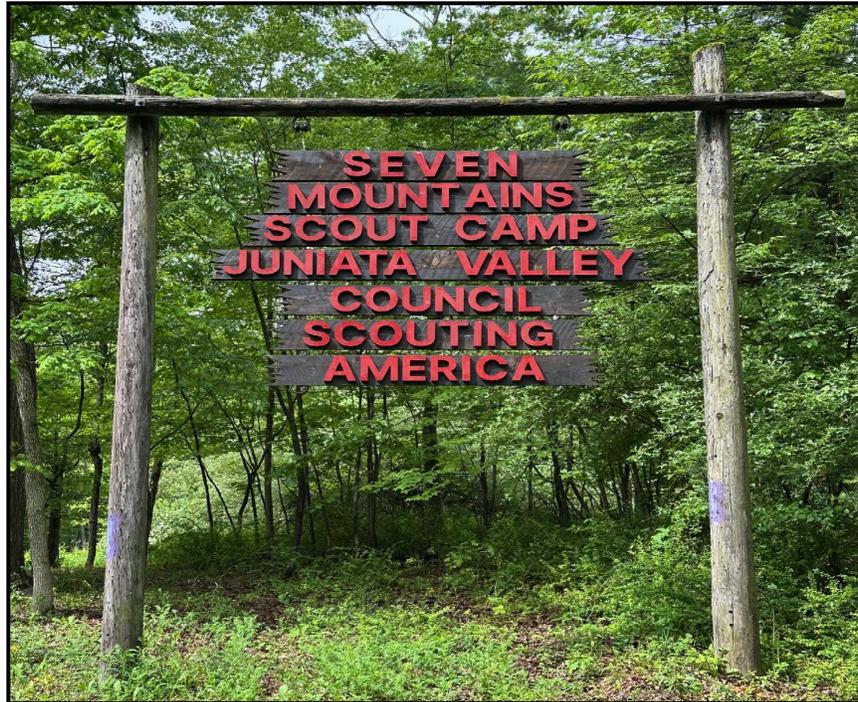


2026 Scouts BSA Summer Camp Leader's Guide



Seven Mountains Scout Camp

227 Sand Mountain Road
Spring Mills, PA

Last Revised: **December 28, 2025**

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BOY SCOUTS OF AMERICA®

JUNIATA VALLEY COUNCIL

January 2026

BSA Unit Leaders,

Welcome to the 2026 summer camp season at Seven Mountains Scout Camp. Scout camp is quickly approaching, and we hope that you are looking forward to it just as much as we are! The staff can't wait to have everyone back at Seven Mountains Scout Camp to enjoy a summer full of fun! Summer camp is one of the most rewarding and memorable experiences for a Scout and their families. We offer a variety of camping options for the entire family!

For the most up to date information on camp please visit our website at www.sevenmountainsscoutcamp.org. There you can find all the details on this year's camp program. On the site you can also see a digital copy of the leader's guides as well as all current information on summer camping activities for the year.

At this point your Scouts should have all received or will receive their Summer Camp Informers and information on JVC's Spring Sale fundraiser that should be getting the camp excitement started in your unit.

We are continuing to ask Unit Leaders and Scouts to assist us in keeping everyone healthy by maintaining high levels of personal sanitation in your units through proper hand washing, regular bathing, and disclosing any recent or current illness when checking into camp. Remember "Every Day is Shower Day"! We are committed to providing the safest and most effective camping experience possible for your units.

As a reminder it is mandatory that all leaders have current YPT training prior to attending camp. Additionally, the policy regarding adults at resident camps requires that all adults attending an overnight Scouting activity must be a registered leader in Scouting America having completed required background checks and Youth Protection. Please remember that as a SA Volunteer you are a mandated reporter, and as such you must report any suspected abuse to the State and to SA. These policies are intended to keep our Scouts safe. Leaders are also reminded that all Scouts and Scouters who are in camp are required to have an up-to-date health history and physical examination form. Anyone staying longer than 24 hours must have Part C of the form completed by their medical provider.

Since 1934, Seven Mountains Scout Camp has been the outdoor laboratory of Scouting for the Juniata Valley Council – the setting where Scouting lives beyond the weekly meeting place of your Den, Pack, Patrol or Troop. It is the place where Scouting Magic happens, where leadership is learned and displayed, where fun and learning meet together and where self-confidence and respect for others and our planet is built.

Seven Mountains is ready for your summer adventure – Cubs and Scouts, boys and girls. Now is the time for you to get ready for your summer adventure! Again, we welcome you to Seven Mountains Scout Camp. We're looking forward to a great season and all the fun your Scouts will have at camp. Please feel free to contact us with any questions or concerns prior to or during your stay here at Seven Mountains.

Yours in Scouting,

Charlie Harklerode

Charlie Harklerode
Camp Director

Joshua Gurtner

Joshua Gurtner
Program Director

GETTING TO CAMP

Seven Mountains Scout Camp
227 Sand Mountain Rd
Spring Mills PA 16827

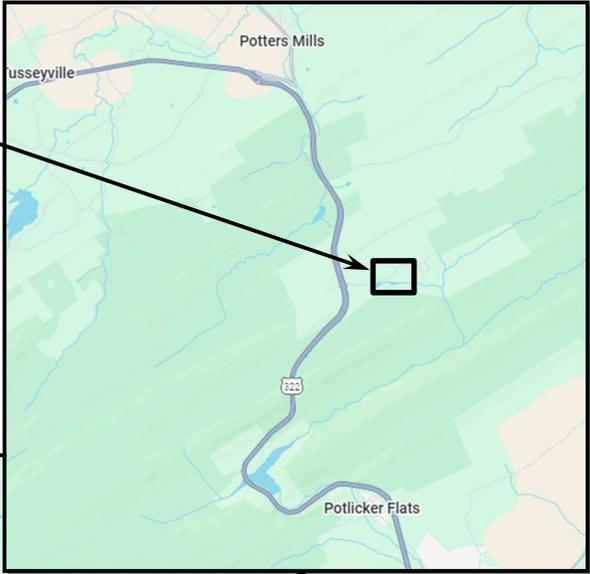
From the East

Take Route 322 west toward State College
Watch for Sign for Poe Paddy/Poe Valley State Parks
(After Milroy Exit and Crossing Seven Mountains)
Right Turn on Sand Mountain Road Exit
Parking on Left (Approx. ½ mile)

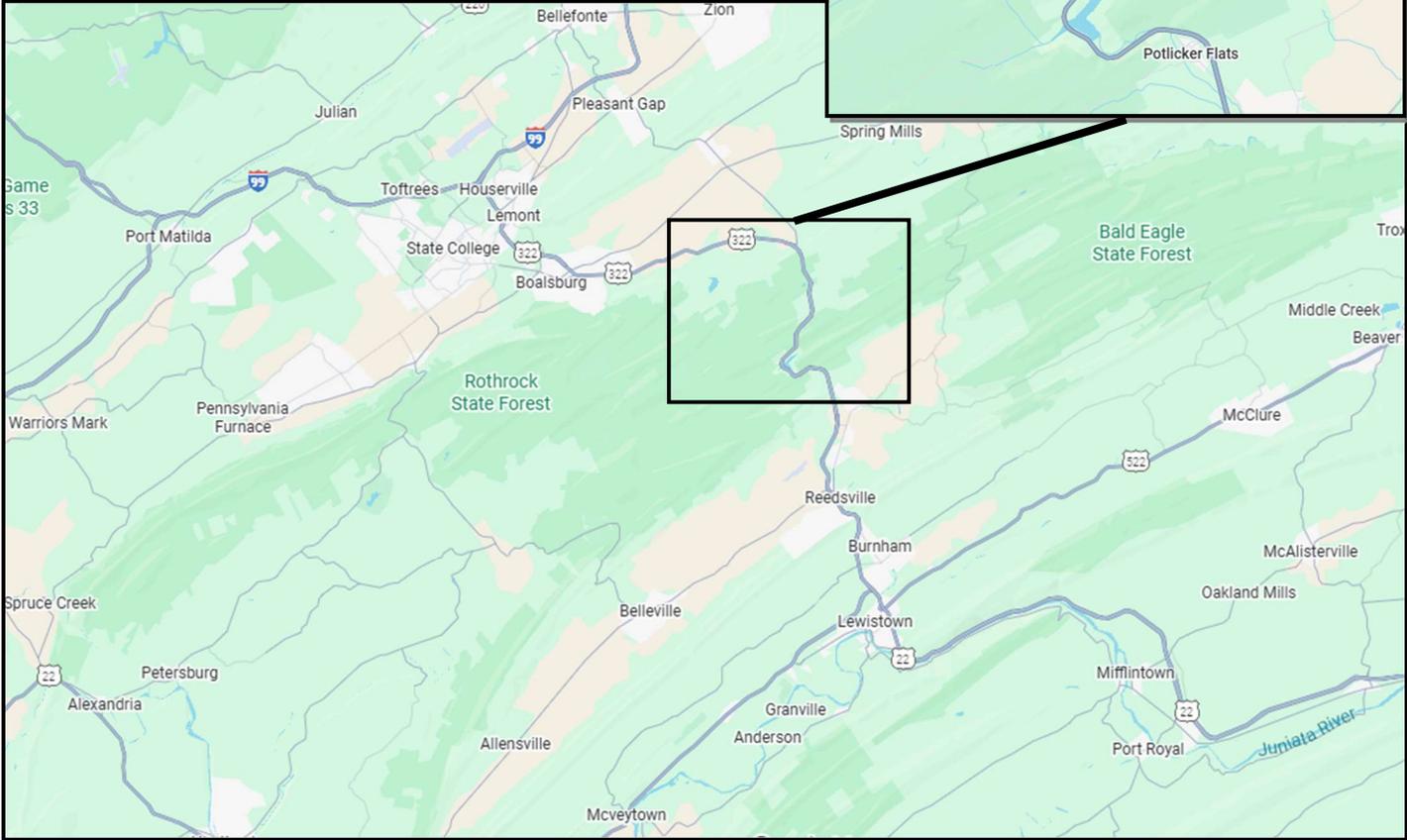
From the West

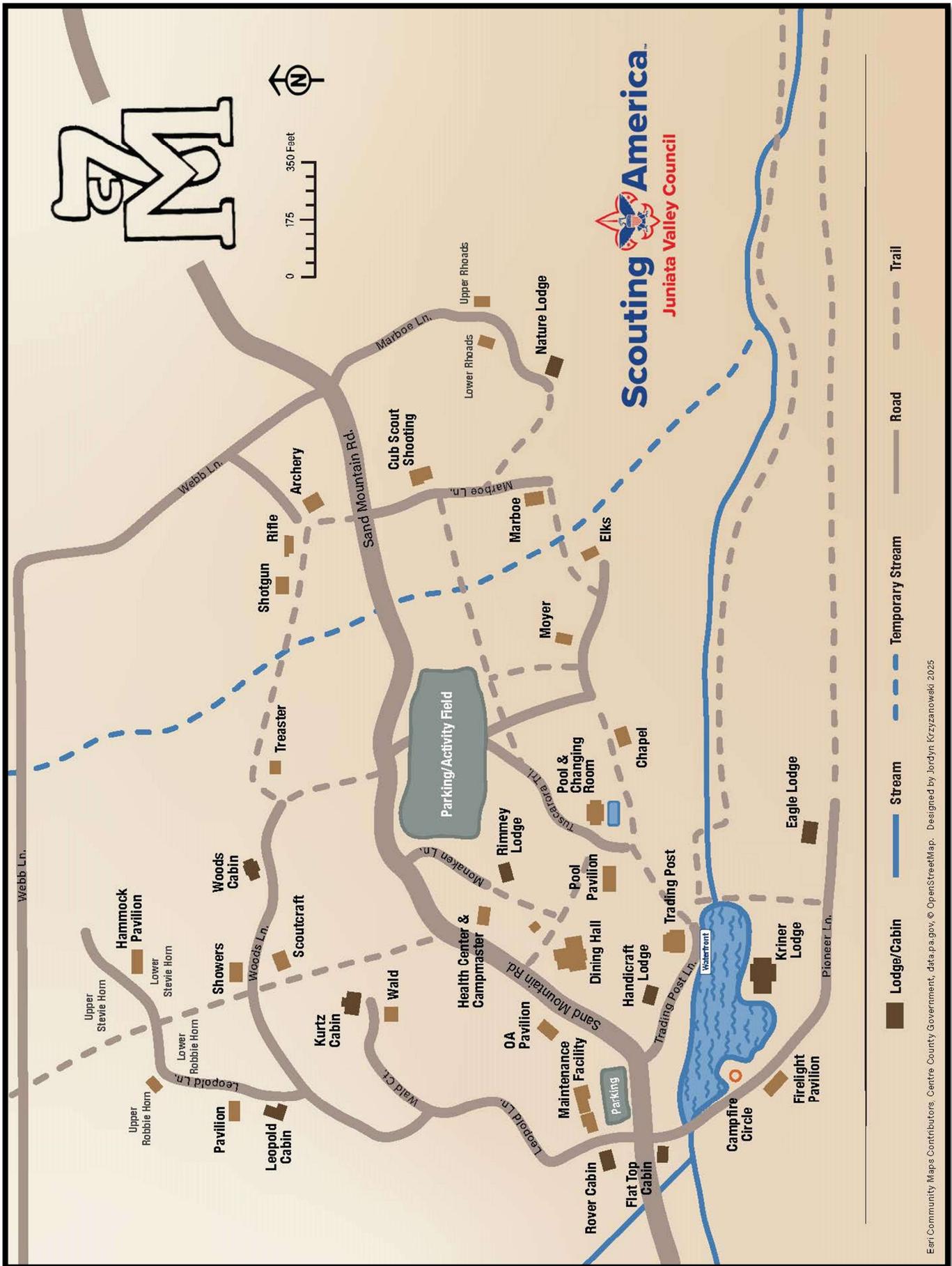
Take Route 322 east toward Lewistown
Watch for Sign for Poe Paddy/Poe Valley State Parks
(After SR 144 Interchange in Potters Mills)
Right Turn onto Sand Mountain Road Exit
Loop over SR 322. Turn Right at First Stop Sign and
Left at Second Stop Sign.
Parking on Left (Approx. ½ mile)

Seven Mountains Scout Camp



Coordinates: 40.76439454016083, -77.60604705767055





Esri Community Maps Contributors, Centre County Government, data.pa.gov, © OpenStreetMap, Designed by Jordyn Krzyzanowski 2025

CAMP REGISTRATION

Camp Sessions
 Scouts BSA Resident Camp Week 1: July 5-11
 Scouts BSA Resident Camp Week 2: July 12-18
 Scouts BSA Specialty Merit Badge Camp: July 19-23

Scouts BSA Resident Camp

Fee Structure

Youth
 Discount Fee: \$446.00 *If Paid before May 1, 2026*
 Regular Fee: \$492.00 *If Paid before June 1, 2026*
 Late Fee: \$552.00 *If Paid on or After June 1, 2026*

Adult
 The required minimum adult participation during Scouts BSA Resident Camp is two, as per the youth protection guidelines. These two leaders are included in your site reservation fee.

Additional Adult registrations are:
 \$120.00 for the whole week or
 \$35.00 per day or Meals as needed

Adult Participation is required for Resident Camp.

Second Scout Discount
 A special discounted rate is available to families sending more than one Scout to camp. The discounted rate is given to the Scout going to the lower-level program, i.e. Scouts BSA Registration pays the full fee, and Cub Day Camp Registration receives the discounted rate.

Discount Fee: \$402.00 *If Paid by May 1, 2026*
 Regular Fee: \$442.00 *If Paid by June 1, 2026*
 Late Fee: \$498.00 *If Paid on or After June 1, 2026*

Second Week of Resident Camp Rate
 Interested in attending a Second Week of Summer Resident Camp? Come back for a second week whether you attended Seven Mountains or another Council's camp the first week and receive the **Second Week of Camp Rate!**

Youth
 Discount Fee: \$223.00 *If Paid before May 1, 2026*
 Regular Fee: \$246.00 *If Paid before June 1, 2026*
 Late Fee: \$276.00 *If Paid on or After June 1, 2026*

Scouts BSA Specialty Merit Badge Resident Camp

Fee Structure

Discount Fee: \$446.00 *If Paid before May 1, 2026*
 Regular Fee: \$492.00 *If Paid before June 1, 2026*
 Late Fee: \$552.00 *If Paid on or After June 1, 2026*

Certain merit badges as noted in the prerequisite table will require an additional fee to cover certain activities as noted.

Second Week of Camp Rate
 The Second Week of Camp Rate does not apply to the Scouts BSA Specialty Merit Badge Camp.

Important Registration Dates
 May 1st: Early Registration Discount Deadline
 May 1st: Merit Badge Selection Start for Scouts Paid in Full
 June 1st: Registration Late Fee Start

Registration Methods

Online Registration:

Troops will need to register for camp and individual merit badge programs online through BlackPug. Online registration can be found under the calendar events for your week of camp or the Council website: <https://scoutingevent.com/497-102563> or from the Summer Camp Registration on the Seven Mountains Scout Camp website: <https://www.sevenmountainsscoutcamp.org/index.php/summer-camp/>. Online payment will also be available for those using online registration. The registration link is currently active. Instructions for creating an ID and password are available on the registration website.

Paper Registration:

Although on-line registration is strongly encouraged, Troops and individual scouts will also be able to submit paper registrations to the Council Office. Your unit will need to submit a roster of youth and adults attending, a list of your merit badge selections and payment. The required forms are available on the camp website under the “Summer Camp” – “Register” section. All paper registrations will need to be entered into Blackpug by Council staff so please allow adequate time for processing. Submission of paper registration does not guarantee availability of merit badge sign-ups when merit badge registration opens.



Council Campers:

If you have Scouts who are unable to attend summer camp with your troop, please make sure that they know they can attend camp on their own. Scouts may choose to contact local troops to discuss camping with them. Otherwise, advanced notice to the Council Office will enable us to connect these scouts with another unit in advance of coming to camp and give these Scouts the best camping experience possible.

Refund Policies (Approved October 24, 2007)

Cub Scout Day, Cub Scout Resident and Scouts BSA Summer Camps Refund Policy:

1. All requests must be made in writing and received by the Juniata Valley Council Service Center at least two weeks prior to the start of the camp.
2. Any last-minute refunds will only be given for extenuating circumstances (i.e. death in the family, major illness).
3. Refunds will not be given for a change of mind, vacation plans, summer school, extended sport schedules, or no shows.
4. Refunds will not be given once the session of camp has begun.
5. Fees may be transferred from one Scout to another within the same unit.
6. Because many expenses occur 6 weeks prior to the start of camp, the Juniata Valley Council reserves the right to withhold an administrative fee as follows:
 - a. Cub Scout Resident or Scouts BSA Summer Camp = \$75.00 per person for any refund given
 - b. Cub Scout Day = \$25.00 per person for any refund given
7. Any refund will be issued by check, normally within two weeks of the request and made payable to the name listed on the receipt.

Camperships and Financial Assistance

The purpose of the Juniata Valley Council, SA Campership Fund is to provide assistance to Scouts, who would otherwise not be able to afford the cost of attending a Juniata Valley Council Summer Camping program. These applications are confidential and are reviewed by a volunteer committee. Consideration will be given to those whose units participate in the Annual Friends of Scouting Campaign, Fall Popcorn Sale and whether the Scout participates in any supplemental fundraising opportunities to help them raise funds for camp.

A typical campership *may be up to fifty-percent (50%)* of the discounted camp fee. In exchange for the campership, the Scout may be asked to provide some service to the council or camp and write a thank-you note to a contributor. The required forms are available on the camp website under the “Summer Camp” – “Register” section.

Important Dates

Campership Forms Due:
April 1, 2026

Spring Fundraiser Orders and Money Due:
March XX, 2026, at 5:00 pm

Order Delivery:
Week of April XX, 2026

The Campership Fund is available only to Scouts registered in the Juniata Valley Council who are attending Seven Mountains Scout Camp.

Earn Your Way to Camp Sale



This Spring we will continue to offer the *Earn Your Way to Camp Spring Sales* of **Gertrude Hawk Chocolates** for any Scout that would like to participate. This sale will be run through the JVC Office and the funds can be made available to the Scouts for Summer Camp programs and other Scout Shop items. Scouts will earn commission on all sales. Every Scout should receive information on the sale by mail in **early February 2026**. Sales end and all forms/payment will be due to the Council office on **Monday, March XX, 2026**. If you do not

receive an order form or have further questions regarding this opportunity, please contact Doug Baker at the Juniata Valley Council Office at 717-903-5441 or douglas.baker@scouting.org.

The Earn Your Way to Camp Sale is available only to registered Juniata Valley Council Scouts.



MEDICAL FORMS AND MEDICATION

Medical Forms

All Scouts and Scouters who are in camp are required to have an up-to-date health history and physical examination form on file with the Health Officer. Units should provide photocopies of the original forms for each person. Any person who arrives without a current medical form may not stay in camp overnight, and will not be permitted to take the swim test or participate in any strenuous activities. Arrangements must be made to obtain a physical exam within this time frame or the individual must return home until the situation is resolved. Adults staying less than 24 hours in camp must submit a copy of the *Annual SA Health and Medical Record* with Parts A & B completed to the Health Officer. This medical form not only covers required health information but also provides consent for all activities and for photographs and other media.

Medical Form Needs:
Scouts BSA Resident Camp
and Specialty Camp
Part A, B & C

Medical Forms can be printed from the council or national web site. The form link is:
https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

An instructional handout is available at:
https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_instruction.pdf

The *Annual Health and Medical Form* is valid through the end of the 12th month from the date it was administered by your medical provider. For example, a physical administered June 4, 2025 would be valid until June 30, 2026. The form must remain valid through the end of the camp dates being attended.

Medications

All Scouts bringing medication to camp must have the medications section of the Annual Health and Medical Form filled out by their parents or guardians prior to arrival at camp. When they check in with the Health Officer any specific storage requirements for medications will need to be disclosed. A locked refrigerator is available if needed. **All medication must be in its original container with the original label.** There should be no hand written changes to labels. All medication must be current, expired medication will not be released to scouts. All medication must be stored and dispensed through the Health Officer or the Scout's Unit Leader; the only exceptions are Epi-pens, inhalers, and other life-dependent emergency medicine. Use of non-prescription and/or over the counter medication should also be disclosed to the Health Officer. **Camp is not the appropriate time to stop taking prescribed medications.**



The Health Officer is not expected to make individual visits to ensure that each Scout is taking their medication. It is the Scout and/or Leader's responsibility to ensure that Scouts are taking medications. Our medical staff does not administer medication; they only identify and store a Scout's medication. It is the Scouts responsibility to administer proper doses at the proper time. There will be no injections given by the Seven Mountains Camp Staff.

Medical Check-in

In continuing with increased Health and Safety measures at camp, **Units will be assigned a designated check-in time for arrival to camp. Designated check-in time will be sent to each unit prior to arrival at camp. These times will be staggered throughout the day to allow for appropriate enhanced medical check-in procedures.** Units should make all attempts to only bring those individuals to camp who plan to participate in the camp program. If scouts require a “drop-off” at camp, the units should coordinate this at their designated time in the parking lot.

Upon arrival to camp, all youth and adults will need to pass through a medical pre-screening at the designated location prior to check-in. This will include completion of an updated health questionnaire prior to the individual scouts/leaders moving to the registration tent. Individuals who are not able to pass the health screening will be required to avoid entering camp. Following this, they must turn in health forms to the Health Officer. This is where you will be cleared to take the swim test. Please make sure that all medicine to be turned in is well marked and all medical forms are up to date and complete including signatures from parents or legal guardians and physicians.

Unit leaders are encouraged to turn in health forms in advance to the Camp Director or Health Officer. By turning in the forms early, the Health Officer is able to better prepare for the coming week and identify any issues that may prevent scouts from participating in camp activities. It is much easier to obtain missing signatures or information the week before the scout arrives as opposed to trying to get signatures or authorization on Sunday when most places are closed.



CAMP SERVICES

Office Hours

The Seven Mountains Camp Office is open every day from the end of breakfast until 5pm. It will be closed during meal times. The Camp Office is located in the front of the Trading Post Building across from the Waterfront area. Assistance can be coordinated through the Trading Post staff should the office be closed for any reason.

Campsites



Seven Mountains Scout Camp offers units the opportunity to stay in a rustic campsite during their stay. Each site offers two-person canvas platform tents, upgraded canvas cots, a campfire ring, a hard roof pavilion in most sites, an adirondack shelter, running water and a kybo or wash station. One site offers a hammock pavilion that holds 14 hammocks along with a limited number of tent platforms. Site size varies from location to location. Sites have access to a common shower house with modern restroom facilities. Electricity is available in a limited number of sites. **Units requiring electricity for operation of medical equipment should contact the Council Office in advance to make arrangements prior to arriving at camp.**

Seven Mountains Scout Camp will be setting the canvas platform tents this year for use during your stay at camp. Any units wishing to bring their own tents are welcome to do so however, the canvas tents must remain on the platforms, but most sites have ground space available for use. Scouts packing in totes to store under their cots should be aware that the upgraded canvas cots allow for a tote of 12” high maximum to fit under the cot.

Unit Mail

Incoming Unit mail will be passed out to leaders at the daily leader’s meeting. Outgoing mail service is available daily at camp by dropping off at the Trading Post or Camp Office. Letters sent to campers should be addressed as follows:

Scout _____ Troop _____
 Campsite _____
 Seven Mountains Scout Camp
 227 Sand Mountain Road
 Spring Mills, PA 16875

Telephone and Internet Service

Campers will have limited use of the telephone while at Seven Mountains. The only phone currently available at camp is the Ranger’s cell phone that is typically used for emergencies. The phone number is **(717) 363-6664**. It is important to keep this line open as much as possible for emergency reasons.



Internet service is available at camp to Unit Leaders through the camp system operated by CentreWisp. Details on connectivity can be obtained through the Camp Office.

Cell Phones

Unit leaders who need to keep in contact with home or office are encouraged to make use of their personal cell phones. In order to curb potential homesickness problems as well as lessening disruption for the total camping experience, **we strongly recommend that the units adopt a policy prohibiting Scouts from bringing their own cell phones to camp.**



Cell phone use is prohibited during instruction time. A Scout is courteous and should not interrupt class time with its use. Continued interruptions in class may result in the staff member requesting that the phone be turned over to the Scout's Scoutmaster/Leader for the duration of the week.

Trading Post



The Trading Post is maintained for the camper's convenience. Available items include merit badge supplies, activity vouchers, handicraft items, scout equipment, t-shirts, gifts, gadgets, ice cream, drinks, and an assortment of snacks. **The Trading Post will generally be open from 9:00 to 11:30 am and 1:00 to 5:30 pm daily outside of Merit Badge sessions, breakfast and dinner. Evening hours are 7:00 to 9:00 pm with changes due to special events.** Scouts will have time built into the schedule where they will have the opportunity to visit the Trading Post.

Quartermaster Supplies

The Quartermaster supplies can be obtained by request to the Camp Director, Program Director, Commissioner, or Camp Ranger. You may request items such as garbage bags, toilet paper, disinfectant, and extra tools such as rakes, shovels, picks, etc. Quartermaster tools are the responsibility of the unit and must be cleaned and returned before the unit leaves camp. It is recommended that leaders pick up supplies directly after breakfast or dinner.



Public Areas of Responsibility

Each day units are asked to perform clean-up detail in common areas such as: the Shower Houses and Dining Hall Bathrooms. The schedule will be determined by the troop leaders and Program Director at the daily leader's meeting.

Shower Houses / Restrooms



The pool shower facilities are marked and designated for Youth Male, Youth Female, Adult Female, and Adult Male. The upper shower house contains individual shower and toilet rooms. Scouting America follows a strict policy on Youth Protection and it is important that all groups use the appropriate shower facility. If special arrangements need to be made to accommodate Scouts due to an injury, illness, or a disability please inform the Camp Office prior to or during check-in on Sunday. Please abide by these rules when using the Shower Houses and other camp facilities. The Shower Houses will close from TAPS until 6:30 am each day. **Please ensure your scouts shower as regularly as possible. Cell phone use is strictly prohibited in and around the shower facilities.**

Trash & Recyclables

Garbage cans are located throughout the camp. Scouts are reminded of their duty to be clean. Trash should not be kept for prolonged periods of time in any campsite. Troops should take their bags of trash to the dumpsters located behind the Dining Hall daily. Scouts should make every effort to recycle many of the containers and other items we use each day. Please be mindful of the recycling practices of camp. There are additional recycling containers at the Dining Hall and Trading Post. By the end of the week units should make certain that their recycling bin is emptied. Recycling bins for glass, plastic, and metal are located behind the Dining Hall.

Health Lodge

The Health Lodge is intended only for the temporary care and treatment of sick or injured campers. Individuals that are seriously injured will be transported to a hospital or sent home to receive more adequate care. In an effort to reduce the chances of spreading illness throughout the camp, individuals who are ill prior to, or become ill while at camp may be asked to leave camp until they are well. Additionally, we ask that parents and leaders do not send/bring sick scouts to camp.

Dining Hall Operations



The Dining Hall will be preparing and providing all meals again this year. More details on the menu and meal service will be finalized closer to the opening of camp. **Current plans include cafeteria style breakfast and dinner in the dining hall and a grab/go lunch to be taken out.** During sit down meals, each unit is expected to provide waiters to assist with clean-up of the designated eating areas. The kitchen requires that certain rules must be observed. Please pay close attention to the Dining Hall Steward's instructions throughout your stay at camp. **If for any reason Scouts are not able to make any meal times it is mandatory that the Camp Director be notified.**

Meal Times: Breakfast: 8:00 am Lunch: 12:00 pm Dinner: 6:00pm

Special Dietary Needs/Restrictions

Seven Mountains Scout Camp serves food in accordance with a menu that is approved by a dietitian. Our meals are balanced and are consistent with a healthy diet. It is critical that all food allergies and special dietary needs be reported to the Juniata Valley Council **a minimum of 2 weeks prior to arrival at camp** using the Special Dietary Needs Form. This will allow us to make the adjustments necessary to keep your scouts safe. Our dining hall does not utilize peanut products. For concerns about food allergies, please have the scout/leader ask the Cook about preparation and contents.

The Special Dietary Needs Form is reserved for those with health concerns, being a picky eater is NOT considered a reason for submitting a form. A copy of the form is available at the link below:

<http://www.sevenmountainsscoutcamp.org/wp-content/uploads/2017/01/Summer-Camp-Special-Dietary-Needs-Form.pdf>

CAMP POLICIES AND PROCEDURES

Policies

Seven Mountains Scout Camp is a year-round facility maintained by the Juniata Valley Council. The primary responsibility of maintaining the facilities at camp rests with the Camp Ranger and a dedicated corps of volunteers which includes the Council Camping Committee, the Seven Mountains Alumni Association and Monaken Lodge. The continued existence and improvements of the summer program is dependent upon the care that is taken to assure the best quality camping equipment and facilities of the camp. Scouts and visitors are asked to use all walking paths when hiking around camp and live by the Outdoor Code and Leave No Trace policies. Scouts and leaders need to be aware that they must be respectful of the facilities of the Seven Mountains Scout Camp and to follow the Scout Oath so that others may enjoy it also. The law of the camp is the Scout Law.

The policies herein are meant to cover many health and safety needs and provide general courtesies for all of our campers at Seven Mountains Scout Camp. They are not “all inclusive;” other policies may be set forth by the Camp Director and/or the Juniata Valley Council as needed. Leaders: Please review these policies with your Scouts and their parents prior to arriving at camp.

Bicycles: Seven Mountains Scout Camp is a relatively small camp, where it takes about 10-15 minutes to walk from the furthest campsite to the furthest program area. It is generally not necessary to ride bicycles around camp. Although we don't recommend excessive bicycle usage in the main camp area, we do encourage use of Mountain Bikes on our in-camp trail designated for use. **Maps are available at the Trading Post.** Scouts may bring their bikes to camp at their own risk. Of course, anyone riding a bike must wear a helmet, in compliance with Pennsylvania State law. Anyone riding a bike is required to yield the right-of-way to those walking the trails and should avoid riding along Sand Mountain Road.



Curfew and Quiet Time: Rest at camp will affect the person's ability to function in a cheerful and safe manner. Leaders are expected to set the example by respecting quiet times for the benefit of neighboring campers and themselves. Please keep conversations low and activities to a minimum between the hours of 11:00 pm and 6:30am.

Drugs and Alcohol: The SA alcohol/drug policy will be strictly enforced. No alcohol or drugs are to be in camp. Use and/or possession of either at camp is a one time - no exception offense and will result in the removal from camp and notification of law enforcement.

Flammables: Aerosol cans neutralize the water repellency of canvas and should not be used in or around tents or canvas. Open flames (including non-battery operated lanterns, tiki torches, lighters, candles, incense, and tobacco products) are prohibited in or near tents.



Firearms and Weapons: These may not be brought to camp. Only Council owned firearms and bows may be used with Council provided ammunition. Firearms are only to be used at approved ranges, under the supervision of a Certified Instructor. Other firearms, paintball guns, blow guns, or weapons related to martial arts or personal protection will be confiscated and turned over to the PA State Police for proper disposal.

Fires: Fires are a potential hazard in camp, particularly if drought conditions exist. Campers must be cautious with fire following the guidelines of the Camp Fire Guard Plan and Outdoor Code. During times of extreme drought or high heat, a ban on open fires may be imposed. You will be notified when and if those conditions are in effect. Campfires in sites must be controlled to a reasonable size and must be contained with the fire rings provided.

Fireworks: Fireworks of any type are prohibited in camp. Items will be confiscated and turned over for proper disposal.

Fishing: Fishing is permitted during daylight hours. PA Fish and Game Commission laws must be observed. A fishing license is required to fish in accordance with PA State Regulations for those over the age of 16. **NOTE: Due to on-going repairs to the dam at camp, the lake will not be stocked for fishing during the 2026 camping season.**



Hazing: Hazing has no place in Scouting. Physical violence, hazing, bullying, theft, and verbal insults have no place in the Scouting program and may result in the revocation of a Scout's membership and removal from camp.

Knives, Saws, and Axes: While knives are only required for a limited portion of the program, the staff acknowledges that pocketknives are often an integral part of the outdoor Scouting experience. These tools may be used only in campsites and program areas. All carriers of pocketknives **must carry a current Totin' Chip card**, which must be produced when requested by a staff member. Sheath knives are not permitted at camp. Proper axe-yards and Totin' Chip rules must be followed.

Open-Toed Shoes: Footwear, such as sandals, flip-flops or crocs are only permitted in the shower houses and pool areas. For your own protection, when hiking to and from these areas, or around camp, sturdy closed-toe shoes (boots or sneakers) are required.

Personal Property: A Scout is Trustworthy, however, on rare occasions; a Scout is still learning the meaning of that point. The Juniata Valley Council cannot be responsible for loss or damage to personal property at camp. Stress security in your campsite. Scouts should be encouraged to lock their valuables in a trunk or footlocker when they are not in use and take normal precautions of not leaving cash or other valuables lying out in the open. Report any thefts immediately to Camp Director, Program Director or Camp Ranger.

Pets: Pets are not permitted in camp at any time during the camping season in compliance with the Pennsylvania State Health and Safety Codes. This policy does not pertain to pets of permanent camp residents or service animals.

Smoking: Smoking, use of smokeless tobacco and vaping by adults over the age of 21 is allowed only in designated areas (the Camp Parking Lot) and out of the view of youth. Please be responsible for properly disposing of your waste.

Staff Quarters: Staff Quarters are off limits to Scouts and Scout Leaders. This includes the area around the Camp Ranger's home and the Maintenance buildings.

Tree Cutting: Cutting down standing trees alive or dead is prohibited. Any trees and branches that are already on the ground may be used by units for campfires or gateway projects.



Uniforms: It is recommended that campers have and properly wear a Scout uniform while in camp for morning flag, breakfast, evening flag, dinner, camp-wide campfires and chapel service. Scouts are encouraged to wear their Scouting t-shirts. Units are encouraged to hold uniform inspections prior to camp in order to make any necessary corrections. Please request that Scouts leave articles of clothing at home which may advertise or promote anything that may contradict the values and ideals that Scouting is trying to teach.

Vandalism and Destruction of Camp Property: Vandalism and pranks are not only contrary to the values of Scouting, but can result in significant financial loss, injury, loss of program, and potentially closing of the camp, affected facility, or program area. There is a fine line between harmless fun and taking things too far. Any Scout or unit that takes part in vandalizing, destruction or theft of camp property will be held financially responsible for all losses incurred, and possibly may face legal prosecution and expulsion from camp without refund of camping fees.

Vehicles: Vehicles (other than those officially designated camp vehicles by the Camp Director) are not permitted inside the camp gates. Vehicles will be permitted to load and unload, but must then be parked in the designated parking lot. All vehicles except for unit trailers must be parked out of camp sites at all other times. If a vehicle is needed for medical reasons, please obtain a vehicle pass from the health office upon arrival. Advance arrangements may be made with the Ranger to transport large items.

Emergencies

In the event of an emergency, the first step is to notify the Camp Director, Ranger or the nearest camp staff member. Emergencies might include a lost camper, a severely injured Scout, or an intruder. There is no need to alert the staff of impending weather, as the staff regularly monitors weather alerts. Emergency contact numbers are listed in camp sites and buildings throughout Seven Mountains Scout Camp. At no time should a Scout dial 911 unless specifically instructed to by one of the persons listed above.

During orientation on the first day of camp, the Camp Staff will provide instructions for Scouts and Leaders to follow should an emergency occur. This will include taking a headcount, reporting locations, etc. For more information about weather-related procedures, including lightning safety, see the Weather Hazards information at scouting.org.

Youth Protection

We take our responsibility for the welfare of youth entrusted in our care very seriously. For that reason, policies have been established which pertain to the control of visitors on camp property, release of youth from camp, and verification of no-shows at camp. Policies are summarized below and will be covered in greater detail at the pre-camp leader's meeting and as part of the Troop Leader orientation upon arrival at camp.



Any adult accompanying a troop or pack to a residence camp or other Scouting activity who are present at the activity must be registered as a leader, including completion of a Criminal Background Check and have taken Safeguarding Youth Training even if they are the parent of a youth on the trip.

Safeguarding Youth Training: If you or any other adult leaders have not had SA's Safeguarding Youth Training within the past year, you are required to take it before coming to camp. The course is available on-line at my.scouting.org only. The course can no longer be offered through your local Council.

PA Act 15: All staff employed by the Juniata Valley Council, SA and Seven Mountains Scout Camp are compliant with the current Pennsylvania legislation which is designed to increase the safety of children by requiring background checks and child abuse clearances for all volunteers and staff who are responsible for children and directs the mandated report of child abuse.

ALL adults attending summer camping programs must have Criminal Background Checks/Clearances as required by PA Act 15 on file at the Juniata Valley Council Service Center to attend. Family members joining their scouts in the Family Overnight Camp are not required to provide this information. Please contact the Service Center or visit www.keepkidssafe.pa.gov for more information. NOTE: ALL SA VOLUNTEERS ARE MANDATED REPORTERS. FAILURE TO REPORT MAY RESULT IN CRIMINAL CHARGES.

Color Coded Wrist Bands: These are issued to all Adult Leaders and Scout Campers upon arrival at camp and must be worn at all times to properly identify to others that you belong in camp. Meals may be denied to anyone not wearing a wristband. In the event a wristband is lost, a replacement is available at the Camp Office during normal program hours. Your cooperation, as a leader in enforcing the wristbands and your adult's registration will help the staff make sure your Scouts are in a safe environment.

Sign In & Sign Out: All visitors must report to the Camp Office for a health screening and to sign-in and sign out. Temporary visitor passes are issued to those persons who are in camp for a limited time. This policy does not apply during family night activities. Whenever a camper, leader or staff member departs camp, he / she must also sign-in and sign-out at the office. Anyone suspected of being an unauthorized person should be reported to the nearest program area director, leader, or staff member who will contact the Camp Director. This procedure will be modified during family visits.

Contact with Wildlife

Seven Mountains Scout Camp is a natural habitat for many species of animal. Please keep in mind that these animals make their residence on a year-round basis. If you encounter wild animals while on a hike or in your campsite, do not disturb or injure or attempt to chase it away. All campers are expected to respect wildlife and subscribe to the Outdoor Code while in camp. Any camper or visitor who intentionally injures, harasses, or kills any of the wildlife in camp will be held legally and financially responsible.



If you come in contact with an animal that is behaving strangely, (staggering, lying still-not trying to flee, seems sickly, foaming at the mouth, etc.) immediately report it to the Camp Director or Ranger. Do the same if you are bitten or scratched by any wildlife. Never pick up or touch an animal that is injured or dead.

Ticks: Each year we hear more and more about the ever-increasing tick population. Lyme disease is at an all-time high in Pennsylvania. To protect yourself, insect and tick repellent are highly recommended, and will also help prevent diseases from mosquitoes and other insects. However, repellents are not totally foolproof, especially against ticks. Wearing long pants, long sleeved shirts and hats while in tick infested areas cuts down on the risk of bites. Educate your campers about ticks, and have them check themselves on a regular basis, especially after walking through tick habitats. If a tick is found, report it to the Health Officer who will remove it and attempt to preserve it in case a Lyme disease rash develops.

SUMMER CAMP STAFF

The Summer Camp Staff is a vital part of a great summer camp experience. We are very excited to have returning staff join us from year to year. These staff members have been working hard to be ready to provide a great summer experience.

Does your troop have Scouts who have reached a point where they are no longer interested in Merit Badges? Working on Camp Staff may be just the thing to re-energize their interest. Spend a summer among friends, helping other scouts work their way through the program, and earn a paycheck. Anyone who is interested should contact Jeff Pickett at the council service center at 717-667-9236 or jeffery.pickett@scouting.org.



Applications are available on the camp website at the following link:
<https://247scouting.com/forms/497-Campstaffapplication>

Counselor in Training and Volunteer Staff Program

The intent of this program is to help develop Scouts into the future camp staff for Seven Mountains as well as offer an opportunity for leaders who want to spend more time at camp. The program is typically a one or two week experience for Scouts at least 14 years of age. CIT's and volunteer staff will have the opportunity to work closely with Seven Mountains Camp Staff and help improve the program for Scouts.

Goals for CITs:

- Learn to be positive role models for other campers
- Develop leadership skills and learn to work with younger campers
- Improve communication and social skills
- Strengthen friendships and participate in team building activities
- Enjoy favorite camp activities
- Become familiar with the numerous programs Seven Mountains has to offer

How to sign-up:

Those who are interested in becoming a part of the Volunteer Staff Program should submit an application for the program. Scouts and volunteers may apply before the camping season starts and while they are at camp, but space will be limited each week.

Advancement:

Scouts taking the program will have the opportunity to complete at least one merit badge as part of the program.

Cost:

The cost of the program is \$50 per week. Camperships are available to CITs.

SCOUTS BSA RESIDENT CAMP

Pre-camp Meeting

At least one representative from each troop is asked to attend the **Pre-camp leader meeting to be held Virtually on Wednesday, June 11th, 2025. The Pre-camp meeting will be held at 7:00 pm and a Zoom link will be sent to all registered leaders.** Note that there is only one pre-camp meeting date this year and includes leaders attending any week of summer camp. At this meeting we will go over any last-minute changes that you will need to know before you arrive at camp. In order to be better prepared for your arrival, we are requesting that Unit Leaders turn in all of your paperwork to the Council Office two weeks in advance of your arrival at camp to help speed up the registration process on Sunday when you check-in. Forms to submit in advance include:

- _____ Final Troop Roster if not already submitted
- _____ Final Merit Badge Sign-up On-line
- _____ Special Needs/Special Diet Forms
- _____ Medical Forms



By turning in all of these forms prior to arriving at camp, the Camp Staff will have extra time to identify any problems and will be able to work with you to get them solved before you get to camp.

Check-In Procedure

The following procedures should be used for checking in to camp:

1. **Your unit should arrive at camp at your designated time slot on Sunday.** You must check in at the Parking Lot when your entire unit has arrived. Here you can finalize all fees, complete medical forms, complete a medical screening and receive your Buddy Tags for all campers in your unit. If you turned in all of your forms in advance you will still need to check-in. At this point you will be able to continue through the afternoon check-in activities.
2. The unit's gear should be packed in no more than two vehicles. These two vehicles will be the only vehicles allowed to the campsite to deliver the gear. Trailers are allowed to stay at the campsite under the direction and permission of the Camp Director.
3. The unit along with a Staff Guide will then proceed to the campsite. At the campsite:
 - a. The Staff Guide and the Unit Leader will inspect the campsite's tents.
 - b. Scouts should not move into tents until after they have been inspected.
 - c. Store and secure all gear.
 - d. Change into swimsuits for swim test.
 - e. **Now is not the time to settle into camp.**
4. The unit and guide will then proceed to the Dining Hall for instructions and seating arrangements.

- Following your dining hall orientation, you will need to take your Buddy tags to the Pool and participate in a swim test. A swim test is mandatory for anyone wishing to participate in any aquatic activity. Units may opt to pre-test their scouts. However, in order for these tests to be recognized you will need to provide documentation of the administering lifeguards credentials, a roster of scouts and classifications and the date and location of the test. In all cases, the Aquatics Director has final say in a swimmer's ability group. The required documentation is available at:

<http://www.sevenmountainsscoutcamp.org/wp-content/uploads/2016/11/Precamp-Swim-Classification.pdf>

- Once you have completed the Dining Hall orientation, Medical Checks, and Swim Test, you may return to your site to begin settling in.

Vehicles

All vehicles staying on camp property must be returned to the designated parking lot by 5pm. Private vehicles are not permitted to stay in campsites or on the access roads into campsites. Anyone requiring permission to keep their vehicle at the campsite for disability reasons must secure a permit from the Camp Director, and must agree to abide by the rules in order to maintain the privilege. The permit will be displayed in the vehicle while in camp.

Merit Badge Registration

For those unable to pre-register for merit badges, **sign-ups will be available at the Pool Pavilion from 4:00 pm until 5:00 pm on Sunday based on availability.** Scouts are asked to bring any prerequisites that they may have had to complete prior to camp. **Pre-registered Scouts should check in with the staff during this time to confirm enrollment.** Some merit badge classes will have size limits due to limited amount of space or limited equipment. To ensure that your Scouts can take the merit badges desired it is strongly suggested that you register early.

Sunday Check-In Schedule

Time	Activity
Assigned Time 12:00-4:00 pm	Troop check-in / Medical check-in / Dining Hall & Shooting Sports Orientation / Swim Tests / Trading Post Open
4:00-5:00 pm	Merit Badge Registration/Confirmation / Trading Post Open for MB Kit Purchases (ie. Archery, Rifle, Shotgun, Handicraft)
5:00-5:30 pm	Leader's Meeting at the Pool Pavilion (Adults & SPLs)
5:50 pm	Flag Retreat Ceremony at Dining Hall Parade Field
6:00-6:45 pm	Dinner
6:45 pm	Trading Post Open
7:00-7:45 pm	Safe Swim Defense at Pool
7:55 pm	Line up for Chapel / Opening Campfire/ Trading Post Closes
8:00-9:30 pm	Chapel Service / Opening Campfire Ceremony
10:00 pm	TAPS / Quiet Time / Showers Close

Check Out Procedures

For the 2026 camp season, we are continuing with a Saturday morning checkout for those units wishing to stay in camp Friday night. Kitchen Staff will provide a continental breakfast on Saturday morning available in the Dining Hall. Immediately after breakfast on Saturday, follow the steps below to check-out.

- Pack all personal gear. Double check so as not to leave anything. Prepare the campsite for final inspection by the Ranger Staff.
- Police the campsite. Make certain that the washstand and latrine areas are thoroughly cleaned and hosed down.
- Remove or dismantle any campsite improvements that were made during the week.
- Vehicles may be brought into the site to pack the entire unit's gear. Please return to the parking lot after packing out.
- All garbage/recyclables are to be removed from the site to the large dumpster behind the Dining Hall. The Ranger Staff is not responsible for removal of any garbage left in the site.
- Return all camp equipment that was used during the week to the Quartermaster Storage. Please make certain that you check in all equipment with the Camp Clerk. Any camp equipment or tents that are damaged must be paid for by the troop before leaving camp.
- The Ranger or his staff will arrive and check the campsite for trash and damaged tents. Once your inspection has been completed you may leave the campsite unless there is a problem.
- Do not forget to pick-up all medication and Health Forms at the Health Lodge and any advancements from the Camp Office.

Remember: A Scout is clean. Leave the campsite in better condition than you found it.

Alternate Evening Meals

The Wednesday evening dinner meal is being planned to be served as a BBQ Tailgate in front of the Dining Hall. All food will be served outdoors "tailgate" style. Units should report for evening flag retreat as usual.

MERIT BADGE PROGRAM

Purpose

Any registered Scout, regardless of rank, may work on any merit badge and receive the badge when they earn it. The merit badge program is one way Scouting enables Scouts to experience a broad spectrum of activities. Earning merit badges gives scouts the kind of self-confidence that comes only from overcoming difficult obstacles to achieve a goal. Through the merit badge program, scouts learn career skills that might help them choose their lifework. Some merit badges help scouts develop physical fitness and provide hobbies that give a lifetime of healthful recreation.

Pre-registration/Registration

In order to best accommodate the needs of each Scout, the Program Director needs to have all Merit Badge Registration completed prior to the Pre-camp meeting. Troop leaders may submit merit badge registrations online beginning May 1st for all scouts whose registration is paid in full. For those who do not have online access or wish to submit a hardcopy, merit badge rosters can be mailed to the Scout Service Center and will be manually entered into the black pug system as they are received. Class rosters will be compiled from the pre-registrations so that when a Scout arrives at camp they will only need to confirm their arrival and make sure their name appears on the list at Merit Badge Registration on Sunday afternoon. Preference for classes with size limits will be given to those units who have submitted their rosters online. All Blue Cards will be available through Black Pug upon the completion of camp.



If a Scout chooses to change which Merit Badges they are taking or did not pre-register they will need to meet with the Merit Badge Counselor during Merit Badge Registration. The Seven Mountains Camp Staff will do their best to accommodate each Scout, but Scouts not pre-registering or registering late may be asked to move to a different session of a merit badge or to choose another merit badge based on class size and availability of equipment.

Supplies



All supplies needed for badges can be purchased at the Trading Post and not at the Program Areas. The price list will be made available closer to camp. An estimated cost will be listed in the merit badge descriptions. Limited Merit Badge books can be attained from the scout shop or may be obtained in hard copy or digital download from scoutshop.org.

Blue Cards

All Blue Cards for the 2026 camp season will be completed on-line by the merit badge counselors through the Black Pug registration system. **No traditional blue cards will be utilized.** Only Scouts who are registered by their Unit Leader will be able to participate in merit badge classes. Make sure to bring a copy of the on-line registration details on Sunday to Merit Badge Registration.

Updated Merit Badges

Merit Badge requirements are constantly being updated. Please make certain that you have the most up-to-date requirements for these merit badges. **Merit badge pamphlets are now free and downloadable at scouting.org.**

Open Program Periods

Every program area has open time scheduled. This time can be used by Scouts to supplement their instructional time, work on completing partial merit badges or participate in additional programming. Each program area will have activities available throughout the week. These activities will be announced daily.

2026 MERIT BADGE PROGRAM SCHEDULE

Time	Monday	Tuesday	Wednesday	Thursday	Friday
8:00 – 8:45	Breakfast				
9:00 - 11:30	Merit Badge 1	Merit Badge 1	Merit Badge 3	Merit Badge 3	Merit Badge Completion/Camp Activities
12:00 - 12:45	Lunch				
1:30 – 4:00	Merit Badge 2	Merit Badge 2	Merit Badge 4	Merit Badge 4	Camp wide Activities
4:00 – 5:30	Open Program Areas	Open Program Areas	Open Program Areas	Open Program Areas	
6:00 – 6:45	Dinner				
7:00 - 10:00	Evening Program				

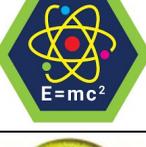
Program Area	Merit Badge 1	Merit Badge 2	Merit Badge 3	Merit Badge 4
Aquatics - Pool	Lifesaving	Swimming	Swimming	Snorkeling Award
Aquatics - Waterfront	Canoeing	Rowing	Canoeing	Rowing
	Kayaking	Standup Paddleboard Award	Kayaking	Boardsailing Award
Range & Target Area	Rifle	Shotgun	Shotgun	Rifle
	Archery	Archery	Archery	Archery
Health & Safety	Emergency Preparedness	First Aid	First Aid	Emergency Preparedness
			Traffic Safety	
Handicraft	Basketry	Leatherworking	Pulp & Paper/Textile	Woodcarving
	Indian Lore	Movie Making	Art	Photography
Nature	Mammal Study	Reptile & Amphibian Study	Astronomy	Geology
	Forestry	Environmental Science	Environmental Science	Nature
Scoutcraft	Pioneering	Camping	Search & Rescue	Orienteering
	Cooking	Wilderness Survival	Fire Safety	Geocaching
STEM	Animation	Engineering	Robotics	Chemistry
	Physics (Test Lab Patch)			
TRADES	Welding	Metal Working	Home Repair	Welding
Trail to Eagle	Communications	Citizenship in the Nation	Citizenship in the World	Life to Eagle Path & Project Planning

Program Information

Pre-requisites for Merit Badges are requirements that will not be completed at camp due to the nature of the requirement. They do not need to be completed prior to camp, but if not completed will result in the merit badge being incomplete at the end of the week. Merit Badge ratings are loosely modeled on the advancement structure of a Scout. **They are not restrictions on the scout who can participate but a representation of the level of skill and maturity needed to fully benefit.**

AQUATICS MERIT BADGES			
	Merit Badge	Skill Rating	Pre-requisites and General Information
	Boardsailing Award	First Class	Scouts should be Swimmer Ability Level. This is an award that will introduce scouts to boardsailing skills, equipment and safety precautions.
	Canoeing	First Class	Requirement 2: Swimmer Ability Level. Must bring closed-toed shoes.
	Kayaking	First Class	Requirement 2: Swimmer Ability Level. Must bring closed-toed shoes.
	Lifesaving	Life	First Class Rank, Swimmer Ability Level, Complete requirement 2a before registering. Bring clothes for requirement 9.
	Rowing	Second Class	Requirement 2: Swimmer Ability Level. Must bring closed-toed shoes.
	Snorkeling Award	First Class	Scouts should be Swimmer Ability Level. This is an award to encourage scouts to learn and become proficient in snorkeling skills and snorkel safely.
	Standup Paddleboard Award	First Class	Scouts should be Swimmer Ability Level. This is an award to introduce scouts to the basics of stand up paddleboarding on calm water.
	Swimming	Scout	Requirement 2: Swimmer Ability Level.

HEALTH & SAFETY MERIT BADGES			
	Merit Badge	Skill Rating	Pre-requisites and General Information
	Emergency Preparedness	Star	Scouts will need to earn the First Aid Merit Badge in order to complete this merit badge. Requirements 2, 8c & 8d. Bring your personal kit and a photo of your family disaster kit to camp.
	First Aid	First Class	Requirement 2b1 & 15. Bring your kit to camp. Bring your notes for requirement 15 to camp to discuss with your counselor.
	Traffic Safety	First Class	Requirement 8. Bring your notes to camp to discuss with your counselor.

STEM MERIT BADGES			
	Merit Badge	Skill Rating	Pre-requisites and General Information
	Animation	Star	Requirement 5. Bring your notes to camp to share with your counselor.
	Chemistry	First Class	Requirement 8. Bring your notes to camp to share with your counselor.
	Engineering	First Class	Requirements 2 & 9. Bring your notes to camp to discuss.
	Physics (Test Lab Patch)	Star	This activity is currently in the Test Lab. Scouts who complete the activity will receive a certificate. If the activity becomes a merit badge, scouts who complete the certificate will earn the merit badge.
	Robotics	Star	Requirement 7. Bring your notes to camp to discuss with your counselor.

NATURE MERIT BADGES			
	Merit Badge	Skill Rating	Pre-requisites and General Information
	Astronomy	Star	Requirements 5 a & b and requirement 9. Will require evening program time to complete.
	Environmental Science	First Class	Requirements 6 & 11. Bring your notes to camp to discuss with your counselor.
	Forestry	Star	Requirement 8. Parts of Requirement 5 may need to be completed following camp.
	Geology	First Class	Requirement 6. Bring your notes to camp to discuss with your counselor.
	Mammal Study	First Class	Requirements 3 & 7. Bring your notes to camp to discuss with your counselor.
	Nature	Star	Requirement 7. Bring your notes to camp to discuss with your counselor.
	Reptile & Amphibian Study	Second Class	Requirement 8.

SCOUTCRAFT MERIT BADGES			
	Merit Badge	Skill Rating	Pre-requisites and General Information
	Camping	First Class	Requirement 4b, 5e, 7b, 8c, 8d, & 9. A written note from the Unit Leader will suffice for requirements 4b, 5e, 7b, 8c, 8d & 9. Scouts should bring equipment suitable for outpost camping.
	Cooking	First Class	Portions of requirements 4, 5 & 6 will be started at camp and will require completion with the scout's unit following camp to complete the merit badge.

	Fire Safety	Scout	Requirements 5d & 10. Bring your notes to camp to discuss with your counselor.
	Geocaching	First Class	Requirement 7.
	Orienteering	First Class	Requirement 7. Bring your reports to camp to review.
	Pioneering	Star	Scouts should have a working knowledge of knots and lashings.
	Search & Rescue	Star	Requirement 8. Bring your notes to camp to discuss with your counselor.
	Wilderness Survival	First Class	Requirements 4 & 10. Please bring your first aid & survival kit to camp. Bring your notes for requirement 10 to camp to discuss with your counselor.

HANDICRAFT MERIT BADGES

	Merit Badge	Skill Rating	Pre-requisites and General Information
	Art	Tenderfoot	Requirements 6 & 7. Bring your notes to camp to discuss with your counselor.
	Basketry	First Class	Scouts will need to purchase a Basketry MB Kit at the Trading Post at an estimated cost of \$26.99 + tax.
	Indian Lore	Second Class	Requirements 2 & 5. Bring your notes to camp to discuss with your counselor.
	Leatherworking	Tenderfoot	Scouts will need to purchase a Leatherworking Kit from the Trading Post. Kits are available at an estimated cost of \$9.99-29.99 + tax for complete kit.

	Movie Making	First Class	Requirement 4. Bring your notes to camp to discuss with your counselor.
	Photography	Second Class	Requirement 1b & 8. Bring a digital camera or phone camera and interconnection cable to camp. Bring notes for requirement 8 to camp to discuss with your counselor.
	Pulp & Paper	First Class	Requirements 7e & 8. Bring your notes to camp to discuss with your counselor.
	Textile	First Class	No prerequisites.
	Woodcarving	Tenderfoot	Scouts should have earned the Totin' Chip. Wood carving supplies will need to be purchased from the Trading Post at an estimated cost of \$11.00 – 25.00 + tax.

Note: All merit badge supply prices are estimated at time of publishing and will be subject to change based on final availability of kits at camp.

RANGE & TARGET AREA MERIT BADGES

	Merit Badge	Skill Rating	Pre-requisites and General Information
	Archery	First Class	Additional time may be required during merit badge completion periods to complete the merit badge. Scouts will need to purchase an arrow kit from the Trading Post at an estimated cost of \$6.99 + tax.
	Rifle Shooting	First Class	Requirement 1g will need to be completed prior to camp and a copy of the card shown to the counselor. Option A will be available at camp. Additional time may be required during merit badge completion periods to complete the merit badge. Scouts will need to purchase a Rifle Merit Badge Activity Fee voucher from the Trading Post at a cost of \$10.00.
	Shotgun Shooting	Star	Requirement 1g will need to be completed prior to camp and a copy of the card shown to the counselor. Option A will be available at camp. Additional time may be required during merit badge completion periods to complete the merit badge. Scouts will need to purchase a Shotgun Merit Badge Activity Fee voucher from the Trading Post at a cost of \$30.00.

Note: All merit badge supply prices are estimated at time of publishing and will be subject to change based on final availability of kits at camp.

TRADES MERIT BADGES			
	Merit Badge	Skill Rating	Pre-requisites and General Information
	Home Repair	Star	Requirement 7. Bring your notes to camp to discuss with your counselor.
	Metal Working	Star	Requirement 4. Bring your notes to camp to discuss with your counselor.
	Welding	Star	Requirement 7. Bring your notes to camp to discuss with your counselor. Scouts will need to purchase a Welding Merit Badge Activity Fee voucher from the Trading Post at a cost of \$15.00 .

Note: All merit badge supply prices are estimated at time of publishing and will be subject to change based on final availability of kits at camp.

TRAIL TO EAGLE MERIT BADGES			
	Merit Badge	Skill Rating	Pre-requisites and General Information
	Citizenship in the Nation	First Class	Requirement 7. Bring newspaper articles for Requirement 5.
	Citizenship in the World	First Class	Bring news articles for Requirement 4(b). Requirement 7(a & b) and bring summary to camp.
	Communications	First Class	Requirements 5 & 9. Bring your notes to camp to discuss with your counselor.

Netami

Our Netami program is designed to offer first year campers an experience that not only introduces them to Scouts BSA Resident Camp, but accelerates their progress through the First Class Rank. Scouts participating in the Netami program will have the opportunity to earn their Totin’ Chip and Fireman Chit, as well as working on rank requirements. **The instructors will not be signing off requirements in Scouts handbooks, therefore it is up to the Scout and Scoutmaster to review and approve the requirements.**

The Netami program will meet at the Firelight Pavilion (across from the Campfire Circle) unless otherwise instructed. Scouts should be prepared for activities such as swimming and hiking. Unit leaders who have scouts enrolled in Netami are asked to participate as available.

In addition to the Netami requirements, scouts should select a merit badge of their choice to take during the Merit Badge 2 timeslot.

Tentative Netami Requirements (Subject to Change):
Scout: 1e, 4a, 4b & 5
Tenderfoot: 1c, 3a-d, 4a-d, 5a-d, 7a & 8
Second Class: 1b, 2a-d, 2f-g, 3a, 3c-d, 4, 5a-d, 6a-e, 8a, 8b
First Class: 1b, 3a-d, 4a, 5a-d, 6a-e, 7a-c & 7f

NETAMI CLAN DAILY SCHEDULE

	Monday	Tuesday	Wednesday	Thursday	Friday
Breakfast	With Troop	With Troop	With Troop	With Troop	With Troop
Morning Merit Badge Slot	Netami Program Requirements	Netami Program Requirements	Netami Program Requirements	Netami Program Requirements	Netami Program Requirements
Lunch	With Troop	With Troop	With Troop	With Troop	With Troop
Afternoon Merit Badge Slot	Merit Badge 2 Scout’s Choice	Merit Badge 2 Scout’s Choice	Netami Program Requirements	Netami Program Requirements	Camp wide Activities
Open Program	Scout’s Choice	Scout’s Choice	Scout’s Choice	Scout’s Choice	Scout’s Choice
Dinner	With Troop	With Troop	With Troop	With Troop	With Troop

CAMP DAILY SCHEDULE

Time	Monday	Tuesday	Wednesday	Thursday	Friday
6:30 am	Showers Open	Showers Open	Showers Open	Showers Open	Showers Open
7:50 am	Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising
8:00–8:45 am	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
9:00 am	Leader’s Meeting	Leader’s Meeting	Leader’s Meeting	Leader’s Meeting	Leader’s Meeting
9:00–11:30 am	Merit Badge 1 Netami Class	Merit Badge 1 Netami Class	Merit Badge 3 Netami Class	Merit Badge 3 Netami Class	Merit Badge Completion / Camp Activities
12:00-12:45 pm	Lunch	Lunch	Lunch	Lunch	Lunch
12:45-1:30 pm	Siesta & SPL Meeting	Camp Activities			
1:30–4:00 pm	Merit Badge 2	Merit Badge 2	Merit Badge 4 Netami Class	Merit Badge 4 Netami Class	
4:00-5:30 pm	Open Program Areas, MB Catch up, Instructional Swim	Open Program Areas, MB Catch up, Instructional Swim	Open Program Areas, MB Catch up, Instructional Swim	Open Program Areas, MB Catch up, Instructional Swim	
5:50 pm	Flag Lowering	Flag Lowering	Flag Lowering	Flag Lowering	Flag Lowering
6:00–6:45 pm	Dinner	Dinner	Tailgate BBQ Dinner and SM Cookoff	Dinner	Dinner
7:00-9:00 pm	Evening Program	Evening Program		Evening Program	Closing Campfire Ceremony
9:00-10:00 pm	Troop Time	Troop Time	Troop Time	Troop Time	Troops Depart Unless Staying Until Sat. Morning
10:00 pm	Showers Close	Showers Close	Showers Close	Showers Close	

PROGRAM FEATURES FOR YOUTH CAMPERS

The Patrol Method

Our program has been developed to promote the use of the patrol method while in camp. We will be using this method in the Netami Program, Patrol Competitions, and all Patrol Meetings.

Patrol Leaders' Council in Camp

Troops are encouraged to conduct a Patrol Leader's Council Meeting(s) in camp. Staff assistance, guidance, and suggestions in Patrol Leader's Council Meetings can be arranged through the Camp Director, Program Director or Camp Commissioner. The Seven Mountains Camp experience should be used to strengthen your troop's overall program. **This is required for the Honor Patrol Award.**

Camp-wide Events (by SPL Council)

There will be many camp wide event opportunities this summer. Some of these events may be run by the staff, but the SPL's in camp will have the opportunity to plan and execute several camp-wide events. The events must be held to certain time constraints due to troop/patrol sponsored campfires, overnight trips, and merit badge activities. SPLs should survey their units prior to coming to camp about programs in which they would be interested.

Senior Patrol Leader's Council

At Seven Mountains Scout Camp there is a Senior Patrol Leader's Council, which meets to plan camp activities like campfires and camp-wide events. This council meets daily after lunch. They may also share ideas on troop programs and operations. All Senior Patrol Leaders are strongly encouraged to participate in this council, which is chaired by the Program Director or Program Commissioner. Please check the schedule for day and time.

Twilight Program Events

Evening program activities typically include events such as: evening swims, open shooting sports, mountain bike rides, sports related activities and SPL led activities. Details on twilight activities will be announced at the SPL council.

Chapel Service

A Scout is Reverent. A non-denominational/inter-faith service in accordance with SA standards will be conducted each **Sunday night at 8:00 pm just prior to the opening campfire at the campfire circle.** Units and individuals are encouraged to attend this service.

During Chapel Services a collection will be taken for the World Friendship Fund. The World Friendship Fund gives the youth members of Scouting America an opportunity to help fellow Scouts who are in need of their support. When Scouts and units participate, they become a part of a worldwide Good Turn. They develop an awareness of and a concern for Scouting needs of others. World brotherhood through Scouting is realized when Scouts care and share.



Flag Ceremonies



One of a Scout's Duties is their Duty to Country. We honor that duty each day by performing traditional flag ceremonies. Camp wide flag raisings and retreats are held daily at 7:50 am and 5:50 pm. Unit flag ceremonies are encouraged in the campsites prior to the camp-wide activities. All units are strongly encouraged to be at the Dining Hall promptly and in proper uniform for the flag ceremonies each morning and evening. **Units are asked to sign up to serve as honor guards for the colors ceremonies held Monday thru Friday. These signups will be held at the first SPL meeting. Please see the Program Director for scheduling and instructions.**

Hikes

Every patrol is encouraged to take a hike and/or an overnighiter during the week. Your campsite is only a base of operations. Many excellent trails exist in and near camp, along with other seldom used areas of the camp. You are invited to use these areas, leaving them in prime condition upon departure. You must file with the Program Director or Camp Office your plans for a hike. Plans should include a detailed list of the number going, names of the Scouts and leaders going, route estimation, expected departure time, and anticipated time of return. For more information on trails in and around the camp, consult the Program Director.

Campfires

Two camp-wide campfires are being held during camp. The Staff "Welcoming Campfire" is scheduled for **Sunday night following the chapel service.** Parents are invited for the Friday evening "Closing Visitors Campfire" **which includes the Order of the Arrow "Call Out" ceremony.** Units are encouraged to hold their own campfires in their sites any night of the week. Units are encouraged to invite staff members to attend these campfires.



VISITORS AND FAMILY NIGHT

Visitors

Although Visitors are always welcome at Seven Mountains Scout Camp, in order to protect the health and safety of our Leaders and Scouts, **we are asking that visitors be kept to an absolute minimum and be focused on the Friday Night Visitor Night Below.** In the event that a visitor must come to camp during the week, they will be required to pass a health screen and must sign in and out at the camp office before joining their unit. Visitors must park in the Parking Lot and get a wrist band at the Camp Office. For the safety of all of our Scouts and guests, the Seven Mountains Camp Staff are trained to question anyone in camp that does not have a wrist band or the correct color wrist band. Visitors who plan on joining the scouts for a meal will need to purchase a meal voucher from the Trading Post to present to the dining hall staff upon entry.

Color Coded Wristbands

Visitors will be issued a wristband during their stay at camp. Meals may be denied to anyone not wearing a wristband or possessing a meal voucher. In the event a wristband is lost, a replacement is available at the Camp Office.

Visitor Meal Cost

If a visitor is planning to join your Troop for any meal, please have them pay at the Camp Office prior to dining.

Breakfast: \$12.00

Lunch: \$12.00

Dinner: \$12.00

Family/Visitor Night

The last night of camp is our official visitor night. Visitors should plan on arriving after dinner around 6:15 pm and meeting their scouts in front of the Dining Hall. Scouts are able to load out any gear, visit the trading post and prepare for the closing campfire lineup. Visitors should park in the main parking lot, or the athletic field if necessary. If your troop is having family members visit that will need special arrangements to travel through camp, please visit the Camp Office and transportation arrangements can be made.

PROGRAM FEATURES FOR UNIT LEADERS

Scoutmaster Meetings

Sunday evening a brief meeting will be held at the Pool Pavilion at 5:00 pm. Scoutmasters, Unit Leaders and SPLs are urged to attend this informal gathering. This is an opportunity for the camp leaders to discuss any last-minute concerns and to meet the area directors who will answer any questions you may have.

A daily Scoutmaster meeting will be held following breakfast on the Trading Post porch in front of the Camp Office. At least one leader from every unit is asked to attend an informal meeting with the Program Director, Program Commissioner, and Camp Commissioners. This is where leaders get to share their views on the camp program and obtain daily updates.

Safe Swim Defense

The Aquatics staff (with some help from other staff members) will offer instruction in the Boy Scout Safe Swim Defense and Safety Afloat programs. **This is planned for Sunday evening following dinner, weather dependant.**

Twilight Shoot



If shooting skills are your strong point, then this is for you. **A twilight shoot is being planned during the week of camp.** More details will be announced by the Shooting Sports Director at camp. Come out and show off your skills to your fellow scouts.

Scoutmaster Cook Off

This is a competition between all unit leaders. We want to see how creative you can be with **two “mystery” ingredients, which will be announced at the Pre-Camp Leader’s Meeting.** All ingredients will be supplied by the person doing the cooking. Scoutmasters are asked to have their dishes prepared by **7:00pm on Wednesday Night.** The location of the event will be announced at camp. Judging will be based upon originality, presentation, and overall taste.



Training Opportunities

There can be unit leader training offered during your week of Scouts BSA Resident Camp. To set up training please contact the Council Service Center prior to coming to camp. Course offerings include: Scoutmaster Specific and Introduction to Outdoor Leadership Skills. Course availability may vary based on interest level. The training committee is working to develop the complete list of training to be held during the summer camping season. Details will be announced once these have been finalized.

THE ORDER OF THE ARROW IN CAMP



The Order of the Arrow recognizes campers who best exemplify the Scout Oath and Law in their daily lives and by such recognition causes other campers to conduct themselves in a manner that warrants recognition.

The purpose of the Order is to develop and maintain excellent camping traditions and spirit, to promote year-round Scout camping, and develop the habit of helpfulness into a life purpose of leadership in cheerful service to others. The Monaken Lodge is responsible for many service projects and camp improvements at Seven Mountains Scout Camp.

All members of the Order are encouraged to wear their sash on Wednesday which is OA day in camp.

Arrowmen are encouraged to wear their sashes to breakfast, evening dinner, and the outdoor block party. Members can also take part in the following programs:

Campfire Preparation

Arrowmen may be asked to help build campfires for any of the camp-wide campfires during the week.

OA Call- Out Ceremony

All Arrowmen are asked to help. If you want to help out with the weekly Call-Outs during the Friday night campfire, see the Resident Lodge Camp Chief for details.

Elections and Eligibility

All unit elections should be completed prior to attending camp. Out-of-Council units are reminded that they must provide a letter from their home lodge authorizing Call-Outs to be done in our camp.

SUMMER CAMP HONOR AWARDS

Honor Patrol and Troop Awards

This summer the honors program at summer camp includes awards at the Patrol and Troop levels. The requirements for each are outlined in the attached forms. The Senior Patrol Leader for each troop is responsible for securing all signatures and turning the completed sheets into the Camp Commissioner by 5:00 pm on Friday.

Commissioner Service

Visiting your campsite each day will be our Camp Commissioner. Their full-time job is to take care of your needs during the week. The commissioner will stop by each day to visit your campsite with the leaders in site to make sure you have all the supplies and equipment you need to carry out your campsite program. If there is something broken or missing in your site, they will work to see it is fixed or replaced. They will also inspect the campsite for safety and cleanliness using the Campsite Inspection Form found in this section of the guide.

Seven Mountains White Atchin Award

Each unit is to select one outstanding Scout from their troop to receive the White Atchin. This award is not meant to be a popularity contest. It is for the one who best exemplifies the Scouting Spirit and lives up to the Scout laws and Oath during their stay at camp. The Senior Patrol Leader will be responsible for passing the information on to the Program Director **in written form** no later than **Friday lunch**.

**SEVEN MOUNTAINS
HONOR PATROL AWARD**

The Honor Patrol Award was developed to foster troop growth and development in the aims and methods of scouting. The requirements were written to enhance the “back to basics” ideals of troop functioning and programming. All requirements must be completed in full.

This Award sheet must be turned into the Camp Commissioner by 5pm on Friday to receive the award at the Friday night campfire.

To earn the Honor Patrol Award patrols will:

- _____ Have a patrol Flag and a cheer or yell. This must be carried with them to all meals, campfires, games and competitions.
- _____ Patrol is on time for all Flag Ceremonies.
- _____ All patrol members attend at least two patrol competitions or games.
- _____ Patrol cooperates with patrol leader, unit leader and staff showing patrol spirit and abides by the Scout Oath and Law.
- _____ Each patrol member must advance one rank or complete 2 merit badges. Netami Scouts must complete at least 8 of Netami requirements listed.
- _____ Each patrol must have a skit, song or cheer for Friday Night Campfire.
- _____ Each patrol must attend Chapel Service.
- _____ Patrol will hold a Patrol Leader’s meeting in campsite under the direction of the SPL and Scoutmaster.

Scoutmaster _____ Troop _____ Campsite _____

Camp Commissioner _____ SPL _____

Patrol Name _____

<p>SEVEN MOUNTAINS</p> <p>HONOR TROOP AWARD</p>

The Seven Mountains Honor Troop Award is a distinctive recognition for troops, their scouts and leaders. The award has pre-selected requirements designed to assist troops in conducting a successful summer camp experience. Earning this award is a measure of excellence – identifying your troop a unit that is dedicated to the fun and fellowship of the summer camp adventure.

Form must be completed by 5pm on Friday and handed in to the Camp Commissioner. Those units that complete all requirements will receive the Honor Troop Spirit Award.

To earn the Honor Troop Spirit Award troops will:

- _____ Demonstrate continuous scout spirit during the week.
- _____ Have at least one Patrol earn Honor Patrol Award.
- _____ Troop’s camp week program, roster, campsite inspection form and fireguard chart is posted by Tuesday morning's commissioner visitation.
- _____ Camp site is kept neat, clean and free from unnecessary hazards. (Troop must pass Clean Camp Site with a 90 point average each day.)
- _____ Fly the United States Flag in the campsite and conduct morning flag raising and evening flag lowering.
- _____ Conduct a Troop or inter-troop campfire.
- _____ Senior Patrol Leader (or their appointed stand-in) must attend all SPL Meetings on Monday thru Friday.
- _____ Troop will serve as color guard for a morning or evening ceremony at the Parade Field in front of the Dining Hall.
- _____ Troop serves as a service troop at least once during their stay. Troop service consists of cleaning the three season/pool restroom/shower facilities.

Troop# _____ Campsite _____ Week# _____

SPL _____ Scoutmaster _____

Camp Commissioner’s Signature _____

CAMPSITE INSPECTION FORM

Troop: _____

Campsite: _____

Week: _____

Inspection Items	Monday	Tuesday	Wednesday	Thursday	Friday
General Site 25					
Tents/Cots 15					
Personal Gear 20					
Latrine 10					
Water Basin 5					
Rosters 10					
Fire Equipment 15					
Extra Credit 5					
Daily Total					

- **General Site:** Overall appearance of campsite; No trash found on the ground; No obvious safety hazards; fire rings in good condition; Natural ground cover in place.
- **Tents/Cots:** Tent flaps properly rolled including front and if applicable, back flaps of all occupied tents, weather permitting. All tents should be rolled in a consistent manner. If unit tents are provided, they will be graded on uniformity of setup and cleanliness of campsite. Cots are set up correctly and being used properly.
- **Personal Gear:** All gear neatly stowed; Sleeping bags/blankets rolled, hung or neatly folded.
- **Latrine:** (If applicable) free of dirt, trash, and spider webs; Stocked with toilet paper; Toilet lids down; Floor relatively clean.
- **Water Basin:** Free from soap, toothpaste and personal gear.
- **Rosters:** Scout Fireguard Chart posted and properly used; Troop duty roster posted.
- **Extra Credit:** Each pioneering project can earn up to five points. Points will be awarded based on skills needed, complexity, and originality.

SCOUTS BSA SPECIALTY MERIT BADGE RESIDENT CAMP

Specialty Merit Badge Resident Camp Program

The Seven Mountains Specialty Merit Badge Resident Camp is an alternative summer camp program for Scouts BSA that offers advancement programs to Scouts of all levels who are looking for a unique Summer Camp experience.

The Alternative Camp Program is designed to offer a series of merit badges not normally provided in the standard resident camp program. Instruction will be offered by subject matter experts in a small group setting at Seven Mountains Scout Camp or at off camp sites that provide unique support to the merit badge requirements.



Merit Badges are intended to be completed individually by scouts in a provisional scout setting. Units may wish to sign up multiple scouts to participate but are not required to register as a troop. Individual merit badge classes will be held each day with certain classes requiring two days to complete. Scouts will be asked to bring any pre-requisite work to camp to present to the instructor.

Registration

Scouts will need to work with their troop registrar to register for camp and individual merit badge programs online through BlackPug. Online registration can be found under the calendar events or the Council website: <https://scoutingevent.com/497> or from the Summer Camp Registration on the Seven Mountains Scout Camp website: <https://www.sevenmountainsscoutcamp.org/index.php/summer-camp/>. Online payment will also be available for those using online registration. The registration link is currently active. Instructions for creating an ID and password are available on the registration website.

Although on-line registration is strongly encouraged, individual scouts will also be able to submit paper registrations to the Council Office. You will need to submit a registration form, a list of your merit badge selections and payment. The required forms are available on the camp website under the “Summer Camp” – “Register” section. All paper registrations will need to be entered into Blackpug by Council staff so please allow adequate time for processing. Submission of paper registration does not guarantee availability of merit badge sign-ups when merit badge registration opens.



Supplies

Supplies will be provided at camp as needed for each merit badge taken. The daily registration fee includes all supplies necessary for completion of the merit badge unless noted otherwise in the pre-requisite section of this guide. Transportation to/from any off camp sites required for the merit badge is also included for youth participants.

Daily Schedule

Daily Schedule					
Time	Sunday	Monday	Tuesday	Wednesday	Thursday
7:00 am – 8:00 am		Breakfast (Travel if Necessary)			
8:00 am – 12:00 pm		Merit Badge Session	Merit Badge Session	Merit Badge Session	Merit Badge Session
12:00 pm – 1:00 pm		Lunch (Travel if Necessary)			
1:30 pm – 5:30 pm	Arrival and Settle into Camp	Merit Badge Session	Merit Badge Session	Merit Badge Session	Merit Badge Session
5:30 pm – 6:00 pm		(Travel if Necessary)			
6:00 pm – 7:00 pm	Dinner				
7:00 pm – 10:00 pm	Evening Program				Departure

SPECIALTY MERIT BADGE PROGRAM

Purpose

The Seven Mountains Scout Camp Specialty Merit Badge Resident Camp Program will consist of individually run merit badge classes in-person at Seven Mountains Scout Camp as outlined in the Program Schedule below. All instruction will occur in a single program area with the same group of Scouts throughout the merit badge. Certain portions of the merit badge class may be run off camp at selected sites to complete portions of the requirements. Scouts will be required to complete all assigned pre-requisites as well as attend the entire class to earn the merit badge. The merit badges selected are intended to provide unique options with subject matter experts that may not be able to be taught within the standard resident camp framework.

Attendance at the specialty merit badge camp is intended for individual scouts to register within the provisional camper framework. Leaders who wish to attend may do so and may be asked to assist in supervising a provisional troop. Leaders should reach out to the Council office in advance to discuss registration options.

Blue Cards

All Blue Cards will be completed on-line by the merit badge counselors through the Black Pug registration system. **No traditional blue cards will be utilized.** Only Scouts who are registered by their Unit Leader will be able to participate in merit badge classes. Scouts should make sure to bring a copy of the on-line registration details on Sunday to camp.

Schedule

Merit Badge Schedule			
Monday	Tuesday	Wednesday	Thursday
Radio		Cybersecurity	
Motorboating		Golf	
Nuclear Science	Mining in Society	Surveying	Farm Mechanics
Landscape Architecture	Horsemanship	Law	Fishing
Railroading	Cowboy Action Shooting	Veterinary Medicine	Cowboy Action Shooting

Notes:

- Certain merit badges require two days to complete while others are single day. Please note when registering for merit badges.
- Several of the merit badges are being planned with off-camp sessions to complete. Transportation to/from the offsite locations is being planned as part of the daily schedule.

Pre-requisites

Pre-requisites for Merit Badges are requirements that will not be completed at camp due to the nature of the requirement. They do not need to be completed prior to camp, but if not completed will result in the merit badge being incomplete at the end of the class. Merit Badge ratings are loosely modeled on the advancement structure of a Scout. **They are not restrictions on the scout who can participate but a representation of the level of skill and maturity needed to fully benefit.**

MERIT BADGES			
	Merit Badge	Skill Rating	Pre-requisites and General Information
	Cowboy Action Shooting	Star – Scouts must be 14 years of age or 13 and have completed the 8 th grade to participate	This is not a merit badge but rather a program to offer a fun and safe introduction to cowboy action shooting with pistols, rifles and shotguns that goes beyond the standard RATA merit badge program offerings. Scouts will prove their accuracy by shooting at things like spinning metal targets. Scouts will need to purchase a Cowboy Action Shooting Activity Fee voucher from the Trading Post at a cost of \$50.00 .
	Cybersecurity	Star	Requirements 4e, 8 & 9. Bring your notes to camp to discuss with your counselor.
	Farm Mechanics	Star	Requirement 7. Bring your notes to camp to discuss with your counselor.
	Fishing	First Class	No pre-requisites. If scout is age 16 or above, they must first obtain a PA fishing license and bring it to camp.
	Golf	Star	No pre-requisites. The Traditional Golf option is planned. Scouts should plan to bring their own golf clubs (or make prior arrangements with the Program Director). Additional greens fees of approximately \$70 will be required .
	Horsemanship	First Class	Requirement 12. Bring your notes to camp to discuss with your counselor.

	Landscape Architecture	Star	Requirement 5. Bring your notes to camp to discuss with your counselor.
	Law	Star	Requirements 4 & 6. Bring your notes to camp to discuss with your counselor.
	Mining in Society	Star	Requirement 8. Bring your notes to camp to discuss with your counselor.
	Motorboating	First Class	Requirement 2a: Swimmer Ability Level. Must bring closed-toed shoes.
	Nuclear Science	Star	Requirements 8. Bring your notes to camp to discuss with your counselor.
	Radio	Star	Requirement 9. Bring your notes to camp to discuss with your counselor.
	Railroading	Star	No Prerequisites. An activity fee of approximately \$20 may apply.
	Surveying	Star	Requirement 8. Bring your notes to camp to discuss with your counselor.
	Veterinary Medicine	Star	Requirement 7. Bring your notes to camp to discuss with your counselor.