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TEN MILE RIVER SCOUT CAMPS LEADER AND PARENT GUIDE 2023

TENMILERIVER.ORG





**Main Scout Camps
Narrowsburg, NY Area**



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

FAMILY CAMP
845-252-2050

CAMP KEOWA
845-252-2027

CAMP RANACHQUA
845-252-2038

CAMP AQUEHONGA
845-252-2023

TMR HQ AREA & Scout Museum
845-252-2003

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

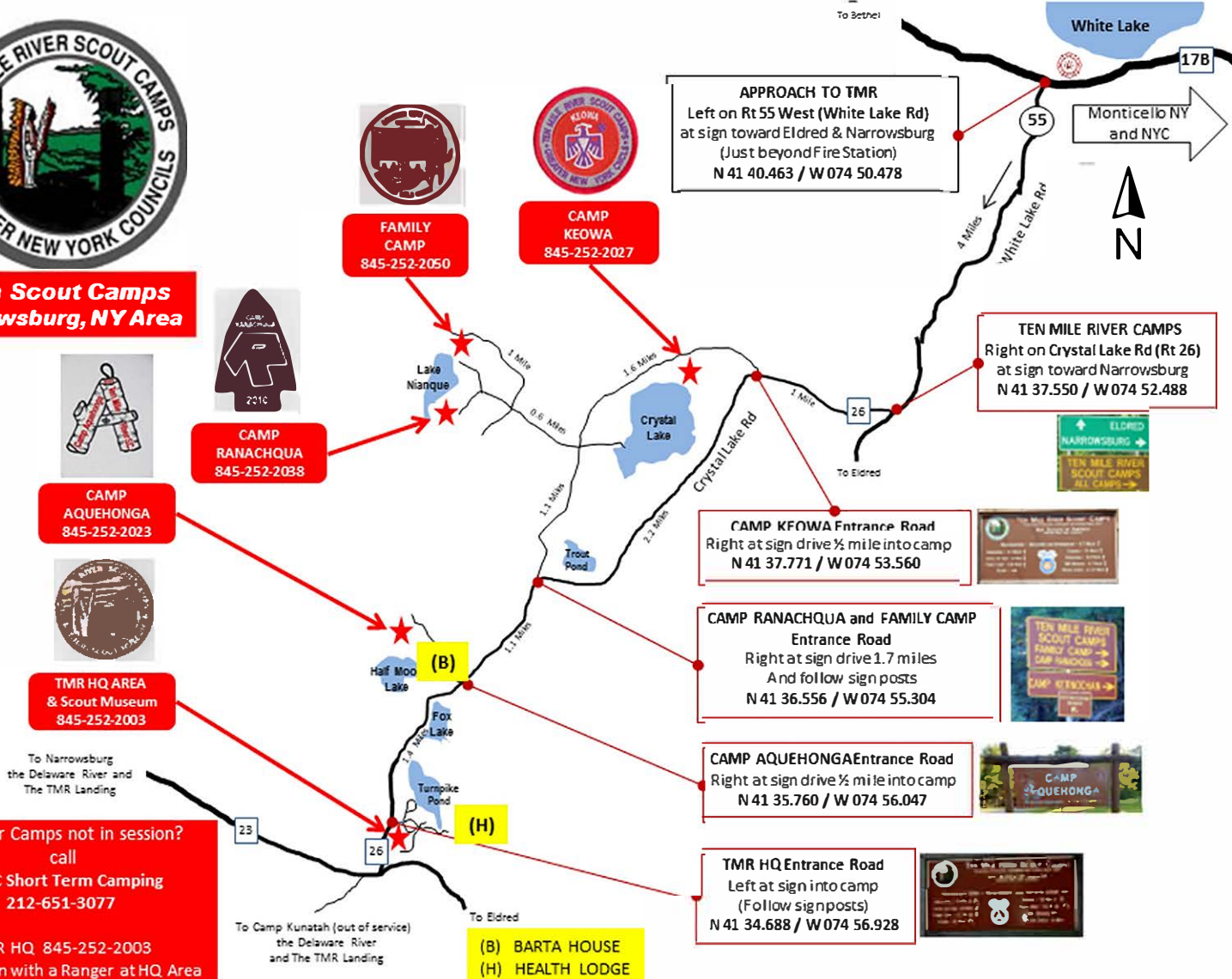
CAMP KFOWA Entrance Road
Right at sign drive ½ mile into camp
N 41 37.771 / W 074 53.560

**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 ½ mile into camp
N 41 35.760 / W 074 56.047

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

(B) BARTA HOUSE
(H) HEALTH LODGE





To our Scouts, Scout Leaders and Parents,

We'd like to give you a warm welcome to the 2023 summer camp season! Since 1927, Ten Mile River has provided an exciting, high-quality program to hundreds of thousands of Scouts and we're proud to be your chosen camp for this summer.

This guidebook will provide important information pertaining to your stay at Ten Mile River Scout Camps. While our legacy dates back 96 years, the camp continues to update its facilities and programming to reflect current needs. Even if you are a returning Scout or leader, please take a moment to look over this guide as you might not be aware of some of the changes or opportunities available to you and your Scouts during your stay.

To our parents, we'd like to say that we're looking forward to giving your Scouts the best summer experience. Our camps are not a childcare service but a place where the next generation of leaders are taught skills that will carry them into adulthood. Our camp staff have built a quality program that will challenge your Scout. Your Scout will have the opportunity to explore career paths, work toward rank advancement and push themselves further in their personal development. We believe that summer camp is a unique environment where youth can learn about themselves and we want to ensure they have as many opportunities as possible.

To our adult leaders, we give a heartfelt thank you for all you do. Ensuring your Scouts are prepared and able to attend summer camp is no small endeavor and your tireless work has ensured these young leaders are given this opportunity to push themselves. Dedicating your valuable time is priceless. From all of our camp staff, thank you for being the cornerstone of our program. Please do not hesitate to let us know how we can make your experience better.

And last, but not least, we'd like to thank our Scouts for coming to TMR. Whether this is your first year or if you've explored every corner of the camp, we're looking forward to having you join our legacy. You are joining a long heritage of Scouts who have attended camps at TMR. We challenge you to use your time at camp to push yourself further, explore new skills, make new friends, and make this an opportunity to challenge yourself. The memories you make at camp will last a lifetime and we're glad to be your camp.

We'll see you on the field.

Yours in Scouting,


Zachary Swierat

Outdoor Program Director
Zachary.Swierat@scouting.org


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Director of Outdoor Programs & Facilities
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Summary of Changes

The following is a summary of changes in the Leader and Parent Guide that are in effect for the 2023 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](#) Amended certain COVID-19-related safety procedures.
- [Page 14](#) New requirement to document measles vaccinations, as of 2021.
- [Page 82](#) Updated the Specialty Camp offerings and schedule.
- [Page 90](#) Updated list of merit badges offered.
- [Page 105](#) Updated certain merit badge prerequisites.

Camp Aquehonga

- [Page 116](#) If using the Swim Classification Record, the 2022 version must be used.
- [Page 118](#) Updated lists of camp-wide evening activities and other camp-wide notable activities.
- [Page 121](#) Revised program schedule.

Camp Keowa

- [Page 140](#) Fifteen new merit badges offered.
- [Page 142](#) Improved check-in and arrival process.
- [Page 147](#) New Specialty Camp offerings.
- [Page 154](#) Revised program schedule.

TMR Trek

- [Page 159](#) Choice of 50 Miler Trek or High Adventure Trek.



Contents

General Information

Welcome to Ten Mile River Scout Camps	3
Choose Your Own Adventure	4
Dates and Program Offerings	5
Ten Mile River Camp Fees	6
Summer Resident Camp Refund Policy	8
Keeping Camp Safe This Summer	9
Campership Program	10
Camp Staff	10
Camp Leadership and Supervision Policy	11
Camping: Serving Scouts with Special Needs	12
Health and Medical Exam Policy and Procedures	13
Camp Rules	18
Youth Protection & Reporting of Child Abuse	21
We Strongly Advise	22
General Information and Camp Services	23
Check-In Procedures	27
Orientation Tour	30
Check-Out Procedures	31
Scout Checklist – Items to Bring to Camp	32
Troop Equipment Checklist	33
Leader’s Pre-Camp Checklist	34
Getting To Camp	35
Travel Directions	36
TMR Roads	37
The Delaware Community	38
Keep Camp Clean	39



Contents

Safety and Emergency Information

Incident Reporting	43
First Aid Situations	47
Severe Weather Restrictions	48
Aquatics Rules	49
The Four Points of SAFE	51
Lightning Safety Rules	52
Fire and Other Camp Emergencies	54
Wildlife Safety and Awareness	57
Wildlife Warnings and Guidelines	62
Additional Safety Considerations	64

Program Information

Camp Program	69
Other Program Opportunities	72
Individual Camping Options: Specialty Camps	82
Program Age and Skill Requirements	85
Program Area Offerings	86
Advancement and Prerequisite Information	88
Merit Badge Prerequisites	105
Religion in Camp	109

Camp Aquehonga

Welcome to Aquehonga	113
What's New & Exciting At Aquehonga?	114
The First Day of Camp at Aquehonga	115
Program Highlights	117
Camp-Wide Programs and Activities	118
Program Schedule	121
Program Areas	124
A Typical Day in Camp	132
Camp Aquehonga Honor Unit Award	133
Check-Out Procedures	134
Aquehonga Services: When & Where	135



Contents

Camp Keowa

Welcome to Keowa	139
New for 2023!	140
Check In and Arrival	142
Program Highlights	146
Specialty Camps	147
Camp Keowa – Daily Schedule	153
Program Schedule	154
Bookable Programs – Camp Keowa 2023	155
Booked Programs for Troops – In Keowa	156
Booked Programs for Troops – Outside Keowa	157

TMR Trek

Ten Mile River Trek	162
Trek Types Comparison	164
Trek Packing List	166
Day Hikes	167

Lakeside at Family Camp

Check-In/Check-Out Procedures	172
Camp Information	173
About Our Program	174
What to Bring Checklist	175
A Typical Week	176
Camp Lakeside at Family Camp Rules	177

Index	179
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General Information



BOY SCOUTS OF AMERICA®
CAMPING & OUTDOOR PROGRAMS



Welcome to Ten Mile River Scout Camps



Whether this is your first trip or your 95th, you are in for all the adventure Scouting has to offer. Thousands of acres of the great outdoors await you and your unit, where you will work together for the greater good of all. This guide is your invitation, your introduction and your challenge to maximize your stay with us. If you come across any questions that are not answered in this guide, please contact us to have them addressed. E-mail addresses are included on some pages, or, for general questions, use tenmileriver.org/contact-us. We look forward to seeing you at camp.

About Ten Mile River

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

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

Each camp also has a climbing area or COPE course. Both camps have an experienced staff that provides instructional and commissioner services. Troop sites vary in size and types of accommodations: all have latrines and running water. There is a central shower house and a trading post in each camp.

Ten Mile River Scout Camps is the essence of Scouting's finest heritage and natural beauty. TMR has two troop-oriented camps, a headquarters area, a rock climbing and rappelling outpost, a family camp, and a trek program. The troop-oriented camps are:

- Camp Aquehonga. Near the center of the reservation on Half Moon Lake, it features rugged old-fashioned Scout camping with patrol cooking mixed with modern facilities.





Welcome to Ten Mile River Scout Camps

- Camp Keowa. Offering a traditional Scouting program from its location on Crystal Lake, our largest lake, it is a great place for boating, canoeing, sailing and water skiing.

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

Choose Your Own Adventure

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

At TMR you can:

- Learn trade and careers skill at Camp Aquehonga
- Dive into Crystal Lake at Camp Keowa
- Hit the trail with our 50-mile TMR Trek Program
- Explore TMR's history and archaeology at the Museum!
- Grab your paddle for High Adventure on the Delaware River
- 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 sessions. 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

2023 Dates of Operation:

Week 0 – July 2 - 8

Week 3 – July 23 - 29

Week 6 – August 13 - 19

Week 1 – July 9 - 15

Week 4 – July 30 - August 5

Week 7 – August 20 - 26

Week 2 – July 16 - 22

Week 5 – August 6 - 12

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

Camp Lakeside at Family Camp – Special Leader Rate

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





Ten Mile River Camp Fees

The Ten Mile River staff is proud to offer the following programs in 2023:

Camping Opportunity	Early Fee (Fully paid by 4/1)	Regular Fee (Paid after 4/1)
Troop Camping and Provisional Camping	\$615	\$640
Specialty Camps (Trail to Eagle, Mechanic, Theater)	\$640	\$665
High Adventure Trek; Wilderness Survival Experience	\$665	\$690
High Adventure Trek (camp-supplied [provisional] leadership)	\$685	\$710
SCUBA Adventure Camp	\$850	\$850
Camp Lakeside at Family Camp (per cabin & family)	\$700 ^a	\$850 ^b
Discount for Scouts attending an additional week at a specialty camp (except for SCUBA Adventure Camp)	\$150	\$150
Discount for Scouts attending for an additional week with their troop/crew	\$75	\$75
All fees (except for Camp Lakeside at Family Camp) are per youth / per week		

a. See the Lakeside at Family Camp section for details of the cabin refund policy. Sullivan County Room Tax of 5% will be added to all Family Camp registrations for individuals not currently registered with the Boy Scouts of America. Proof of registration is required to remove room tax. The tax is on total family camp costs.

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 \$300 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 \$60 per (projected) youth by **March 31st**. Both unit and youth deposits are non-refundable but are transferable to another week during the 2023 season. Deposits cannot be transferred to pay the fees due for another youth for whom a deposit has already been paid.





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.

A unit must attend a TMR camp, have at least two leaders and four Scouts, and file next year's Hold-a-Place by the end of the unit's week at camp to qualify for a legacy recognition credit. A unit may camp at any of the Ten Mile River Scout Camps to gain a legacy recognition credit.

The unit's legacy recognition credit will reset to zero if a unit does not attend a Ten Mile River Scout Camp and will begin again when the unit returns to Ten Mile River.

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

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

Rebate Recognition Levels

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

So, for example, if a unit attends TMR in the summers of 2019, 2021 and 2022, they would receive a gift card for 3% of the fees paid for summer 2022 in September 2022. (2020 is skipped because TMR did not operate that year due to COVID-19 restrictions.)

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

Full Refund (Less Initial \$60 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 diagnosis preventing the camper or leader from attending; this includes a documented, recent, positive COVID-19 test
- Death in family
- Mandated Summer School – This does not include educational programs, e.g., science camp

Partial Refunds

For reasons other than the above, partial refunds may be made to the unit/individual, **if requested by June 15th**. We retain \$150 of the full-week payment in addition to the non-refundable \$60 deposit (\$210 total) to cover expenditures that are made prior to camp, including the hiring of the seasonal staff, food service contracts, and the purchase of program-related items, which are based on projected attendance.

Requests for refunds must be made in writing to be considered. Please submit requests to Greater New York Councils, BSA, P.O. Box 377, Alpine, NJ 07620, Attn. Camping Services or by email to 640.camping@scouting.org with any pertinent supporting documentation. Requests are also subject to approval by the unit leader.

No-Show Forfeiture

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





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.

The State of New York and the Department of Health may release or update 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 may be required to wear a mask in public spaces.

Vaccinations: The Boy Scouts of America recommends that all eligible individuals receive and stay up-to-date with the COVID-19 vaccine and boosters in consultation with their health care provider.

Physical Distancing: Every staff member and attendee should be mindful of the personal space of others and respect those who wish extended personal space.

Ventilation of Indoor Spaces: Dining halls and large indoor spaces will be 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 should assess the health of each camper daily.

Cleaning: Bathrooms and other high touch surfaces will be cleaned on a routine basis. All camp attendees are encouraged to wash their hands often.

Hand Washing and Sanitizing: Scouts will be reminded to wash their hands, use hand sanitizer, and practice proper hygiene during their stay at camp to help reduce transmissible disease.

Pre-Camp Preparation: We strongly encourage that, prior to attending camp, all participants adhere to all CDC-recommended COVID-19 guidelines to keep their risk of infection low. Also, use the Pre-Event Medical Screening Checklist, available at www.scouting.org/health-and-safety/safety-moments/pre-event-medical-screening, on the morning your unit heads to TMR.

No Unexpected or Unscheduled Visitors: Unexpected or unscheduled visitors may be turned away from camp.

Leaving Camp: We strongly discourage unit leaders from leaving camp during your stay. Youth campers may only leave camp with their parents or authorized designee. Early departures must be scheduled with camp leadership in advance.





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 March 1st. For more information on camperships, please contact Camping Services at 212-651-3073 or email 640.camping@scouting.org. Campership applications must be completed on-line at www.nycscouting.org/campership.



Camp Staff

Ten Mile River is administered by nationally certified directors, with key staff members that are certified and accredited by the B.S.A. National Camping School in their respective areas of expertise and responsibility. Staff, at each camp and headquarters, are carefully selected to serve your Scouts and leaders. We adhere to a strict open-door policy. Anytime you wish to discuss Ten Mile River, we are willing to listen! As always, the Ten Mile River staff consists of Scouts and Scouters dedicated to making Ten Mile River the best camping experience ever.

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

Commissioners

These staff members are the best source for information and assistance for your unit while at camp. Their most important responsibility is to ensure that your week in camp is the best possible experience. Your commissioner is always ready to help with the little details such as campsite equipment, merit badge cards, and any problems that may arise during your stay. Look to your Commissioner for advice, assistance, ideas, solutions and fellowship.

Staff Assistance and Supervision Opportunities

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





Camp Leadership and Supervision Policy

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. **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 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, but adult leaders must agree to provide supervision and leadership to all Scouts in their site. A unit leader must have no other duties at camp which will detract from the responsibility of service as a leader.

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

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

The Role of the Scoutmaster in Camp

Under the troop system of camping, the Scoutmaster is in charge of the troop at all times. Instructing, disciplining and organizing of your troop is up to you, whether directly or through a chain of command. Scoutmasters and all other adult leaders are expected to be role models for their Scouts, providing social and moral leadership examples, and a wholesome camp program for youth.

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

Leadership Training and Responsibilities

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

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

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





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

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

Scouting – A Program for Everyone

The programs offered by the Greater New York Councils and our camps are open to all registered youth of 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. 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 (AHMR) 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 AHMR was released in December 2019; please use the new form located on the individual camp pages of our website at tenmileriver.org.* Frequently asked questions about the AHMR are answered at www.scouting.org/health-and-safety/ahmr/medical-formfaqs.

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 15 for more information. New in 2021, Sullivan County requires documentation for all campers and staff of proof of immunity to measles. Thus, it's important that the date of measles vaccination be included on the AHMR. See "[Measles](#)" on page 16 for more information. All 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/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?





Health and Medical Exam Policy and Procedures

7. Are all the communicable disease lines filled out?
8. Has the parent or applicant filled out the health history section, with serious health conditions noted?
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 9 to July 15, 2023, the examination must have been completed by your doctor on or after July 15, 2022 (and not July 9!)

Medical Recheck

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

Meningitis

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

Ten Mile River Scout Camps are required to maintain a record of the following for each camper who attends camp for at least seven nights:¹

- A response to receipt of meningococcal meningitis disease and vaccine information signed by the camper's parent or guardian; and

¹ A camper who attends for only one week would not be at camp for seven nights so this does not apply to them.





Health and Medical Exam Policy and Procedures

- Information on the availability and cost of meningococcal meningitis vaccine (Menomune™); and either
 - A record of meningococcal meningitis immunization within the past decade; or
 - An acknowledgment of meningococcal meningitis disease risks and refusal of meningococcal meningitis immunization signed by the camper's parent or guardian.

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

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

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

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





Health and Medical Exam Policy and Procedures

where it can stay for two hours. Anyone who is not immune can get measles if they are in that area. People who get measles can be very sick, and will not be able to stay at camp.

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

1. Know if you and your family are immune.

You are considered immune if you:

- Were born before 1957,
- Have a written record of 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.

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 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, BB/pellet guns, air-soft guns, 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.

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





Camp Rules

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.

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





Camp Rules

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 57](#).

Never Litter! Do not tolerate the litter of others. Set an example by picking up litter whenever possible. Each day, units will be given a "Good Turn" assignment to help spruce up camp.

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

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

The Scoutmasters' Lounge is off limits to Scouts. Please do not bring your Scouts into the office for juice or water or to use the bathroom.

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

No fighting or physical abuse will be tolerated. Abusive language (teasing, name calling, bullying, etc.) and cursing are also offenses. Our attitudes and general behavior should reflect the values of the Scout Oath and Law.

Hazing is strictly prohibited in camp and in all of Scouting, and should not be tolerated outside of Scouting, as well. There are many instances where "hazing" has led to serious consequences, both to the physical well-being and emotional stability of the Scout. Even a "mild" incident can convince a Scout never to return. Be aware that new campers are particularly susceptible to hazing.

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

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

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





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.

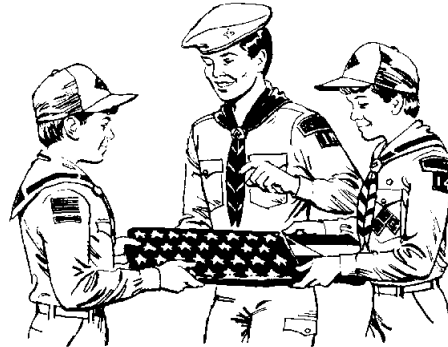




We Strongly Advise

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 and leaders wear the official B.S.A. field uniform to dinner each day. During other times, Scouts should dress appropriately for their activities and weather conditions, usually in troop T-shirts and Scout shorts/trousers.

Tents and Other Camp Equipment

Camp equipment is signed out from the Quartermaster. If equipment is torn or damaged, it must be reported to the Quartermaster at once, so that repairs can be made early, before the damage gets worse. The troop bears financial responsibility for any camp equipment which is willfully or negligently damaged. Urge your Scouts to be especially careful of spray type insect repellents, as they destroy the waterproofing on tents and flies. NO OPEN FLAME (including candles and liquid propane) is allowed in tents, lean-tos or cabins. Units may be billed for rips, cuts and tears in tents, tarps and canvas cots.

Sleeping Bags and Wet Clothing

Sleeping bags, wet towels and bathing suits should be aired regularly. However, don't leave them outside in an unattended campsite if rain has been forecast.

Troop Banker

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





General Information and Camp Services

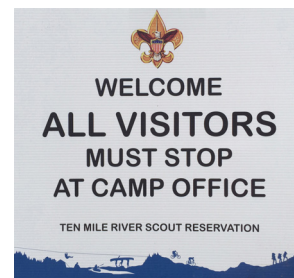
Visitors and Guests

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.

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: \$9 – Dinner: \$12

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 also accept credit cards and travelers’ checks.

Insurance

A limited health and accident insurance policy is provided with the camp fee paid by Scouts. To be covered by insurance, camp leaders’ names must appear on the troop’s camp roster. Leaders in camp (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 14](#).

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.





General Information and Camp Services

Mail Services

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

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

Telephone and Fax Services

Each camp office has its own direct phone number:

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

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

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

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

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

Cellular Phones

Decent cellular phone coverage is available in some areas at Ten Mile River. This represents a much welcome convenience for leaders, and accommodations can be made for leaders to charge cell phones in a location to be determined by the camp director. Cellular service can range from spotty to strong, depending on your carrier and location at camp. While we permit Scouts to bring cellular phones to camp, we do not provide charging stations for Scout use, nor do we provide secure storage. Anybody who leaves their cellular phones to charge unsupervised does so at their own risk.





General Information and Camp Services

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.² That’s why units like Troop 96 of Grayslake, IL have developed a technology policy that’s realistic and effective. It treats smartphones as tools – like pocketknives – that can be beneficial when used the right way. Scoutmaster Pat Klemens says his Scouts developed the policy four years ago and it has stuck. It’s based on the Scout Law, and it goes like this:

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

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

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

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

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

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

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

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

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

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

Clean: A Scout uses clean language online.

Reverent: A Scout respects others and their beliefs online.

Internet Access

Wireless internet access is provided in each camp administrative office for leaders who need to maintain a connection to the outside world.

². “A Smarter Smartphone Policy” by Bryan Wendell. Scouting magazine, Sept.-Oct. 2015, p. 16.





General Information and Camp Services

Lost and Found

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

Trading Posts

Each camp operates a Trading Post, which provides a full selection of advancement materials, craft items, T-shirts, patches, mugs, soda, snacks, ice cream, comfort items and some Scout supplies. About \$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. 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.)

Parent Portal

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

- This video should help you set up Parent Portal: www.youtube.com/watch?v=RBjmmnQuSo4
- Here is a video you can send to parents: www.youtube.com/watch?v=Xflql-R-VZE

Arriving at Camp

Please check your camp's section later in this guide for arrival times and check-in procedures.

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.





Check-In Procedures

- Completed medical forms for every Scout and leader in your unit, preferably in alphabetical order. See the section on medical forms on [page 14](#) in this guide.
- Number of patrols and number of Scouts in each patrol for equipment issue and, in Aquehonga, food issue.
- Copies of any receipts, checks for which you have no receipts, and campership approval forms. You should be prepared to pay any fees due on your troop's account at this time.
- A general sense of the program activities your unit wants to participate in, as you will be meeting with the program director at this time to discuss scheduling.

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

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

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

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

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





Check-In Procedures

Your Campsite

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

Important Things to do on Arrival Day

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

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

Hold a Patrol Leaders' Council meeting to work out a tentative program for the week so that you can confirm this at the Sunday Night Scoutmasters' Roundtable. Brief the troop on the first day's schedule and camp rules. If you're at Keowa, pick your first night's dining hall waiters, typically Scouts who have been to camp before.

Stayover Units

If you are staying for more than one week, please settle your account at the camp office each Sunday between 1:00 and 3:00 p.m. This lets us get you out and on your way quickly. All camp bills must be settled on the day the unit or individual checks into camp for each particular week.

Note: No program is provided on Saturdays or Sundays for stay-over units. Weekends are an excellent time to explore the surrounding area. See ["The Delaware Community" on page 38](#) or visit the Weekend Camping section of the TMR website at tenmileriver.org/camping.

Under-capacity Sites

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





Orientation Tour

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

If you are in Keowa, 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

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

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

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

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

Early Check-Out

Any Scout checking out of camp before Saturday must have written permission from their parent(s). This permission is granted by means of a parent signing the Scout's medical form. Parents must indicate on the medical form who their child may leave camp with. This permission will be verified by the camp office staff before the Scout leaves and the person picking up the Scout will have to complete an early release form. Please keep in mind that NO Scout will be permitted to leave camp without the knowledge of the Scoutmaster (or the adult in charge) 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 Scout-master; medications will be held by the camp nurse; see [page 13](#))
- 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 13.](#)
- 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 32.](#) 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

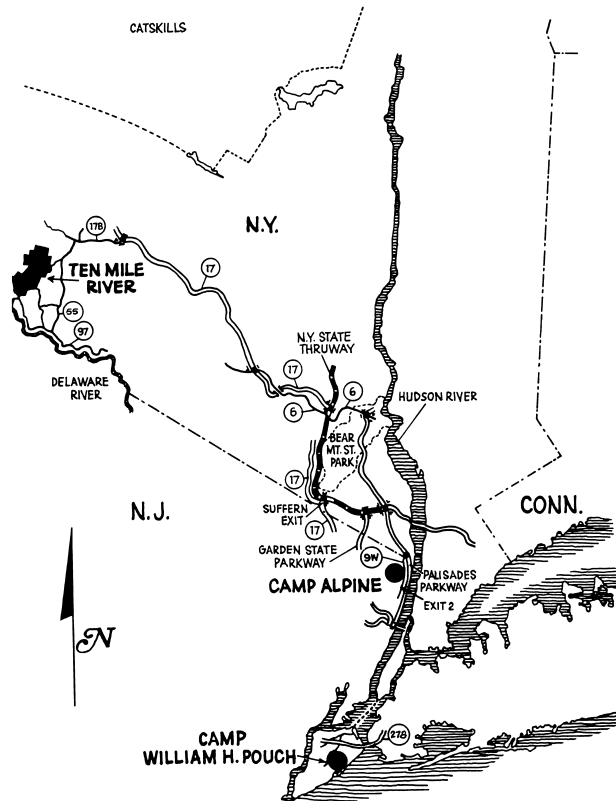
Via the Palisades Interstate Parkway

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 North-west. Travel on 97 to Route 21, just past Barryville. Take 21 to Yulan and pick up Route 22, which runs into Route 23. Travel on 23 to Route 26; you will see a large Ten Mile River Scout Reservation sign. Turn right on 26 and go about 0.5 miles to TMR Headquarters.

Via GPS-based Navigation System

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





The Delaware Community

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

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

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

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

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

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

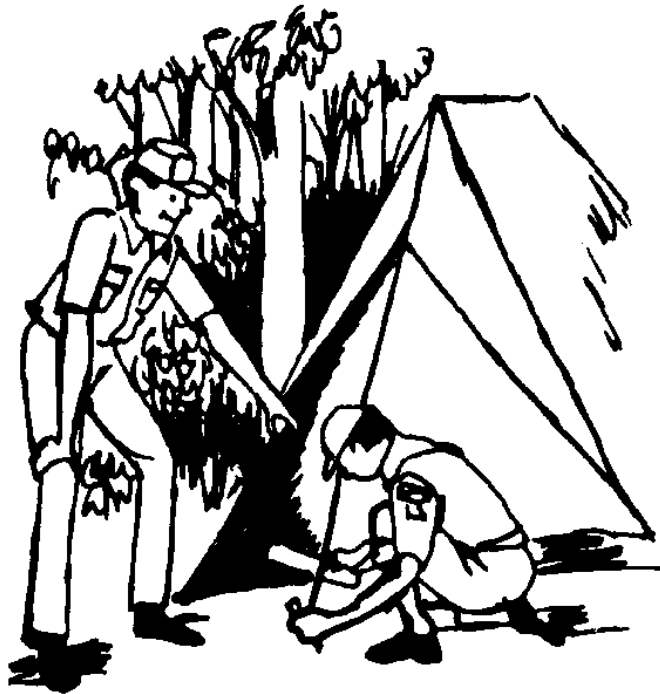




Keep Camp Clean

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 45](#). 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 21](#).)

Report Writing Tips

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





Incident Reporting

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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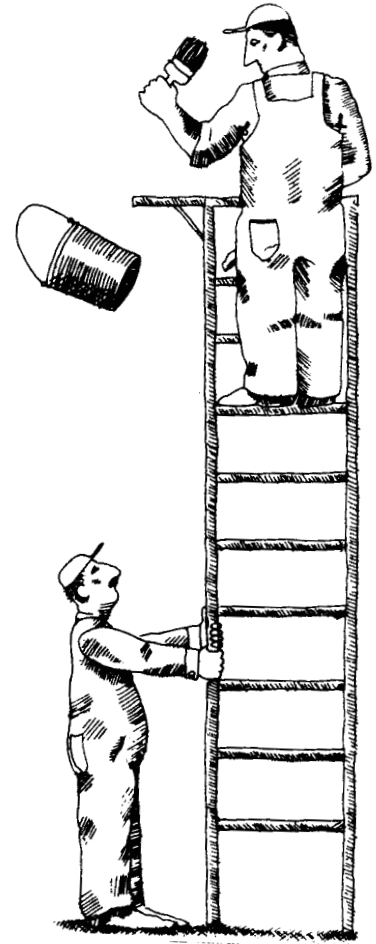


First Aid Situations

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

Beware of 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, and Humidity below 80%	Use caution while hiking
	90° F, with 80% or higher Humidity; 95° F, any Humidity level	No hiking
	100° F	No strenuous activity (except swimming)
	95% Humidity	No strenuous activity (except swimming)
Lightning	Mild	Close waterfront
	Moderate	Restrict units to campsite
	Severe	Units report to designated shelters
	Please see "Lightning Safety Rules" on page 52 for more information	
Fog	Mild	No boating
	Moderate	Close archery and rifle ranges
	Dense	Close waterfront
Rain	Moderate	Modify outdoor activities
	Severe	Units report to designated shelters
Wind	Moderate	No boating
	Severe	Units report to designated shelters
Forest Fire Danger	Low (wet)	Open fires permitted
	Average	Limited open fires
	High (very dry)	No open fires
Smog	Mild	Restrict strenuous activity
	Moderate	No strenuous activity
	Severe	Prepare to implement evacuation procedures





Aquatics Rules

Buddy System

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

Buddy Check

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

Note: Use only the swimming area that corresponds to your ability or less. To change sections, you must ask an Aquatics staff member to change your tag and your buddy’s tag on the buddy board.

Boating Regulations

1. All boating activities may only be conducted under the direct supervision of the Aquatics staff, without exception. No Scout may go in a boat or canoe at any time without the permission of the aquatics director or one of their assistants, or when the Aquatics area is closed.
2. **Lifejackets must be worn properly at all times while boating!** All lifejackets must be properly tied and buckled. Ask a lifeguard to help you choose your proper size.
3. To take out a canoe, a Scout must be a swimmer, launch and land properly, get in and out correctly and be able to paddle straight ahead, turn around and land. The Scout must also make an effort to learn the many other skills of good canoeing as rapidly as possible.
4. To use a rowboat, you must show proper forward rowing, pivoting and changing places.
5. To use a sailboat, Scouts must be swimmers and have the Small-Boat Sailing merit badge or be in the merit badge session. The large sailboats must be used with a staff member.
6. Boats and canoes must be handled carefully, correctly and according to the instruction of the Aquatics staff. *No ramming!* Stay alert for those learning to sail.
7. No more than 3 people allowed in a rowboat. No more than 2 people in a canoe. Only one person in a kayak.





Aquatics Rules

8. At the sound of the whistle, horn or bell, all boats and canoes must return to the dock immediately.
9. All boats, canoes, paddles, oars and lifejackets must be put away properly before checking out of the boating area. Keep the paddle and oar area neat.
10. No boats are allowed in any lily pads or beyond any buoys.
11. Fishing is allowed in proper areas only. No fishing from rowboats or canoes is permitted. New York State fishing regulations are in effect.





The Four Points of SAFE



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

SUPERVISION

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

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

ASSESSMENT

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

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

FITNESS AND SKILL

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

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

EQUIPMENT AND ENVIRONMENT

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

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





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; lighting may strike telephone lines outside. If you're using a telephone when lightning begins, hang up immediately. Call back after the storm.
5. Don't take laundry off clotheslines.
6. Don't work on fences, telephone or power lines, pipelines, or structural steel fabrication.
7. Don't use metal objects like fishing rods and golf clubs. Though not an issue at camp, golfers wearing cleated shoes are particularly good lightning 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.

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





Lightning Safety Rules

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. 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 to maximize safety.

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

Fire Emergency Procedure

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

1. The camp director, their assistant, or one of the adult camp staff members will be in charge until a camp ranger or ranger crew arrives.
2. All Scouts, upon hearing the alarm, will leave the campsites, program areas, or buildings, and gather in their camp's designated area by troops. (Staff and unit leaders must be present to supervise this gathering). **All leaders will take an accurate head count.** Should any Scout(s) be missing, their name should be sent immediately to the person in charge of the head count. All units remain in their places until further notice is given. Keeping the Scouts together and safe is the most important aspect in this operation.
3. All camp staff will close their program area, making sure that no Scouts are left behind, and that they are the last ones to leave. The program staff will go to their assigned posts.





Fire and Other Camp Emergencies

4. Listen for the direction of the camp leadership.
5. The camp director will, by this time, have verified the extent of the fire:
 - A. Information is called in to Headquarters which, if necessary, will contact the fire department.
 - B. If the camp director feels that their staff can control the fire, he or she reports this information to Headquarters.
 - C. If the fire is small and can easily be extinguished, reporting to Headquarters may not be necessary. This will be left to the discretion of the camp director or person in charge.
6. The camp staff is dispatched to try to extinguish or contain the fire until help arrives. All staff members have been instructed in the proper use of the fire-fighting equipment.

If necessary:

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

Lost Person Emergency Procedure

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

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

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





Fire and Other Camp Emergencies

- D. Check all tents and bunks in the unit campsite.
2. If he/she is still missing:
 - A. Make an announcement to return all units to their campsites (Have each troop checked to see if the missing person is visiting?)
 - B. Have all units check their tents, bunks and campsite areas.
 - C. Determine if the person has gone home.
 - D. Notify TMR director and ranger staff.
3. Institute search procedures according to ranger instructions.
 - A. Check camp roads.
 - B. Check camp trails. (Use camp staff and adult leaders who are familiar with camp. Do not use campers or persons unfamiliar with camp and by no means use them at night.)
 - C. Have boating area staff patrol shorelines.
 - D. Search using line-abreast search pattern by area as determined on map. (Campers may be used for this but in daylight only. Each camper search group should be under supervision of at least two adults. Start each line at one side of area to be searched and station two or three persons at far side to indicate stopping point. Repeat with next area, etc.)
 - E. Keep camp director posted.
4. If camper cannot be located, the lead ranger notifies New York State Police and requests assistance.
 - A. State Police will take over search direction. Cooperate with them. Do not call in outside assistance unless State Police advise to.
 - B. Refer news media to the TMR director.
5. TMR director will notify all other concerned council personnel and will keep them posted.





Wildlife Safety and Awareness

Wildlife Food Safety Rules

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

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

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

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

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

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

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

Black bears typically roam over large areas, with some home ranges covering up to 75 square miles. Black bears eat both plant and animal foods, but the bulk of their diet is plant material. The animal foods they eat are usually ants, grubs, and animals that are already dead or partially decayed. Above all, the black bear is an opportunist and will take advantage of almost any readily available food source, including food that people eat.





Wildlife Safety and Awareness

Protecting Food and Property

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

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

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

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

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





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!

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





Wildlife Safety and Awareness

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
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Printed Name	Signature
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Printed Name	Signature
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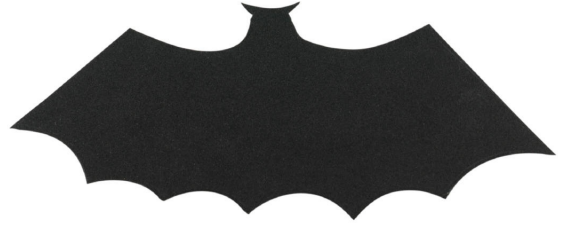
Wildlife Warnings and Guidelines

Bat Safety and Awareness

Yes, a bat can give you rabies.

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

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



Most bats don't have rabies, but you can't tell just by looking. If you see a bat, the best thing to do is to leave it alone. If you do see a bat on the ground, please contact camp management so a ranger can be called in. Currently, millions of bats are becoming sick and dying due to White-Nose Syndrome (WNS), which is caused by a fungus. Thus, it is very important to let the New York State Department of Environmental Conservation (NYSDEC) know about bat deaths due to WNS. The NYSDEC discusses WNS in "[Bats on the Brink](#)" in the February 2012 issue of *New York State Conservationist*, pages 7-10.

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

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

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

Tick Safety

PREVENT TICK BITES!

- WEAR REPELLENT
- CHECK FOR TICKS DAILY
- SHOWER SOON AFTER BEING OUTDOORS
- CALL YOUR DOCTOR IF YOU GET A FEVER OR RASH

For more information: www.cdc.gov/ticks

Centers for Disease Control and Prevention
National Center for Emerging and Zoonotic Infectious Diseases





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.

Driving Safety

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

The vast majority of accidents are caused by poor decisions or indecisions. Today, many of the poor decisions that lead to accidents are caused by distracted driving or drowsy driving. The BSA has created The Driver's Pledge and a training course "Transporting Scouts Safely"³ to help protect our youth. We ask that you require all of those who will be driving youth to camp, whether it's TMR or other BSA camps, to read and sign the Risk Zone Driver's Pledge on the next page before you head out.

³ Both are available at www.scouting.org/health-and-safety/training/drivers-pledge.





Additional Safety Considerations

RISK ZONE DRIVER'S PLEDGE

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

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

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

Signature

Date

T H E
RISK
ZONE
VEHICLE





Program Information



Camp Program

Camp Program Activities

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

In the process of programming, there are two schedules: the schedule of the troop and the schedule of the staff. Both are important. The schedule of the staff is largely dependent upon the specific needs and schedules of the troops in camp.

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

Troop-Centered Activities (all Scouts participate)

All members should participate in troop-centered activities, which are the sole responsibility of troop leaders. Your program commissioners and program director are ready to provide assistance when needed. Suggested programs are Scout skills instruction, ceremonies, advancement activities, campfires, athletic events, camp inspection competitions, conservation projects, outpost programs, games, free boating and swimming, archery, riflery, pioneering projects, "polar bear" swims, and camp-wide contests. Look for more ideas on the following pages.

Patrol-Centered Activities

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

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

Informal Activities (for a Scout and a few of their friends)

Informal activities are for small groups and should involve a Scout, their buddy, and a few friends. There will be times when some of your Scouts may want to go off fishing or just sit on a log and shoot the breeze. Don't be alarmed; this is a program too! Other possible informal activities might be walking





Camp Program

around camp, handicrafts, pioneering projects, fishing, visiting the Nature/Ecology Lodge, working on merit badges, or stopping by the trading post.

Advancement Activities

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

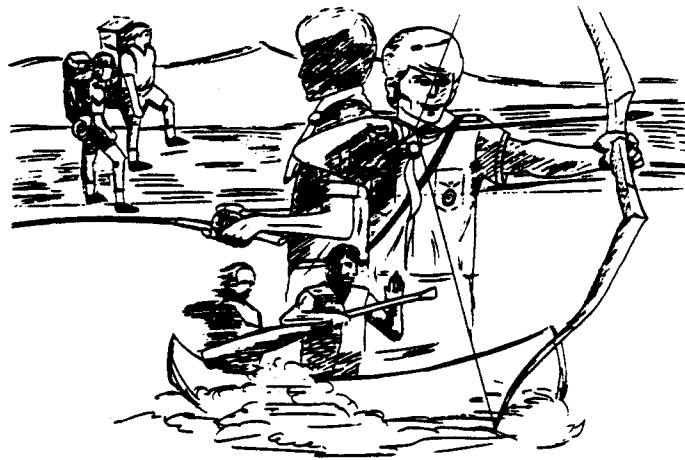
Camp Program Areas

Scout Skills

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

Field Sports

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



Note: Personal firearms including rifles, air rifles, sling shots, shotguns, handguns, 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 their creativity flow. Adult leaders can also create personalized items with the full range of tools available.





Camp Program

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.





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.

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

Canoe Outposts

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

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

An adult at least 21 years old must accompany your Scouts. The charge is \$34 per person, youth or adult, for canoeing, rafting or kayaking. Please schedule this with the program director upon arrival at camp. Reservations must be confirmed **by a full payment** on Sunday, or on Monday morning at the latest. You must bring your receipt with you as evidence of payment.

COPE

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





Other Program Opportunities

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

Initiative Games

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

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

Low Elements

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

High Elements

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

Progressive Program

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





Other Program Opportunities

Indian Cliffs

Ever experience the thrill of jumping off the side of a cliff? Then make sure you send your older Scouts to our Rappelling and Rock Climbing area at Indian Cliffs. This program is available for all Scouts who are at least 13 years old or have completed the 7th grade. Activities take place in the morning or afternoon and last for 2½ hours. Long pants are required. For more program details, talk to your camp's program director.



The Towers

Thomas I. Bardong/Alliance Tower at Keowa

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

Tower Restrictions

These rules apply to both towers:

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

Ten Mile River Scout Museum

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



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



Scouts will discover and experience TMR's 96-year history with photos, patches, neckerchiefs and physical artifacts. Exhibits include the time before TMR as revealed





Other Program Opportunities

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

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

Earn the 2023 TMR Scout Museum Historian Patch

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

Technology

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

Merit Badge Offerings

The Museum will offer four merit badges:

- Indian Lore
- Archaeology
- Scouting Heritage
- Journalism

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

Indoor/Outdoor Programs for 2023!

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

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





Other Program Opportunities

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





Other Program Opportunities

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

Also At The Museum

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





Other Program Opportunities

Earn the Ten Mile River Historical Trails Award

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

Museum Store Back for 2023

Our spacious museum store has a huge variety of Scouting memorabilia on sale at rock-bottom prices, including O.A. flaps and back patches, council shoulder patches, neckerchiefs, Norman Rockwell plates, Scouting posters, bolo ties, mugs, hats, camp patches and Scouting literature, including a variety of Scouting magazines and merit badge pamphlets. We also have National Jamboree and Philmont neckerchiefs for sale and the very popular \$1 and \$2 patch boxes.

Matinée Museum Lunch

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

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





Other Program Opportunities

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

History Talks

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

2023 Operating Schedule (tentative)

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

Contact the Museum

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

Location

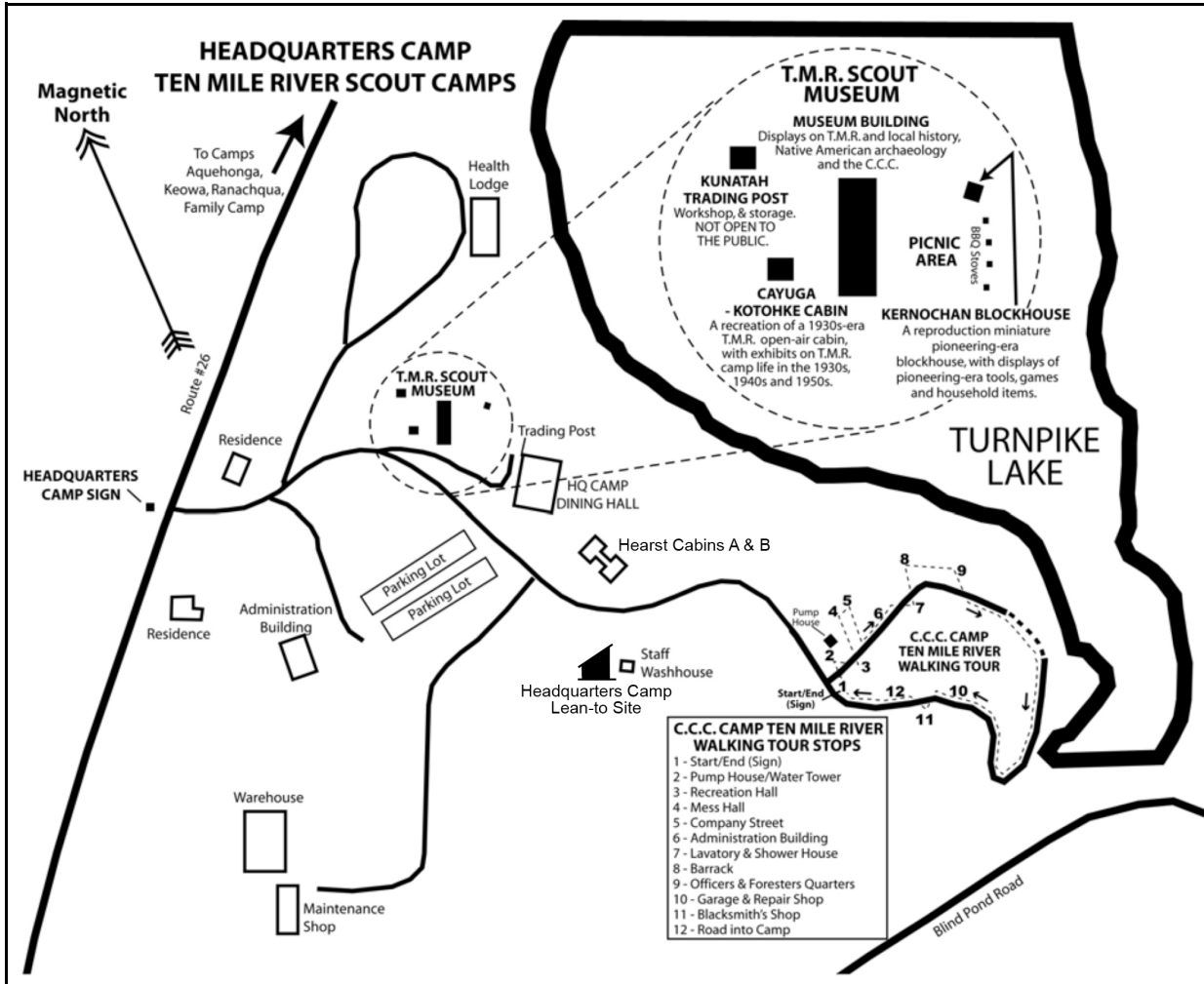
The Ten Mile River Scout Museum is located in TMR's Headquarters Camp, at 1481 County Road 26 (Crystal Lake Road), just north of County Road 23/Blind Pond Road, in Sullivan County, NY. The nearest major town is Narrowsburg, NY.





Other Program Opportunities

The Museum and Surrounding Areas



Order of the Arrow

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

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.





Other Program Opportunities

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 have completed the online [ATV Safety course](#) before they arrive. There will be a per-participant, per-session cost of \$30 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. Please see rollingstoneranch.com/boy-scouts-girl-scouts. All participants must fill out and bring the release form available at tenmileriver.org/wp-content/uploads/2020/02/rolling-stone-ranch-release-form-1.pdf.

Reservation Outpost Program Schedule

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





Individual Camping Options: Specialty Camps

Ten Mile River offers several individual camping opportunities that are a great way for a Scout to spend more time at camp and refine their skills. They also allow Scouts whose troops are unable to attend camp to experience the adventure of summer camp. All of these programs are led by Scouters who have been selected for their outstanding leadership and Scouting experience. For more information, see tenmileriver.org/specialty or call Camping Services at 212-651-3073.

High Adventure Trek: Have your Scouts come spend a week at camp and do such things as canoe trips down the Delaware River, overnight mountain biking, 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.

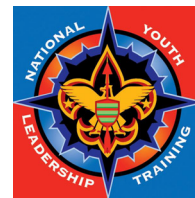


Who: Scouts or Venturers ages 14-20

When: Weeks 1–6

How Much: \$665 (If paid in full by April 1st),
\$685 with camp-supplied (provisional) leadership (if paid in full by April 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, at least 13 years old by September 1, 2023, who are Troop youth leaders (or a Scout likely to assume a leadership position soon) and Venturers

When: Two Autumn Weekends at Alpine Scout Camp – See nycscouting.org/nylt for details

How Much: Cost to be announced in the Spring

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

TMR Provisional Troop: This opportunity is designed for Scouts who can never get enough summer camp. If a troop is only going for one week, or maybe not at all, then a Scout can join the fun at TMR provisionally. The Provisional Troop will be a Scout's troop away from home, offering a full week of traditional summer camp adventure. Activities include all the opportunities a Scout would have with their home troop and more! The camp provides trained, qualified adult leadership and program.





Individual Camping Options: Specialty Camps

Who: Registered Scouts

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

How Much: \$625 (If paid in full by April 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 Scouting’s highest award.



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 and Week 6 at Camp Aquehonga

How Much: \$640 (If paid in full by April 1st)



Mechanic Camp: Scouts who participate in Mechanic Camp will leave with useful skills, knowledge of trades, and some amazing tips and tricks from our masterful and talented instructor. Will include in-depth, two-hour daily sessions for Automotive Maintenance and Home Repairs merit badges.

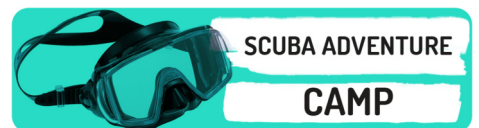
Who: Scouts interested in building, fixing, cars, using tools, and learning life skills.

When: Week 2 at Camp Keowa

How Much: \$640 (If paid in full by April 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. The fee includes new personal fins, snorkels, booties, and mask. Limited to the first 16 participants to register; must have at least 8.



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

When: Weeks 1 and 3 at Camp Keowa

How Much: \$850 flat fee (discounts do not apply). Pre-registration is required.

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





Individual Camping Options: Specialty Camps

Theater Camp: Scouts will be led by a talented actor (and former Keowa staffer!) to explore the performing arts. They will create a short play or video, and unveil the big performance at the closing campfire or dining hall. Additional optional opportunities include improv workshops, creative writing opportunities, and a karaoke night! Will include daily sessions for Music, Moviemaking and Theater (two hours) merit badges.

Who: Scouts interested in the performing arts.

When: Week 4 at Camp Keowa

How Much: \$640 (If paid in full by April 1st).

Wilderness Survival Experience: The Wilderness Survival Experience will host a small number of older Scouts or Venturers (age 14-20) to live in a primitive site for the week. They will be taught by a wilderness survival expert how to make fire by bow drill, track animals, identify local edible plants, spear fish, and much more! They will return as skilled survival experts on Friday evening – the closing campfire lighting depends on their ability to make fire by bow drill.

Who: Experienced Scouts interested in being self-reliant in the outdoors and looking for a real adventure.

When: Week 5 at Camp Keowa

How Much: \$685 (If paid in full by April 1st).

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 169](#) for more detailed information.

Who: Scouting Families

When: Weeks 0-7

How Much: \$700 per week per cabin if paid in full by April 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	At least 12 years old (N.Y. State Law), 13 years old for muzzleloading
River Canoeing	Scout age and a Swimmer
River Kayaking	At least 13 years old or completed 7th grade, and a Swimmer
Lake Kayaking	Scout age and a Swimmer
Shotgun Shooting	At least 13 years old or completed 7th grade
Mountain Biking	At least 12 years old or completed 6th grade
High COPE Course	At least 13 years old or completed 7th grade
Low COPE Course	Scout age
Cliff Rappelling	At least 13 years old or completed 7th grade
Climbing Towers	At least 13 years old or completed 7th grade
Water Skiing	At least 13 years old or completed 7th grade, and a Swimmer
Motorboating	At least 14 years old or completed 8th grade, and a Swimmer
B.S.A. Lifeguard	At least 15 years old
ATV Riding	At least 15 years old
Trek	Scouts or Venturers ages 14-20

Swimming Ability Ratings

- Non-Swimmer: Scouts should enter the water, be reasonably comfortable, and get their head wet.
- Beginner: Demonstrate your ability to jump feet first into water over your head in depth, level off and swim 25 feet (8 meters) on the surface, stop, turn sharply, resume swimming, then return to your starting place.
- Swimmer: Demonstrate your ability to jump feet first into water over the head in depth, swim 75 yards/meters in a strong manner using one or more of the following strokes: sidestroke, breast-stroke, 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
- Introduction to Outdoor Leader Skills



Water Sports



Field Sports

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



Athletics



Fishing



Personal Fitness

Shooting Sports

- Shotgun Shooting *
- Troop Rifle Shoots



Sports



Archery



Rifle Shooting



Shotgun Shooting

Handicraft

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



Basketry



Leatherwork



Wood Carving

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





Program Area Offerings

Nature/Ecology

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



Astronomy



Environmental Science



Fish & Wildlife Management



Forestry



Climbing



Insect Study



Mammal Study



Nature



Reptile & Amphibian Study

Scout Skills

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



Soil & Water Conservation



Space Exploration



Weather



Camping



Hiking



First Aid

Camp-wide Events

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



Orienteering



Pioneering



Wilderness Survival





Advancement and Prerequisite Information

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

Planning Your Advancement Program at Camp

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

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

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

Requirements – First Year Camper Program

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

Merit Badges

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

Some merit badges are suited for any Scout, but other merit badges may be better suited for older Scouts. The troop's leader must sign each merit badge card in advance to indicate that (a) the leader and the Scout have reviewed the requirements for the badge and (b) the leader believes that





Advancement and Prerequisite Information

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

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

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

Several merit badges have new or revised requirements, but the merit badge pamphlets for those badges may not yet have been updated. Scouts will be required to meet the current requirements for all merit badges. A listing of all current advancement requirements is available at scouting.org/programs/scouts-bsa/advancement-and-awards and usscouts.org/meritbadges.asp. You should check to make sure that you and your Scouts are following the proper requirements.

Merit Badge Changes

Each year, revisions are made to the requirements for some of the merit badges offered at Ten Mile River. Some changes are major revisions while some changes are limited to minor text corrections or wording changes that do not result in any significant change to the requirements. Scouts will need to complete the new requirements to earn these badges. Please check usscouts.org/usscouts/advance/changes/advchanges23.asp for recent changes.

Completion of Requirements

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

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

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

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





Advancement and Prerequisite Information

Partials

A Scout completing only a portion of a merit badge will be given a partial on their merit badge card. Partials will be given only for projects completed or skills actually demonstrated at camp. Partials will not be given for written work (or for requirements that require “tell”) because a Scout can take the written work (or the ability to tell) home with him to show to the counselor with whom the Scout will complete the badge. Partials are valid until a Scout’s 18th birthday.

Note: It is important that the Scout not lose their card with the partial record.

Merit Badge Pamphlets

The merit badge pamphlets for the badges offered at camp are usually available from the camp’s Trading Post. However, your Scouts may wish to buy (or borrow) pamphlets at home before going to camp. Many are also available as e-books; see www.scoutshop.org/literature/digital-downloads.html. In any event, Scouts should obtain, read and study the pamphlet for each merit badge they wish to pursue before attending classes.

Advancement Records

Before the troop’s check out, it is the responsibility of the troop’s leader to pick up approved merit badge applications and partial completion forms at the camp office. It is important to make sure that all merit badge applications for your Scouts are properly recorded before the Scouts leave camp. It is the responsibility of the troop’s leader, when back home, to submit all advancements earned for proper recording and processing by their local council.

Advancement Classes and Special Requirements

The following is a list, in alphabetical order, of all the merit badges and other skills for which the camp staff will offer instructional classes. After the name of each item is certain information you should be aware of, such as whether there are any requirements which must be done before starting a class, age restrictions, whether some requirements will have to be done outside of camp, and whether extensive practice or field work outside of class will be needed. Also noted are the camps where each class will be given. As to merit badges in the Nature/Ecology area and the Aquatics area, please see the general notes which are at the end of this section, at [page 104](#).

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





Advancement and Prerequisite Information

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



Archaeology Merit Badge: Archeology is the study of ancient peoples and civilizations. Revised in 2022; see [filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35855\(21\)Archaeology_REQ.pdf](https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35855(21)Archaeology_REQ.pdf) for current requirements. Available at KE, TMR Museum.



Archery Merit Badge: Archery is an ancient sport that Scouts can learn and enjoy at camp. Extensive practice is needed to develop the skills for this badge and achieve the required scores. Requirements include making a bowstring and an arrow from a bare shaft; the materials are available at camp. Rated 3. Available at both 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.



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 both 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 AQ.



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.



Backpacking Merit Badge: How tough are you? Hiking with your backpack is quite the challenge and an art. Offered to those Scouts participating in the Trek program and at AQ for those Scouts who have completed the prerequisites in advance. Rated 3P.



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



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

ects. This is a good first-year merit badge. Rated 1. Available at both camps.

Basic Camping Skills: Each camp's staff will provide instruction and demonstrations on many of the basic camping skills required for Tenderfoot, Second Class and First Class. Scouts should bring their Scout Handbook. Available at both 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 learn how to perform several rescues and proper technique of how to be an alert and skilled lifeguard. Scouts must be strong swimmers to qualify and we strongly recommend that they earn Lifesaving merit badge before starting. 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 both camps.



Bird Study Merit Badge: Birding is an activity that has been around forever, and anyone can do. This merit badge introduces Scouts to this healthy, easy, outdoor activity that they can continue to enjoy their entire life. This supports the BSA mission statement by getting Scouts in closer contact with their natural world so they make ethical choices to preserve it. Rated 2. Available at AQ.



Camping Merit Badge: Learn the full aspects of being a camper. Scouts will gain the knowledge that will help them teach younger Scouts the different skills and techniques required to be a true camper. Requirement 9A requires a Scout to camp a total of 20 days and 20 nights. They must sleep each night under the sky or in a tent they have pitched. The 20 days and 20 nights must be at a designated Scouting activity or event, and may include a week of long-term camp. If the camp provides a tent that has already been pitched, the Scout 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 both 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 both camps.



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



Camp Legend: AQuehonga, KEowa





Advancement and Prerequisite Information

able. 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).



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



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



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 both camps.



Collections Merit Badge: Discover how collecting can be an educational and financially rewarding pastime with the Collections Merit Badge. Scouts will prepare a brief written report, give a detailed description, and explain the development of their collection while demonstrating the knowledge of preserving and displaying their most prized possessions. **Note:** Must bring your collection (or excellent photos of your collection on display) to camp. Rated 2. Available at KE.



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



Cooking Merit Badge: This badge explores the importance of cooking and proper technique in the outdoor environment. Rated 3. Available at AQ.



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





Advancement and Prerequisite Information

Basic Cooking Skills: As part of each camp's First Year Camper Program, the staff will provide instruction and demonstrations on many of the basic cooking skills required for Tenderfoot, Second Class and First Class. Available at both 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.) Revised in 2022; see [filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35733\(21\)DigitalTechnology_REQ.pdf](https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35733(21)DigitalTechnology_REQ.pdf) for current requirements. Rated 2. Available at AQ, KE.



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



Electricity Merit Badge: Electricity is a powerful and fascinating force of nature. As early as 600 BC, observers of the physical world suspected that electricity existed. Real progress in unraveling the mystery of electricity has come only within the last 250 years. Revised in 2022; see [filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35886\(21\)Electricity_REQ.pdf](https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35886(21)Electricity_REQ.pdf) for current requirements. 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. Revised in 2022; see [filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35887\(21\)Electronics_REQ.pdf](https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35887(21)Electronics_REQ.pdf) for current requirements. 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. 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).



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





Advancement and Prerequisite Information

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 both camps.



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



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



Fingerprinting Merit Badge: In earning this merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others. Rated 2. Available at AQ.



First Aid Merit Badge: Explore what it really means to deliver quality first aid to the people you may assist with an injury. Explore the importance of first aid to our life. A Scout must have completed all the Tenderfoot, Second Class, and First Class first aid requirements before taking this badge. The camp medical officer's schedule can cause merit badge schedule changes, sometimes at the last minute. Rated 3. Available at both camps.



First Class Requirements: Instruction for many of these requirements is available at both camps. For more information see 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. Revised in 2022; see [filestore.scouting.org/filestore/Merit_Badge_RegandRes/35898\(21\)FishWildlife_REQ.pdf](http://filestore.scouting.org/filestore/Merit_Badge_RegandRes/35898(21)FishWildlife_REQ.pdf) for current requirements. Rated 3P. Available at KE.



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Advancement and Prerequisite Information

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. Revised in 2022; see [filestore.scouting.org/filestore/Merit_Badge_RegandRes/35899\(21\)Fishing_REQ.pdf](https://filestore.scouting.org/filestore/Merit_Badge_RegandRes/35899(21)Fishing_REQ.pdf) for current requirements. Rated 2 (if the fish are biting). Available at both 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 both 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 four categories. At camp the focus of the curriculum will be on the sports, board games and card games categories; video games will be discussed. Rated 3. Available at both 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 AQ, KE.



Health Care Professions Merit Badge: Explore the different types of healthcare fields and professions with this badge. Scouts will learn how professionals in different health care fields work together to keep people healthy. This badge generates excitement for a possible career in the healthcare industry. Rated 2. Available at KE.



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



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



Camp Legend: AQuehonga, KEowa





Advancement and Prerequisite Information

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



Horsemanship Merit Badge: Horsemanship is a lot more than just riding a horse. Explore what horse care is all about. Enjoy this special opportunity to enjoy a sport that isn’t prevalent in the area. Available through an arrangement with Rolling Stone Ranch, located in nearby Bethel, NY. Please see [Horseback Riding on page 81](#) 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, TMR Museum.



Insect Study Merit Badge: Study insects and their intricate worlds. Learn the way of life of the insect and how they impact the world. All requirements for this badge can be done at camp except for requirement 7 which must be done outside of camp. However, requirement 3 is very difficult to do at camp. Rated 3P. Available at AQ.



Journalism Merit Badge: An in-depth look into the life of a journalist and the technology required to carry out the tasks within the field. Prerequisite requirements 2 and 4 must be done at home. Rated 2P. Available at Gottcom in KE, TMR Museum.



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



Leatherwork Merit Badge: Learn the art of preparing leather and properly treating it for crafts. Scouts will need materials to do the project for this badge. The project can be done with a leather wristband, but Scouts may also wish to make a belt, a key case or other projects. Kits and materials are available for purchase at camp. Scouts should allow for time outside of class to work on their project. Rated 2. Available at both 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 these specialized skills. A Scout must have passed the Swimmer test and have completed the Second Class and First Class aquatics requirements before starting this badge. Also, at the beginning of this badge a Scout must be able to swim 400 yards using the front crawl, side stroke, breast stroke, and elementary backstroke. This can be a tough badge for Scouts who are not strong swimmers. Revised in 2022; see filestore.scouting.org/filestore/Mer-



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Advancement and Prerequisite Information

[it_Badge_ReqandRes/35915\(21\)Lifesaving_REQ.pdf](#) for current requirements. Rated 3. Available at both 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 AQ.



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



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 both 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. Revised in 2022; see [filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35920\(21\)MotorBoating_REQ.pdf](#) for current requirements. Rated 2. Available at KE.



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



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



Orienteering Merit Badge: Maps, compasses, landmarks, and much more. Master the skill of navigating through the woods and land by using the "basics". This badge requires 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 both camps.



Camp Legend: AQuehonga, KEowa





Advancement and Prerequisite Information

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



Personal Fitness Merit Badge: Satisfy this merit badge's requirements and put your stamina to the test. Learn the importance of personal fitness and the components of being an all-around fit person. Scouts must bring to camp a statement from a dentist that their teeth have been examined. Requirements 7 and 8 require a 12-week fitness program, which of course cannot be completed at camp. Rated 3P. Available at both 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).



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. Revised in 2022; see [filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35930\(21\)Photography_REQ.pdf](https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35930(21)Photography_REQ.pdf) for current requirements. Rated 2. Available at AQ, Gottcom in KE.



Pioneering Merit Badge: Master the skills of knots and lashes and build awesome projects. This merit badge is one of the more difficult yet useful ones. To begin, Scouts must show ability with the square knot, clove hitch, two half-hitches, taut-line hitch, timber hitch and bowline. Scouts who are not comfortable with these knots should consider participating part in the First Year Camper Program to work on basic skills. The project for requirement 10 will be done outside of class during an afternoon. Rated 3. Available at both camps.



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.



Pottery Merit Badge: This merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the badge will include hands-on production of a work of art, from start to finish. Scouts will need to purchase clay to complete this badge. Scouts can buy the materials



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

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.

Programming Merit Badge: This merit badge is intended to introduce Scouts to programming, to help them understand how programming affects them in their everyday lives, and to help them realize that programming is something any Scout can do and even possibly pursue as a career. Rated 3. Available at AQ.



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

Public Health Merit Badge: The field of public health deals with maintaining and monitoring the health of communities, and with the detection, cure, and prevention of health risks and diseases. Although public health is generally seen as a community-oriented service, it actually starts with the individual. From a single individual to the family unit to the smallest isolated rural town to the worldwide global community, one person can influence the health of many. Rated 2. Available at 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 KE. Rated 2.



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



Rifle Shooting Merit Badge: Master the shooting techniques needed 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. A Scout must have some experience before taking this badge to achieve the required scores. Rated 3. Available at both camps.



Camp Legend: AQuehonga, KEowa





Advancement and Prerequisite Information

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



Rowing Merit Badge: Master the skill of being a true rower. Learn the techniques to maneuver your vessel through the water like a pro. A Scout must have passed the Swimmer test before starting this merit badge. Scouts should plan to spend time during open boating in the afternoon to practice their skills. Also, time will have to be spent outside of class learning the required knots. If a Scout does not have some prior experience, it may be difficult to earn this badge in only one week. Revised in 2022; see [filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35943\(21\)Rowing_REQ.pdf](https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35943(21)Rowing_REQ.pdf) for current requirements. Rated 3. Available at both 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. Rated 2. Available at AQ.



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



Scouting Heritage Merit Badge: A good introspective introduction to Scouting, where a Scout can learn some history, dig up some Troop history, make a collection of Scouting stuff, and talk to some old Scouters. May be able to do in conjunction with Collecting. Rated 2P. Available at KE, TMR Museum.



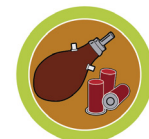
Search and Rescue Merit Badge: A search is an emergency situation requiring a team of trained searchers to locate a missing person. A rescue is an emergency situation where a person's location is known – perhaps having just been found by searchers – and they must be removed from danger and returned to safety. By working on this badge, Scouts will learn and practice many skills that may someday save a life. Rated 3. Available at KE.



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



Shotgun Shooting Merit Badge: Master the shooting techniques you will need to be an expert shooter. Feel the thrill of shooting. This badge is not designed for first-time shooters. A Scout must be at least 13 years old or have completed the 7th grade to take this badge. Scouts should have some prior experience. Rated 3. Available at both 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. This merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives? Rated 3. Available at KE.



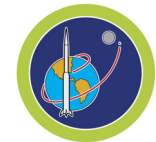
Small-Boat Sailing Merit Badge: Explore the world of sailing. Master the skills requires to navigate your lake. A Scout must have passed the Swimmer test before starting this merit badge class. Unless a Scout has previous sailing experience, it is almost certain that they will have to spend substantial time practicing during open boating in the afternoon to master this badge. Even then it may be difficult to earn the badge in one week at camp. Also, time may have to be spent outside of class learning the required knots. Rated 3. Available at both 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 AQ, KE.



Space Exploration Merit Badge: Explore the intricacies of space and learn about its mysteries. Build your own rocket and become a quasi-astronaut. Requires significant "book work" and building a model rocket; kits are available at the trading post. Option 5B, if chosen, cannot be completed at camp. Rated 3. Available at both 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. Revised in 2022; see [filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35954\(21\)Sports_REQ.pdf](https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35954(21)Sports_REQ.pdf) for current requirements. Rated 2P. Available at both 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 both camps.



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





Advancement and Prerequisite Information

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



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



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



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



Weather Merit Badge: Explore the world of the meteorologist and study how weather affects our lives. All requirements for this badge can be done at camp. However, for requirement 8, only option (a) can be done at camp. Rated 3. Available at both 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.



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



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 both 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 both 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. Revised in 2022; see [filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35968\(21\)Woodwork_REQ.pdf](https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/35968(21)Woodwork_REQ.pdf) for current requirements. Rated 2. Available at AQ.



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

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





Merit Badge Prerequisites

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.
Kayaking	2	2: Completed by passing the BSA Swimmers test.
Lifesaving	1, 2	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.
Small-Boat Sailing	2	2: Completed by passing the BSA Swimmers test.
Swimming	2	2: Completed by passing the BSA Swimmers test.
Water Sports	3, age requirement	3: Completed by passing the BSA Swimmers test; Scouts must be 13 years old or have completed the 7th grade.
Whitewater	3	Pass BSA Swimmer test; 3: Earn Canoeing or Kayaking merit badge; Participate in Friday's whitewater trip (cost is \$34 per person).
Climbing/COPE		
Climbing	Age & clothing requirement	Scouts must be 13 years old or have completed 7th grade. Scouts must wear long pants.
Progressive COPE		
Ecology		
Astronomy		
Energy	4	4: Energy audit must be completed prior to arrival.
Environmental Science		
Fish & Wildlife Management		
Forestry		
Geology		
Mammal Study		
Nature		
Oceanography		
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		Additional Trading Post supply fees may apply
Weather	9a or b	Complete either option for the requirement as written; present the log to your counselor during Monday's class.
Field Sports		
Athletics	3, 5	3: Bring your chart of your 3 month progress; 5: Bring evidence of improvement after 3 months.





Merit Badge Prerequisites

Merit Badge / Award	Prerequisites	Comments
Cycling	age requirement	Scout must be 12 years old or have completed 6th grade.
Fishing		
Personal Fitness	1, 7, 8	1a: Met by camp physical; 1b: Bring statement of dental examination; 7 & 8: Scouts should either 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		
American Heritage	3c	3c: Bring your research to camp.
Archeology	7c	7c: Bring your list to camp.
Chess		
Collections	5	5: Bring your collection or detailed photos of it.
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.
Disability Awareness	2, 4	2: Evidence of your visit; 4: Visit your school, place of worship, or public exhibit.
Electronics		
Entrepreneurship	3	3: Show counselor evidence of interview.
Exploration		Exploration is done at camp.
Game Design		This merit badge requires "homework" during camp.
Health Care Professions		
Journalism	2a or 2b	Show evidence of your visit.
Moviemaking		
Music		
Painting		
Photography	1b	1: Complete the Cyber Chip prior to arriving.
Public Health		





Merit Badge Prerequisites

Merit Badge / Award	Prerequisites	Comments
Public Speaking		
Pulp and Paper		
Robotics		
Salesmanship	5	5: Bring your cost sheet showing sales.
Scouting Heritage		
Search and Rescue	6	
Theater	1	1: Provide your review to your counselor upon arriving.
Scout Skills		
Backpacking	6b, 10, 11	
Camping	8d, 9a,b	8d: Possible to complete in camp. See counselor for more details; 9a & 9b: Provide evidence to your counselor upon arrival
First Aid	1, 5	1: Complete rank requirements prior to beginning; 5: Prepare first aid kit prior to arrival.
Geocaching		
Hiking	4, 5, 6	
Orienteering		Much planning time required.
Pioneering		Two-hour class. Much practice time required. Must know basic knots and lashings required through First Class rank.
Signs, Signals and Codes	7	7: Provide proof of requirement completion to your counselor upon arrival.
Wilderness Survival	5	Requires overnight outing during the week, without sleeping bag. Bring materials for survival kit; assemble it before camp if possible.
Shooting Sports		
Archery		Two-hour class. Much practice time required.
Rifle Shooting - .22 caliber		Two-hour class. Much practice time required. Per state law, must be at least 12 years old, 13 years old for muzzleloading.
Shotgun Shooting		Two-hour class. Much practice time required. Must be at least 13 years old or have completed 7th grade.
Trades		
Automotive Maintenance		
Electricity	2, 8, 9a	
Plumbing		
Welding		
Woodwork	1c, 7	1c: Provide your Totin' Chip card to your counselor; 7: Provide a written account of your discussion.
Trail to Eagle		
Citizenship in the Community	3a, 4, 7c	Eagle Camp only; 3a: Show evidence of attending meeting; 3b: Bring written reflection; 4: Bring evidence of interview; 7c: Show evidence of 8 hours of volunteering.
Citizenship in the Nation	7	Eagle Camp only; 7: Bring evidence of your visits/tours.





Merit Badge Prerequisites

Merit Badge / Award	Prerequisites	Comments
Citizenship in the World		
Emergency Preparedness	1, 2c, 8b	Eagle Camp only; 1: Earn First Aid merit badge; 2c: Share your family plan with your counselor; 8b: Show counselor the family emergency kit. (Detailed pictures of the kit are OK, as long as the Scout is in at least one of the pictures.)
Family Life	3, 5, 6b	Eagle Camp only; 3: Show counselor list of chores for 90 days; 5: Show evidence of family project; 6: Show evidence of family meeting
Personal Management	2, 8	Eagle Camp only; 2: Prepare and show 13-week budget; 8: Prepare and show 7-day schedule.

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 member can grow into the best kind of citizen without recognizing an 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:

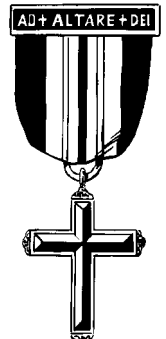
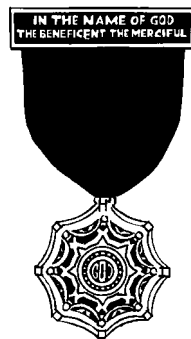
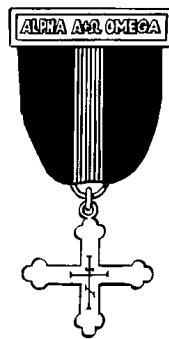
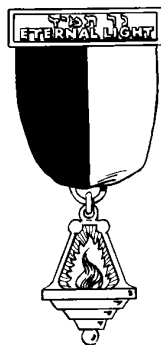
Religious Services will be held at various times throughout the reservation. See the camp sections for days and times.

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

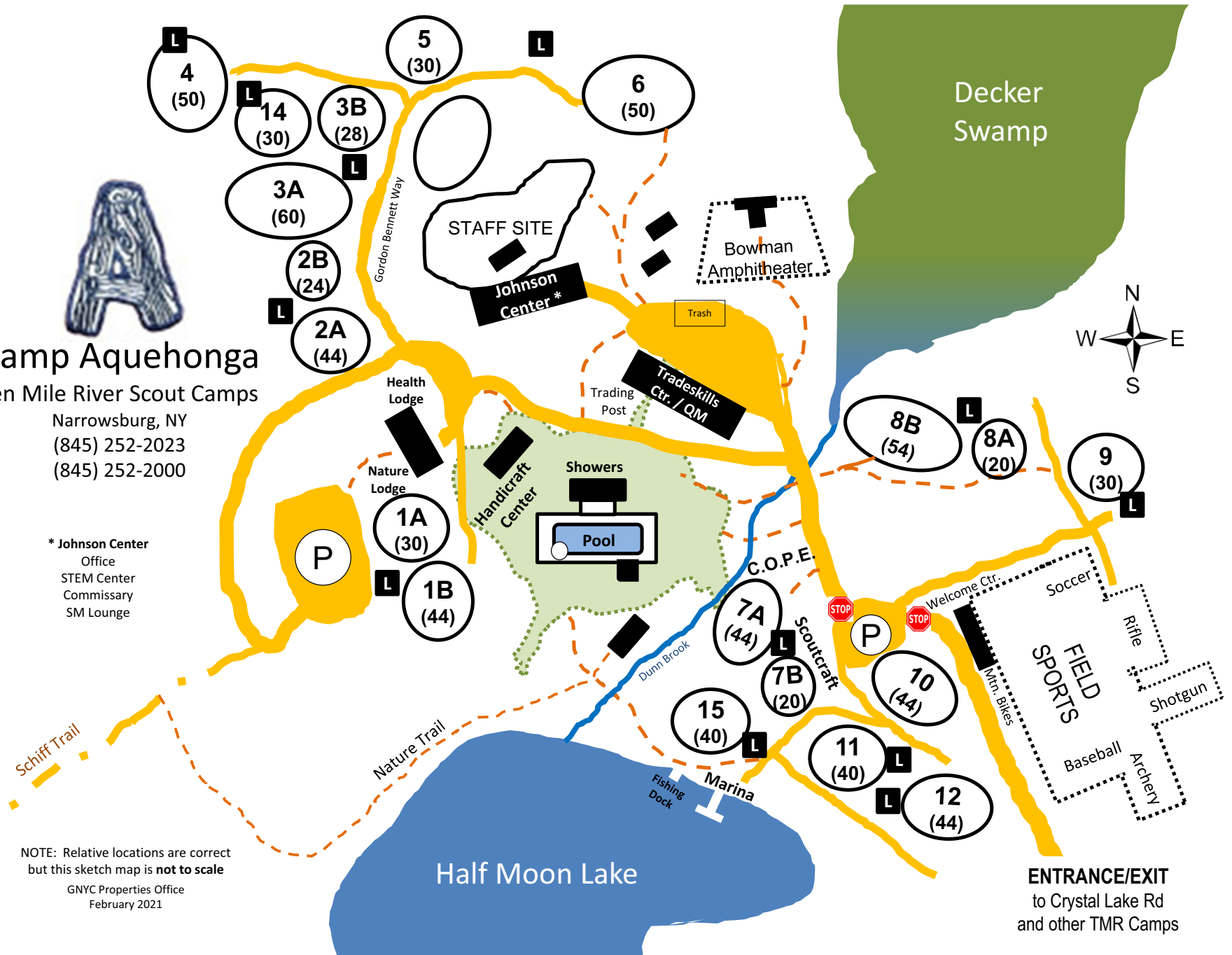
Camp Aquehonga

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 2023 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; in 2021 we ran a safe but limited program. In 2022, we worked hard to re-envision our 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 for 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 are excited to have Tom McNamee back to help us continue to grow and deliver a quality program, build on the great Scouting basics and create the action and high adventure that every scout memory is made of. With the remodeling and growth of our Scoutcraft area this off-season, we are re-centering ourselves on the Scouting basics and helping us advance and the Scouting experience with 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

azalak@tenmileriver.org

Tom McNamee
Program Director

tmcnamee@tenmileriver.org

...and the entire 2023 Camp Aquehonga Staff





What's New & Exciting At Aquehonga?

Cowboy Action Range [*New]

We are excited to add some new features to our Sports and Shooting area on the field. The addition of a new standalone Cowboy Action Range will allow Scouts and Scouters to have a new and exciting experience while taking full advantage of our shooting program. We will be adding some new signage and additional field sports activities/materials to instructional and overall open program time.

Eagle Scout Cracker Barrel [*Re-envisioned]

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.

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. BBQ Dinner | 10. Opening Campfire |
| 4. Medical Check-in | 8. Leaders Meeting | |

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

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

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

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

Units are encouraged to complete their roster online and to have all Scouts register for their classes before arriving at camp. Whether you have paid in full before camp or still have an outstanding balance, you must have an adult from your unit who is responsible for payment stop in to the camp office before 4:00 p.m. to review your payment history and roster. Using the online reservation tool accessible via nycscouting.org or tenmileriver.org you can register for classes and pay for your week before even getting to camp. For assistance with this process please contact the camp director at 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 provide a completed medical form. Please include with medical forms a copy of the individual's insurance provider card. To minimize wait time





The First Day of Camp at Aquehonga

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 twice each day or as needed. Pack your swim trunks and towel on top of everything else. When you are checked-in you will be given buddy tags and a time to report to the waterfront for swim tests.

For those with recently completed swim classifications, please complete [this form](#) and include the copy of the test supervisor's qualifications. *Noteworthy: The aquatics director will still have the final choice on retesting anyone interested in using the aquatics facilities.*

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

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

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

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

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

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

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

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





Program Highlights

Aquehonga New Camper Program

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

TMR High Adventure Trek

Recommended for Scouts ages 15 and up – Our reservation-wide Trek Program returns with expanded outpost offerings and new provisional opportunities to hike through the Ten Mile River wilderness, raft the Delaware River and explore every corner of our almost 3,000-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. All troops are welcomed and encouraged to attend all or as many as they possibly can. Sign up at the Sunday Leader's Meeting if your unit wants to do either a flag raising or lowering.

Camp-wide Evening Activities

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

Other Camp-wide Notable Activities

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





Camp-Wide Programs and Activities

Day	Activity	Location	Time
Mon. – Thurs.	Open Archery Shooting	Sports Field	11:00-11:45 a.m. 4:00-4:45 p.m. 7:00 p.m.
Mon. & Wed.	Open Rifle Shooting	Sports Field	7:00 p.m.
Tues. & Thurs.	Open Shotgun Shooting	Sports Field	7:00 p.m.
Mon.–Fri.	Troop Swim (must sign up with Program director on Sunday)	Pool	3:00-3:45 p.m. 4:00-4:45 p.m.
Mon.–Thurs.	Scoutmaster Swim	Pool	5:00-5:30 p.m.

Week in Review

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

Scouter Training Opportunities

“Every Scout deserves a trained leader.” – BP. Opportunities will be available for adult leaders to begin their formal Scouter training. These various courses are available in the Johnson Center as needed.

Leaders’ Meeting & Cracker Barrel

On Sunday evening at 6:45 p.m. the main unit leader is requested to be present at the office for a “meet the camp leadership” and general orientation meeting. On Tuesday at 10:00 a.m. all leaders in camp are invited to a cracker barrel hosted by the key staff in the office. It will include an open forum with the area directors and other key camp leadership. This is also a great opportunity to share ideas with other leaders in camp.

Order of the Arrow

The Order of the Arrow is Scouting’s National Honor Society. Two of its main goals are to promote camping and to provide service to our council’s camps. Wednesday is OA day. Brothers in camp are encouraged to wear their sashes to program and to the ice cream social. At 1:15 p.m., all are invited to meet in front of the Services Building to participate in an OA Day service project.

On Wednesday, Kintecoying Lodge will be sponsoring an Ice Cream Social at the John Williamson Pavilion. All are invited to come down and enjoy some food, fun, and fellowship at 8:30 p.m.





Camp-Wide Programs and Activities

Other Programs and Activities

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

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





Program Schedule

Merit Badge / Award / Activity	9:00 - 9:45	10:00 - 10:45	11:00 - 11:45	2:00 - 2:45	3:00 - 3:45	4:00 - 4:45	7:00 - 7:45
Pool							
B.S.A. Lifeguard (3 hrs. + guard time)	✓						
Instructional Swim			✓	✓			
Lifesaving (2 hours) ^{a,b} , CPR pre-req.		✓					Thurs.
Mile Swim ^a							✓
Snorkeling ^a					✓		✓
Swimming ^{a,b}	✓	✓					Thurs.
Troop Free Swim					✓	✓	
Lake							
Canoeing ^{a,c}			✓				
Kayaking ^{a,c}		✓				✓	
Paddle Boarding BSA					✓		
Rowing ^{a,c}	✓						
Small-Boat Sailing (2 hours) ^{a,c}			✓				
Scoutcraft							
Backpacking ^d				✓			
Hiking ^d							
Camping			✓	✓			
Cooking					✓	✓	
First Aid			✓		✓		
Geocaching						✓	
Orienteering	✓						
Pioneering	✓						
Wilderness Survival ^e		✓					
First Year Camper Program			✓				
Nature							
Astronomy						✓	
Bird Study			✓				
Environmental Science		✓			✓		
Forestry					✓		
Geology	✓						
Insect Study						✓	
Mammal Study ^f	✓			✓			
Reptile & Amphibian Study ^e	✓			✓			
Nature			✓				
Soil & Water Conservation				✓			
Weather		✓					





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
Field Sports							
Athletics			✓	✓			
Fishing ^g	✓						
Personal Fitness							
Sports	✓					✓	
Shooting Sports							
Archery (2 hours, 2 options)	✓			✓			
Rifle Shooting - .22 cal. (2 hours)	✓						
Shotgun Shooting (2 hours)				✓			
COPE/Climbing							
Climbing (2 hours) ^h	✓		Open Climb			3:30-4:45 Open Climb	
Progressive COPE				✓			
Chess			✓				
Handicraft							
Basketry				✓			
Leatherwork & Textiles	✓				✓		
Metalwork						✓	
Pottery	✓						
Wood Carving				✓	✓		
Woodwork			✓				
Tradecraft							
Automotive Maintenance					✓		
Electricity						✓	
Home Repair				✓			
Plumbing			✓				
Welding	✓			✓			
STEM (Johnson Center)							
Communication					✓		
American Heritage	✓						
Digital Technology		✓					
Electronics						✓	
Game Design	✓						
Photography			✓				
Programming				✓			
Robotics			✓				
Space Exploration					✓		
Other Badges (Offered by appointment if counselors are available)							
Emergency Preparedness							
Fingerprinting							





Program Schedule

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

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

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





Program Areas

Aquatics

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

Pool Information

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

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

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

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

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

Swimming Instruction: Help your Scouts gain the confidence and skill to improve their swimming skills and qualify for a higher swim classification. Offered daily at 11:00 a.m. and 2:00 p.m. or by request; please see aquatics director to make other arrangements.

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

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

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





Program Areas

Snorkeling 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.

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 surprise trophy. More details will be explained at the Sunday evening pool orientation.

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

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





Program Areas

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.

Paddle Boarding BSA: Calling all challengers. Come to the lake at 3:00 p.m. to participate in the stand-up Paddle Boarding Award. Slots are limited. Please speak to the aquatics director if interested in a 7:00 p.m open boat slot.

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

Aquatics Extras

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

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

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

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

Please see [“Swimming Ability Ratings” on page 85](#) for the requirements for Non-Swimmer, Beginner, and Swimmer and [“Aquatics Rules” on page 49](#) 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.





Program Areas

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

Special Awards

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

Pioneering Projects

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

Red Dot Trail & Hiking Opportunities

This well-marked trail encircles the entire Ten Mile River reservation. If your unit needs help in planning a hike, be it for an afternoon or overnight, the Scoutcraft Staff can offer guidance on hiking routes.

Scoutcraft Area Afternoon Program/Skill Instruction

The requirements for Tenderfoot, Second Class and First Class ranks may be worked on simultaneously; however, these ranks must be earned in sequence. Scouts requesting specific outdoor skills may schedule their requests with the Scoutcraft director or program director. Scouts needing a broader set of skills required for Tenderfoot through First Class should enroll in the New Camper Program. Weekly outdoor skills presentations will be held in the Scoutcraft area during afternoons; details will be posted at the Sunday night leaders' meeting.

Leave No Trace

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





Program Areas

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 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 28](#). 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 72](#) for more information.

Low COPE Course at Aquehonga!

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

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

See the COPE director or the program director for details.

Field and Shooting Sports

The Barta Field is home to the Aquehonga Field and Shooting Sports areas. This sport complex has all the elements to keep the sports-minded busy. Activities range from challenging target archery, .22 caliber rifle, cowboy action shooting, and skeet shooting. The well-groomed soccer, softball and volleyball fields boast to be the finest in TMR. We also have an exciting and entertaining "Gaga Ball" pit. The area staff provides sports equipment, or you may bring your own personal gear (but not firearms).

Inter-Patrol/Inter-Troop Competitions

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

Staff/Camper Competition

Every Thursday night, the camp will assemble on Barta Field for this highly anticipated game. All leaders and campers are encouraged to come down to the field to play kickball, volleyball or softball





Program Areas

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.

Cowboy Action Shooting Program

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

Free Shoots at the Rifle and Archery Ranges

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

- **Rifle & Shotgun Range:** Evenings from 7:00 p.m. to dusk. On Monday and Wednesday, the program will be shotgun shooting. On Tuesday and Thursday, the program will be rifle shooting and cowboy action shooting. There is a \$1 charge for shotgun shooting and cowboy action shooting.
- **Archery Range:** Monday through Friday mornings from 11:00 to 11:45 a.m. and afternoons from 4:00 to 5:00 p.m. Monday through Thursday evenings from 7:00 p.m. to dusk.

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

Mountain Biking

The TMR Mountain Bike program is available to all Scouts who are at least 13 years old or have completed the 7th grade. Accommodations are available for up to 13 Scouts per 75-minute session; offered weekdays from 3:30 to 4:45 p.m. There is no cost for this program. Interested Scoutmasters or Senior Patrol Leaders should see the program director on Sunday or the field sports director.





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 Scouts or their Troops. The details are:

Merit Badge	Approximate Cost
Basketry	\$22-24
Leatherwork	\$7-13
Metal Work	\$8-10 (No cost for tinsmithing)
Pottery	\$1.50 per lb. (Minimum 5 lbs.)
Wood Carving	\$4-7
Wood Work	No cost

Other Handicraft Program Opportunities

Units can participate in:

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

Ecology/Conservation

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

Other Ecology/Conservation Program Opportunities

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





Program Areas

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, Space Exploration¹, American Heritage, Photography and more!

Note: Cyber Chip will be offered on Tuesday and Thursday at 1:00 p.m., depending on grade level.

Tradecraft/Skills Center

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

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





A Typical Day in Camp

- 6:45 a.m. • Polar Bear Swim (Monday & Wednesday)
- 7:00 • Reveille. Rise for a new day at Aquehonga
 • Breakfast Pick-Up begins
- 8:00 • Breakfast
- 8:45 • Camp-wide Flag Raising Ceremony
- 9:00-12:00 • Morning Program
- 9:00 • 1st Program Session
- 10:00 • 2nd Program Session
- 11:00 • 3rd Program Session
- 11:45 • Lunch Pick-Up
- 12:30 p.m. • Lunch
- 1:00 • Siesta. Free time. Happy Hour. Campsite projects. Patrol Projects.
 • All program areas closed.
 • SPL meeting in the Johnson Center (Wednesday)
 • OA Day Service Projects (Wednesday)
 • Eagle Cracker Barrel (Thursday)
- 2:00-5:00 • Afternoon Program
- 2:00 • 4th Program Session
- 3:00 • 5th Program Session
- 4:00 • 6th Program Session
- 4:45 • Dinner Pick-Up – Patrol Cooking Only
- 5:00 • Scoutmaster/Staff Swim (Monday–Thursday)
- 5:30 • Dinner Pick-Up – Heater Stack Only
- 6:00 • Dinner
- 6:45 • Camp-wide Flag Lowering Ceremony
- 7:00 • Evening Program
 • Return Heater Stacks, Cleaned and Dried
- Dusk • Program Areas Closed
 • All Scouts Return to Campsites.
 • Merit Badge Work. Patrol Meetings. Free Time. Fellowship.
- 10:00 • Taps (Quiet Time)





Camp Aquehonga Honor Unit Award

This award is designed to recognize units that participate in the total camp program for both Scouts and leaders. Units that attain a score of at least 55 points will be recognized as **Honor Units** during the closing campfire.

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

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

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





Check-Out Procedures

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

Friday Evening:

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

Saturday Morning:

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

Note:

- Departing units may not return to their campsite, once checked out by a staff member.
- Any damages or loss of equipment must be paid at the camp office before you leave.
- Lunch on day of departure – Bag lunches may be obtained from the commissary. Orders must be placed in the camp office by Wednesday 12:00 noon, as there is no regular lunch in camp on check-out day for departing units.
- The first camp meal is Sunday supper and the last is Saturday breakfast.





Aquehonga Services: When & Where

Camp Services Hours

Commissary "Food Pick-up"

Breakfast	7:00 a.m.
Lunch	11:45 a.m.
Dinner	
Patrol Cooking	4:45 p.m.
Heater Stack	5:30 p.m.

Trading Post Hours of Operation

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

Quartermaster Hours of Operation

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

The Quartermaster Area

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

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

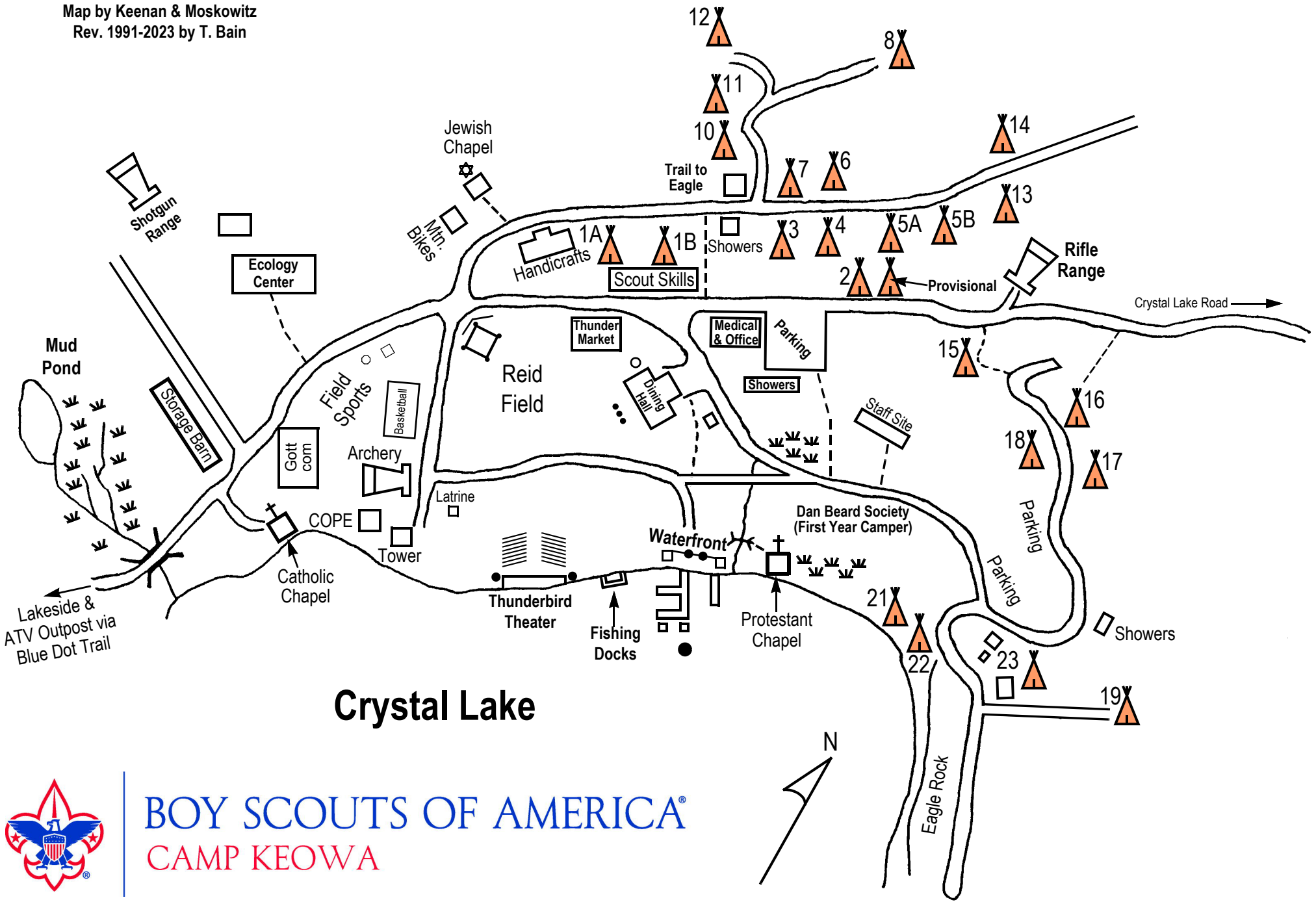
Problems with the campsite or camp equipment should be reported immediately. If a troop intentionally damages camp property or loses borrowed equipment, the unit will be charged the replacement cost.

The camp equipment, as well as your campsite, is expected to be left in the same condition, if not better, than it was found. All equipment is to be returned **clean** and **dry** to the Quartermaster area at the time of checkout before 10:30 a.m. We thank you in advance for your cooperation.





Map by Keenan & Moskowitz
Rev. 1991-2023 by T. Bain



Crystal Lake



BOY SCOUTS OF AMERICA®
CAMP KEOWA



Welcome to Keowa

Dear Scouts and Scouters of Ten Mile River,

I cannot adequately express my excitement to have you or have you back at Camp Keowa at Ten Mile River this summer. There is just no comparison for the incredible experiences offered at TMR. Sometimes I think about how we got here; how were we lucky enough to become one of the greatest summer camps in the BSA? That is a bold statement, isn't it? Instead of a welcome letter this year, allow me to share some of what I think sets us apart:

- The Property: 96 years ago, President Roosevelt put together the beautiful and awe-inspiring property that now makes up Ten Mile River Scout Camps. This historical moment led to our ability to continue to offer **natural face rock rappelling** at Indian Cliffs. **Delaware River whitewater rafting or canoe treks**, plus a **high adventure Trek** program that boasts over 60 miles of hiking trails on the famous "Red Dot Trail" without ever leaving Ten Mile River.
- Outdoor Adventure: We recognize that summer camp is meant to be exciting. We offer opportunities for Scouts and adults to say "Yes To Adventure". Try out our top ranked **ATV course** with many miles of trails to explore, **water-skiing, wake-boarding, tubing, and motorboat driving**, our high COPE course including the **zip line** and 28 different COPE elements, **sailing, mountain bikes, or paint-ball target shooting, mountain boarding, tomahawk throwing**, and more.
- Customer Service: Our staff is trained in the phrase, "**before we say no, can we say yes?**" We take this idea to heart, listen to feedback, and make changes. That is why we **always have something new**. We created a **Trail to Eagle program area** for folks asking for a focus on Eagle advancement. We built a **gaga ball pit**, and a new **tomahawk and paint-ball range**. We check in hundreds of Scouts a week; we used to hear that the check-in process was too long, so we spent years refining the system, and **are now commended for the fastest and smoothest check-in possible**. For this summer we added **15 new merit badges** for folks clamoring for more options.
- Quality Instruction: Master educators help develop a multi-tiered approach to ensuring merit badges are taught with fidelity. **Counselors are required to research and present** their merit badge content to their directors before camp. **Lesson plans** are created one-on-one with counselors. Counselors are visited by an **Instructional Coach** 2-3 times per summer, who will watch their instruction and give feedback.
- Focus on adult leaders: While many camps only offer adults the opportunity to "relax and drink coffee" we offer important training opportunities like **Introduction to Outdoor Leadership Skills (IOLS)**, and a new **climbing certification**. Every day we offer opportunities for adventure like a **scoutmaster shoot, fishing, COPE**, and more. We deliver snacks to the scoutmaster lounge. See "And For The Leaders..." starting on page 150 for more.
- Culture of Spirit, Acceptance, and Fun: The biggest thing that sets us apart though is our staff and camp culture. We sing, we cheer, we encourage, we accept, and we love. We love our job, we love our troops, and we love getting to make a difference. Ask anyone what sets us apart, and they will tell you: it's our amazing staff.

Thank you again for choosing to spend your week at camp with us. We honestly just can't wait...

Yours in Scouting,

Scott Delloso
Camp Director
sdelloso@tenmileriver.org

Nayib Altareb
Program Director
nayib.altareb@scouting.org





New for 2023!

15 New Merit Badges!

You spoke and we listened! A wider offering of merit badges is now available. We added a few and swapped some of our lowest attended offerings with exciting new choices.

New Merit Badges for 2023:

- Whitewater
- Entrepreneurship
- Exploration
- Archeology
- Oceanography
- Soil and Water Conservation
- Painting
- Pulp and Paper
- 3 new medical related badges (see below)
- 4 new two-day badges (see below)

Camp Keowa is run by educators and professional scouters. We believe strongly in quality instruction and adhering to all requirements exactly as written. We know that, based on our talented team and resources, we can proudly offer these exciting experiences with fidelity.

New Program Area – Medical Area

Scouts will now have the opportunity to gain real professional knowledge around medical related merit badges, taught by some of the most experienced and knowledgeable medical staff we have ever seen. Come participate in some realistic first aid and disaster scenarios, learn about wilderness first aid, and more!

Medical Area Merit Badge Offerings:

- Public Health
- Health Care Professions
- Search and Rescue
- First Aid (not new)

Two-Day Badges

There are so many other adventures and opportunities at Ten Mile River beyond merit badges. Some of these experiences require Scouts to miss their scheduled class in order to participate. All Scouts should get the chance to ride ATVs, raft down the Delaware River, earn horsemanship merit badge, or rappel down Indian Cliffs, and no one should feel pressure to earn a badge to prevent them from saying “yes” to adventure.

This model will give more flexibility to units to schedule troop activities and bookable programs while meeting the needs of their Scouts.





New for 2023!

Two-Day Merit Badge Offerings:

4:00-5:00 p.m., Monday and Tuesday only

- Disability Awareness
- American Heritage

4:00-5:00 p.m., Wednesday and Thursday only

- Scouting Heritage
- Collections

When a Scout signs up for one of these badges, they will not be able to take any other 4:00 p.m. merit badge, except for another two-day badge on the opposite days, so long as slots remain.

First Year Camper Program Renamed and Revitalized – Dan Beard Society

Our first year camper program has gotten a re-brand and face-lift. It will remain a half-day program. Scouts choosing to participate in Dan Beard Society will choose either the 9:00 a.m.-12:00 p.m. session or the 2:00-5:00 p.m. session, and take merit badges the opposite period. See “Dan Beard Society – First Year Camper Program” on page 146 for more information.





Check In and Arrival

Arrival

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

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

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

Troop Check-in Process

Site Guide

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

Campsite

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

Cars

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

Open Field Sports

Before or after your assigned medical recheck time, if at any point your Scouts are looking for something fun, our Field Sports area is open all day. Scouts can play basketball, kan jam, volleyball or gaga ball with new friends, take advantage of the obstacle course, or enjoy a game of Frisbee on the field.

Medical Recheck

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

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





Check In and Arrival

Scouts will be called to speak briefly with a health officer to go over their medical and take their temperature. 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.

Swim Tests

After dining hall orientation, some of your unit will proceed to take their swim tests. **Important Note:** Only Scouts who are taking waterfront merit badges or those who plan on participating in waterfront activities (like free swim) need to be swim tested. If you or your Scouts are not planning on using the waterfront, there is **no need** for them to go there for a swim test. We also encourage all units to swim test before camp if possible; see "Swim Test your Unit Before Camp" on page 144.

Financial Check-in

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

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

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

Now to meet back up with the rest of your unit! (You think to yourself, that was pretty easy!)

How to Achieve Fast Track Status for Check-in



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

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

Update Information

More information to be entered

Update Information

All set – all information has been entered





Check In and Arrival

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. See "Bookable Programs" on page 145 for more information.

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

Sunday Night Marshmallows with Camp Staff

After dinner, some members of our camp staff will come to your campsite to get to know your Scouts, have a good time, and give you more time to get your site up and running. The opening campfire will occur on Monday evening, giving your unit time to get to know the staff better and give you more time on Sunday to properly set up.

Pre-Camp Planning

Swim Test your Unit Before Camp

Keowa 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 swim test upon arrival at camp, thus expediting your check in process greatly!

Find 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](#). The document was updated in March 2022; the prior version, dated March 2009, is no longer accepted at TMR.

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

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

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

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

Merit Badges Additional Resources Needed

While the kits listed below will be available for purchase at camp, we encourage units to pre-order. The pre-ordered kits will be in the trading post with your Scouts' names on them – ready and waiting to be picked up!





Check In and Arrival

Additionally, if you activated the Parent Portal on our online registration system, you may allow parents to pay for their child’s kits directly.

To pre-order kits: In your registration, select a Scout by clicking the “Update Information” button below their name, and the “GNYC Trading Post” will be available, where you can add the kits they need.

Merit Badge	Note
Basketry	\$21-\$23 cost for required kits
Leatherwork	\$6-\$12 cost for required kits
Wood Carving	\$6 cost for required kits
Space Exploration	\$13 cost for required kit
Fishing	Please bring your fishing pole if you have one!
Prices are subject to change	

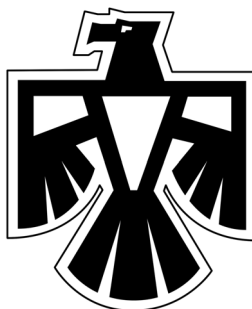
Campsite Layouts

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

Bookable Programs

Camp Keowa and Ten Mile River offer a number of additional opportunities that units can book such as ATVs, rafting down the Delaware River, horse riding and Horsemanship merit badge, rappel down Indian Cliffs, troop shoots, and more. For all the options, see “Bookable Programs” on page 145 or visit the website below.

To book up to three spots prior to camp, head over to <https://tenmileriver.org/keowabookables>.





Program Highlights

Honor Troop

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

- Participation (2 points) & Victory (5 points) in Programs
 - Camp-wide Game
 - Critter Hunt
 - Scoutmaster Shotgun Shootout
 - Signature Hunt
 - Troop Cook-off
- Participation in Additional Programs (3 points)
 - Scoutmaster Merit Badge
 - Mile Swim
 - Polar Bear Swim
- Campwide Spirit (up to 5 points)
 - Participation with themed “Spirit Days,” such as Keowa Shirt Day, Crazy Hat Day, etc.
 - Creative Troop Reports
 - Performing a skit or song at the closing campfire (3 points)
- Camp Services (5 points)
 - Participation in Volunteer Service Projects
 - Participation in OA Day
 - Significant campsite improvement

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!

Dan Beard Society – First Year Camper Program

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

Dan Beard instruction will include:

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





Specialty Camps

Week 1	Scuba Camp	Eagle Camp (all weeks)
Week 2	Mechanic Camp	
Week 3	Scuba Camp	
Week 4	Theater Camp	
Week 5	Wilderness Survival Experience	

Camp Keowa Specialty Camps offer additional opportunities that are unique to each week. Each specialty camp is led by a trained and specially-skilled individual, excited to share their expertise!

Where Do Scouts Stay?

Except for the *Wilderness Survival Experience*, where Scouts will stay in a remote location, Scouts who want to attend a specialty camp the same week their unit is in camp may stay with their unit.

Scouts who want to attend a specialty camp for a second week without their troop will stay with the [Ramapos Adventure Troop](#), Keowa’s own troop for provisional Scouts.

Discount: Scouts who attend a second week for a Specialty Camp will receive a **\$150 discount!** (Does not apply to Scuba Camp).

Can They Do Anything Else?

Specialty Camps are either **fully immersive** or **selection based**.

Fully immersive camps are full-day programs and will fill all of a Scout’s time. Scuba Camp and the Wilderness Survival Experience are fully immersive.

Selection based camps allow participants to choose from additional “unlocked” merit badges not available to traditional campers. Eagle Camp, Mechanic Camp, and Theater Camp are selection based. Scouts may choose some or all of the badges offered. They may also take traditional camp badges as well.

Eagle Camp

Our Trail to Eagle program area 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, an “After Eagle” seminar, and an Eagle Project workshop that includes in-depth discussions on all aspects of Eagle service projects. Badges offered are:

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

(All merit badge prerequisites can be found in the table starting on page 105.)





Specialty Camps

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

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

Scuba Camp

Both Scouts and adult leaders may enroll in Scuba Camp. Participants will earn an **Open Water Dive Certification** from Scuba Schools International. This certification enables participants to take the skills they learned at camp out into the open world! Additionally, Scouts who complete the week will also earn **Scuba Merit Badge**. The cost of this camp includes your very own mask, snorkel, and deep-water fins that are yours to keep.

Participants will start the week in the pool at Camp Aquehonga and later dive deep into Crystal Lake to explore the water's unknown depths.

Wilderness Survival Experience

This life-changing opportunity will be challenging. It is not for the faint of heart! The Wilderness Survival Experience will host a small number of older Scouts or Venturers (age 14-20) to live in a primitive site for the week. They will be taught by a wilderness survival expert how to:

- make fire by bow drill
- how to transport fire
- track animals and set traps and snares (no actual hunting!)
- find/create fresh water
- identify a local edible plants
- spear fishing and net casting
- other homesteading activities
- build incredible survival shelters and sleep in them
- camouflage to stay hidden in the woods (surviving can include helping yourself be found and keeping yourself hidden)

Scouts will hike out to their primitive site on Sunday evening, taking only what they can carry on their backs. They will return as skilled survival experts on Friday evening – the closing campfire lighting depends on their ability to make fire by bow drill.

While this week-long experience is not focused on merit badge instruction, Scouts will complete all the requirements for:

- Wilderness Survival merit badge





Specialty Camps

They will complete some of the requirements for:

- Whitewater merit badge
- Exploration merit badge

Mechanic Camp

Scouts who participate in Mechanic Camp will leave with useful skills, knowledge of trades, and some amazing tips and tricks from our masterful and talented instructor.

Badges offered:

- Automotive Maintenance
- Home Repairs
- Theater Camp

Scouts will be led by a talented actor (and former Keowa staff!) to explore the performing arts. They will create a short play and/or video, and unveil the big performance at the closing campfire or dining hall. Additional optional opportunities include voice and singing workshops, improv workshops, and creative writing opportunities.

Badges offered:

- Theater
- Music
- Moviemaking

Please refer to [Individual Camping Options: Specialty Camps on page 82](#) to learn how to register Scouts for specialty camps. More information (including full schedules) can be found at <https://tenmileriver.org/specialty-camps>.

TMR Trek

“Philmont of the Northeast”

While lots of places offer great trek programs, there just is not another property as beautiful, varied, and magical as the 12,600 acres that make up the Ten Mile River Scout Reservation and our famous Red Dot Trail. Traverse the many creeks, discover hidden valleys, and admire the mighty Delaware River and iconic Indian Cliffs as you make your way through our property.

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

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

For more information, see “TMR Trek” starting on page 159, or head to <https://tenmileriver.org/trek>.





Specialty Camps

Spirit Program

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

Order of the Arrow

The Order of the Arrow is Scouting's National Honor Society. Two of its main goals are to promote camping and to provide service to our council's camps. Thursday is OA day. Brothers in camp are encouraged to wear their sashes to program and to the ice cream social. At 1:00 p.m., all are invited to meet at the flagpoles to participate in an OA Day service project.

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

And For The Leaders...

We strive to continue to offer excellent programs to our fantastic adults as well as our youth.

Adult Daily Activities

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

Introduction to Outdoor Leader Skills (IOLS)

It is our pleasure to continue to offer Introduction to Outdoor Leadership Skills to new adult leaders. IOLS is a required training course for all adult leaders in Scouts BSA troops to be considered fully trained. Why take off another two weekends when you can earn it during your stay at camp? Offered Monday–Friday at 2:00 p.m. in the Scout Skills program area. Must attend all five sessions for completion. Adult leaders **must register** for IOLS on the **online registration system**. This will be used for training completion reporting both for our in-council and out-of-council units.

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.





Specialty Camps

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 air-conditioned lounge has its own bathroom, 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.

Adult Leader vs. Staff Softball Game

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

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

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

Troop Cook-off – Friday during Siesta

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

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

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

Scoutmaster Merit Badge

Updated requirements for 2023 and a **new** patch for those who have been with us before! To see the requirements, as well as more information about the above, check out: <https://tenmileriver.org/adult-leader-programs>.

Leaders Meetings

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

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





Specialty Camps

Religious Services

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

Camp-Wide BBQ

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

Ten Mile River Merit Badge Advancement Records

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

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

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

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

- Navigate to your registration via the link in your email or tenmileriver.org > Summer Camp > (Hover Over Keowa) > Keowa Reservations.
- Log in under "My Account," or, if you don't have an account, "Lookup" and provide the registration number and registration contact's email address.
- Once in your registration, there are three tabs: Participants, Payment, and Report. You will click on "Reports".
- All Reports are here. The one that will provide "requirements completed" information is "Blue Cards – Plain Paper".
- 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 (Pirate Day)	Wednesday (Pajama Breakfast)	Thursday (O.A. Day) (Crazy Hat Day)	Friday (Troop Pride Day)	Saturday
6:30			Polar Bear Swim		Polar Bear Swim (by appointment only)		
7:45		Camp-Wide Assembly and Flags at Dining Hall					7:30-8:30 Continental Breakfast
8:00-8:30		Breakfast					
8:45-9:00		Adult Leaders Meeting					
9:00-9:50		Merit Badge Program					Clean up campsite. Turn in campsite inventory and evaluation
10:00-10:50		11:00 a.m. Adult Leader Program					
11:00-11:50	Check-in Begins Check in at office. Medical recheck and swim tests. Set up campsite.	Lunch					
12:15-1:00		SPL Meeting	Catholic Mass	SPL Meeting Adult Leader vs. Staff Softball Game	SPL Meeting OA Service Project	Troop Cookoff	
1:00-2:00 (Siesta)		Merit Badge Program			Merit Badge Program Mile Swim	Merit Badge Program	See You Next Year!
2:00-2:50					5:00 p.m. Interfaith Service		
3:00-3:50							
4:00-4:50							
5:45	Camp-Wide Assembly and Flags at Dining Hall					Campwide Assembly (5:15 pm) Camp BBQ	
6:00	Dinner						
7:00-8:00	Adult Leader Meeting Marshmallows with Camp Staff	Opening Campfire	Spirit Program Mile Swim Qualifications Adult Leader Shotgun Shootoff	Spirit Program Mile Swim Qualifications Wilderness Survival Overnighter	Spirit Program	Closing Campfire	
8:15-10:00			Campwide Game	Astronomy Star Party	O.A. Ice Cream Social (all are invited)		
10:00	Taps			Taps			





Program Schedule



	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
Aquatics	BSA Lifeguard			Water Sports MB	Water Sports MB	Instructional Swim
	Swimming MB	Swimming MB	Swimming MB	Swimming MB	Small Boat Sailing MB	
	Lifesaving MB		Kayaking MB	Canoeing MB		Tubing
	Water Sports MB	Water Sports MB	Motorboating & Rowing MBs	Kayaking MB		Instructional Swim
	Motorboating & Rowing MBs	Small Boat Sailing MB			Open Swim and Boat	
Scout Skills	Wilderness Survival MB	Orienteering MB		Wilderness Survival MB	Camping MB	Camping MB
	Geocaching MB	Camping MB	Exploration MB	Pioneering MB		Signs, Signals & Codes MB
	Signs, Signals & Codes MB			Introduction to Outdoor Leader Skills (adult program)	Geocaching MB	
First Year Camper	Dan Beard Society (Morning session)			Dan Beard Society (Afternoon session)		
Ecology	Soil and Water Conservation MB	Environmental Science MB	Environmental Science MB	Environmental Science MB	Archeology MB	Weather MB
	Nature MB	Space Exploration MB	Forestry MB	Reptile & Amphibian Study MB	Space Exploration MB	Oceanography MB
	Geology MB	Astronomy MB				
Field Sports	Fishing MB	Sports MB	Personal Fitness MB	Personal Fitness MB	Personal Fitness MB	Fishing MB
Trading Post		Salesmanship MB			Entrepreneurship MB	
Archery Range	Archery MB			Archery MB		
Rifle Range	Rifle Shooting MB			Rifle Shooting MB		
Shotgun Range	Shotgun Shooting MB			Shotgun Shooting MB		
COPE		Adult Leader Training	Open Climb/Zip	Climbing MB		
Handicrafts	Pulp and Paper MB	Painting MB	Art MB	Basketry MB	Art MB	Basketry MB
	Basketry MB	Leatherwork MB	Leatherwork MB	Wood Carving MB	Leatherwork MB	Indian Lore MB
Gottcom	Communication MB	Animation MB	Journalism MB	Photography MB	Game Design MB	Communication MB
	Game Design MB	Chess MB	Digital Technology MB	Communications MB	Public Speaking MB	Chess MB
Medical	Public Health MB	Health Care Professions MB	Search and Rescue MB	First Aid MB		
Two-Day Badges						Mon. & Tues. only: Disability Awareness & American Heritage MBs Weds. & Thurs. only: Scouting Heritage & Collections MBs
Trail to Eagle (Specialty Camp only)	Citizenship in the Nation MB	Personal Management MB	Citizenship in the World MB	Citizenship in the World MB	Personal Management MB	Citizenship in the Nation MB
	Emergency Preparedness MB			Family Life MB	Cit. in the Community MB	





Bookable Programs – Camp Keowa 2023

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

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

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





Booked Programs for Troops – In Keowa



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





Booked Programs for Troops – Outside Keowa

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

Program Area	Description	Location	Day	Times	Length	Max #	Requirements	Cost
Indian Cliffs	Our 50' natural rock face offers incredible rappelling. Overlooking the Delaware River, it's an experience not to be missed!	Camp Kunatah	Monday-Friday	9:00 am-12:00 pm or 2:00-5:00 pm	3 hours	20 people	Must be at least 13 years old Must wear long pants Must provide transportation	N/A
River Trip	Provided by Lander's River Trips. Participants choose between canoes, kayaks, and rafts. More info: https://landersrivertrips.com	Delaware River (Transportation is provided by Lander's)	Monday-Friday	9:00 am-5:00 pm	8 hours		Must be a BSA swimmer Complete a Lander's Liability Waiver for each participant <i>Units are suggested to provide a lifeguard with certification</i>	\$34 per person
Horseman-ship Merit Badge	Provided by Rolling Stone Ranch. Spend the day learning to ride and care for a horse, and earn Horsemanship Merit Badge!	282 West Shore Road, Bethel, NY 12720	Monday-Friday	9:00 am-5:00 pm	8 hours		Must provide transportation; you must book yourself via www.rollingstoneranch.com/boy-scouts--girl-scouts Completed Rolling Stone Ranch Waiver for each participant	\$55 (per person – subject to change)
ATV Trail Riding	Participants will learn the safety and handling of an ATV on our practice course. They will then go trail riding in the TMR back country.	ATV Outpost	Monday-Friday	9:00 am-12:00 pm or 2:00-5:00 pm	3 hours	6 people	Transportation possible but not necessary (walkable distance) Must be at least 15 years old and wear long pants Must have ATV Safety e-course certificate emailed to us before the start of your session	\$30 (per person)
Museum	There is lots to do and see at the TMR Museum. Plan a visit as a lunch or dinner BBQ and attend without missing merit badge classes!	TMR Headquarters	Monday-Friday	12:00 pm or 6:00 pm	~2 hours			N/A





TMR Trek





Dear Adventurer,

Ten Mile River Scout Reservation invites you to step into the backcountry and challenge yourself mentally and physically while discovering nature's wonders. With two Trek types, our programs suit any unit's crave for adventure. Whether your unit is preparing for Philmont or wants an adventure with a little less walking, we have a trek for you!

This Trek program will offer your unit one of the most invigorating and memorable experiences in scouting. With a great sense of adventure, tradition, and history, our program is specifically designed for older youth in mind. Many units send a handful of older Scouts on a Trek while the rest of your unit stays in camp.

Check out why everyone is talking about the TMR Trek and why many units schedule a trek every summer for their older scouts. There's really no place like Ten Mile River Scout Camps. Let us know if you have any questions, and hope to see you on the Red Dot Trail this summer!

Yours in Scouting,

Handwritten signature of Scott Delloso in black ink.

Scott Delloso
Camp Director
sdelloso@tenmileriver.org

Handwritten signature of Aidan Kearns in black ink.

Aidan Kearns
Trek Director





Ten Mile River Trek

Adult Supervision

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

# of Youth	# of Free Leaders	# of Youth	# of Free Leaders	# of Youth	# of Free Leaders	# of Youth	# of Free Leaders
5 - 9	2	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	

Provisional/Without Adults: If you have Scouts that want to come provisionally, or if your unit cannot provide enough adult leadership to cover both your Scouts at camp in addition to the trek group, we can provide the staff and leadership for you. Provisional Trek Youth cost is \$20 higher than a Trek Youth coming with adult leadership.





Trek Types Comparison

Units can choose between the *50 Miler Trek* (hiking intensive) or the *High Adventure Trek* (activity intensive). Both Treks will:

- Leave your base camp with our experienced Trek guides on Monday morning and return on Thursday evening.
- Conclude with a Delaware River whitewater experience on Friday.
- Visit the TMR Museum and earn the [TMR Historic Trails Medal](#).

Trek Types (choose one):

	50 Miler Trek	High Adventure Trek
Gear	Scouts will be required to have internal or external frame packs and carry tents/hammocks, sleeping gear, cooking gear, and other essentials.	Scouts should bring a backpack that includes their sleeping bag and other personal items.
Food Service	Scouts will cook the majority of their meals on the trails with their own gear.	At Keowa, Scouts will eat in the dining hall. In Aquehonga, Scouts will do patrol cooking with all food/gear provided. One or two meals will be on the trail during the Indian Cliffs overnighiter.
Sleeping	Scouts will carry and pitch their own tents or hammocks.	Scouts will stay in primitive lean-to sites or camp provided tents.
Hiking	<ul style="list-style-type: none"> • Monday 7 miles • Tuesday 7 miles • Wednesday 9 miles • Thursday 6 miles on foot; 7 miles on mountain bike • Friday 4 miles (plus 10 miles on the Delaware River) 	<ul style="list-style-type: none"> • Monday 3 miles • Tuesday 6 miles • Wednesday 5 miles • Thursday 4 miles • Friday 2 miles (plus 10 miles on the Delaware River)
Awards	Scouts will earn the 50 Miler BSA Award and the TMR Historical Trails medal.	Scouts will earn the TMR Historical Trails medal.
Friday Excursion	Delaware River whitewater trip (canoe, kayak, or raft). May be substituted with horseback riding and Horsemanship Merit Badge at Rolling Stone Ranch (additional cost).	





Trek Types Comparison

Trek Types (choose one):

	50 Miler Trek	High Adventure Trek
Activities	<ul style="list-style-type: none"> Natural rock-face rappelling at Indian Cliffs ATV riding Cowboy Action Shotgun Shooting Pool and water-slide Mountain biking 	<ul style="list-style-type: none"> Natural rock-face rappelling at Indian Cliffs ATV Riding Cowboy Action Shotgun Shooting Pool and water-slide Mountain biking Kayak trip to Mud Pond Target paint-ball shooting War Canoe Low COPE team building Climbing and zip-line Mountain boarding Waterskiing or tubing

More Information

Registration Information

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

If you already have started a registration for camp, to register Scouts and adults for a trek, make sure to choose the correct registration type, as shown at right:

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

Promotional Materials

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

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

The screenshot shows a registration form titled "Add Participant(s)". It has columns for "Registrant Type", "Max Allowed", "Number Left", "Quantity Needed", and "Waitlist Needed". The "Registrant Type" column lists several options: Scouts BSA Youth, Eagle Camp Youth, Trek Youth, Scouts BSA Adult, Trek Adult, Half-Week Adult, SCUBA Youth, and SCUBA Adult. The "Trek Youth" and "Trek Adult" options are circled in red. A dropdown menu is open for the "Trek Adult" row, showing a list of numbers from 0 to 19. The number 5 is selected in the dropdown. At the bottom of the form, there are three lines of small text: "Scouts BSA Youth early discount ends Fri 03-31-2023 11:59 P", "Eagle Camp Youth early discount ends Fri 03-31-2023 11:59 P", and "Trek Youth early discount ends Fri 03-31-2023 11:59 P".





Trek Packing List

Personal Gear

Gear each person on the trek will need

Pack Equipment

- Internal or external frame pack
- Straps to attach sleeping bag to pack (ratchet straps, bungee cords, or rope), unless it fits in your pack
- 3-5 Liters of water (2-3 Nalgene bottles/Camelback)
– If you think you have enough water, add another bottle

Clothes

- Fully Broken in hiking boots (preferably with ankle support)
- 3 pairs shorts (or as many as the person would like; remember, each pair adds weight)
- 4 T-shirts (moisture wicking preferred but not necessary)
- 1 pair sneakers, Crocs or other light comfortable shoes for boating activities and to relax in
- 1 bathing suit and towel (Backpacking towel/micro-fiber half towel)
- Socks (5 pairs hiking, 5 pairs athletic) Comfortable and worn in; **Not new**
- Underwear (6-7 pairs) Comfortable and worn in; **Not new**
- Long Pants (1 pair: sweatpants, worn scout pants or well worn-in jeans)
- Cool Night Gear (Long Johns or sweatshirt and sweatpants)
- Poncho or Rain Suit
- Good belt with small buckle (not required but may offer extra comfort)
- Some sort of broad-brimmed comfortable hat

Sleeping and Site Gear

- Mess gear (utensils, plate, bowl and metal cup) – 50 Miler only
- Hammock with rain fly or lightweight tent (1 per 2 people); If you have never used the hammock or tent before, set it up and spend a night in it before your trek – 50 Miler only
- Sleep System you're familiar and comfortable with: sleeping bag/backpacking bag/mat and blanket *(If you purchase a new sleep system, set it up and use it for a night before your trek)
- Flashlight with new batteries (headlamps are best)
- Toiletries

Other Gear

- Personal first aid kit (containing, but not limited to: Moleskin, Band Aids, Vaseline, Ace bandage, disposable gloves, sunscreen, bug spray)
- Good sharp knife (not just a multi-tool)
- Fire starter (matches/lighter/flint/magnesium)
- Rope (550 cord)
- Compass
- 1 stove for every 1-4 people – 50 Miler only
- Pots for boiling water, 1 pot per stove – 50 Miler only

Optional Gear

- Tarp for covering pack
- Smartphone for GPS location via free [Avenza app](#)
- Bluetooth speaker
- Battery pack or solar charger





Day Hikes

Available for Camp Aquehonga



Day Hikes – Available Mon.-Thurs. at 2:00 pm.

Overnight Adventures – Available Mon.-Thurs.
Leave at 7:00 pm and return before breakfast.

Black Ash Swamp Trail

This 4.6 mile out-and-back hike highlights the AQ Nature trail, passes the mysterious Black Ash Swamp, and takes hikers down the Black Ash Swamp Trail.

Renowip

This 2.3 mile hike starts from the AQ Nature Trail and goes through the Red Dot, Schiff Trail, and ends in the elusive Renowip campsite. Stay overnight and return the 2.3 miles in the morning.

Turnpike Pond

This 5.5 mile out and back hike takes the Red Dot Trail down to the picturesque Turnpike Pond.

Trout Pond

This 2.5 mile hike out to Trout Pond takes hikers through a portion of the Red Dot Trail. Hikers will end at the lean-to site at Trout Pond where the wildly pretty Beaver Brook flows into the pond. Stay overnight and return the 2.5 miles in the morning.

Laurel Labyrinth

This 4 mile loop traverses some of the most varied terrain on the property. The hike climbs in and out of the valleys created by Kelsey, Hamilton and Santoro creeks before traversing the "Laurel Labyrinth", a large stand of mountain laurel intertwined with both the trail and the remains of an old farming field.

Available for Camp Keowa



Day Hikes – Available Mon.-Thurs. at 2:00 pm

Overnight Adventures – Available Mon.-Thurs.
Leave at 7:00 pm and return before breakfast

Trout Pond

This 5 mile loop offers unbeatable views and some of the most varied terrain and trees TMR has to offer. Highlights include Eagle Rock, Trout Pond (and the wildly pretty Beaver Brook that flows into the pond), the Kernochan Waterfront and the Tower of Friendship.

Lakeside Lean-tos and the Tower of Friendship

Hike 3 miles around the lake passing Eagle Rock, beaver dams and more to the lean-to site. Stay overnight and return a mere 0.5 mile to camp in the morning.

Frontier Village

This 3 mile out-and-bike hike to the Frontier Village lean-to site includes highlights such as the Nianque Trail Lookout, Smith Mill Brook and Smith Mill Swamp.

Trout Pond and Ranachqua Lookout

This 4 mile hike (3 to lookout, then 1 back to Trout Pond) offers the same highlights as above plus the lookout point. Stay overnight in lean-tos and hike the shorter side of the lake only 2 miles back to camp.





Day Hikes

Available for Camp Ranachqua



Day Hikes – Available Mon.-Thurs. at 2:00 pm

Beaver Pond

This 2 mile out-and-back adventure to the quiet and serene Beaver Pond is an excellent hike for those looking for a short and exciting excursion.

Frontier Village

This 6 mile loop is for those looking for a challenging and rewarding experience. Highlights include Beaver Pond, Smith Mill Brook, and of course Frontier Village.

Ranachqua Lookout

This 2.5 mile loop to the Ranachqua lookout offers the perfect combination of a bit of elevation and relatively low mileage to appeal to hikers of all abilities!

Overnight Adventures – Available Mon.-Thurs.
Leave at 7:00 pm and return before breakfast

Trout Pond

This 2.8 mile hike out to Trout Pond takes hikers through a portion of the Red Dot Trail. Highlights include a bit of elevation, but the reward of the Ranachqua Lookout view is worthwhile. Hikers will end at the lean-to site at Trout Pond where the wildly pretty Beaver Brook flows into the pond. Stay overnight and return the 2.8 miles in the morning.

Lakeside Lean-tos and the Tower of Friendship

This 3.5 mile hike to the Lakeside Lean-to site on Crystal Lake offers a lookout point on the Nianque Trail, sprawling views of Crystal Lake, and ends at the historic Tower of Friendship. Camp overnight in the lean-to site and return only 2 miles in the morning via the Schiff Trail.

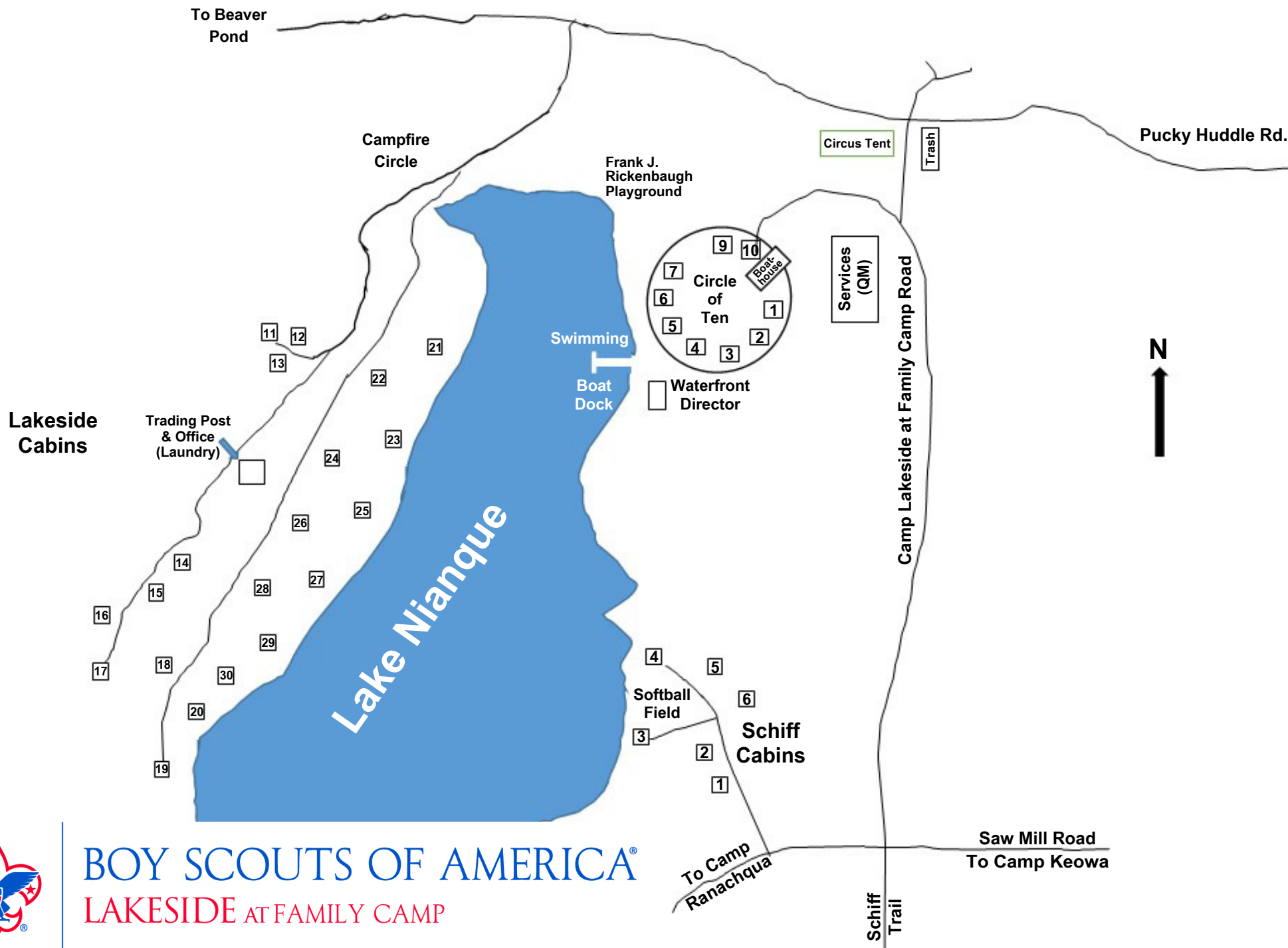




Lakeside at Family Camp



Not to Scale



BOY SCOUTS OF AMERICA®
LAKESIDE AT FAMILY CAMP



To all of our visiting families,

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

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

On page 176 you will find our typical list of scheduled activities. Throughout the week we will plan activities including fishing contests, hikes, field sports, mountain biking, boating, shooting sports and more! All activities at Camp Lakeside are voluntary and you are welcome to participate in any or all of our scheduled programs. Please note that the schedule in this guidebook is a sample of a typical week and is subject to change. Our Family Camp Program Director will provide an updated weekly schedule every Monday. So stay tuned for new and exciting opportunities for your family!

On pages 173 and 174 you will also find information about other resources available to you while you visit our camp, including our trading post, laundry facility and grounds. You can also learn more about our religious services available to you while you visit Camp Lakeside, including the chapels located throughout Ten Mile River Camps or other local houses of worship in the surrounding community.

Looking to explore the local area? On page 174 you can also read more about the local community, the towns near TMR and some of the local attractions. While you visit our facility make sure you also check out the Ten Mile River Scout Museum; it features collections from throughout the history of the Boy Scouts of America, Native American artifacts and mounted birds-of-prey.

Please also familiarize yourself with policies and procedures for our camp, listed on page 177. It is our ultimate objective to ensure your family has a safe and memorable experience and these rules will help us ensure that you have an awesome visit with us this Summer. Of course, if you have any questions please swing by our camp offices or call our office at 212-651-3073.

Yours in Scouting,


Joshua Nally
Director, Camp Lakeside at Family Camp
jnally@tenmileriver.org


Zachary Swierat
Outdoor Program Director
Zachary.Swierat@scouting.org





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/wp-content/uploads/2022/12/TMR-Medical-Form.pdf.

Reservations for 2024 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 12:00 p.m. on Sunday. (Earlier check-in is possible if your cabin is ready for you and you have notified the camp office of your early arrival plans).

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





Camp Information

Telephones

- Ten Mile River Headquarters 845-252-2000
- Camp Lakeside at Family Camp 845-252-2050

If you have a family member staying at one of the other TMR camps, a staff member can call that camp from the Camp Lakeside at Family Camp office phone.

Mail and Phone Messages

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

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, campfires and water Olympics. Daily programs include instructional and recreational swimming, boating and mountain biking. There are also scheduled nature walks, canoe trips on the Delaware River, rappelling at Indian Cliffs and rifle and skeet shooting. In the evening, we offer programs such as Bingo, arts and crafts, and a waterfront bonfire. Families can participate in any or all of our program activities.

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 38](#) 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. Here is an example from last year:

Sunday

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

Monday

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

Tuesday

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

Wednesday

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

Thursday

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

Friday

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

Saturday

- 12:00 pm Check out





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 18](#). 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.





Index

A

Ability Ratings, Swimming	85
About Our Program	
Camp Lakeside at Family Camp	174
Family Camp	174
About Ten Mile River	3
Abuse, Physical	20
Abusive Language	20
Accountability, Youth	11
Activities	69
Advancement	70
Camp-wide, Aquehonga	118
Informal	69
Adult Leader	
Softball, Keowa	151
Adult Leader Fees	6
Advancement	
Activities	70
Classes	90
Information	88-108
Records	90
Schedule, Aquehonga	121
Special Requirements	90
Summary	31
Age and Skill Requirements	85
Alcoholic Beverages	19
Allergies	13
Americans with Disabilities Act	12
Amusement Area	38
Annual Health and Medical Record	14
Aquatics	86
Aquehonga	124
Merit Badges	104
Rules	49
Aquehonga	111-135
Advancement Schedule	121
Aquatics	124
Camp-wide Activities	118
Check-Out Procedures	134
Conservation	130
Cracker Barrel	119
Eagle Scout Cracker Barrel	114
Ecology	130
Evening Activities, Camp-Wide	118
Field Sports	128
First Day of Camp	115

Flag Raising, Camp-wide	118
Handicraft	130
Having a Blast	114
Honor Unit Award	133
Ice Cream Social	119
Leaders' Meeting	119
Mountain Biking	129
Order of the Arrow	119
Program Areas	124-130
Program Highlights	117
Program Schedule	121
Quartermaster Area	135
Scoutcraft	126
Scouter Training Opportunities	119
Services Hours	135
Still Having a Blast	114
Trail to Eagle Camp	114
Typical Day at Camp, A	132
Unit Preparation Website	114
Website, Unit Preparation	114
Week in Review	119
Arrival, Keowa	142
Arriving at Camp	27
Assistance, Financial	9-10
ATV Program	81

B

B.S.A. Lifeguard	80
Bank	38
Bat Safety	63
Beach Lake	38
Bear	
Safety	57
Visits	60
Beaver Pond Day Hike	168
Before You Come to Camp	27
Best Management Practices, Wildlife	59
Beverages, Alcoholic	19
Bills, Camp	23
Black Ash Swamp Trail Day Hike	167
Black Bear	57
Boating Regulations	49
Brothers at Camp	12
Buddy System	
Swimming	49
Traveling Around Camp	18
Buddy Tags	29, 49



Index

C

Camp	
Arrival	27
Bills	23
Cleanliness	39
Commissioner	10
Dates of Operation	5
Equipment	22
Fees	6
Items to Bring	32
Leadership Policy	11
Office	23
Program Areas	70
Promotion	34
Roads	18
Services	23-26
Staff	10
Camp Aquehonga	111-135
Camp Keowa	137-157
Camp Lakeside at Family Camp	159, 169-177
A Typical Week	176
About Our Program	174
Check-In/Check-Out Procedures	172
Deposits	172
First Aid	177
Laundry Facility	174
Mail and Phone Messages	173
Refund Policy	173
Religious Services	174
Rules	177
Special Leader Rate	5
Supervision	177
Surrounding Community	174
Telephones	173
Trading Post	174
What to Bring Checklist	175
Camp Safety	9
Camperships	9-10, 28
Campfires	19, 54
Camping Skills, Basic	92
Campsite	29
Flag Ceremonies	22
Raiding	18
Under-capacity	29
Camp-Wide Events	87
Canoe Outpost	72
Capacity, Site	29
Carousel Park	38
Chaplains	109
Chartered Institution	11
Check In and Arrival	
Keowa	142
Check-In Procedures	27-30
Camp Lakeside at Family Camp	172
Family Camp	172
Checklist	
Pre-Camp	34
Scout	32
Troop Equipment	33
What to Bring	
Camp Lakeside at Family Camp	175
Family Camp	175
Check-Out	
Procedures	31
Aquehonga	134
Camp Lakeside at Family Camp	172
Family Camp	172
Checks, Returned	7
Child Abuse	21
Cleaning Supplies	26
Cleanliness	39
Clothing, Wet	22
Commissioner, Camp	10
Conduct, Meal Time	19
Conservation Area, Aquehonga	130
Cooking Skills, Basic	94
COPE	72
Aquehonga	128
Corporal Punishment	21
COVID-19	9
CPR	52, 81
Cracker Barrel, Aquehonga	119
Cursing	20
D	
Danger Points	47
Dates of Operation, Camp	5
Dates, Camp	5
Day Hike	
Beaver Pond	168
Black Ash Swamp Trail	167
Frontier Village	167-168
Laurel Labyrinth	167
Ranachqua Lookout	168



Index

Trout Pond	167	Rules	177
Turnpike Pond	167	Special Leader Rate	5
Delaware		Supervision	177
Community	38	Surrounding Community	174
River Recreation Area	38	Telephones	173
Deposits		Trading Post	174
Camp Lakeside at Family Camp	172	What to Bring Checklist	175
Family Camp	172	Fees	
Individual	6	Adult Leader	6
Dining Hall	30	Camp	6
Safety	19	Fences	19
Directions to Camp	36	Field Sports	70, 86
Discipline Policy	21	Aquehonga	128
Drugs, Illegal	19	Fifty Mile Canoe Trek	82
Duty to God	109	Fifty Miler Award	72
E		Fighting	20
Eagle Camp	83	Financial Assistance	9-10
Eagle Scout Cracker Barrel, Aquehonga	114	Fire	
Ecology	71	Emergency	54
Aquehonga	130	Procedure	54
Emergency		Prevention	54
Contacts	13	Firearms, Personal	18
Fire	54	Fireguard Plan	54
Medical	47	Fireworks	19
Procedures	54	First Aid	
Fire	54	Camp Lakeside at Family Camp	177
Lost Person	55	Family Camp	177
Emotional Abuse	21	Situations	13, 54
Equipment	22	First Day of Camp, Aquehonga	115
Checklist, Troop	33	First Year Camper Program	88
Examination		Fishing Regulations	50
Medical	13	Flag Ceremonies	22
Physical	13	Fog	48
F		Food	
Family Camp	159, 169-177	Safety Rules, Wildlife	57
A Typical Week	176	Storage	59
About Our Program	174	Forest Fires	48
Check-In/Check-Out Procedures	172	Frontier Village Day Hike	167-168
Deposits	172	G	
First Aid	177	Gambling	19
Laundry Facility	174	Gasoline	36, 54
Mail and Phone Messages	173	General Information	1, 23-26
Refund Policy	173	Getting To Camp	35
Religious Services	174	Glass Bottles	20
		Goals of Camp Program	69
		Good Turn	40



Index

Greater Hudson Valley Council Unit Accounts 34
 Ground Fires 54
 Guests 23
 Guide, Staff, Check-In 27

H

Handicraft 70, 86
 Aquehonga 130
 Hardware Store 38
 Hazing 20
 Health 13
 Lodge 13
 Health and Medical Record, Annual 14
 High Adventure Trek 82
 High Temperature 48
 Hiking Skills, Basic 96
 History Talks, TMR Scout Museum 79
 History, Immunization 13
 Hold-A-Place, Unit 6
 Holiday Mountain Ski and Fun Park 38
 Honor Unit Award, Aquehonga 133
 Horseback Riding 81

I

Ice Cream Social, Aquehonga 119
 Immunization History 13
 Incident Reporting 43
 Indian Cliffs 74
 Individual
 Camping Opportunities 82
 Deposits 6
 Informal Activities 69
 Injuries 47
 Insect Repellents, Spray Type 22
 Insurance
 Health and Accident 23
 Vehicle 35
 Interior Roads 18
 Internet Access 25
 Inter-Troop Programs 18
 Items to Bring to Camp 32

K

Keep Camp Clean 39
 Keowa 137-157
 Adult Leader Softball 151
 Camp-Wide BBQ 152
 Leaders Meetings 151
 Order of the Arrow 150
 Program
 Planning Chart 153
 Spirit 150
 Program Highlights 146
 Religious Services 152
 Scoutmasters Lounge 151
 Spirit Program 150
 Kintecoying Lodge 119
 Knives 19

L

Lakeside Lean-tos and the Tower of
 Friendship Overnight Adventure . . . 167-168
 Language, Abusive 20
 Lanterns 54
 Lasers 18
 Laundromat 38
 Laundry Facility
 Camp Lakeside at Family Camp 174
 Family Camp 174
 Laurel Labyrinth Day Hike 167
 Law Enforcement Officers 18
 Laws, Bear Feeding 58, 60
 Leader Fees, Adult 6
 Leaders' Meeting, Aquehonga 119
 Leadership Policy, Camp 11
 Leadership Training and Responsibilities 11
 Leave No Trace 127
 Leaving Camp 18
 Early 18
 Lifejackets 49
 Lightning 48
 Safety 52
 Liquid Gas 54
 Litter 20
 Lost and Found 26
 Lost Person Emergency Procedure 55
 Lounge, Scoutmasters 20, 23
 Keowa 151



Index

M

Mail & Phone Messages
 Camp Lakeside at Family Camp 173
 Family Camp 173
 Mandatory Training 11
 Meal Time Conduct 19
 Meals, Visitor and Guest 23
 Meal-time Conduct 19
 Measles 16
 Medical
 Emergency 47
 Examination 13
 Expiration 15
 Record, Annual Health and 14
 Medications 13
 Meningitis 15
 Vaccine 16
 Meningococcal Meningitis Vaccine 16
 Meningococcal Vaccination Resp. Form 16
 Merit Badge
 Difficulty Ratings 105
 Prerequisites 105
 Merit Badges 88
 Aquatics 104
 Cards 31
 Changes 89
 Ecology 104
 Nature 104
 Pamphlets 90
 Partial Completion 31
 Work 70
 Messages 24
 Minisink Ford 38
 Monticello 36, 38
 Mountain Biking
 Aquehonga 129
 Movie Theaters 38
 Museum, TMR Scout 74-79
 History Talks 79
 Store 78

N

Narrowsburg 38
 National Park Service 38

National Youth Leader Training Conf. 82
 Nature/Ecology 87
 Merit Badges 104
 Needs, Special 12
 Neglect 21
 New Scouts 88
 New York State Law
 Buddy System 18
 Communications Capabilities 11
 Feeding Bears 58, 60
 Fishing Regulations 50
 Gasoline Transport 54
 Leaving Camp Early 18, 31
 Rifle and Shotgun Use 18
 Sanitary Code 11
 No-show 8

O

O.A. Day 80
 Offerings, Program 5
 Office, Camp 23
 Open Flame 22
 Opening Campfire 30
 Operating Schedule 4
 Order of the Arrow 80
 Aquehonga 119
 O.A. Day 80
 Order of the Arrow, Keowa 150
 Orientation
 Tour 30
 Outpost Program Schedule 81
 Overnight Adventure
 Lakeside Lean-tos & Tower of Friendship
 167-168
 Renowip 167
 Trout Pond 167-168
 Trout Pond and Ranachqua Lookout 167

P

Pandemic Safety 9
 Parents' Night, Troop 34
 Parking 18
 Partials 90
 Patrol-Centered Activities 69



Index

Personal
 Checks 23
 Cleanliness 39
 Firearms 18
 Pets 19
 Pharmacy 38
 Phones 24
 Physical
 Abuse 21
 Examination 13
 Planning Your Advancement Program 88
 Policy
 Camp Leadership 11
 Refund 8
 Post Office 38
 Pre-Camp Checklist 34
 Prevention, Fire 54
 Procedure, Emergency
 Fire 54
 Lost Person 55
 Procedures, Check-In 27
 Program
 Activities 69
 Age and Skill Requirements 85
 Aquehonga Camp-Wide 118
 Areas 70
 Aquehonga 124-130
 Offerings 86-87
 ATVs 81
 Highlights
 Aquehonga 117
 Keowa 146
 Information 67
 Offerings 5
 Schedule
 Aquehonga 121
 Reservation Outpost 81
 Programs, Inter-Troop 18
 Propane 19, 22
 Provisional Camp 82
 Punishment 21



Quartermaster 22, 26, 31
 Area, Aquehonga 135

R

Rabies 20
 Raiding Campsites 18
 Rain 48
 Ranachqua Lookout Day Hike 168
 Rappelling 74
 Ratios, Adult Leaders 6
 Receipts 28
 Refund Policy 8, 23
 Camp Lakeside at Family Camp 173
 Family Camp 173
 Regulations
 Boating 49
 Fishing 50
 Religion in Camp 109
 Religious Services 109
 Camp Lakeside at Family Camp 174
 Family Camp 174
 Keowa 152
 Renowip Overnight Adventure 167
 Rental Vehicles 35
 Reporting, Incident 43
 Requirements, Age and Skill 85
 Reservation
 Outpost Program Schedule 81
 Wildlife Response Team 60
 Retreat Ceremony 30
 Returned Checks 7
 Riding, Horseback 81
 Rifles, Personal 18
 Roads
 Camp 18
 TMR 37
 Rock Climbing 74
 Rocks 20
 Roebling Bridge 38
 Role of the Scoutmaster 11
 Roster
 Troop 27
 Roundtable, Scoutmasters' 30
 Rules 18-20
 Camp Lakeside at Family Camp 177
 Family Camp 177



Index

S

Safety	
Bats	63
Bears	57
Camp	9
Lightning	52
Sales and Solicitations	20
Sanitary Code, New York State	11
Saturday Night	31
Schedule	
Reservation Outpost Program	81
Scout	
Checklist	32
Skills	70, 87
Scoutcraft, Aquehonga	126
Scouter Training Opportunities	119
Scoutmaster	
Role of the	11
Scoutmasters'	
Lounge	20, 23
Roundtable	30
Scouts with Special Needs	12
Seat Belts	35
Services	
Camp	23-26
Hours, Aquehonga	135
Severe Weather	48
Sexual Abuse	21
Shooting Sports	86
Shopping Plazas	38
Shotguns, Personal	18
Siblings at Camp	12
Sight and Sound	18
Sign In and Out	18
Sisters at Camp	12
Site, Under-capacity	29
Skill Requirements	85
Smog	48
Smoking	19, 54
Solicitation	20
Special	
Leader Rate	
Camp Lakeside at Family Camp	5
Family Camp	5
Needs, Scouts with	12

Staff

Assistance	10
Camp	10
Guide	29-31
Check-In	27
Stayover Units	29
Storage, Food	59
Store, TMR Scout Museum	78
Student of My Faith	109
Supermarket	38
Supervision	11
Camp Lakeside at Family Camp	177
Family Camp	177
Youth	11
Supervision Opportunities	10
Supplies, Cleaning	26
Surrounding Community	
Camp Lakeside at Family Camp	174
Family Camp	174
Swimming	20
Ability Ratings	85
Instruction	102
Test	29

T

T.J. Bardong/Alliance Tower at Keowa	74
Talks, History, TMR Scout Museum	79
Taps	19
Telephones	24
Camp Lakeside at Family Camp	173
Family Camp	173
Ten Mile River Scout Museum	74-79
History Talks	79
Store	78
Tents	22
Thunderstorms	52
TMR Trek	72
Award	72
Tower	
Keowa	74
Trading Posts	26
Camp Lakeside at Family Camp	174
Family Camp	174
Training	
Mandatory	11
Opportunities, Scouter	119
Wildlife Information	60



Index

Trash Removal	59	Hold-A-Place	6
Travel Directions	36	Pre-Medical Recheck Checklist	14
Travelers Checks	23	Preparation Website, Aquehonga	114
Trees	20		
Trek		V	
50 Mile Canoe	82	Vaccine, Meningococcal Meningitis	16
High Adventure	82	Vehicle Insurance	35
TMR	72	Visitors	23
Troop		Visits, Bear	60
Banker	22		
Bus	35	W	
Equipment Checklist	33	We Strongly Advise	22
Fireguard Plan	40, 54	Weather, Severe	48
Projects, Supplies for	33	Website, Aquehonga Unit Preparation	114
Roster	27	Welcome to Ten Mile River	3
Troop's Parents' Night	34	Wet Clothing	22
Troop-Centered Activities	69	What's New & Exciting, Aquehonga	114
Trout Pond and Ranachqua Lookout		Wildlife	20
Overnight Adventure	167	Best Management Practices	59
Trout Pond Day Hike	167	Food Safety Rules	57
Trout Pond Overnight Adventure	167-168	Information Training	60
Trucks	35	Response Team, Reservation	60
Turnpike Pond Day Hike	167	Wind	48
Typical			
Day at Camp Aquehonga, A	132	Y	
Week at Camp Lakeside at Family Camp	176	Youth	
Week at Family Camp	176	Accountability	11
		Protection	21
U		Training	21
Under-capacity Sites	29	Supervision	11
Uniforms	22		
Unit			
Accounts, Greater Hudson Valley Council	34		

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 they have been discriminated against in any U.S.D.A.-related facility should write to:

Secretary of Agriculture
Washington, DC 20250

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

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