14

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

Camp Lakeside at Family Camp – Special Leader Rate

In honor of the commitment volunteer leaders make to help our Scouts, all 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 the following programs in 2021:

Camping Opportunity	Early Fee (Fully paid by 5/1)	Regular Fee (Paid after 5/1)
Troop Camping and Provisional Camping	\$465	\$515
First Year Camper (Project LEAF)	\$465	\$515
Catskill Adventure Base Trek & Specialty Camps (BSA Lifeguard, Trail to Eagle, STEM)	\$480	\$530
SCUBA Adventure Camp	\$605	\$605
Camp Lakeside at Family Camp (per cabin & family)	\$500 ^a	\$600 ^a
Camp Lakeside at Family Camp – Special Leader Rate	\$400 ^a	\$500 ^a
All fees (except for Camp Lakeside at Family Camp) are per youth / per week Attend an additional week of camp and get \$15 off! (Youth only)		

a. See the Lakeside at Family Camp section for details of the cabin refund policy

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 \$230 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	20 - 24	5	35 - 39	8	50 - 54	11
10 - 14	3	25 - 29	6	40 - 44	9	55 - 59	12
15 - 19	4	30 - 34	7	45 - 49	10	And so forth	

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 \$45 per (projected) youth by **March 31st**. Both unit and youth deposits are non-refundable but are transferable to another week during the 2021 season. Deposits cannot be transferred to pay the fees due for another youth for whom a deposit has already been paid.

Fees After May 1st

Camper reservations fully paid by **May 1** will receive a \$50 discount per week as shown above.





Ten Mile River Camp Fees

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. Any unit that had a Hold-A-Place in for the 2020 summer qualifies for this rebate, as either the first or second year.

A unit must attend a TMR camp and have at least two leaders and four Scouts 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 0 if a unit does not attend a Ten Mile River Scout Camp and will begin at 1 when the unit returns to Ten Mile River.

The unit will be rewarded with a rebate of a percentage of the unit's youth camp registration fees which were paid in cash or by check or credit card by the families or the unit, at the end of the summer. The amount of the rebate 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 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
- Year 10+ – 10% rebate

So, for example, if a unit attends TMR in the summers of 2019, 2020 (Hold-A-Place was filed), and 2021, they would receive a gift card for 3% of the fees paid for summer 2021 in September 2021.

Returned Checks

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





Summer Resident Camp Refund Policy

Refund Policy

Under certain circumstances, a camper's or leader's fee 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 \$45 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 the following reasons **(if accompanied by appropriate documentation)**:

- Medical issue regarding the camper or leader
- Death in family
- Summer School (by June 30th) – 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 \$45 deposit (\$195 total) to cover expenditures that are made before camp, including the hiring of the seasonal staff and the food service contractor and the purchase of program-related items, based on projected attendance. Requests for the current summer camp year must be submitted by the end of camp week 6; after that date, refunds will be rolled over to the following year.

Requests for refunds must be made in writing in order to be considered. Please submit requests to Greater New York Councils, BSA, 475 Riverside Drive, Suite 600, New York, NY 10115, Attn. Camping Services or by email to camping@bsa-gnyc.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 camp fee will be forfeited unless there is supporting documentation that aligns with the “Full Refund” policy above. This is unfortunate, but by this time, the camp will have incurred many expenses based on the expectation of the Scout's or leader's attendance. We ask that you understand that planning is as important to us as it is to you.





Keeping Camp Safe This Summer

We know the importance of getting our youth outdoors this summer and involved in our program of adventure. We are taking every step to ensure that this summer will be safe and fun for our campers. Our camps will look a little different than what we may be used to, but they will still be awesome! We are instituting non-pharmaceutical interventions (NPIs) in order to keep our camp community safe and healthy. These NPIs have been promoted by federal agencies and are listed in the American Camp Association Field Guide to Camp. The multi-layered approach of the NPI strategy proves effective and reduces the risk of transmission.

The State of New York and the Department of Health will likely release regulations that must be followed for our summer camp operation. The list below is what we expect, and it may change as we have more information from the authorities.

Pre-Camp screening check list: Each camper will be required to complete a pre-event medical screening checklist to ensure that it is safe to attend.

Personal Protective Equipment (PPE): Every scout, volunteer and staff member will always be required to wear a mask in public spaces.

Ventilation of indoor spaces: Dining halls and large indoor spaces will be open and ventilated to allow air flow and clean air into the space.

Daily Health Screenings: Upon arrival at camp, our medical staff will perform a check-in health screening. Additionally, unit leaders at overnight camps will be given a daily check list to assess the health of each camper daily.

Disinfecting and Cleaning: All touched program equipment, bathrooms and other high touch surfaces will be cleaned and disinfected on a routine basis.

Altered Activities and Physical Distancing: Physical activities such as field sports will be changed to limit contact. Campers and staff will maintain a safe separation of 6 feet.

Cohorts: Units are encouraged to have scouts keep their buddies matched the entire stay in camp to limit contact transmission. Troops should also plan to use the patrol method when in camp. Tent capacities may be limited based upon state regulations.

Hand Washing and Sanitizing: Hand sanitizer will be provided at all bathrooms and program areas. Scouts will be reminded to wash their hands and practice proper hygiene.

Adjusted Food Service: Mealtimes may be expanded to have assigned time slots to allow for physical distancing. Self-serve salad bars will not be in place this summer.

Pre-Camp Preparation: We strongly encourage that 10 days before attending camp all participants stay close to home and adhere to all CDC guidelines and not interact with large groups to keep the risk of infection low. All campers may be required to test for COVID-19 prior to arrival at camp





Keeping Camp Safe This Summer

No Unexpected or Unscheduled Visitors: Unexpected or unscheduled visitors can increase the risk of infection and break our “camp bubble.” We highly discourage visitors and may prohibit them while your unit is at camp.

Leaving Camp: We strongly discourage any leaders or youth from leaving camp during your stay for any reason. This will help to keep contact transmission a low risk.



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.

Campership applications are due April 1st. For more information on camperships, please contact Camping Services at 212-651-3073 or email camping@bsa-gnyc.org. Campership applications must be completed on-line at www.nycscouting.org/campership.





Camp Staff

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

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

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

Staff Assistance

It is a great help to our staff if the troop leadership helps us, especially in the area of aquatics supervision and sportsmanship. 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 teach good sportsmanship and fair play. If you feel you have any other talents in a particular area that might be of use, feel free to speak to the program director at the beginning of the week.





Camp Leadership and Supervision Policy

Every unit staying in Scout camp must be under the supervision of at least two adults. The unit leader (or anyone serving as unit leader at camp) must be at least 21 years of age and a registered member of the Boy Scouts of America. The second leader may be a registered Scouter at least 18 years old, or the parent of a participating unit member. **Any adult accompanying a Scouts BSA troop to a residence camp or other Scouting activity lasting 72 hours or more must be registered as a leader, including completion of a criminal background check and Youth Protection training, even if they are the parent of a youth on the trip.** (The 72 hours need not be consecutive, so this new rule would apply to an adult who, for example, spends 48 hours at the beginning of a week at camp and then 24 hours at the end of the week.) Units may share a site to comply with this regulation. A unit leader must have no other duties at camp which will detract from the responsibility of service as a leader.

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

Ten Mile River provides separate housing (tents, cabins or lean-tos), shower and latrine facilities for male and female camp leaders.

Supervision Opportunities

It is a great help to our staff if the troop leadership helps us, especially in the area of aquatics supervision and sportsmanship. 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 teach good sportsmanship and fair play. If you feel you have any other talents in a particular area that might be of use, feel free to speak to the program director at the beginning of the week.

The Role of the Scoutmaster in Camp

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

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





Camp Leadership and Supervision Policy

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 Scout leaders in camp must attend. This training will also include other important topics that will help make the troop's stay in camp safe, healthy and fun.

Note: The New York State Sanitary Code, §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.



Camping: Serving Scouts with Special Needs

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

Where possible, we have attempted to provide access and usage of other facilities and program areas. Please see your camp director for personal attention to all matters of handicap accessibility.

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

Scouting – A Program for Everyone

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





Health and Medical Exam Policy and Procedures

Medical Examination

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

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

The Health Lodge

A fully equipped medical lodge is provided at 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 your 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 heart medication, inhalers and bee sting pens will be the only exceptions.

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

Emergency Contacts

Be sure to obtain at least three emergency contact names and phone numbers for each of your Scouts. Keep this directory in case the Scout's parent or primary contact cannot be reached. Remember to get phone numbers which will be valid during camp. For example, if a Scout's parents will be visiting relatives during your time at camp, get the phone number for the relatives in addition to the 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, leaders and parents. In order to ensure coverage, all campers (youth and adults) must appear on the unit's check-in roster. All youth must be registered Scouts and all adults must be registered Scouters or immediate family members.

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 form. This is a requirement of both the Boy Scouts of America and the state Health Department. The form must be filled in completely and must be signed by a physician licensed to practice medicine and by the parents of minors. *A new Annual Health and Medical Record form was released in December 2019; please use the new form located on the individual camp pages of our website at tenmileriver.org.*

In addition, all Scouts under 18 years of age must come to camp with an "Individualized Medication Orders for Standard Over-the-Counter/PRN Medications" form that has been completed by a licensed physician. No exceptions can or will be made!

Also, 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 16 for more information. All of these forms are available through the Greater New York Councils office and the individual camp pages of our website at tenmileriver.org.

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/sites/4/2021/01/unit_pre-medical_recheck_checklist.pdf.

The staff member who does the medical recheck will look for the following items:

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





Health and Medical Exam Policy and Procedures

8. Has the parent or applicant 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. In Part B, is one of the boxes on the Informed Consent and Hold Harmless/Release Agreement and is one of the boxes on the Talent Release Agreement checked?
11. 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 11 to July 17, 2021, the examination must have been completed by your doctor on or after July 17, 2020 (and not July 11!)

Medical Recheck

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

Meningitis

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

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

- A response to receipt of meningococcal meningitis disease and vaccine information signed by the camper’s parent or guardian; and
- Information on the availability and cost of meningococcal meningitis vaccine (Meno-mune™); and either





Health and Medical Exam Policy and Procedures

- 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 in order to attend school. Please see health.ny.gov/immunize for more information. Contact your health care provider regarding the availability and cost of the vaccine as Ten Mile River Scout Camps **do not offer** meningococcal 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/diseases/communicable/meningococcal/fact_sheet.htm

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

www.cdc.gov/meningitis/index.html and

www.cdc.gov/vaccines/vpd/mening/index.html.

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





Health and Medical Exam Policy and Procedures

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 1 or 2 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.

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.





Health and Medical Exam Policy and Procedures

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.





Camp Rules

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

Sign In and Out at the Office. Any Scout or Scouter who leaves camp at any time, for any reason, must sign out at the camp office. Upon return, they must sign in. This is so we know your whereabouts in case of an emergency. *NO* Scout will be permitted to leave camp without the permission of the Scoutmaster or the adult in charge. Any Scout leaving camp must be accompanied by 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 BSA 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.*

Sight and Sound. Adult leaders must always be able to account for all of 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, ammunition or archery equipment of any sort are permitted in camp. The camp staff will confiscate any found! .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.

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

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

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

Scout pocket knives are used in some Scout programs. *However, fixed blade (non-folding) sheath knives and "survival" knives are not allowed in camp. 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 or illegal or unprescribed prescription drugs into camp. 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 gas appliances may be used only by adult leaders. Please be very careful with the "empty" canisters. They can explode if they are exposed to heat.

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

Pets of any type are not allowed in camp. This includes visits to camp by parents.





Camp Rules

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 Camping 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 58.](#)

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 in order to spruce up camp.

Don't cut trees, dead or alive, without specific permission from the camp director or camp ranger. A \$10 per inch of diameter penalty will be enforced by the 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 and cursing are also offenses.

Hazing is strictly prohibited in camp (and in all of Scouting). 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 Camping will be immediately removed from the reservation.

Swimming is only permitted during program hours at approved pools and beach fronts with camp lifeguards 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.





Youth Protection & Reporting of Child Abuse

It is the policy of the Greater New York Councils, BSA, to support the policies of the Boy Scouts of 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 who will be staying in camp before they arrive. This training must have been taken within two years before 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 B.S.A. 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 BSA’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 the Boy Scouts of 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 BSA leadership ranks.
- Strengthen policies that create barriers to child abuse within the Scouting program.
- Encourage the immediate reporting of improper behavior or violations of BSA policy.
- Identify and swiftly remove suspected or alleged abusers.

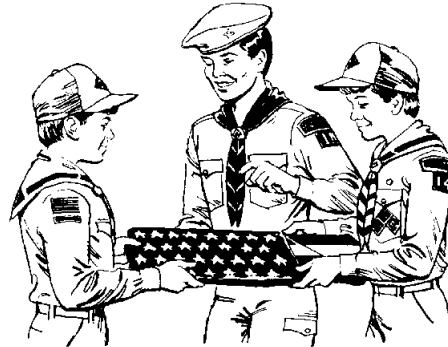




We Strongly Advise

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 wear the official B.S.A. summer uniform to dinner each day. During other times, Scouts should dress appropriately for their activities and weather conditions, usually in 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.* Rips, cuts and tears in tents, tarps and canvas cots will be billed at \$10/inch.

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.





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; **other than parents of Scouts in camp, all adults** must have proof of registration in the B.S.A. Depending on state guidelines related to the COVID-19 pandemic, the camp visitor policy may be changed.

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: \$6 – Lunch: \$8 – Dinner: \$10

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.* For more information, ask your camp director for a copy of the “Unit and Individual Refunds” statement.

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 accept credit cards and also accept and cash travelers checks.

Insurance

A limited health and accident insurance policy is provided with the camp fee paid by Scouts. In order to be covered by insurance, camp leaders’ names must appear on the troop’s camp roster. Leaders in camp (other than parents) must have a current Scout registration card. The camp does not provide insurance for lost or stolen items. More information is on [page 15](#).





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, Ranachqua)
Ten Mile River Scout Camps
1481 Crystal Lake Road
Narrowsburg, NY 12764-4414

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	Ranachqua	845-252-2038

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	Ranachqua	212-651-3043





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. 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. 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. 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.¹ 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.

¹. “A Smarter Smartphone Policy” by Bryan Wendell. *Scouting* magazine, Sept.-Oct. 2015, p. 16.





General Information and Camp Services

Clean: A Scout uses clean language online.

Reverent: A Scout respects others and their beliefs online.

Internet Access

Limited wireless internet access is provided in each camp administrative office for leaders who need to maintain a connection to the outside world. This access is intended for adult leaders only and will be password protected to ensure that enough bandwidth is available for those who truly need access.

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 items 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 \$40 per Scout should be enough to meet most Scouts' needs during the week. Additional money may be needed if extra supplies for merit badge work (such as craft kits) are needed. Please be sure your Scouts have appropriate spending money and that they use it wisely so that it lasts for the entire week. While the camp tries to stock all needed merit badge pamphlets, it may be wise to bring needed books with you to camp. See camp sections for individual trading post hours.

Quartermaster

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





Check-In Procedures

Before You Come to Camp

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

Arriving at Camp

Please plan to arrive at camp between 1:00 p.m. and 3:00 p.m. on Sunday.

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 for all adults are mandatory for the roster to be considered complete. As required by the New York State Health Department, crossed out names on rosters **must** be verified. Please keep this in mind if you have a Scout unsure of 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 15](#) 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.





Check-In Procedures

- 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 at-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 camping@bsa-gnyc.org if they are not.

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 swim suits as soon as they arrive at the campsite.*





Check-In Procedures

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 or Ranachqua, 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 40](#) or visit the Weekend Camping section of the TMR website at tenmile-river.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.

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

After dinner, Scouts may want to change into warmer clothes, depending on the weather. Your 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

In order 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.

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

Early Check-Out

Any Scout checking out of camp before Saturday must have written permission from 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) to avoid confusion and to ensure accountability is maintained. Any Scout leaving camp must be accompanied by a parent or by two adults, one of whom is at least 21 years old. This is a requirement of New York state law and national BSA 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 these early on Sunday for to take the swim test.

The following are musts:

- Completed, current medical form
- Prescribed medications (to be given to the Scoutmaster; medications will be held by the camp nurse; see [page 14](#))
- 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 pair/week)
 - T-shirts
 - Undershorts (1 for each day)
 - Extra shorts
 - Extra shirts
 - Jeans or other long pants
 - Pajamas or sweat suit
 - Compression shorts or athletic supporter
- Sleeping bag or 3 blankets
- Poncho or raincoat
- Swim trunks (*No cut-off jeans*) *
- Towels
- Toilet kit containing
 - Soap in plastic container
 - Shampoo
 - 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 \$40/week)

Please leave at home:

Large or expensive radios or other electronics
 Computer games
 Televisions
 Valuable collectibles
 Guns, rifles, shotguns, bows and arrows
 Valuable cameras, jewelry, etc.
 Fireworks
 Pets
 Sheath or survival 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





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.
- Merit badge cards (optional)
- 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 on ["Health and Medical Exam Policy and Procedures" on page 14.](#)
- 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 adequate seating and individual seat belts for the driver and all passengers.

Vehicle Insurance

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

Passenger cars, station wagons or trucks:

Public Liability: \$50,000/\$100,000 Minimum; \$100,000/\$300,000 Recommended

Property Damage: \$50,000

Any vehicle carrying ten or more passengers is required to have limits of:

Public Liability: \$100,000/\$300,000 Minimum; \$100,000/\$500,000 Recommended

Property Damage: \$100,000

For rental vehicles, 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

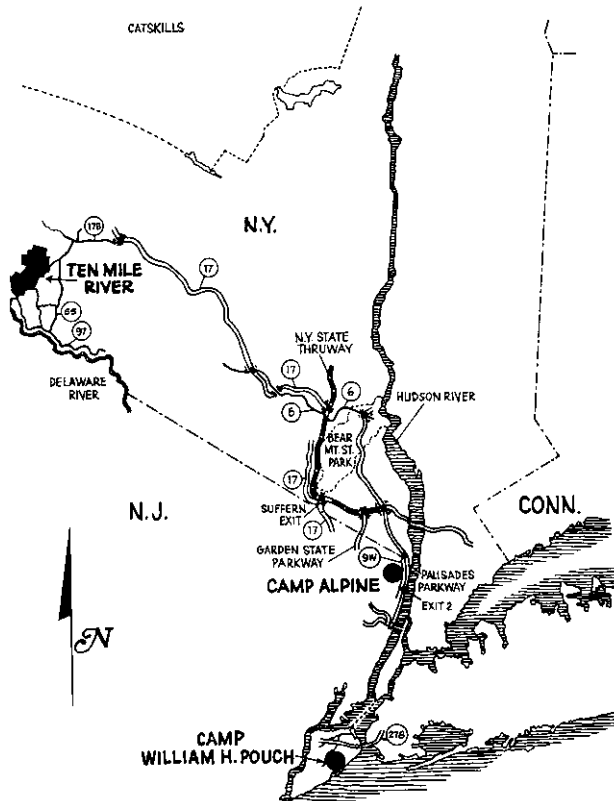
Via the Palisades Interstate Parkway

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 Tappan Zee Bridge to Suffern. The Thruway continues north as I-87. Get off the Thruway at Exit #16 (Route 17). Take Route 17 West for 44 miles. Continue at "Directions from Monticello" below.



Directions from Monticello

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

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

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

Coming from New Jersey and Eastern Pennsylvania

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

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

Via GPS-based Navigation System

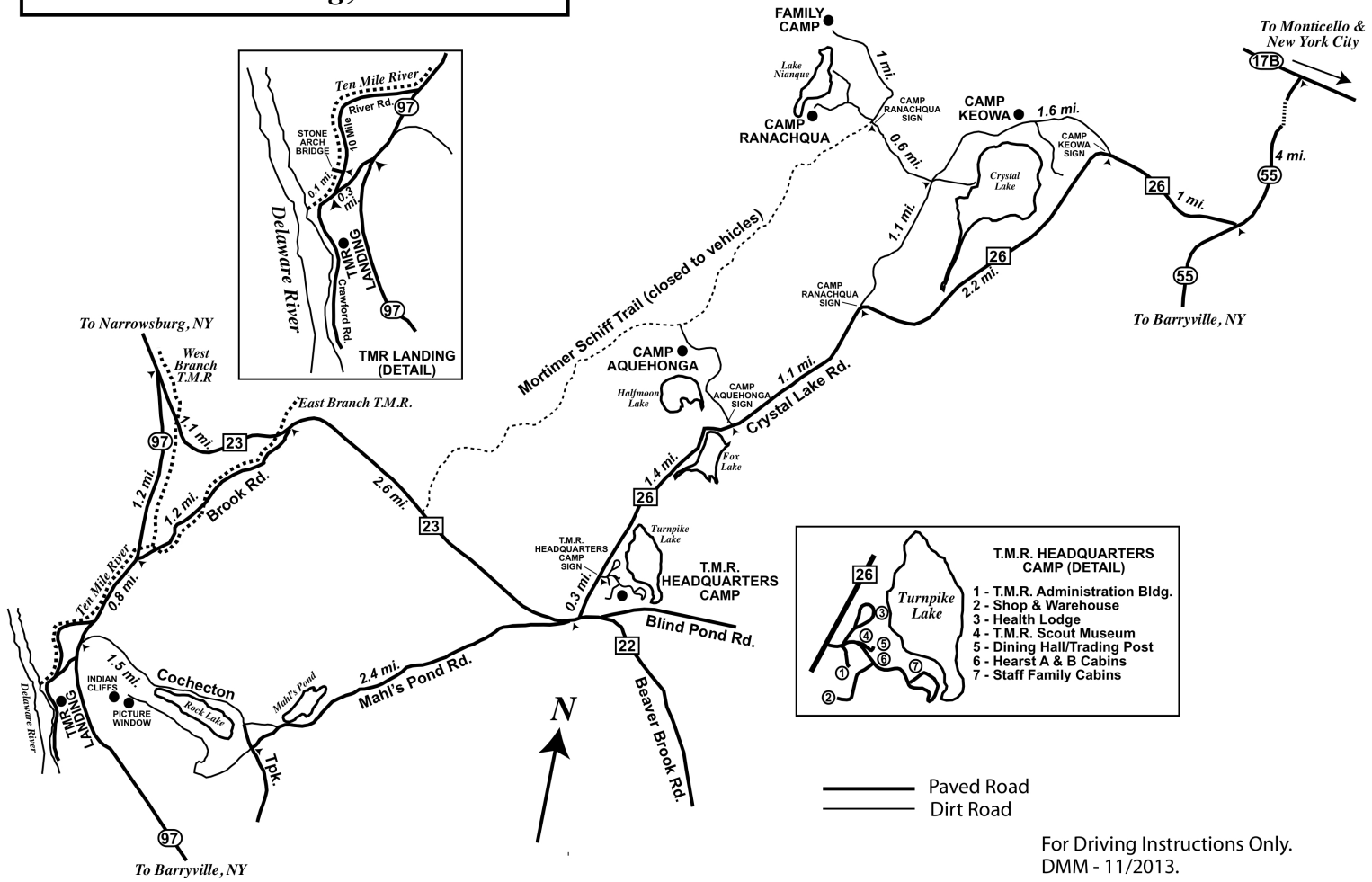
TMR Headquarters is at 1481 Crystal Lake Road, Narrowsburg, NY 12764. When you get near TMR, look for signs for your camp (Aquehonga, Keowa, Ranachqua or Lakeside at Family Camp).





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

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The Delaware Community

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

In Narrowsburg on Route 97, you will find the nearest supermarket (Peck's) as well as a pharmacy and convenience store nearby. On the main street there is a bank, 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/roebningbridge.htm.

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

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

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

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





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.



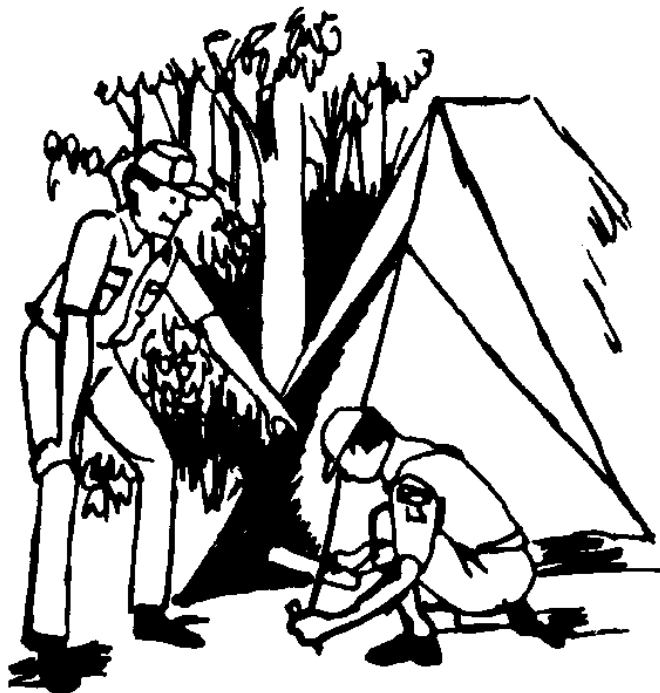


Keep Camp Clean

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

BSA Incident Reporting Policy

The Boy Scouts of 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 the Boy Scouts of 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.

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 47](#). 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 BSA and New York State reporting procedures.

Under the BSA’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 23](#).)

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.





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.

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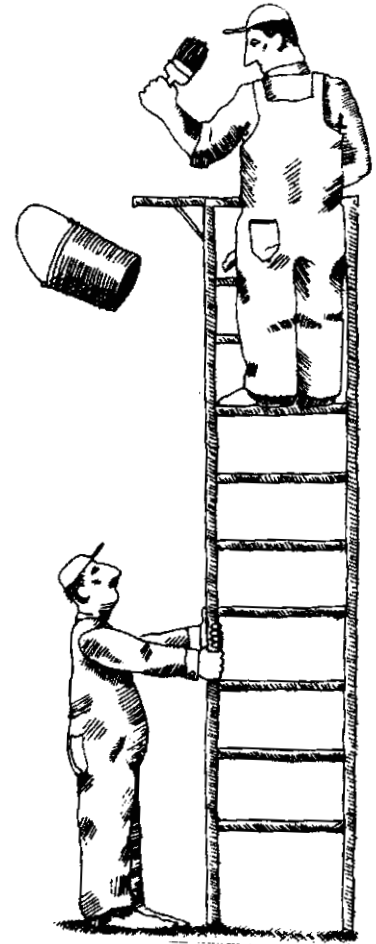


First Aid Situations

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

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

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



You must report all injuries to the camp office, regardless of how insignificant they may seem to you.





Severe Weather Restrictions

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

Weather Condition	Degree of Severity	Action to Be Taken
High Temperature	95° F, any Humidity level	Use caution while hiking
	90° F, with 80% Humidity	No hiking
	100° F	No strenuous activity (except swimming)
	95% Humidity	No strenuous activity (except swimming)
Lightning	Mild	Close waterfront
	Moderate	Restrict units to campsite
	Severe	Units report to designated shelters
	Please see "Lightning Safety Rules" on page 53 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.





Aquatics Rules

6. Boats and canoes must be handled carefully, correctly and according to the instruction of the Aquatics staff. *No ramming!* Yield to sailboats.
7. No more than 3 people allowed in a rowboat. No more than 2 people in a canoe. Only one person in a kayak.
8. At the sound of the whistle, horn or bell, all boats and canoes must return to the dock immediately.
9. All boats, canoes, paddles, oars and lifejackets must be put away properly before checking out of the boating area. Keep the paddle and oar area neat.
10. No boats are allowed in any lily pads or beyond any buoys.
11. Do not sit in canoes or on lifejackets.
12. 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 lightening threatens:

1. Stay indoors and don't venture outside unless absolutely necessary.
2. Stay away from open doors and windows, fireplaces, radiators, stoves, metal pipes, sinks and plug-in electrical appliances.
3. Don't use plug-in electrical equipment like hair dryers, electric toothbrushes or electric razors during the storm.
4. Don't use 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 of 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 rods.
8. Don't handle flammable materials in open containers.
9. Stop tractor work, especially if the tractor is pulling metal equipment, and dismount. Tractors and other objects in metallic contact with the ground are often struck by 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 the electrical charge – if you feel your hair stand on end or your skin tingles – lightning may be about to strike you. Drop to the ground immediately.

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.

The BSA 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, including campsite areas. Smoking is prohibited in all buildings, on trails and in the open woods.
- Every campsite must have two large cans filled with water at each cabin, lean-to and tent, and at the fire ring.
- The camp has fire control tools including shovels, rakes and hoses. These should never be taken from the fire racks except by designated staff.
- Only propane and battery-operated lanterns are allowed in camp for general use. Liquid gas and fuels are not allowed in camp.
- No flame of any sort is allowed in any tent!
- Campfires may be built only in designated rings (each campsite has one) and should be supervised by an adult. Ground fires may be prohibited during dry periods.

Troop Fireguard Plan

We use the Troop Fireguard Plan at camp. It will be discussed at camp. Please explain its importance to your Scouts as a way 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, the following 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 and/or ranger crew arrives.
2. All Scouts, upon hearing the alarm, will leave the campsites, program areas, or building, and gather together in their camp's designated area by troops. (Staff and unit leaders present to supervise this gathering). **All leaders will take an accurate head count.** Should any Scout(s) be missing, 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 down their program area, making sure that no Scouts are left behind, and that they are the last ones to leave. The program staff will go to their assigned posts.
4. The camp director will, by this time, have verified the extent of the fire:
 - A. Information is called in to 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.
5. The camp staff is dispatched to try to extinguish or contain the fire until help arrives. All staff members have been instructed in the proper use of the fire-fighting equipment.

If necessary:

- A. The staff will be transported by vehicle to the fire areas.
 - B. The office manager will remain at the phone and radio in the office to supervise communications.
 - C. The Services staff will issue the proper fire-fighting equipment deemed necessary. *The first crew at the scene uses brush axes to try to eliminate foliage and set up firebreaks. Indian pumps are sent out immediately to help to contain the fire. Buckets, shovels, axes or rakes should be used as necessary.*
6. When the fire is out, an "ALL CLEAR" is sounded by one extra-long blast of the alarm or by ringing of the bell.

Lost Person Emergency Procedure

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

1. Have all members of the unit from which 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 whether or not 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 over 12,000 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.





Wildlife Safety and Awareness

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.

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.**





Wildlife Safety and Awareness

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!
 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.
 - 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 visits have occurred, 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.





Wildlife Safety and Awareness

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.

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.

Additional conversations will also be held each Sunday evening during the leaders meeting in each of the camps at Ten Mile River. 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!





Wildlife Safety and Awareness

Reservation Wildlife Response Team

The Reservation Wildlife Response Team will be dedicated to preventing and dealing with human-wildlife conflicts utilizing the following 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” paint-balls 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
--------------	-----------

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 batcon.org.





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.

Aquatics

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

Fire Emergency Procedure

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

1. The camp director, 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 building, and gather together in their camp's designated area by troops. (Staff and unit leaders present to supervise this gathering). **All leaders will take an accurate head count.** Should any Scout(s) be missing, 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.
3. All camp staff will close down their program area, making sure that no Scouts are left behind, and that they are the last ones to leave. The program staff will go to their assigned posts.
4. Listen for the direction of the camp leadership.

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. At this time, the leadership will activate the emergency bell or siren. Account for your unit and report to the designated staff member. Once this is done, wait for further instruction from the camp leadership.





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





Camp Program

on a log and shoot the breeze. Don't be alarmed; this is a program too! Other possible informal activities might be walking around camp, handicrafts, pioneering projects, fishing, visiting the Nature/Ecology Lodge, working on merit badges or stopping by the trading post.

Advancement Activities

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

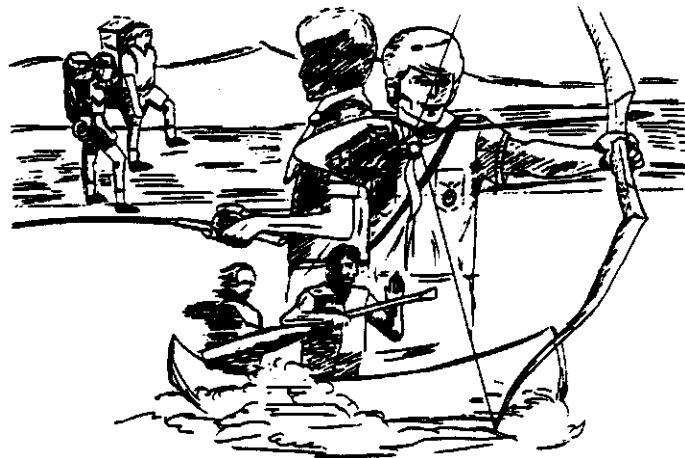
Camp Program Areas

Scout Skills

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

Field Sports

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



Note: Personal firearms including rifles, shotguns, handguns, bows, arrows and ammunition 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





Camp Program

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.

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





Project LEAF and First Year Campers

Project LEAF is the first year camper program for Ten Mile River.

Program Philosophy

The Project LEAF program is designed for the new Scout who just crossed over from Cub Scouting or the 11-year-old who is coming to camp for the first time and is not yet First Class. The program is designed to complete most of the requirements for Tenderfoot and Second Class and many of the requirements for First Class, but to the extent possible, can be tailored to fit the needs of the individual unit and patrol. The program is meant to be the transitional program to help your youth understand the patrol method, learn basic Scout skills, and experience the many other programs of summer camp.



Goals of Project LEAF

1. To provide a well-organized program based on the patrol method led by Life or Eagle Scout patrol guides.
2. To maintain a ratio of one instructor to no more than a dozen Scouts.
3. To teach the basic skills necessary to succeed in Scouting and the outdoor program.
4. To instill the respect for Scouting methods found in the Scout Oath and Law and the Outdoor Code.
5. To provide an exciting and memorable summer camp experience.

Before Sending Scouts to Project LEAF

1. Help the Scouts earn the Scout rank before arriving at camp.
2. Help the Scouts learn to use the Scout handbook.
3. We encourage you to send an adult with your Scouts if you have more than three Scouts in Project LEAF. (Hint: Send your new adults so that they can learn about Scouting as well.) Troops may rotate leadership throughout the week if needed.
4. Make sure your Scouts have the right equipment for the week of camp.





Project LEAF and First Year Campers

What to Bring to Project LEAF (in addition to personal items for camp)

<u>Required items</u>	<u>Items needed daily</u>	<u>Optional items</u>
<ul style="list-style-type: none"> • Rain gear • Flashlight • Small day pack or book-bag 	<ul style="list-style-type: none"> • Water bottle • Pen and paper • Project LEAF passport (will be handed out on Monday of camp) 	<ul style="list-style-type: none"> • Compass • Pocket knife (Totin' Chip will be offered) • Camera

Your Week at Project LEAF at a Glance (this may vary between camps)

Each day, the program will begin after breakfast with an opening ceremony. During Monday's ceremony, Scouts will meet their patrol guide who will serve with the patrol for the week. This guide will be a Life or Eagle Scout staff member who will guide the patrol through several modules throughout the week. Scouts are kept in patrols by troop when possible, but may be combined with other troops to fill patrols. This allows your Scouts to make friends with other Scouts from around the area and other parts of the country.

Each Scout will be given a passport to keep track of modules that they have completed each day and a walking stave to show off their accomplishment for the week.

Below is a sample schedule (the schedule may vary in each camp and from day to day as determined by the camp leadership; see the individual camp guides for more information.

9:15-9:30 a.m.	Opening ceremony – This will take place at the gathering place for Project LEAF in each camp.
9:30 a.m.-12:00 n.	Patrol time – This is time with the patrol guide learning new skills and preparing for the daily patrol competition.
12:00 n.-1:45 p.m.	Lunch and free time – Lunch is with the home troop.
2:00-3:30 p.m.	Patrol Time – Continue learning skills.
3:30-5:00 p.m.	Troop Competition – Daily competition by Project LEAF patrol to show off skills learned that day. Competitions may include: knot tying, orienteering, fire building, first aid, and team games.
Evenings	Optional time for Scouts to work on merit badges on their own.

A day may be scheduled for a five-mile hike as a Project LEAF troop. Scouts will be told when and how this hike will happen at each camp and will be given instruction as to what is needed. The hike will be on well-established trails and show off more of camp. (We do ask that a leader from your troop (if possible) attend the hike with your Scouts.)





Project LEAF and First Year Campers

One evening may be spent with the Project LEAF troop cooking a meal and having a campfire.

The Best Part

Each patrol guide is given certain flexibility to structure the week with the patrol's specific needs in mind in order to maximize the patrol's learning and enjoyment. This is critical for us to help support your troop program. We encourage you to work closely with the Project LEAF director to make sure your Scouts learn the skills that they need.

To get the most out of the program, please have a leader work with the Project LEAF Scouts throughout the week. The leader should ask to see the passport daily and test Scouts on what they have learned. As the leader is comfortable with the Scout's knowledge, they should sign off in the Scout's handbook.

The Project LEAF director and the program director are available to answer any questions that you may have while at camp.





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 the BSA 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.

Three types of treks are available, canoe treks on the Delaware River (each day on the river will incur an additional cost), adventure backpacking treks on the TMR Scout Camps, and an Extreme trek through the back country of the TMR Reservation. Each trek can be customized for your group to focus on the activities that most interest your Scouts. Hybrid treks are also an option in which some days are spent hiking and others are spent on the River (river trips incur a daily cost).

Trek Guides with all the information about the program are available at your request and the High Adventure Trek director will help you in planning your very own 50 Miler. Group leaders should contact Camping Services (212-651-3073 or camping@bsa-gnyc.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 at least 13 years old or must have completed the 7th grade 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. The charge is \$32 per person, youth or adult for canoeing or rafting and \$34 per person, youth or adult for kayaking. Please





Other Program Opportunities

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 in order to have the maximum impact on the participants.
4. Are fun.

Low Elements

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

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.

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.





Other Program Opportunities

The Towers

The Tower at Ranachqua

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

Thomas I. Bardong/Alliance Tower at Keowa

This high adventure outpost is a four-sided structure used for climbing and 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 13 years old or have completed the 7th grade in order 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. The museum is located at Ten Mile River and it 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 93-year history with photos, patches, neckerchiefs and physical artifacts. Exhibits include the time before TMR as revealed in Native American arrowheads and early colonial tools and items found on the property. Scouts will





Other Program Opportunities

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: tmmuseum.org/reserve-a-date-and-time-to-visit.

Earn the 2021 TMR Scout Museum Historian Patch

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



Technology

Improved Internet connectivity has made it possible to 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 of the merit badges require prerequisites and Scouts wishing to earn any of them must come prepared ahead of time.

Indoor/Outdoor Programs for 2021!

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.





Other Program Opportunities

Title	Theme	Length	What You Will See and Do	How to Do It
Night at the Museum			<ul style="list-style-type: none"> • Movies, BBQ, Ladder Ball, Horse Shoes, Blind Man's Maze, Volleyball 	<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
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 Scout Museum 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 probably more than one visit to the museum will be necessary • 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





Other Program Opportunities

Title	Theme	Length	What You Will See and Do	How to Do It
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"> The 12,000-acre Ten Mile River Scout Camps in Sullivan County, New York have 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
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
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
Headquarters 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 <p>• 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</p>	<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





Other Program Opportunities

Title	Theme	Length	What You Will See and Do	How to Do It
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.

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: tmmuseum.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.





Other Program Opportunities

Museum Store Back for 2021

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.

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

2021 Operating Schedule (tentative)

- Monday: 2:00 - 5:00 p.m. and 7:00 - 9:00 p.m.
- Tuesday-Friday: 9:00 a.m. - 12:00 noon, 2:00 - 5:00 p.m. and 7:00 - 9:00 p.m.
- Saturday: 9:30 a.m. - 3:00 p.m.
- Sunday: 11:00 a.m. - 4:00 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@tprmuseum.org
- Web Site tprmuseum.org





Other Program Opportunities

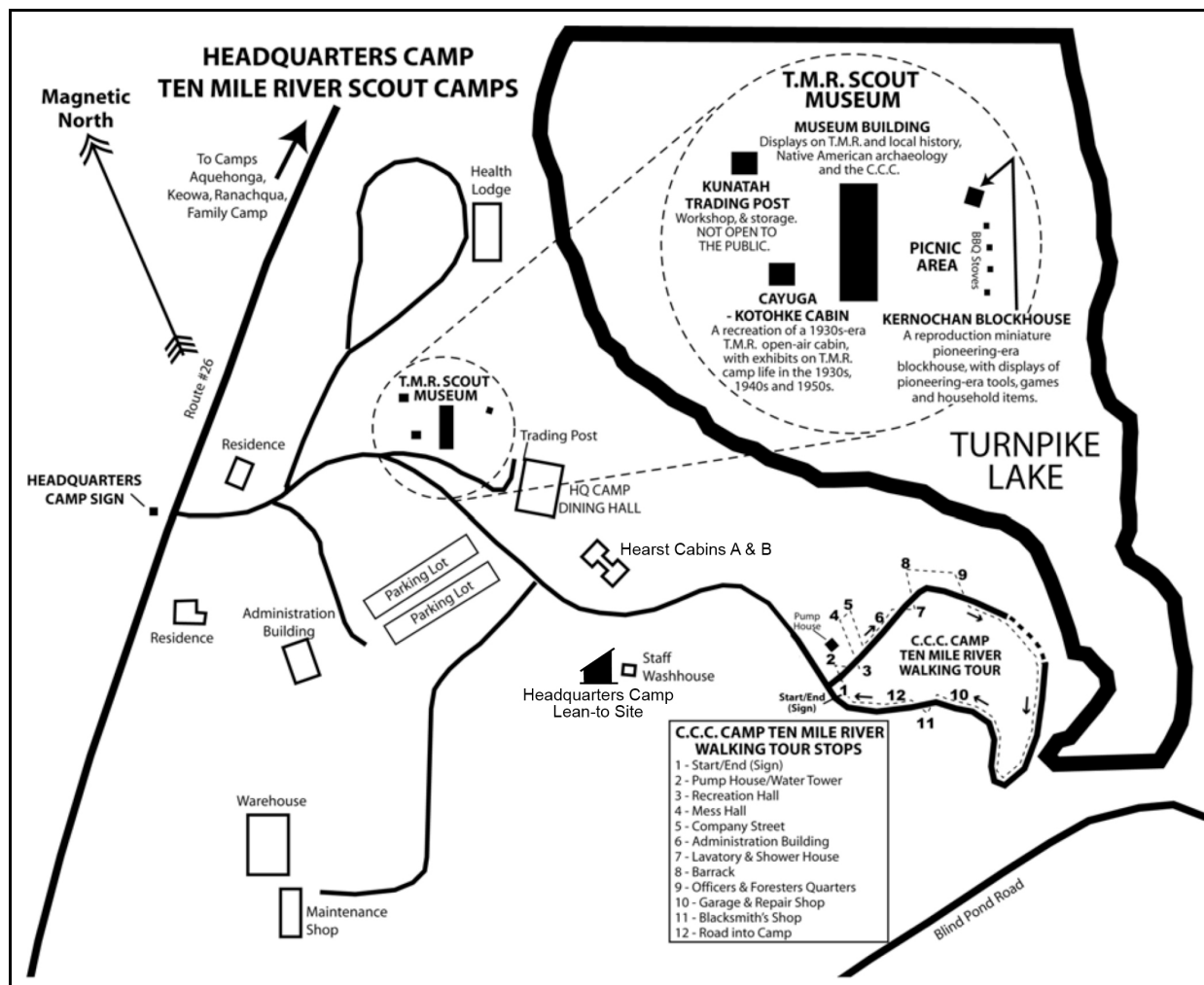
- Make a reservation to visit the Museum from our website

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.

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.





Other Program Opportunities

B.S.A. Lifeguard

This certification course provides units with qualified individuals for aquatic activities. Any Scouters or Scouts age 15 or older with good aquatic skills may participate. The course is offered each week in each of the camps. Certification requires an extensive investment of time. Note that complete certification also requires CPRO/AED and Red Cross First Aid Training.



If you are interested in this program, please contact the program director or aquatics director in your camp.

ATV Program

The ATV program is designed for older Scouts and will enhance the experience of adventure-seeking young men. Safety will be our number one concern when it comes to operating the program and several training sessions will be required for all riders. All participants must be at least 15 years old and under age 18. There will be a per-participant, per-session cost in addition to the normal camp fee.

The Scout Law tells us to be clean and cheerful. This program will spread cheerfulness without a doubt, but we're sure our riders will have trouble staying clean!

Horseback Riding

Ten Mile River now offers horseback riding and Horsemanship merit badge through an arrangement with Rolling Stone Ranch, located in nearby Bethel, NY. For details on fees, times, minimum group sizes, and notice requirements, please see tenmileriver.org/wp-content/uploads/sites/4/2020/02/rolling-stone-ranch-flyer-1.pdf. All participants must fill out and bring the release form available at tenmileriver.org/wp-content/uploads/sites/4/2020/02/rolling-stone-ranch-release-form-1.pdf.

Reservation Outpost Program Schedule

A reservation as large and diverse as Ten Mile River is able to offer its guests a wide variety of high adventure opportunities. Since these resources need to be shared among the various TMR camps, 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/wp-content/uploads/sites/4/2021/01/2021-TMR-Brochure.pdf 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, ATVs, 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 at least 13 years old or have completed the 7th grade

When: Weeks 1-6

How Much: \$480 (If paid in full by May 1st), plus \$32/day for canoe trips or \$34/day for kayaks

National Youth Leadership Training Conference: The Boy Scouts of 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 seven-day outdoor leadership development experience. The conference, based on a national training outline, has three aims:



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

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

Who: First Class Scouts, 13 years old by September 1, 2021, who are Troop youth leaders (or a Scout likely to assume a leadership position soon) and Venturers

When: Week 0 at **Alpine Scout Camp**

How Much: Please consult www.nycscouting.org/event/nylt

Note: An NYLT application must be submitted by the Scout/Venturer

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





Individual Camping Options: Specialty Camps

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.

Who: Registered Scouts

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

How Much: \$465 (If paid in full by May 1st)

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 the highest award in Scouting.



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

When: Weeks 1-5 at Camp Keowa, Week 4 at Camp Ranachqua and Week 6 at Camp Aquehonga

How Much: \$480 (If paid in full by May 1st)



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 PADI Open Water Diver Certification, off-site transportation, and four open water dives; all program supplies and materials will be supplied. An optional package is available for \$175 for 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 14 years old or Adults and anxious for adventure. Must already have Swimming merit badge and be able to pass the BSA Swimmer test (Additional swimming with mask and snorkel will apply).

When: Week 2 at Camp Keowa

How Much: \$605 flat fee (discounts do not apply). Pre-registration is required.

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

BSA Lifeguard Camp: Participants will have the opportunity to become a certified BSA lifeguard and will earn Lifesaving merit badge and may also work on





Individual Camping Options: Specialty Camps

Rowing merit badge or Snorkeling BSA. Participants will also receive training in Red Cross CPR and AED and first aid.

Who: For Scouts BSA and Venturers who are 15 years old and up. Participants must be able to pass the BSA Swimmer test to enter the program.

When: Week 4 at Camp Ranachqua

How Much: \$480 (If paid in full by May 1st).



STEM Camp: The Camp Ranachqua DIY 9-5 program aims to develop hands-on skills and greater understanding of STEM (Science, Technology, Engineering and Mathematics) fields. Scouts will be introduced to practical applications with a balanced focus on both Do It Yourself fixes and career skills. Opportunities for merit badges will include: Welding, Plumbing, Automotive Maintenance, Robotics, Composite Materials, Digital Technology and Electronics.



Who: All Scouts BSA and Venturers 14 and up or completed the 8th grade

When: Week 4 at Camp Ranachqua

How Much: \$480 (If paid in full by May 1st) – includes materials

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 175](#) for more detailed information.

Who: Scouting Families

When: Weeks 0 - 6

How Much: \$500 per week per cabin if paid in full by May 1st; \$600 after May 1st; \$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	12 years old (N.Y. State Law), 13 years old for muzzleloading
River Canoeing	Scout age and a Swimmer
River Kayaking	13 years old or completed 7th grade, and a Swimmer
Lake Kayaking	Scout age and a Swimmer
Shotgun Shooting	13 years old or completed 7th grade
Mountain Biking	12 years old or completed 6th grade
High COPE Course	13 years old or completed 7th grade
Low COPE Course	Scout age
Cliff Rappelling	13 years old or completed 7th grade
Climbing Towers	13 years old or completed 7th grade
Water Skiing	13 years old or completed 7th grade, and a Swimmer
Motorboating	14 years old or completed 8th grade, and a Swimmer
B.S.A. Lifeguard	15 years old
ATV Riding	15-17 years old
Catskill Adventure Base	13 years old or completed the 7th grade

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 the following strokes: side-stroke, breaststroke, trudgen, or crawl; then swim 25 yards/meters using an easy, resting backstroke. The 100 yards/meters must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.





Program Area Offerings

Aquatics

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



Canoeing



Lifesaving



Motorboating

Special Awards

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



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



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



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 \$1 for 3 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



Soil & Water Conservation



Space Exploration



Weather



Camping



Hiking



First Aid



Orienteering



Pioneering



Wilderness Survival

Scout Skills

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

Camp-wide Events

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





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

Many merit badges require preparation 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 paper work required for many of the merit badges.

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

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

Requirements – Project LEAF

First year campers are encouraged to participate in Project LEAF. 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. For more information see [“Project LEAF and First Year Campers” on page 72](#).

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 the Scout is qualified to begin work on the badge. (Merit





Advancement and Prerequisite Information

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 usscouts.org/usscouts/advance/changes/advchanges21.asp for this year’s changes.

Completion of Requirements

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

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

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





Advancement and Prerequisite Information

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

Partials

A Scout completing only a portion of a merit badge will be given a partial on their merit badge card. Partials will be given only for projects actually completed or skills actually demonstrated at camp. Partials will not be given for written work (or for requirements that require “tell”) because a Scout can take the written work (or the ability to tell) home with him to show to the 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 on Kindles; see blog.scoutingmagazine.org/2020/04/23/updated-merit-badge-pamphlets-now-available-through-amazon-kindle. 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.

Advancement Classes and Special Requirements

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





Advancement and Prerequisite Information

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](#).

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. Available at all camps.



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, RA.



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. Available at all camps.



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 all camps.



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. Available at AQ and RA week 4 (STEM week).



Backpacking Merit Badge: How tough are you? Hiking with your backpack is quite the challenge and is actually an art. Offered to those Scouts participating in the Trek program and at Aquehonga and Keowa for those Scouts who have completed the prerequisites in advance. 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 merit badge 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



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should allow for time outside of class to work on their projects. This is a good first year merit badge. Rated 1. Available at all camps.

Basic Camping Skills: Each camp’s staff will provide instruction and demonstrations on many of the basic camping skills required for Tenderfoot, Second Class and First Class. See [Project LEAF and First Year Campers on page 72](#) for details on TMR’s first year camper program. Scouts should bring their *Scout Handbook*. Available at all camps.



B.S.A. Lifeguard: Offered to Scouts 15 years of age or older. This course is a week-long commitment and requires at least four hours each day for instruction, training, and dock hours. In this course Scouts will be learning how to perform several rescues and learn proper technique of how to be an alert and skilled lifeguard. Scouts must be strong swimmers in order to qualify and we strongly recommend that they earn Lifesaving merit badge before starting. In order to fully earn the certification, Scouts must also complete two Red Cross courses independently: “CPR/AED for Professional Rescuers and Health Care Providers” and “Responding to Emergencies” training; these are not offered at camp; see www.redcross.org/take-a-class/bls#cpr-aed for potential local options. Rated 3. Available at all camps.



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 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. Available at all camps.



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. Available at all camps.



Camp Legend: AQuehonga, KEowa, RAnachqua





Advancement and Prerequisite Information

Chess Merit Badge: Chess has quickly become a popular merit badges, 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. Available at KE (weeks 1-5) and RA week 5 (Eagle week).



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) and RA week 5 (Eagle week).



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) and RA week 5 (Eagle week).



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. Available at all camps.



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, RA week 5 (Eagle week).



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Composite Materials Merit Badge: Science in action. Scouts interested in learning what objects are made out of and why can learn about composite materials and implement them create their own project. Composites make bicycles and skis lighter, kayaks and canoes stronger, houses warmer, and helmets tougher. This STEM badge has a difficulty rating of 3. Available at RA.



Cooking Merit Badge: This badge explores the importance of cooking and proper technique in the outdoor environment. Rated 3. Available at AQ, RA week 5 (Eagle week).



Basic Cooking Skills: As part of each camp's Project LEAF program the staff will provide instruction and demonstrations on many of the basic cooking skills required for Tenderfoot, Second Class and First Class. See [Project LEAF and First Year Campers on page 72](#) for details. Available at all camps.



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.) Rated 2. Available at AQ, KE, RA during STEM camp.



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. Real progress in unraveling the mystery of electricity has come only within the last 250 years. Rated 3. Available at AQ.



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. Available at AQ.



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 situation. 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. Available at AQ, KE (weeks 1-5) and RA week 5 (Eagle week).



Camp Legend: AQuehonga, KEowa, RAnachqua





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



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. Available at all camps.



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. Available at KE (weeks 1-5) and RA week 5 (Eagle week).



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. Available at AQ.



First Aid Merit Badge: Explore what it really means to deliver the best first aid to the people you come in contact with in life. Explore the importance of first aid to our life. A Scout must have completed all of 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. Available at all camps.



First Class Requirements: Instruction for many of these requirements is available at all camps. For more information see ["Project LEAF and First Year Campers" on page 72](#) and the individual camp sections.



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



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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). Available at all camps.



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 all camps.



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 these categories: field sports, board games, cards, and video games. At camp the focus of the curriculum will be on sports and board or card games; video games will be discussed. Rated 3. Available at all camps.



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 KE.



Graphic Arts Merit Badge: The graphic arts field includes many kinds of work in the printing and publishing industries. Graphic arts professionals create all kinds of printed communication, from business cards to books to billboards. The scope of printing communications is huge. Rated 2. Available at RA.



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



Hiking Merit Badge: Substantial revisions in 2016. A fairly easy badge that requires far too much time to be completed in one week at camp, even for our trek crews! It requires six hikes with hike plans and reports for each hike. Rated 3P. Available as a partial without prerequisites at AQ.



Camp Legend: AQuehonga, KEowa, RAnachqua





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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 Rolling Stone Ranch, located in nearby Bethel, NY. Please see [Horseback Riding on page 85](#) for details. Rated 2.



Indian Lore Merit Badge: This interesting merit 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 our area or bring a book with them to camp. Rated 3. Available at KE, RA.



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. Available at RA.



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. Available at Gottcom in KE.



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 all camps.



Leatherwork Merit Badge: Leatherwork is an art that requires certain skills. 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 all camps.



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 this 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



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elementary backstroke. This can be a tough badge for Scouts who are not strong swimmers. Rated 3. Available at all camps.

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 all camps.



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 all camps.



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. Available at KE, RA.



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. Each Scout taking this merit badge should bring a camera with video capabilities and the appropriate USB connector cord. Available at RA. Rated 3.



Music Merit Badge: Turn it up! Scouts are invited to join in with the band in this merit badge, a program that will feature short class times but culminate in a recital featuring a performance of original music from each Scout taking the badge. Rated 2. Available at RA.



Nature Merit Badge: An overview of nature. Requirement 4 can be completed at camp if all of the following groups are used: mammals, reptiles, fish, plants and soil. If the Scout wishes to earn this badge using birds, insects, or mollusks, extensive work must be done outside of camp. Rated 3. Available at all camps.



Camp Legend: AQuehonga, KEowa, RAnachqua





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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 a knowledge of map and compass and a significant amount of time outside of class time. Requirement 7 may be difficult to complete in one week of camp. Rated 3. Available at all camps.



Personal Fitness Merit Badge: Satisfy this merit badge’s requirements and put your stamina to the test. Learn the importance of personal fitness and the different 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 all camps.



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) and RA week 5 (Eagle week).



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. Available at AQ, Gottcom in KE, RA.



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 this merit badge, Scouts must show ability with the square knot, clove hitch, two half-hitches, taut-line hitch, timber hitch and bowline. Scouts who are not comfortable with these knots should consider participating part in Project LEAF to work on basic skills; see [page 72](#) for details. The project for requirement 10 will be done outside of class during an afternoon. Rated 3. Available at all camps.



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 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 3. Available at KE, RA.



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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. Available at AQ, RA week 4 (STEM week).



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 in order 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. 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, KE.

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 all camps. 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 RA. Rated 2.



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. Available at all camps.



Camp Legend: AQuehonga, KEowa, RAnachqua





Advancement and Prerequisite Information

Rifle Shooting Merit Badge: Master the shooting techniques you need to be an expert marksman. This badge is not designed for first-time shooters. *A Scout must be at least 12 years old (13 for muzzleloading) to take this badge.* Any Scout must have some experience before taking this badge to achieve the required scores. Rated 3. Available at all camps.



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, RA week 4 (STEM week).



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 all camps.



Safety Merit Badge: Knowing about safety helps Scouts to make the right choices and to take the best actions to avoid accidents by making informed choices in their everyday activities and to respond appropriately during an emergency situation. Rated 2. Available at AQ.



Second Class Requirements: Instruction for many of these requirements is available at all camps. For more information see ["Project LEAF and First Year Campers" on page 72](#) and the individual camp sections.



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. Available at the TMR Museum.



Shotgun Shooting Merit Badge: Master the shooting techniques you will need in order 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. Available at all camps.



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





Advancement and Prerequisite Information

Signs, Signals and Codes Merit Badge: American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes 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, RA.



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 he will have to spend substantial time practicing during open boating in the afternoon in order to master this badge. Even then it may well be difficult to earn the badge in only one week at camp. Also, time may have to be spent outside of class learning the required knots. Rated 3. Available at all camps.



Soil and Water Conservation Merit Badge: 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 all camps.



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 all camps.



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. Rated 2P. Available at all camps.



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 all camps.



Camp Legend: AQuehonga, KEowa, RAnachqua





Advancement and Prerequisite Information

Swimming Instruction: The staff will provide swimming instruction for non-swimmers and beginners. Available at all camps.

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, as well as 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 in order to qualify. Rated 2. Available at all camps.



Tenderfoot Requirements: Instruction for many of these requirements is available at all camps. For more information see ["Project LEAF and First Year Campers" on page 72](#) and the individual camp sections.



Theater Merit Badge: While earning the Theater merit badge, Scouts will learn about live performance and about goes on behind the scenes with the design of sets and costumes. Scouts will perform short entertainment features during the Friday night campfire. Rated 2. Available at RA.



Water Sports Merit Badge: Prepare for adventure on water-skis or a wakeboard. 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 all camps.



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, RA week 4 (STEM week).



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

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 all camps.



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 all camps.



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 RA.



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 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.

Camp Legend: AQuehonga, KEowa, RAnachqua





Merit Badge Prerequisites

Merit Badge / Award	Prerequisites	Comments
Aquatics		
B.S.A. Lifeguard	1, 2, 6, age requirement	1 & 2: Fulfilled by medical on file at camp; 6: Fulfilled by presenting the instructor with the CPR certification card; Age: at least 15 years old.
Canoeing	2	2: Completed by passing the BSA Swimmers test at check-in.
Kayaking	2	2: Completed by passing the BSA Swimmers test at check-in.
Lifesaving	1a,1b	1a: Completed by achieving the rank of First Class prior to arrival; 1b: Completed upon arrival at camp at scheduled time. See Aquatics director for details.
Motorboating	Ability level & age requirement	Completed by passing the BSA Swimmers test at check-in; Scouts must be 14 years old or have completed the 8th grade.
Rowing	2	2: Completed by passing the BSA Swimmers test at check-in.
Small-Boat Sailing	2	2: Completed by passing the BSA Swimmers test at check-in.
Swimming	2	2: Completed by passing the BSA Swimmers test at check-in.
Water Sports	3, age requirement	3: Completed by passing the BSA Swimmers test at check-in.
Climbing/COPE		
Climbing	Age & equipment requirement	Scout must be 13 years old or have completed 7th grade prior to commencement. Scout must wear long pants.
Progressive COPE		Scout must be 13 years old or have completed 7th grade prior to commencement. Scout must wear long pants.
Ecology		
Astronomy		
Energy	4	4: Energy audit must be completed prior to arrival.
Environmental Science		
Fish & Wildlife Management		
Forestry		
Geology	5c	
Mammal Study		
Nature		
Plant Science		
Reptile & Amphibian Study	8	8: Complete the observation log and provide it to the counselor at the beginning of the week.
Soil & Water Conservation		
Space Exploration		
Weather	9a or b	Complete either option for the requirement as written, present the log to your counselor during Monday's class.





Merit Badge Prerequisites

Merit Badge / Award	Prerequisites	Comments
Field Sports		
Athletics	3, 5	
Cycling	7, age requirement	Scout must be 12 years old or have completed 6th grade.
Fishing		
Personal Fitness	1, 7, 8	Scouts should bring evidence in the form of their completed fitness program log or prepare to begin and design their program during their stay at camp.
Sports	4, 5	4: Training log/chart must be presented to counselor; 5: Proof of participation should be provided to counselor.
Handicraft		
Art		
Basketry		Additional Trading Post supply fees may apply.
Graphic Arts		
Indian Lore		Additional Trading Post supply fees may apply.
Leatherwork		Additional Trading Post supply fees may apply.
Pottery		Additional Trading Post supply fees may apply.
Sculpture		
Textile		
Wood Carving	2a	2a: Earn your Totin' Chip. Present the card to your MB counselor.
Miscellaneous		
Chess		
Communication	5	5: Provide your written report to your counselor upon starting the badge.
Composite Materials		
Digital Technology	1	1: Complete the Cyber Chip prior to arriving.
Electronics		
Game Design		This merit badge requires "homework" during camp.
Journalism	2a or 2b	
Moviemaking		
Music		
Photography	1b	1: Complete the Cyber Chip prior to arriving.
Public Speaking		
Pulp and Paper		
Robotics		
Salesmanship	5	
Theater	1	1: Provide your review to your counselor upon arriving.





Merit Badge Prerequisites

Merit Badge / Award	Prerequisites	Comments
Scout Skills		
Backpacking		
Camping	7, 9a,b,c	
First Aid	1, 2d	Two-hour class.
Geocaching		
Hiking		
Orienteering		Much planning time required.
Pioneering	2a	Two-hour class. Much practice time required. Must know basic knots and lashings required through First Class rank.
Signs, Signals and Codes	7	
Wilderness Survival	5	Requires overnight outing during the week, without sleeping bag. Bring materials for the survival kit.
Shooting Sports		
Archery		Two-hour class. Much practice time required.
Rifle Shooting - .22 caliber		Two-hour class. Much practice time required. Must be at least 12 years old.
Shotgun Shooting		Two-hour class. Much practice time required. Must be at least 13 years old.
Trades		
Electricity		
Plumbing		
Welding		
Woodwork		
Trail to Eagle		
Cit. in the Community	3a, 4, 7	Eagle Camp only
Citizenship in the Nation	2	Eagle Camp only
Citizenship in the World		
Emergency Preparedness	1, 8b	Eagle Camp only
Family Life	3, 4, 5, 6b	Eagle Camp only
Personal Management	2, 8	Eagle Camp only

Notes:

- All requirement numbers refer to the 2019 Scouts BSA Requirements Manual, or newer B.S.A. version if requirements have been changed. For details on updated requirements, visit tenmileriver.org.
- All prerequisites listed above must be completed before a Scout arrives at camp **if completion is expected by the end of the week; otherwise, a partial will be issued.** Unit Leader certification of successful completion of all prerequisites is required.





Religion in Camp

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

Religion and Scouting

"The Boy Scouts of America maintains that no boy can grow into the best kind of citizen without recognizing his obligation to God."

(Article II, Section 2, Charter and Bylaws, B.S.A.)

The religious institutions of America have commended the Boy Scouts of America for encouraging youth to participate in organized religious activities. Scouting has enjoyed the cooperation of nearly every religious group in America. This is due in large part to the fact that the B.S.A. recognizes religion as an integral part of the character-building process and encourages 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 the following policy for the Ten Mile River Scout Camps:

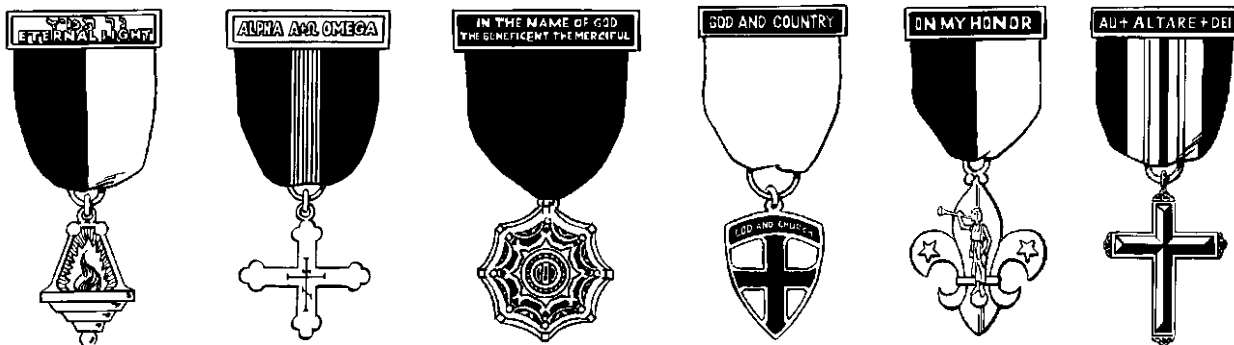
Religious Services will be held at various times throughout the reservation. See the camp sections for days and times.

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.





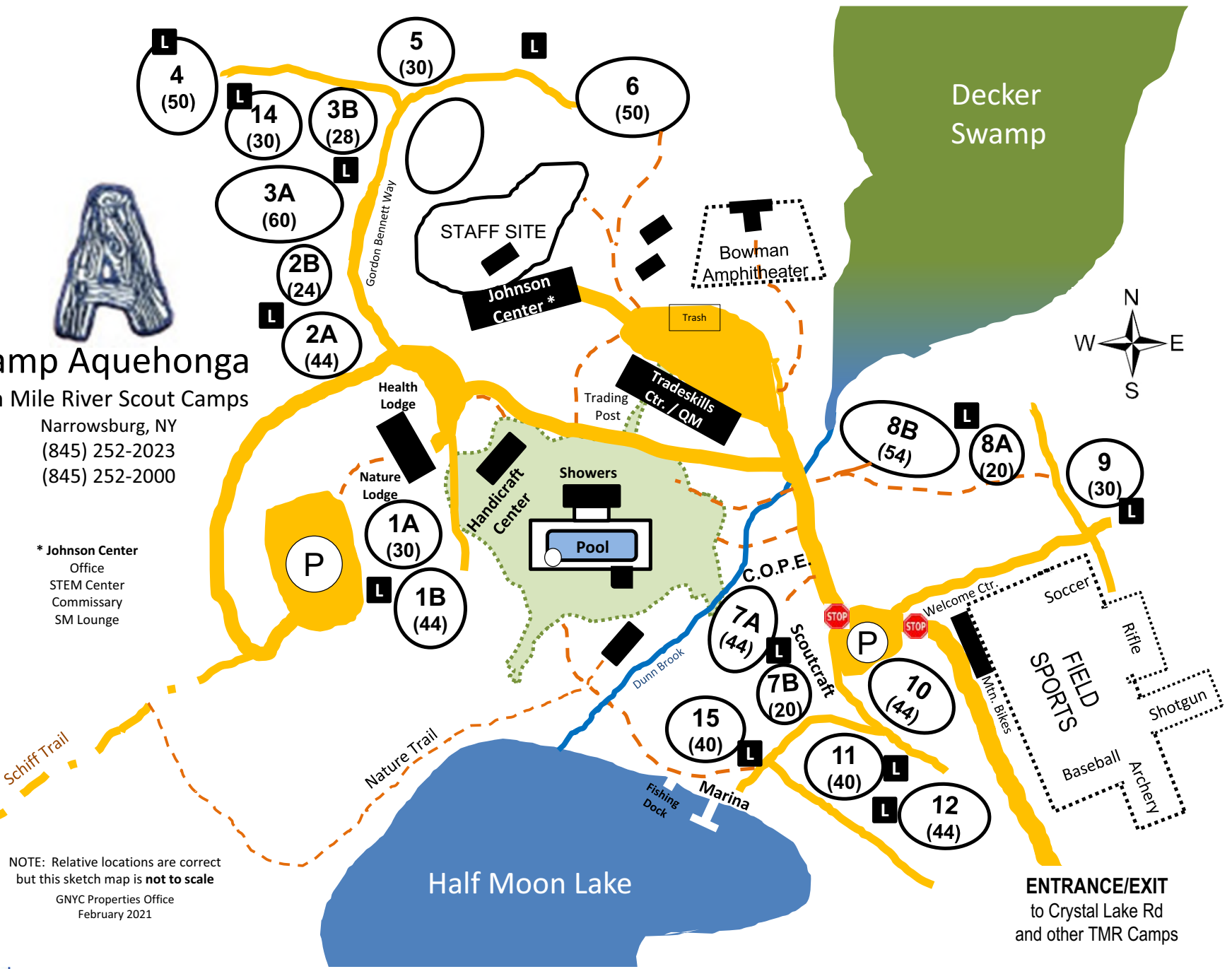
A QUEHONGA

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



BOY SCOUTS OF AMERICA®
 CAMP AQUEHONGA



Welcome to Aquehonga

Dear Fellow Scouts and Scouters,

It is our great pleasure to welcome you to Camp Aquehonga for the 2021 summer camping season. Camp Aquehonga has been committed to a quality program for well over 90 years at Ten Mile River Scout Reservation. The pandemic of 2020 derailed our ability to provide an in-person summer program but did not stop our commitment to working hard to re-envision a program based on the basic principles of Scouting but blended with 21st century skills. We are poised and anxiously preparing for another excellent summer of outdoor adventure. The staff is committed to preparing every Scout that enters camp to be ready for challenges that lie ahead, and to create with them memories that will last for years to come. Aquehonga will once again pride itself on consistently providing a quality summer camping experience to thousands of Scouts and Scouters. 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 grew up in this camp and learned many things here as young Scouts and adult leaders. This summer we will continue to deliver a quality program, build on the great Scouting basics and create the action and high adventure that every scout memory is made of. We will re-center ourselves on Scouting basics and help Scouts advance and experience the outdoors. We look forward to creating for many Scouts and Scouters that same learning and building excitement.

We believe once again that we have assembled one of the finest staffs around: Scouts and Scouters committed to providing experience steeped in quality and skill. Their goal is to provide and expand on Scout-oriented program where the end result is a journey in leadership, personal growth and fun. 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.

“High adventure, Challenge, and Leadership – we’re here to provide them all.”

We’re more than ready; we’re excited; and we’re back to make it happen!

Let us know what we can do to you make your experience memorable and lasting. If you have any questions feel free to contact us at our email address listed below.

Yours in Scouting,

Anthony Allison
Camp Director
aallison@tenmileriver.org

Anthony Zalak
Assistant Camp Director/Program Director
azalak@tenmileriver.org

...and the entire 2021 Camp Aquehonga Staff





What's New & Exciting At Aquehonga?

Nature Trail / Ecology Center [*New]

We are excited to see a new revitalization of our nature trail and ecology center. It adds newly designed kiosks along the remarked trail, interactive displays, and informational points of interest throughout the camp. The Ecology/Nature Lodge will also see some newly designed material added to the instructional components of the merit badges.

Eagle Scout Cracker Barrel

Calling all First Class, Star and Life Scouts. Come join us on Thursday afternoons to meet with Eagle Scouts to discuss the Eagle Scout process. We will be discussing project ideas, board of review questions, and paperwork. We will meet in the Johnson Center at 1:00 p.m. Snacks will be provided!

Trail to Eagle Camp

We are excited to announce that once again Aquehonga will be host to a Trail to Eagle camp at Aquehonga during the sixth week of camp. It is open to all First Class, Star and Life Scouts who are at least 13 years old and who are getting ready for Eagle.

Camp Signage [*New]

Through gracious donations from a long-term Ten Mile River scouter, new camp road signs have been designed to better highlight the points of interest and give better direction throughout the camp.

Aquehonga Website – tenmileriver.org/aq

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





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. BBO 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 aallison@tenmileriver.org or the assistant 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 BSA medical form and OTC medications form. All adults staying in camp must also





The First Day of Camp at Aquehonga

provide a completed medical form. Please include with medical forms a copy of the individual's insurance provider card. To minimize 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 BSA 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 once a 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.

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.

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 housekeeping 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: (8:30 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 12,000-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, each morning at 8:45 a.m. and evening at 6:45 p.m. a different unit will raise and lower the colors on the Parade Field. Other troops are welcome to attend. Sign up at the Sunday Leader's Meeting.

Camp-wide Evening Activities

- Monday – spray paint the universe at the Williamson Pavilion (Handicraft).
- Tuesday – come watch a movie (location to be announced).
- Wednesday – the entire camp will gather on the Parade Field for an exciting camp-wide game.
- Wednesday – in the evening, an ice cream social at the Williamson Pavilion.
- Thursday – relive *Field of Dreams* as everyone assembles on Barta Field for the highly anticipated Scoutmaster/SPL vs. Staff competition (see the Field Sports director to sign up to play, or to volunteer to lead as a Scoutmaster/SPL Captain.)
- Thursday – camp-wide Iron Chef cook-off at 7:00 p.m. at the Williamson Pavilion.
- Friday – assemble at 5:45 p.m. for the camp-wide barbeque.
- Friday – unit-led campfire: show off your troop's best song, skit or cheer (bring your troop's program items to the Wednesday afternoon SPL Roundtable.)

Week in Review

Friday evenings after the campfire, we will show a video recap of the week's events. 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.





Camp-Wide Programs and Activities

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 9:00 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, all unit leaders with culinary expertise are asked 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							
B.S.A. Lifeguard (3 hrs. + guard time)	✓						
Instructional Swim			✓	✓			
Lifesaving (2 hours) ^{a,b}		✓					Thurs.
Mile Swim ^a							✓
Snorkeling ^a							✓
Swimming ^{a,b}	✓	✓					Thurs.
Lake							
Canoeing ^{a,c}			✓				
Kayaking ^{a,c}		✓				✓	
Rowing ^{a,c}	✓						
Small-Boat Sailing (2 hours) ^{a,c}			✓				
Scoutcraft							
Backpacking ^d				✓			
Hiking ^d							
Camping			✓	✓			
Cooking						✓	
First Aid			✓		✓		
Geocaching						✓	
Orienteering	✓						
Pioneering	✓						
Wilderness Survival		✓					
Nature							
Astronomy						✓	
Environmental Science (2 hrs., 2 opts.)		✓			✓		
Forestry					✓		
Mammal Study ^e	✓			✓			
Reptile & Amphibian Study ^e							
Nature			✓				
Soil & Water Conservation				✓			
Space Exploration	✓						
Weather		✓					
Field Sports							
Athletics			✓	✓			
Fishing ^f	✓						
Personal Fitness		✓			✓		
Sports	✓					✓	





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
Shooting Sports							
Archery (2 hours, 2 options)		✓			✓		
Rifle Shooting - .22 cal. (2 hours)	✓						
Shotgun Shooting (2 hours)			✓				
COPE/Climbing							
Climbing (2 hours) ^g	✓		Practice Slot				
Progressive COPE				✓			
Handicraft							
Basketry				✓			
Leatherwork	✓				✓		
Metalwork						✓	
Pottery		✓					
Wood Carving				✓	✓		
Woodwork			✓				
Skill Center							
Automotive Maintenance	✓						
Electricity						✓	
Plumbing			✓				
Welding					✓		
STEM (Johnson Center)							
Communication					✓		
Digital Technology		✓					
Electronics						✓	
Game Design	✓						
Programming					✓		
Public Speaking		✓					
Robotics			✓			✓	
Other Badges							
Chess ^h							
Emergency Preparedness ^h							
Fingerprinting ^h							
Photography ^h							

- a. Must be a Swimmer by class on Tuesday.
- b. Must attend extra class at 7:00 p.m. Thursday.
- c. Must make time for practice during open boating.
- d. Backpacking and Hiking will be offered together as one class.
- e. Mammals and Reptile & Amphibian Study will be offered together as one class.
- f. Fishing poles are available, but we recommend that Scouts bring their own personal poles. Must make time for practice during afternoon sessions.





Program Schedule

- g. 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.
- h. Only by appointment if certified unit leader volunteer merit badge counselors are available.

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 lifesaver! 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

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 Wednesday 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.

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.*

Snorkeling B.S.A.: 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.





Program Areas

B.S.A. Lifeguard: Available to adults and qualified Scouts age 15 or older. It is extremely time consuming, so be prepared to spend the better part of your week at the Waterfront! It is also recommended that Scouts have Swimming, Rowing, Lifesaving and First Aid merit badges. Participants must be certified in CPR for the Professional Rescuer before coming to camp. This certification cannot be completed without CPR for the Professional Rescuer.

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 Flipper or Paddle. 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

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. BSA Swimmer qualification is required.

Please see [“Swimming Ability Ratings” on page 89](#) for the requirements for Non-Swimmer, Beginner, and Swimmer and [“Aquatics Rules” on page 51](#) 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.

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





Program Areas

quickly build a fire, burn the string and drench the counselor. The program takes place in the Scoutcraft area on Tuesday through Thursday evenings at 7:00 p.m. Don't forget, however, that all Dunk the Counselor challenges must be made at a flag ceremony!

Special Awards

Totin' Chip and Firem'n 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 the following goals: Teamwork, Communication, Problem Solving, Decision Making, Self Esteem, Trust, and Leadership. Scouts must be 13





Program Areas

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 76](#) 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 built in 2003. Ten new elements were introduced, bringing the course to a total of 14 elements. This is the ideal challenge for a patrol or troop and is often the highlight of a Scout’s week at camp.

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 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.





Program Areas

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.

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

Merit Badge	Approximate Cost
Basketry	\$20-22
Leatherwork	\$5-11
Metal Work	\$6-8 (No cost for tinsmithing)
Pottery	\$1 per lb. (Minimum 5 lbs.)
Wood Carving	\$2-5
Wood Work	No cost

Other Handicraft Program Opportunities

Units can participate in:

“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.





Program Areas

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 – Johnson Center

The Aquehonga STEM lab is home to many badges and programs where Scouts can test their critical thinking, teamwork, creativity and problem-solving abilities. 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 technology with our many fun badges such as Game Design, Digital Technology, Robotics, Electronics, Communication, Programming, Public Speaking and more!

Tradecraft/Skills Center

The Aquehonga Skills Center offers a multitude 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 or those who might want to be more hands-on around their home and community.





A Typical Day in Camp

7:00	<ul style="list-style-type: none"> ☛ 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	<ul style="list-style-type: none"> ☛ Siesta. Free time. Happy Hour. Campsite projects. Patrol Projects. ☛ All program areas closed. ☛ SPL meeting in the Johnson Center & OA Day Service Projects <i>(Both on Wednesday)</i> 	
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 <i>(Monday–Thursday)</i>	
5:15	☛ Dinner Pick-Up – Heater Stack Only	
6:00	☛ Dinner	
6:45	☛ Camp-wide Flag Lowering Ceremony	
7:00	<ul style="list-style-type: none"> ☛ Evening Program ☛ Return Heater Stacks, Cleaned and Dried 	
Dusk	<ul style="list-style-type: none"> ☛ 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		
Scoutmaster/SPL Softball Game	5		
Shooting Sports Evening Event	5		
Camp-wide Flag Ceremony	5 (per ceremony)		
Movie Night	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)		
Gym Badge Challenge	1 (per badge), 15 points 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 10:30 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 Thursday morning, as there is no regular lunch in camp on check-out day for departing units.
- The first camp meal is Sunday supper and the last is Saturday breakfast.





Aquehonga Services: When & Where

Camp Services Hours

Commissary “Food Pick-up”

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

Quartermaster Hours of Operation

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

Trading Post Hours of Operation

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

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.

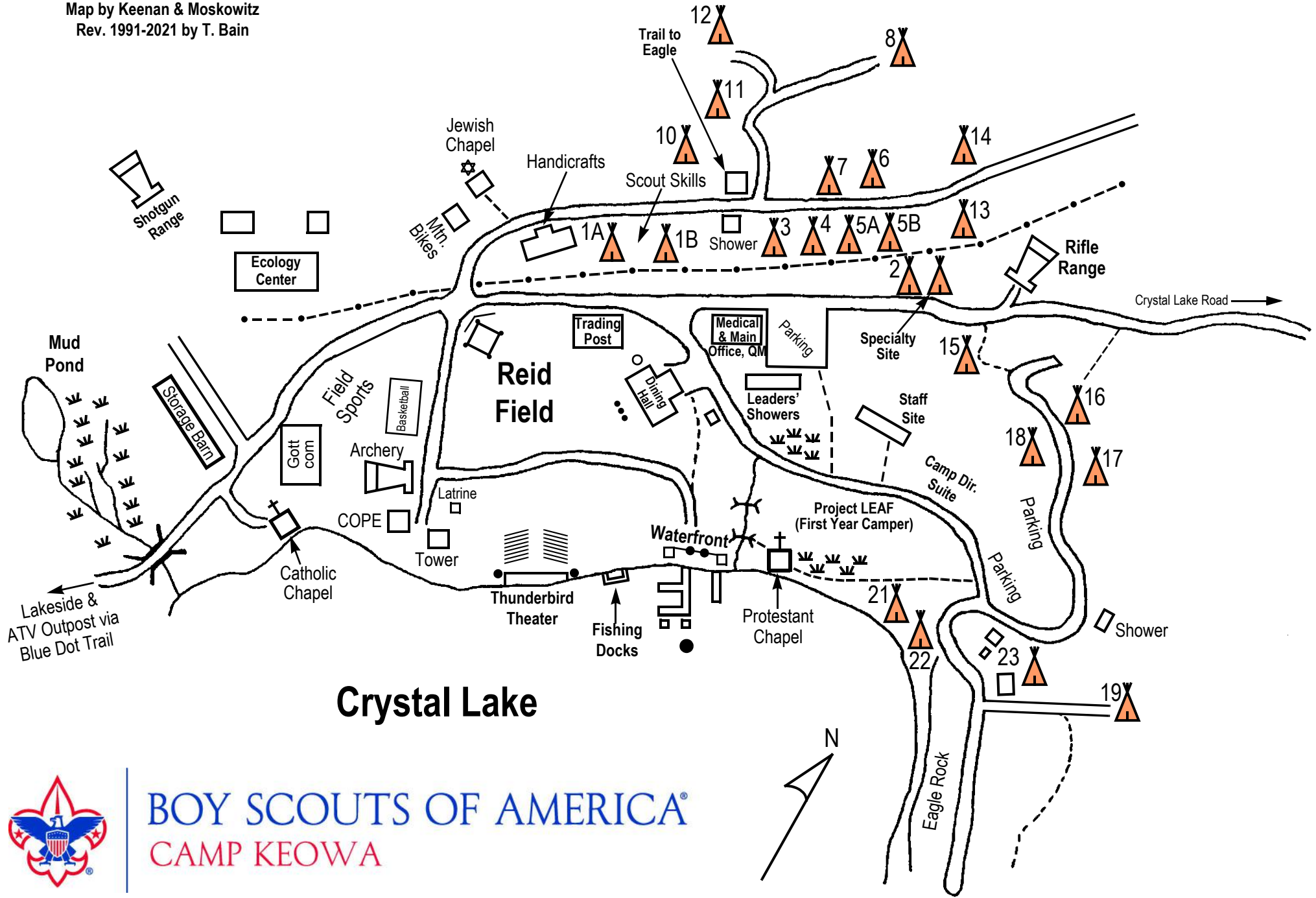
Problems with the campsite or camp equipment should be reported immediately. If a troop intentionally damages camp property or loses borrowed equipment, the unit will be charged the replacement cost.

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. 1991-2021 by T. Bain



Crystal Lake



BOY SCOUTS OF AMERICA
CAMP KEOWA



What's New for 2021

1. **Campsite Maps:** For troops that might be new to Keowa, or even long-timers looking to possibly switch campsites, we now provide a campsite map for each site in camp. Use this map to look at your campsite layout, make tent buddies, check the number of tents, and help overall with your pre-camp planning. The maps are available at tenmileriver.org/wp-content/uploads/sites/4/2020/02/keowa-site-maps-1.pdf.

2. **Half-day First Year Camper Program**

It is our mission to deliver a captivating, memorable, and productive experience for our First Year Campers. That is why we've restructured our First Year Camper Program to be only three hours each morning. With this change, our LEAF scouts will still be learning their essential scout skills between Tenderfoot and First Class, AND they will also be able to earn a few badges or have some free time. Project LEAF 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

3. **Other new programs**

- Keowa Quadrathlon

Send your most athletic and hungriest scout as your representative in the Keowa Quadrathlon on Thursday Siesta! One scout from every troop will compete in a race, consisting of cycling, running, swimming, and a surprise! Is your scout the most athletic in all of Camp Keowa?

- Animation Merit Badge

In Animation MB, Scouts will learn the 12 principles of animation and how to make their created characters come to life! They will create their own animations using two different techniques. They will also get to take a virtual tour of an animation studio. The capacity for this class will be 20 Scouts.





Check In and Arrival

Camp Keowa's official check-in begins at 1:00 p.m.

How to Obtain Fast Track Status Prior to Camp

- All participants (including adults attending only part of the week) must be listed on the participant roster in our online camp registration system for the week your troop is attending Camp Keowa.
- All participants who are listed on the participant roster in our online camp registration system must actually be attending for some duration of the week you are in camp.
- Balance owed must be paid in full prior to arrival at camp. (Units may make payments directly on our online camp registration system at any time using either credit card or eCheck.)

Arrival

Units are encouraged to arrive early, but not before 10:00 a.m., to begin campsite setup; however, financial check-in will not begin until 1:00 p.m. **Please do not plan on being able to check in before 1:00 p.m.**

When you arrive at Keowa, you should first 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. At this time, the leader in charge of **financial check-in** should report to the office. The rest of the unit, along with the site guide, will be taken to your campsite.

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 two main parking lots, next to the main office or in Rondack.

Campsite

While the unit leader is completing financial check-in, the site guide will take the rest of the unit up to your site, so they may get situated. Before the unit leaves the site for medical rechecks and swim tests (for those who need to take swim tests), all participants should (a) bring their medications to leave with the medical staff, and (b) change into their bathing suits if they plan to take the swim test.

Financial Check-in

For financial check-in, you should send the adult representative who intends to perform the financial portion of your unit's check-in to the front of the office before your unit goes to the site. This representative will be greeted by a staff member who will confirm the unit's status as a Fast Track unit or non-Fast Track unit:





Check In and Arrival

- If the unit has a need for changes to the event roster, you will be directed into the Office where there are staff available to aid in making these changes.
- Fast Track units will be directed to the Scoutmasters Lounge. There, the office manager will send you to complete your unit's financial check-in based on the order of arrival in the waiting area.

Open Field Sports

On Sunday afternoon, Field Sports will be hosting Open Program. If your unit is finished setting up camp, they may come to Field Sports while waiting for your medical recheck time. The unit may return if they wish after check-in is complete for sports and games. Programs that will be available are: Gaga ball, volleyball, basketball, Frisbee, spike ball, can jam, and disc golf.

Medical Recheck

Each unit should arrive at Medical Recheck five minutes before their assigned time. If you or your scouts have any **special dietary needs** this is where they will be communicated to our excellent kitchen staff.

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

Program Check-in

During your unit's medical recheck, your unit leader and SPL will have an opportunity to meet with our program director to learn about and schedule participation in available bookable programs taking place throughout the week. Please see our "Program Request Sheet – Camp Keowa" on page 152 in this guide to prepare ahead of time. You will also have an opportunity to book these programs prior to arrival at camp. Please have the unit leader who is registered on the GNYC website watch their email for the opportunity to book these programs before you arrive.

If you have any scouts in Project LEAF, the leader's next step is to briefly meet with a Project LEAF representative in the dining hall, where the representative will take down information, so as to put your scout in a patrol where they will thrive the best. The representative will also answer any questions you have about the program.

Swim Tests

After dining hall orientation, some of your unit will proceed on to take their swim tests – if they plan on using the waterfront during their stay. **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.





Check In and Arrival

Swim Test your Unit Before Camp

To better serve our customers, Keowa now supports and encourages troops to pre-test their participants for the BSA swimmers test before coming to camp. If you pre-test your troop, you will not need to take the dock test upon arrival at camp, thus expediting your check in process greatly!

This is simply a matter of finding a qualified person to conduct the test, such as a BSA or Red Cross certified lifeguard. Other qualified individuals are specified on the Unit Swim Classification Record: filestore.scouting.org/filestore/Outdoor%20Program/Aquatics/pdf/430-122.pdf.

All that is required is for the qualified individual to administer the test to Scouts or adults who are planning on doing aquatic activities, and then recording their test results on the Unit Swim Classification Record. The procedure for administering the test is specified on the Unit Swim Classification Record.

It is imperative that not only the Unit Swim Classification Record be brought to camp, but also a proof of certification for the individual who administered the swim test. Both documents must be given to the Aquatics Director after your troop has completed the Medical Recheck when you arrive to 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.





Program Highlights

With an offering for Keowa campers of all experience levels, we're confident everyone in your unit is going to get the most out of their week with us. Here's a preview.

Troop of the Week and Honor Troop

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

- Participation (2 points) & Victory (5 points) in Programs
 - Camp-wide Game
 - Critter Hunt
 - Scoutmaster Shotgun Shootout
 - Scoutmaster Caveman Golf
 - Office Art Competition
 - Keowa Clue!
 - Troop Cookoff
 - Keowa Quadrathlon
- Participation in Additional Programs (5 points)
 - Scoutmaster Merit Badge
 - Are You Smarter Than A Scout?
 - Jam Night
- Campwide Spirit (5 points)
 - Compliance with themed "Spirit Days," such as Keowa Shirt Day, Crazy Hat Day, etc.
 - Creative Troop Reports
- Camp Services (5 points)
 - Participation in Volunteer Service Projects
 - Participation in OA Day
 - Site of the Week

Honor Troop: Any troop that scores 30 or more points towards Troop of the Week will receive a ribbon to honor their participating and Scout Spirit!

The Troop of the Week is calculated by the commissioners on Friday. For any questions on the criteria, please speak with the program director or one of the commissioners for clarification.

Project LEAF

Recommended for First Year Campers – Project LEAF 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 earn two merit badges over the course of the week. Scouts will become part of a patrol, each guided by a member of our camp staff. LEAF Scouts will enjoy visiting the waterfront, shooting archery, and much more fun throughout the week. At the end of the week, leaders will be provided with a report indicating the skills that the scout completed in LEAF. Leaders can use this to either sign off the requirements or complete further testing. Scouts will leave with





Program Highlights

a patch, a wealth of Scouting knowledge to bring back to your troop, and a love for the Scouting program.

Trail to Eagle

Trail to Eagle offers scouts who are registered for this specialty camp many programs and merit badges relevant to future Eagle scouts. Extra programs include the ability to participate in mock boards of review and in-depth discussions on Eagle projects. Badges offered in this area can be found in the master Program Schedule starting on page 150.

Prerequisites

Merit Badge	Requirement
Citizenship in the Community	3, 4, 7c
Citizenship in the Nation	2
Personal Management	2, 8
Emergency Preparedness	1, 8b
Family Life	3, 4, 5, 6b

Support After Camp

Some merit badges have prerequisites and cannot be completed at camp. After returning home from camp, when a Scout who participated in Trail to Eagle 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 them to download their blue card from our online camp management 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 86](#) to learn how to register scouts for this specialty camp.

TMR High Adventure Trek

Recommended for Scouts ages 15 and up – Our Trek Program returns with expanded out-post offerings and new opportunities to hike through the Ten Mile River Wilderness, raft the Delaware River and explore every corner of our 12,000-acre reservation. Scouts have opportunities to shoot paint-ball, mountain-board, throw tomahawks, tournament fish, take a custom mountain bike trek, and much more – all while planning their own trip.

Please Note: This is a **great** opportunity for your older Scouts. We have a provisional program available! This means you can send your older Scouts on trek, while the rest of your troop stays and enjoys the comforts of Keowa in your campsite. You may send leaders with





Program Highlights

the Scouts, or allow our excellent trek staff to take them off in the beginning of the week to return to camp at the end with exciting stories of all their adventures.

Small Group and Social Distancing Opportunity

As you are planning your summer camp experience with your parents and other leaders, remember to offer Trek to older scouts as a way to help alleviate parent concerns about small groups and social distancing. Trek participants will stay in a very small “bubble” and will not be interacting with large groups in any way.

Outpost Offerings and Troop Outings

As in past years, we have the ability to 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. Now, you can register for these outposts and experiences before you arrive at camp. See the “Program Request Sheet” on page 152.

Spirit Program

While advancement is an important part of camp, excitement and fun is an integral part of the experience. This program provides an exciting opportunity for campers to truly experience and take advantage of all the exciting programs that Keowa has to offer. Offered from 7:00 to 8:00 p.m., Spirit Program allows Scouts to visit a different area each evening for something new. Scouts may be able to climb the tower, go swimming or boating, learn about edible plants, create a tie-dye masterpiece, go mountain biking, play volleyball, basketball or Frisbee, and much more. Additionally, scouts may use this time as a “revisit” opportunity if they missed a class due to an excused troop outing. Watch for available programs each day in your morning newsletter and on each napkin dispenser in the dining hall.

Camp-Wide Games

Keep your schedules open Thursday evening as Keowa will be having its *Epic* Camp-wide Game. Compete against other units to take home an award and to be one step closer to being the “Troop of the Week”.

And For The Leaders...

We strive to continue to offer excellent programs to our fantastic adults as well as our youth. Our Scoutmaster Coordinator’s sole responsibility is to cater to our adults with a variety of fun adult programs, activities, training, and meet-ups.





Program Highlights

Programs and Activities

The Scoutmaster Coordinator will run different activities each day at 11:00 a.m. for adult leader enjoyment. This includes, but is not limited to, adult leader-only fishing in rowboats, adult leader shoots with shotgun and rifle, as well as our highly popular Caveman Golf tournament! (Be sure to work on your golf club during the week!)

Training Courses

These training courses are always offered online. Our Scoutmaster Coordinator is available to help you locate and begin these courses online:

- This is Scouting
- Youth Protection
- Safe Swim/Safety Afloat
- Hazardous Weather
- Trek Safely

Introduction to Outdoor Leader Skills (ITOLS)

It is our pleasure to continue to offer Introduction to Outdoor Leadership Skills to our new adults. This is offered not as a sit down training, but an immersive experience throughout the week where adults can learn many of the basic scouting skills we teach our youth.

Please have your interested adults approach a member of the administrative team to sign up. The **training will be offered every day at 2:00 p.m. at Scout Skills**. Leaders will leave with a training card, which they should submit to their council service center so completion can be recorded in their training records.

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.

The Scoutmasters' Lounge

Need a break? Need to conduct important business? Need a refill for your coffee? Our Scoutmasters Lounge is the place for you! The lounge has its own comfort station, electronic device charging station, and open high-speed WiFi 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.





Program Highlights

Scoutmaster 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 at 7:00 p.m. Please bring your glove if possible and don't forget to bring your cheering crew.

Camp-Wide BBQ

Friday evening, please join us for our outdoor BBQ of hamburgers, hot dogs and other tasty treats. BSA field uniform is not required.

Leaders Meetings

There will be leaders meetings in the office each morning following breakfast for any adult leader of the unit. On Sunday immediately following dinner we will have a "meet the camp leadership" and general orientation meeting. Meetings will be short and give time to gather information and give daily feedback.

Religious Services

Religious services are an important part of the whole picture at Camp Keowa. We offer inter-faith (nondenominational) services on Tuesday at 5:00 p.m. in the Lewis Rudin Amphitheater. We offer Catholic services on Tuesday at 1:00 p.m. at the Catholic Chapel.

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 which can be found at tenmile-river.org/ke.

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

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.





Program Highlights

- 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”.
- There are options to get “Scoutbook Export” and “Troopmaster Export” in formats that are uploadable to those systems.

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.





Camp Keowa – Daily Schedule



Camp Keowa – Daily Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday (O.A. Day)	Friday	Saturday						
7:00		Reveille	6:30 Polar Bear Swim	Reveille									
7:45		Camp-Wide Assembly at Dining Hall											
8:00-8:30		Breakfast											
8:45-9:00		Leaders Meeting											
9:00-9:50		Clean up and Check Out of Campsites											
10:00-10:50													
11:00-11:50								Scoutmaster Program					
12:10								Camp-Wide Assembly at Dining Hall					
12:15-1:00		Lunch											
1:00-2:00 Siesta		Check-in Begins	SPL Meeting (ends at 1:10)	Catholic Mass	SPL Meeting (ends at 1:10)	SPL Mtg. (ends 1:10) Keowa Quadrathlon		See You Next Year!					
2:00-2:50	Arrive, Drop Gear at Sites & Check In				Mile Swim								
3:00-3:50													
4:00-4:50	Medical Checks, Camp Tour, Dock Tests, & Dining Hall Orientation	Scoutmaster Social Hour		Scoutmaster Social Hour		Scoutmaster Social Hour							
5:00			Inter-faith Service			Campwide Assembly (5:15 pm)							
5:45	Camp-Wide Assembly at Dining Hall												
6:00	Dinner												
7:00-8:00	Scoutmaster Meeting	Spirit Program	Spirit Program Mile Swim Quals. Leave No Trace Training Scoutmaster Shotgun Shooting	Spirit Program Scoutmaster vs. Staff Softball Game Mile Swim Qualifications Wilderness Survival Overnighter	Camp-wide Game 8:15 First Class Cracker Barrel 9:00 O.A. Ice Cream Social	7:30 Closing Campfire							
8:15-10:00	Welcome Campfire (by Staff)	Keowa Game Night	Jam Night										
10:00	Taps			Taps									





Program Schedule



Key					Lunch 12:15 pm/Siesta 1:00 pm			Dinner Lineup 5:45
I=instructional O=open program B=bookable A=adult program		9:00-9:50 am	10:00-10:50 am	11:00-11:50 am	2:00-2:50 pm	3:00-3:50 pm	4:00-4:50 pm	7:00 (Spirit Program) No program Friday due to Campfire at 7:30 pm
Aquatics	I	BSA Lifeguard			Water Sports MB	Water Sports MB	Instructional Swim	
		Swimming MB	Swimming MB	Swimming MB	Kayaking MB	Small Boat Sailing MB		
		Lifesaving MB		Kayaking MB		Canoeing MB		
		Water Sports MB	Water Sports MB	Motor Boating & Rowing MBs				
	O	Motor Boating & Rowing MBs			Small Boat Sailing MB			Mile Swim/Rowing Qualifications (Tues./ Wed. only)
					Mile Swim (Thurs. only)			
B				Open Swim				
					Open Boating (ends at 4:30 pm)			
					Tubing			Tubing
Scout Skills	I	Geocaching MB	Signs, Signals & Codes MB	Camping MB	Wilderness Survival MB	Camping MB	Orienteering MB	
		Wilderness Survival MB		First Aid MB		Pioneering MB		
	O							Fire'n' Chit (Thurs.) Totin' Chip (Tues.)
A				Introduction to Outdoor Leader Skills				
Ecology	I	Environmental Sci. MB	Astronomy MB	Forestry MB	Environmental Sci. MB	Mammal Study MB	Plant Science MB	
		Nature MB	Space Exploration MB		Reptile & Amphibian Study MB	Space Exploration MB		
O							Introduction to Leave No Trace (Tues. only)	
Field Sports	I	Fishing MB		Sports MB	Athletics MB	Sports MB		
				Personal Fitness MB	Personal Fitness MB	Personal Fitness MB		
Trading Post	I	Salesmanship MB						
Archery Range	I	Archery MB			Archery MB			
	O				Archery Free Shoot			
	B							Archery Troop Shoot Archery Troop Shoot





Program Schedule (continued)



Key					Lunch 12:15 pm/Siesta 1:00 pm			Dinner Lineup 5:45
I=instructional O=open program B=bookable A=adult program		9:00-9:50 am	10:00-10:50 am	11:00-11:50 am	2:00-2:50 pm	3:00-3:50 pm	4:00-4:50 pm	7:00 (Spirit Program) No program Friday due to Campfire at 7:30 pm
Rifle Range	I	Rifle Shooting MB			Rifle Shooting MB			
	O			Rifle Free Shoot				
	B						Rifle Troop Shoot	Rifle Troop Shoot
Shotgun Range	I	Shotgun Shooting MB			Shotgun Shooting MB			
	O			Shotgun Free Shoot				
	B						Shotgun Troop Shoot	Shotgun Troop Shoot (except Tuesday)
COPE	B							High COPE/Low COPE/ Climbing
Handicrafts	I	Wood Carving MB		Leatherwork MB	Art MB	Art MB	Baskety MB	
		Baskety MB	Leatherwork MB		Chess MB	Chess MB		
Gottcom	I	Communication MB	Animation MB	Journalism MB	Communication MB	Game Design MB	Photography MB	
				Digital Technology MB		Public Speaking MB		
Trail to Eagle	I	Cit. in the Nation MB	Personal Mgmt. MB	Cit. in the World MB	Cit. in the World MB	Personal Mgmt. MB	Cit. in Nation MB	
		Emergency Preparedness MB				Family Life MB	Cit. in the Community MB	
LEAF	I	Project LEAF (AM Session)						

Bookable Program: All bookable programs are individually slotted per day; for example, if you book Tubing at 4:00 pm, you must pick one day of the week for this activity. All bookings should occur before arriving at camp. This can be done by emailing Asst. Camp Director of Program Jason Toledano at jason.toledano@scouting.org with your requests. You may book at most three in-camp programs prior to arrival. More slots may be available once the week begins and other units have waived their right to reserve programs.





Program Request Sheet – Camp Keowa



Hello and thank you for camping with us at Camp Keowa at Ten Mile River Scout Camps! We are very excited to have you.

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. Please note that our offerings are subject to change based off of current state and CDC COVID-19-related restrictions.

All of our programs inside and outside of the Keowa property are listed below. To book a time slot, you must send an email to Assistant Camp Director of Program Jason Toledano at jason.toledano@scouting.org with the details of what programs you would like to book. In this email, please include the program type, day, time, and number of youth/adult participants (with the numbers separated by a slash). For any “9:00 to 5:00” programs, you do not need to include the time. For Landers River Trips, please specify how many participants will be using a canoe or kayak.

All payments will be made during program check-in on the Sunday of your unit’s arrival.

All bookings should be made before you arrive at camp. This can be done by emailing Jason Toledano (see above) with your requests. 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.

Here is a sample booking of programs:

1. Archery, Tuesday, 7:00 p.m., 7 youth/3 adults (or 7/3)
2. Tubing, Wednesday, 4:00 p.m., 6 youth
3. Landers River Trip, Friday, 10 youth/10 adult, 5 canoes, 10 kayaks





Booked Programs for Troops – in Keowa

*** Subject to change due to COVID-19-related restrictions ***

Program Area	Program Type	Day	Times	Duration	Max #	Requirements	Cost
COPE	High COPE ①	Monday-Friday	4:00pm 7:00pm (except Fri.)	1 hour	18 people	Must be at least 13 years old Must wear long pants	N/A
COPE	Low COPE ①	Monday-Friday	4:00pm 7:00pm (except Fri.)	1 hour	18 people	Must be at least 11 years old 5 person minimum	N/A
COPE	Climbing ①	Monday-Friday	4:00pm 7:00pm (except Fri.)	1 hour	18 people	Must be at least 12 years old Must wear long pants	N/A
Field Sports	Mountain Bikes ⑤	Monday-Friday	By request only	1 hour	15 people	Must be at least 12 years old Must wear long pants Must have two adults using bikes	N/A
Aquatics	Tubing	Monday-Friday	4:00pm 7:00pm (except Fri.)	1 hour	6 people	Must be a BSA Swimmer 3 person minimum	N/A
Rifle	Rifle Shooting	Monday-Friday	4:00pm 7:00pm (except Fri.)	1 hour	25 people	Must be at least 12 years old	N/A
Shotgun	Shotgun Shooting	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 Trading Post No open-toed shoes	\$1 per ticket (3 shells)
Archery	Archery	Monday-Friday	4:00pm 7:00pm (except Fri.)	1 hour	16 people	No open-toed shoes	N/A





Booked Programs for Troops – Off Camp Keowa Property



*** Subject to change due to COVID-19-related restrictions ***

Important: All units must complete a High Adventure Roster at camp with relevant participants listed to participate in any of these programs:

Program Area	Location	Day	Times	Duration	Max #	Requirements	Cost
River Trip ③	Delaware River (Transportation is provided by bus)	Monday-Friday	9:00 am-5:00 pm	8 hours		Must be a BSA swimmer Complete a Landers Liability Waiver for each participant <i>Units are suggested to provide a lifeguard with certification</i>	\$32 (canoe, per person) or \$34 (single kayak)
Horse Riding or Horsemanship Merit Badge ④	Rolling Stone Ranch (282 West Shore Road, Bethel, NY 12720)	Monday-Friday	9:00 am-5:00 pm	8 hours		Must provide transportation Completed Rolling Stone Ranch Waiver ⑥ for each participant	\$55 (in 2019 - subject to change)
ATV	Camp Kernochan Parade Field	Monday-Friday	9:00 am-5:00 pm	8 hours	10 people	Transportation possible but not necessary Must be at least 15 years old and wear long pants Must have ATV Safety course certificate; complete the ATV E-Course at catvsafety.org before camp Complete ATV Waiver (tenmileriver.org/wp-content/uploads/sites/4/2021/03/ATV-waiver.pdf) for each participant	\$30 (in 2019 - subject to change)

Notes:



- ① If High COPE and Low COPE are booked concurrently, the maximum number of participants may decrease so the staff can safely run multiple programs.
- ② Directions to the site of Indian Cliffs/Cowboy Action in Camp Kunatah will be provided while you are checking in.
- ③ For more information, go to [landersrivertrips.com](#).
- ④ For more information, go to [rollingstoneranch.com](#).
- ⑤ Units have the option to either ride around the general camp area or go on a trip to a select area around Crystal Lake, located relatively close to main camp.
- ⑥ Available at [tenmileriver.org/wp-content/uploads/sites/4/2020/02/rolling-stone-ranch-release-form-1.pdf](#).

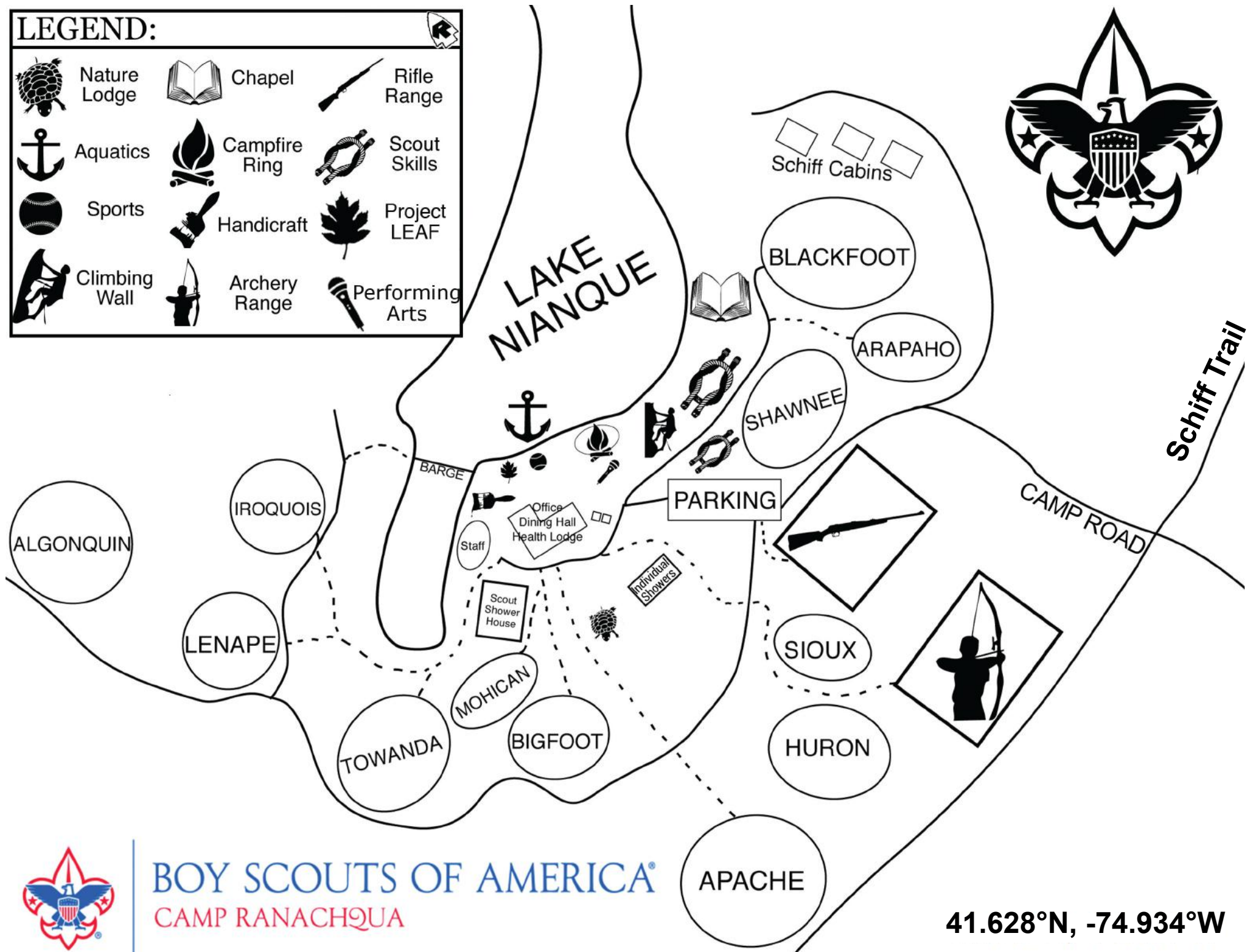




CAMP RANACHOUA

LEGEND:

	Nature Lodge		Chapel		Rifle Range
	Aquatics		Campfire Ring		Scout Skills
	Sports		Handicraft		Project LEAF
	Climbing Wall		Archery Range		Performing Arts



BOY SCOUTS OF AMERICA®
CAMP RANACHQUA

41.628°N, -74.934°W



Lake Nianque

- 1. Main Office
- 2. Dining Hall
- 3. Kitchen
- 4. Medical Office
- 5. Trading Post
- 6. Performing Arts
- 7. Barge
- 8. Field Sports
- 9. Waterfront
- 10. Campfire Theater
- 11. Climbing Tower
- 12-a. Scout Skills Pavillion
- 12-b. Scout Skills Area
- 13. Chapel
- 14. Parking Lot
- 15. Rifle Range
- 16. Archery
- 17. Handicraft
- 18. Individual Showers
- 19. Nature Lodge
- 20. Youth Showers
- 21. Project LEAF
- 22. Trash and Recycling
- 23. QM/ Work Shop
- 24. Staff Site

41.628 N, -74.934 W



CAMP RANACHQUA - PROGRAM AREAS

TEN MILE RIVER SCOUT CAMPS





The First Day of Camp



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.

Each unit is assigned a Guide upon arrival. This guide is a member of our staff that supports a unit throughout the week, providing a link to our staff and a liaison for the week. Your unit's guide will be able to assist in getting your unit from the parking lot into their site, administrative check in, and a preliminary tour of camp.

Arrival at Camp: (1:00 - 4:00 p.m., pre-specified)

Follow the Ten Mile River camp signs to Camp Ranachqua. Be sure to follow the 10 MPH speed limit signs as the road to camp is unpaved and narrow at times. Upon arrival, you will be greeted at the parking lot and introduced to the Unit Guide.

COVID19 Screening Survey Procedures/Medical Check In will happen upon arrival at camp. The nature of these screening procedures will be determined by state and local health authorities as we get closer to the camping season.

All Scouts are required to arrive with a signed [BSA medical form and an 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.

In an effort to streamline the check in procedure, each unit may be asked to arrive at a specified time. More information will be available at pre-camp leaders' meetings.

Unit Check In (Unit Leader): (Directly after Health Screening)

After the Medical Check In and Health Screening are complete the **Unit Leader must check their unit at the Camp Office** located just beyond the parking lot to the left. To ensure this process is short and simple please review your unit's roster and balance before your arrival.

During this quick check in process you will receive a welcome packet that contains information about your stay at camp.

Using the online reservation tool accessible via [nycscouting.org](#) or [tenmileriver.org](#), you must register for classes and pay for your week before even getting to camp. For assistance with this process please contact the Camping Department at 640camping@scouting.org. You can watch a tutorial video at www.nycscouting.org/help.





The First Day of Camp

The Unit Guide will assist you to the campsite. Spend time setting up your site. As your unit settles in, the unit guide will schedule a time for swimming checks with the Aquatics Staff.

Aquatics Check In: (1:30 - 5:30 pm, scheduled by Unit Guide)

Any Scout wishing to participate in aquatic activities must have a swimming classification. There are three BSA swimming classifications: Non-Swimmer, Beginner, and Swimmer; each test has its own requirements to be met. Scouts planning to take any aquatics merit badge must be classified as a Swimmer. Scouts may attempt swimming classifications on any day during the week.

Instructional swim sessions are offered twice a day. Scouts attending open swim may also work on their aquatics skills under the close supervision of lifeguards.



Flag Ceremony/Dinner: (5:45 p.m.)

Scouts and leaders should report to the parade field in their uniforms at 5:45 p.m. for the week's first flag ceremony. We will begin Sunday's ceremony with a review of emergency procedures and other health/safety precautions.

Dinner will be served as a buffet on the field.

Orientation/Round Robin:

Following dinner on Sunday night, troops will break into groups to learn about the areas of camp. This is your chance to get to meet the staff, find out what's happening in each program area, and most importantly, learn where everything is.

Opening Campfire:

Ranachqua staff will present a campfire to close out the day with skits, songs, stories, and much more. The staff writes many of the skits for a performance that's sure to provide laughs and establish a tone of fun for the rest of the week.

SPL Program Meeting: (9:00 p.m. Dining Hall)

Senior Patrol Leaders must attend an evening meeting in the dining hall. The program director and area directors will be on hand to review any additional points of note for SPLs to emphasize.





2021 Program Highlights



In addition to merit badges, rank advancement and high adventure excursions, during your week at camp there are scheduled events offered for campers and leaders to participate in. The events exist to provide an opportunity to interact with campers from other units, strengthen teamwork within your troop and, in some cases, just have fellowship and fun.

Program Highlights:

- | | | |
|--------------------|-----------------------|-----------------------|
| 1. Vespers | 6. Cooking Mega Event | 11. Camp Raffle |
| 2. LEAF Campfire | 7. Iron Chef | 12. Polar Bear Swim |
| 3. OA Day | 8. Open Program | 13. Sports Challenges |
| 4. Troop Photos | 9. Ranachqua Regatta | 14. Wizard Wednesday |
| 5. Camp-wide Games | 10. Overnighter | |

LEAF Campfire: (Monday, 8:00 p.m. Campfire Theater)

To close out the day on Monday we present a special campfire designed just for first year campers. All are welcome to attend this campfire that features classic skits and fan favorites orchestrated to help first year campers cut loose, feel comfortable, and laugh it up.

Order of the Arrow Day: (Tuesday)

As always, the Order of the Arrow plays an essential role in the life of a Scouts BSA camp. Tuesday is O.A. day. All members are encouraged to wear their sashes. During siesta, anyone interested can help with the O.A. service project and that night there will be an O.A. cracker barrel for anyone who helped.

Camp-Wide Games: (Tuesday 7:00 p.m.)

Tuesday night is a time for a little fun. Following dinner, troops will break into groups to participate in different games prepared by the staff. Some will emphasize Scouting skills or physical fitness, and others will focus on solving puzzles and mind twisters.

Cooking Mega Event: (Wednesday 6:00 p.m.)

One of the highlights of the week at Camp Ranachqua is our Cooking Mega Event. The CME is a fun change of pace from eating dinner in our dining hall. This year staff members will come to your campsites to prepare camping meals with your unit.





2021 Program Highlights

Iron Chef Competition: (Wednesday 6:00 p.m.)

Leaders, do you have a famous recipe or meal that you love preparing? Dish it out on Wednesday night. During the Cooking Mega Event all leaders are invited to compete with their best recipe and incorporate the secret ingredient (*announced and distributed at lunch on Wednesday*). The meal must serve three guest judges, but leaders are encouraged to prepare more. Ingredients are the responsibility of each competitor.

Open Program: (Thursday 7:00 p.m.)

Thursday evening provides an opportunity to take advantage of all the exciting program areas in camp. From 7:00 to 8:00 p.m., each program area will be open for Scouts to have some fun outside of classes. Of note, bouldering will be offered at Climbing and you can “Rock the Boat” with us at open boating as we play an Aquatics themed play-list on speakers out over the lake. Open shoot will be in operation at both the archery and rifle ranges.

Ranachqua Regatta: (Thursday 8:00 p.m.)

Thursday at dusk, after open program, the waterfront becomes the “Ranachqua Yacht Club at the Marina on Lake Nianque”. Scouts are invited to participate in a race of troop-made watercraft. Participation is not required, though points earned will count towards the troop’s aquatics camp-wide games score. The motto for this event and the basic guiding rule is “*Whatever floats your boat*”. Scouts can hear more about the rules of this event and seek clarification from the Aquatics staff during the Orientation/Round Robin.

Ranachqua Regatta Rules

1. No pool noodles, inflatables, camp mattresses, or program supplies
2. You must be able to sit on/in your boat
3. You must be able to wear a PFD while piloting your boat
4. No part of your boat/paddle can be attached to the pilot
5. Only paddling is allowed to propel the boat – no swimming or kicking
6. One paddle per boat – you supply or build said paddle
7. Only one pilot per boat; however, one or more assistants may help carry the craft
8. No testing the boat before the event
9. All parts of your craft and paddle must exit the water with your pilot
10. The Aquatics Staff have the final say in all regatta rules





2021 Program Highlights

Overnighter: (Thursday after dinner - Friday morning)

Thursday all interested Scouts can join the Scout Skills staff on an overnight hike to the Frontier Village or Beaver Pond outpost site. Scouts will leave right after dinner and will return to camp in time for Polar Bear on Friday morning. **The overnighter is required for Scouts working on Wilderness Survival merit badge.**

Project Leaf Overnighter:

The Project LEAF Overnighter will also take place on Thursday evening.

Camp Raffle: (Time will be announced at Thursday lunch)

Over the course of the week Scouts will earn “*Currency*” from staff members as a reward for good deeds, Scout spirit, and outstanding performance. Late in the week Troops can pool their “money” and participate in the raffle for unique activities and memorabilia.

Polar Bear: (Monday, Tuesday, Wednesday, Friday at 6:30 a.m.)

Wake up on the right side of the tent and join the rest of camp on the parade field at 6:30 a.m., except Thursday. We begin with calisthenics and then take a dip in the lake. Also on Monday we cover some prerequisites for Lifesaving merit badge and BSA Lifeguard and offer make up swim tests. Participants will play brief games in the lake Tuesday, Wednesday, and Friday. Bring a towel and warm clothes for after the swim – it’s not called Polar Bear for nothing!

Sports Challenges: (Monday - Thursday during Siesta)

Want to call the staff out to a challenge? Whether it’s as a patrol, troop, or a new group of friends, the staff will accept challenges to field sports, card games, board games, geography contests, and even Sudoku puzzles. Let’s have some friendly, fun competition.

Wizard Wednesday: (Wednesday 8:00-9:00 p.m.)

All Scouts and leaders are welcome to gather at Handicraft to play card and board games with and against other Scouts, leaders, and staff. We have select board games present but Scouts and leaders may bring their own card and board games. Scouts will have the opportunity to challenge the staff there to a game and, if they win, they shall receive some camp currency.





What's New in 2021?

1. **The Ranachqua Dining Hall** has been completely renovated to serve you better. A former Camp Nianque camper and very generous donor has made this project possible. There is a new metal roof throughout, and new windows and doors for better ventilation. We have fixed the cracks in the concrete floor and shored up the building's foundation. We also have a brand new, larger trading post and leaders area, and more seating in the dining area. We are very excited to fill up the new and improved building this summer with hundreds of Scouts! See you this summer!
2. Project LEAF now has a morning and afternoon program, which gives Scouts the opportunity to earn merit badges as well as rank advancements.
3. The new reservation-wide Merit Badge Prerequisites section begins on [page 109](#).





Program Highlights

With an offering for Ranachqua campers of all experience levels, we're confident everyone in your unit is going to get the most out of their week with us. Here's a preview.

Project LEAF: Recommended for First Year Campers and Scouts – Project LEAF 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 boot camp for Scouting skills existed, Project LEAF would be it. LEAF-ers leave for the week with a new walking stick, a patch, and a wealth of Scouting knowledge to bring back to your troop.

Project LEAF is a half-day program that allows Scouts access to merit badges and helps them earn rank advancement for ranks Scout through First Class that cannot easily be achieved at a troop meeting. Project LEAF will be split into two sections, one in the morning and one in the afternoon. Scouts who sign up for Project LEAF will attend in the morning for the three hours from 9:00 a.m. through 12:00 p.m. In the afternoon, Project LEAF will offer the rank advancement it did in the morning but to any Scout who wishes to show up; this part of the program will be called LEAF a là carte. Each day will be themed around one subject of rank advancement.

- Monday focuses on rope work
- Tuesday plunges into aquatic skills
- Wednesday explores first aid skills
- Thursday emphasizes camping and hiking
- Friday takes a deeper look at nature

TMR High Adventure Trek: Recommended for Scouts ages 15 and up – Our 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 12,000-acre reservation. Early registration is required.





Administrative Information

Registration & Fees

All Scouts going to camp with their own troop must register for camp and make all payments to their own troop, not through the council office. The troop is to make the necessary payments and register the Scouts. We ask that all troops place a \$45 deposit per Scout by March 31st. In addition, **Scouts in troops that have registered and paid in full by May 31st will receive a \$50 discount off their stay, reducing the cost from \$515 to \$465.** Also, please note that every troop gets two leaders free for the first five Scouts. For each additional five Scouts, the troop will get an additional free leader. There will be a charge of \$230 for each additional full-time leader. **More information on camp fees is available on page 6.**

Scouts who want to come to camp as a provisional Scout may register directly through the Greater New York Councils office. Please contact the Camping Department at 640camping@scouting.org.

Payments and Rosters

Troops can complete payments and rosters online using the GNYC Reservation Tool. Troops can go to tenmileriver.org and click on "Log In". Contact GNYC Camping Services at 212-651-3073 for your account information if you do not currently have access to the system.

Vehicles

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

Campsite Inspections

Everyday, a camp commissioner will stop by to do a little inspection of your campsite. Each day the results will be posted. This is a great way of learning proper camping techniques and having a little fun competition along the way. A list of requirements will be issued to the unit leader upon arrival.

Nianque News

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

Check Out

Check out can begin following the campfire on Friday Night though troops are welcome to stay until Saturday morning as breakfast is served. Before leaving, the unit leader should pick up advancement records, merit badge cards and medicine from the camp office. Also, site





Administrative Information

guides will visit each campsite to check in any materials that were borrowed and to give a final inspection of the site before departure.

Weekends

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





Camp Program Basics

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

Merit Badge Information

- **Requirements** - Merit badge requirements are as stated in the current edition of the B.S.A. Advancement Requirements Book or merit badge pamphlet. It is important that each troop set out an individual plan for each Scout well in advance of camp, taking into account prerequisites and the abilities of each Scout.
- **Prerequisites** - The Ranachqua staff takes pride in the fact that all skills learned at camp are truly mastered. Therefore we feel that there is no reason any requirement can be waived simply because it cannot be completed at camp. Under these conditions some badges will require work to be completed before the week at camp. A prerequisite chart is included in this guide at [“Merit Badges” starting on page 172](#).
- **Records** - Records will be available in each program area during the day. Leaders are encouraged to check these records as necessary. Merit badge packets will be returned in the leaders’ folders at the end of the week.
- **Partials** - Partial completions will be given where appropriate. Partials are good until the Scout has reached their 18th birthday. Scouts with previous partials are encouraged to complete them during the week; this is best done during open program.

Advancement

- **Program** - Recognizing that each Scout troop has different advancement needs, Camp Ranachqua follows a program schedule for skill instruction and merit badge work. First year campers in the LEAF program will be given an opportunity to take at least one merit badge. This system is laid out in detail later on in this guide.
- **Goals** - Care should be taken in setting goals that are attainable for each individual Scout. It should also be noted that many badges require some time outside of regular merit badge classes so be sure to plan plenty of “free time” in each Scout’s schedule, if needed.
- **Review** - A review of a Scout’s personal advancement desires and needs is encouraged by early June. During these planning sessions you and your Scouts can plan and set the degree of difficulty that is appropriate to each Scout. Here your guidance is crucial in setting the tone for camp.

For more information on camp programming, see [“Camp Program” on page 69](#).





Events and Activities by Program Area

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

Archery

- **The Archery Tournament** – will be held on Tuesday night during camp-wide games at the Archery Range.
- **Free Shoot** – The archery staff will offer a Free Shoot to campers all week from 3:30 to 5:00 p.m.
- **Troop Shoots** – Troop Shooting will be held **on request**. See the archery director to coordinate a time outside of program.

Climbing and Rappelling

- By TMR policy and for safety, Scouts must be at least 13 years old or have completed the 7th grade to use the tower. All Climbing Tower participants must wear long pants.
- **Free Climb** – Scouts can join Free Climb sessions daily from 10:30 a.m. to 12:00 p.m. and from 3:30 to 5:00 p.m., depending on tower usage and weather. Test your skills and courage as you climb to the top of our wall.

Field Sports/Mountain Biking

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

Handicraft

- Special craft projects can always be done at the Handicraft Lodge. Talk to us and we will try to set up any projects that you or the Scouts would like to do for the week. Handicraft is a great adventure for all Scouts to take part in. Please try to divide your group of Scouts between the different classes so the Scouts can receive more attention from the staff.
- Leatherwork is a popular badge for young Scouts; as such, we offer classes most of the day. We encourage them not to go home with partials in our area and we work closely with the leaders to accomplish this.
- Maturity and patience is very important at handicraft because our area has a lot of “hands-on” projects. Basketry is thought to be a very “easy” badge but anyone that has worked on it or helped Scouts will tell you it is not an easy badge since they are expected to do an additional square basket. Since Basketry is mostly one-on-one, we strongly suggest that adults help during their Scouts’ class time. Our motto for staff and leaders in our





Events and Activities by Program Area

area is “Guide But Don’t Do”. Each of our merit badges cannot be done within a few days; the full week is needed to avoid having partials.

- Please let us know at the beginning of the week if you have a Scout with special needs or just needs a little help... we are here to accommodate every need and want the Scouts to succeed without frustration. Please, if a Scout has a partial, have him see us early in the week, not Thursday or Friday.
- We suggest that first year campers not take Wood Carving merit badge because it takes added experience and skill. Pulp and Paper and Composite Materials merit badges will be offered in a combined hour-long session at the Nature Lodge. In Indian Lore merit badge, Scouts will study the Native Americans that have lived and are still living in our area.
- Open Program is from 4:00-5:00 p.m. for catching up on badges or doing a project of their own. Some additional materials may have a cost. This free time can be used for anyone wanting to work on a badge who has already taken the instructional class, but they will need to come with a leader at that time.

Nature Lodge

- **Nature Hikes** – The Nature Trail is always available, and guided hikes are available upon request.
- **The Scavenger Hunt** – Camp Ranachqua’s world famous scavenger hunt is part of camp-wide games on Tuesday night. Good luck!
- **Conservation Projects** – There are a lot of outstanding ideas for troops wanting to do a service project for the camp. See the nature director and program director for ideas.
- **Hornaday Award** – This is one of the most prestigious awards offered by the B.S.A. It symbolizes an outstanding commitment to conservation and the environment. This award is extremely time consuming and requires a great deal of work. However, the Camp Ranachqua nature department will be happy to get you going in the right direction. It requires that a Scout:
 1. Earn Environmental Science merit badge.
 2. Earn two merit badges from the following group: Forestry, Soil & Water Conservation, Fish and Wildlife Management.
 3. Earn three merit badges from the following group: Bird Study, Geology, Reptile and Amphibian Study, Mammal Study, Nature, Weather, Oceanography.
 4. Do four substantial service projects in the areas of energy conservation, soil and water, fish and wildlife, forestry, air and water pollution, resource recovery.

If interested, please see the Nature staff no later than Monday morning.

- **Leave No Trace Award** – May be completed by earning Camping and Environmental Science merit badges, and completing a service project for the camp.





Events and Activities by Program Area

- **World Conservation Award** – Scouts who have already earned Citizenship in the World merit badge may earn the World Conservation Award simply by completing:
 1. Environmental Science merit badge.
 2. Soil and Water Conservation or Fish and Wildlife Management merit badges.
 3. Night Observations at Astronomy Outpost.

Rifle and Shotgun Range

- **Leaders' Shoot** – Thursdays at 4:00 p.m.; time is subject to change.
- **Open Rifle Shoot** – From 4:00 to 5:00 p.m. each day unless the time is reserved by a troop.
- **Open Shotgun Shoot** – During Thursday's siesta, the range is open. Tickets must be purchased in advance at the trading post: \$1 for every three shells.
- **Troop Shoots** – Offered from 4:00 to 5:00 p.m. each day on request. See the area director to make an appointment. Shotgun costs \$1 for every three shells.

Scout Skills

- **Cooking Mega Event** – This event is very exciting but very labor intensive, so we strongly encourage leaders to get involved to help split wood, monitor fires, and assist at the different cooking stations. Also, a Scout leader cook off will take place. You should bring your own ingredients if you need something more than basic staples for your recipe. There's also a secret ingredient that you will have to incorporate in some way.
- **Totin' Chip & Fireman Chit** – Are available at Scout Skills. Please check the schedule for times offered.
- **The Paul Bunyan Award** – See the Scout Skills director.

Aquatics

- **Polar Bear Swim** – Attention early risers! The Polar Bear swim will be held at 6:30 a.m. Each morning (except Thursday) will begin with calisthenics followed by a quick dip in the lake. Be sure to bring a towel and warm clothes for after the swim. It's not called Polar Bear for nothing! A special patch is available for all those who tough it out. We hope to see you there.
- **Mile Swim** – For dedicated swimmers, the Mile Swim is for you! Mandatory training sessions are held every day, or equivalent training must be completed during free swim.
- **Motorboating Merit Badge** – Open to Scouts 15 and up, who are at least First Class, and pass the Swimmer's test.
- **Instructional Swim** – Available to help Non-Swimmers and Beginners become Swimmers.





Events and Activities by Program Area

- **Open Boating and Open Swimming** – Held daily from 3:30 to 5:00 p.m. Come with a buddy. The water trampoline is open during this time.
- **B.S.A. Lifeguard** – Available to adults and qualified Scouts age 15 or older. It is extremely time consuming, so be prepared to spend the better part of your week at the Waterfront! It is also highly recommended that Scouts be *certified* in *CPR for the Professional Rescuer* before coming to camp. This certification cannot be completed without *CPR for the Professional Rescuer*.
- **Ranachqua Regatta** – Thursday at dusk, after open program, the waterfront becomes the “Ranachqua Yacht Club at the Marina on Lake Nianque”. Scouts are invited to participate in a race of troop-made watercraft. Participation is not required, though points earned will count towards the troop’s aquatics camp-wide games score. The motto of the event is “*Whatever Floats Your Boat*”.
- **Tower Duty** – Leaders, we can always use an extra pair of eyes. See the Waterfront staff.

Performing Arts

- **Friday Night Campfire** – Scouts participating in Theater merit badge will be performing original skits to provide some entertainment at our closing awards campfire which will be emceed by the Public Speaking merit badge students.





Merit Badges

Please understand that the 2021 merit badge program details are subject to change as we respond to the changing nature of the COVID-19 pandemic.

For some merit badges, prerequisites must be done before camp or, if not, the Scout will receive a “partial” at camp and can complete the merit badge at home with a local counselor. In most instances, Scouts will need to spend time outside of scheduled merit badge classes working on requirements and practicing skills. This should be taken into account when preparing each Scout’s individual plan for summer camp. The reservation-wide Merit Badge Prerequisites section begins on [page 109](#).

Unit leaders, register your Scouts in advance by signing-on to the BSA-GNYC reservation system. Go to tenmileriver.org. *Forgot your unit’s password or need help? Contact Camping Services.* **An announcement will be made via email before the opening of class registration; at that time, Scouts whose \$45 deposits are recorded in the reservation system will be able to select their class schedule.**





Program Schedule

The tentative program details are outlined below.

9:00-9:30	9:30-10:00	10:00-10:30	10:30-11:00	11:00-11:30	11:30-12:00	2:00-2:30	2:30-3:00	3:00-3:30	3:30-4:00	4:00-4:30	4:30-5:00	
Aquatics												
Lifesaving *		Swimming *			Swimming *			Open Swim Open Boating				
Small Boat Sailing		Canoeing			Small Boat Sailing							
Kayaking	Motorboating	Instructional Swim		Rowing								
Mile Swim												
B.S.A. Lifeguard (full day)												
Field Sports												
Fishing	Sports	Athletics	Personal Fitness*		Personal Fitness*		Open Sports					
Climbing												
						Climbing		Climbing or Open Climb				
Archery Range												
			Archery			Archery			Open Shoot			
Shooting Range												
Rifle	Rifle		Rifle		Shotgun		Shotgun		Open Shoot			
Handicraft												
Art	Sculpture	Sculpture	Basketry		Basketry		Sculpture	Sculpture	Open Craft/Extra Time to Complete Projects			
Game Design	Wood Carving		Leatherwork		Leatherwork							
	Indian Lore			Wood Carving								
Ecology and Conservation												
Environmental Science *		Environmental Science *			Environmental Science *							
Astronomy	Fish & Wildlife	Fish & Wildlife	Soil & Water Conservation		Astronomy		Fish & Wildlife	Mammal Study				
Nature	Mammal Study	Mammal Study	Weather		Forestry							
	Energy		Space Exploration		Space Exploration							
Project LEAF (Learning, Exploration, Advancement and Fun)												
Morning Program – Recommended for first-time campers						Afternoon Program – Day-by-day Basis						
Performing Arts												
Theater	Photography		Public Speaking		Moviemaking		Open Practice Time					
Scout Skills												
First Aid *						First Aid *		Pioneering, Totin' Chip, Fire'n' Chit, and Paul Bunyan Award by Request				
Camping *	Woodworking		Camping *		Orienteering							
Wilderness Survival	Geocaching					Wilderness Survival						

* Denotes Eagle required.





Camp Ranachqua – Daily Schedule



Camp Ranachqua – Daily Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
6:30 a.m.		Polar Bear Swim				Polar Bear Swim		
7:50		Morning Flags						
8:00		Breakfast						
9:00		Morning Program						Check Out
10:00								
11:00								
12:00 noon		Lunch						
1:00 p.m.		Siesta						
2:00		Check-In / Swim Tests	Afternoon Program					
3:00								
4:00								
5:00	Leaders' Meeting	Free Time						
5:55	Evening Flags			Cooking Mega Event/ Iron Chef	Evening Flags			
6:00	Opening BBQ	Dinner			Dinner	Closing BBQ		
7:00	Tour of Camp	Scout Vespers	Camp-wide Games		Open Program	Closing Campfire		
8:00	Opening Campfire	LEAF Campfire		Staff Interest/ Trail to Eagle Cracker Barrel	Regatta			
9:00	Leader & SPL Meeting			Wizard Wednesday	Wilderness Overnighter			
10:00	Taps							

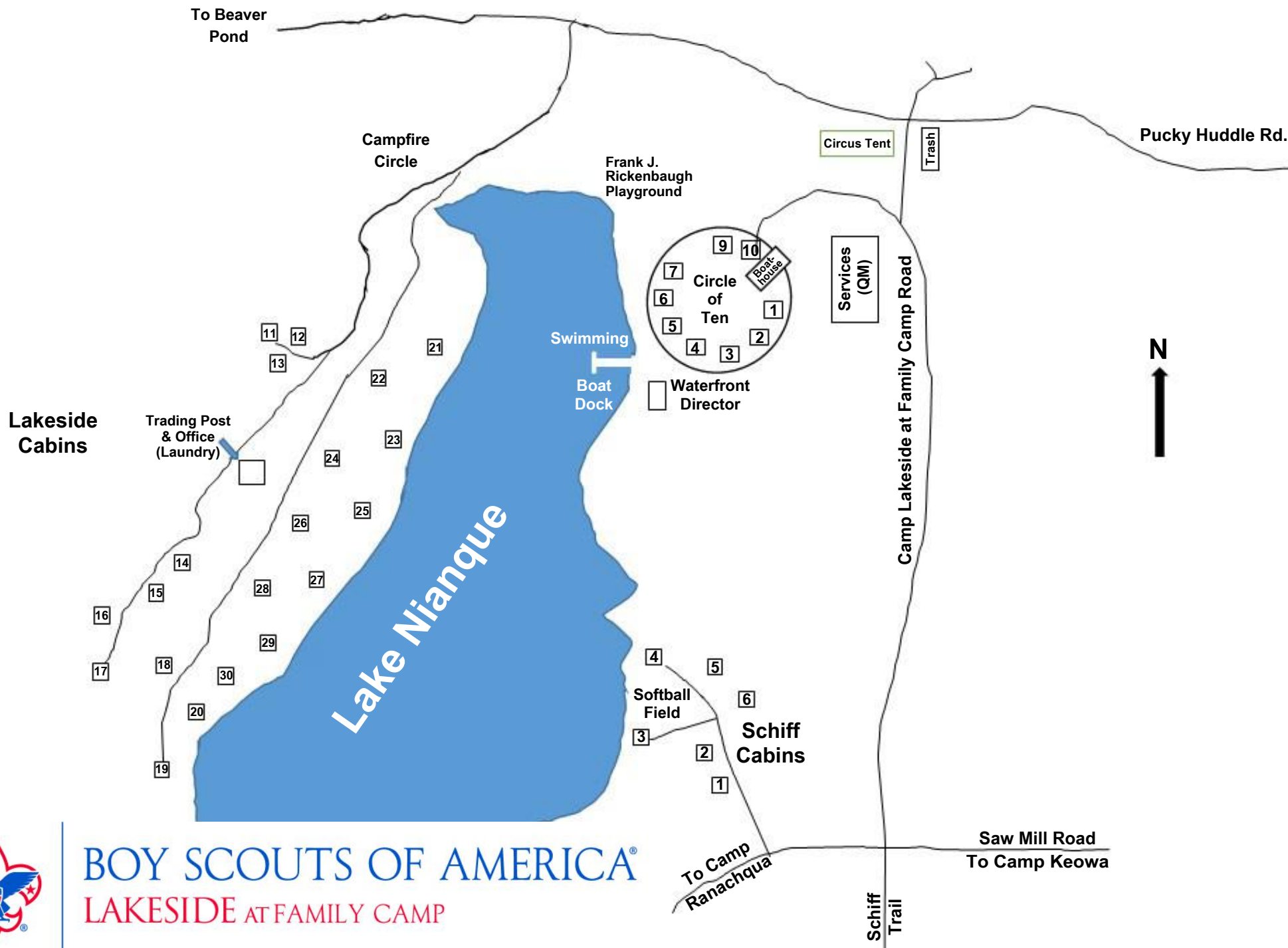




Lakeside at Family Camp



Not to Scale



BOY SCOUTS OF AMERICA®
LAKESIDE AT FAMILY CAMP



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.

The following items should be brought to check-in:

- Greater New York Councils receipt showing all rental fees you have paid to date.
- Greater New York Councils Health History & Examination Form completed and signed by a licensed physician for each member of your family and any guest. The form is available at tenmileriver.org/health-medical.

Reservations for 2022 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 "GNYC, BSA".

Check-in is at 2:00 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 11:00 a.m. the following Sunday. We ask that all guests adhere to this check-out 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.

Refund Policy

Under certain circumstances, a cabin reservation fee may be refunded.

Full Refund

Cabin reservations may be refunded at any time up to and including arrival at camp for these reasons **(if accompanied by appropriate documentation)**:

- Injury or medical issue affecting a planned occupant
- Death in family
- Summer school for a planned occupant (by June 30th) – This does not include educational programs, *e.g.*, science camp

Partial Refund (Less Initial \$200 per-Cabin Deposit)

Reservations are refundable less the \$200 deposit through June 15, and are non-refundable after this date. In addition, the individual will be responsible for full payment of the cabin fee after June 15th. The \$200 deposit is transferable to another week in the same camping season based on availability.





About Our 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, archery, 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, movie night and a waterfront bonfire. Families can participate in any or all of our program activities.

Religious Services

There are chaplains and chapels located in the other camps at Ten Mile River which provide religious services in several faiths. There are also houses of worship throughout the neighboring communities.

Trading Post and Laundry Facility

An 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 40](#) for ideas on places to visit. The Camp Lakeside at Family Camp staff will be glad to direct you to these locations as well as restaurants and other places of interest in the area.

When going on a hike always tell the camp office where you are going.





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.





A Typical Week

All activities at Lakeside at Family Camp are voluntary. Through the other camps on TMR property, we also offer high and low COPE courses, wall climbing, rappelling, and shooting sports. The schedule will be released by the program director on the Monday of your week at camp.

	Sun.	Mon.	Tues.	Weds.	Thurs.	Fri.	Sat.
Waterfront Orientation/ Dock Test		9:30 a.m.					
Rappelling		See program director for schedule					
Swimming		10:00 a.m. - 12:00 noon & 2:00 - 4:30 p.m.					
Ice Cream Social	7:15 p.m.						
Pot Luck Supper		6:00 p.m.					
Boating		10:00 a.m. - 12:00 noon & 6:30 p.m. - dusk					
Fishing Contest			10:00 a.m. @ the bridge				
Delaware River Canoe or Rafting Trip (a fee applies)	See program director						
Bingo			9:00 - 11:00 p.m.				
Arts & Crafts					8:00 p.m.		
Indian Cliffs Hike					9:00 a.m.		
Shooting Sports		See program director for schedule					
Campfire							8:45 p.m.
Water Olympics						3:00-4:30 p.m.	
Waterfront Bonfire and Big Game Night				7:00 p.m. @ the waterfront			
Field Sports				2:00 p.m.			

* Subject to change





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 20](#). 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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Greater New York Councils Boy Scouts of America Ten Mile River Scout Camps

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Greater New York Councils Boy Scouts of America

Ten Mile River Scout Camps

OPERATIONAL ISSUES

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It is the policy of the Greater New York Councils, Boy Scouts of America, that a child (camper) shall not be deprived of food, isolated, or subjected to corporal punishment or abusive physical exercise as a means of punishment by leaders, staff or other campers.

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

Greater New York Councils camping facilities are operated in accordance with the U.S.D.A. policy which prohibits discrimination on the basis of race, color, sex, age, handicap, religion or national origin. Any person who believes he or she has been discriminated against in any U.S.D.A.-related facility should write to:

*Secretary of Agriculture
Washington, DC 20250*

The Ten Mile River Scout Camps are permitted to operate by the State of New York. Copies of the inspection reports are available through:

State of New York
Department of Health
Monticello District Office
50 North Street, Suite 2
Monticello, NY 12701-1711