

Scouting  **America**[™]
Mountaineer Area Council

 **Camp** 
Mountaineer
2025 Leaders Guide

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Summary of Changes

The following is a summary of notable changes to the Leader Guide for the 2025 resident camp season at Camp Mountaineer. Click the section title to view the full details on the specific page within this document. Names have also been updated in accordance with national changes: Boy Scouts of America → Scouting America. Shooting Sports → Range and Target Activities.

[Camp Fees](#) - this section has been updated for new 2025 prices and discounts.

[Outdoor Ethics](#) - updated to reflect Camp Mountaineer's Chainsaw use policy.

[What to Pack](#) - shoes are now required for all boating activities at the Waterfront.

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About Camp Mountaineer

Located in the rolling mountains of West Virginia on over 1,000 acres of woods, Camp Mountaineer provides nearly unlimited opportunities for adventure and fun. Since opening in 1954, thousands of Scouts have enjoyed their summers here growing and learning.

As a nationally accredited summer camp owned and operated by the Mountaineer Area Council, BSA, Camp Mountaineer offers a familiar community environment with big opportunities! Thanks to the generous support of the Hazel Ruby McQuain Charitable Trust among other partners and donors, Camp Mountaineer offers many unique facilities from a 60-foot climbing and rappelling tower, to a top-level range and target activity complex, to a quarter mile zip line. With over 60 quality merit badge instruction sessions, a renowned first-year camper experience, and an abundance of extra program activities, summers at Camp Mountaineer are the perfect place for Scouts to have the time of their life.



Scouting has been a tradition at Camp Mountaineer since 1954

This guide is intended to help units familiarize themselves with many of the services, policies, and facilities at Camp Mountaineer. Units should also check out the accompanying [camp specific Program Guides](#) for program specific information related to Cub Scout and Scouts BSA Resident Camps.

Reservations

How to Register

Units can reserve a campsite during the week of their choice with a \$300 non-refundable deposit and by providing an estimated number of youth and adult attendees. Space is limited per week; reservations are taken on a first come basis. Start a reservation at <https://mountaineerscouting.org/>. A unit's reservation is not secured until the deposit has been received in full. Deposits are applied to a unit's final balance for camp.

All youth participants must meet proper age guidelines and be registered in the Boy Scouts of America to attend Camp Mountaineer. Units may not bring underage or unregistered youth to camp.



Cub Scout Resident Camp

Nightly Adult Registrations

Units with adults who are not planning to attend the entire week of camp should register them for only the nights in which they plan to be at camp. Units with a different adult registered for every cumulative night of camp will still be billed the adult week fee rather than separate nightly fees. For example, a Scouts BSA Troop with an adult (A.) registered on Sunday through Tuesday, another adult (B.) registered only on Wednesday, and a third adult (C.) registered on Thursday through Saturday, will be billed for only 1 adult week fee. If the same Scouts BSA Troop's second adult (B.) registers for Wednesday through Friday, and the other adults register for the same days, then the Troop will be billed for 1 adult week fee plus 2 adult nightly fees.

Choosing a Campsite

Information about campsites and their capacities can be found at campreservation.com/615/Camps/735. All campsites include a fire ring, pavilion, picnic tables, and 9' x 7' canvas wall tents on wooden platforms. Each tent sleeps two youths or adults.

Hammocks are allowed in campsites. Hammocks may not be stacked nor hung such that the lowest point is more than 3 feet off the ground. Some campsites offer adirondack shelters. Each shelter sleeps six individuals. Hammocks and tents are not permitted inside these shelters. In accordance with [Scouting's Barriers to Abuse](#), units wishing to use these shelters as a changing location must bring a temporary covering, such as two 12' tarps, to hang for sufficient privacy. While Camp Mountaineer staff attempt to honor each unit's campsite preference, it may be necessary to adjust a unit's campsite assignment prior to arriving at camp to ensure that every unit has an adequate number of tents and the best possible camping experience.

If a unit brings fewer Scouts than the campsite minimum, they may be asked to share that site, or to move to a smaller site. Similarly, if a unit exceeds the maximum size of a campsite, they may be moved to a site that better accommodates them. Camp Mountaineer staff reserves the right to adjust campsite assignments as necessary, and will ensure that any campsite changes are communicated prior to arrival.

Units may request to share a campsite with another specific unit by emailing summercamp@macbsa.org with their request. Both units must still submit a reservation, pay a deposit, and provide [two-deep leadership](#).



Sunrise at Mingo campsite

Camp Fees

Prices for both Cub Scout and Scouts BSA Resident Camps can be found online at <https://mountaineerscouting.org/>. Both camps follow the same payment deadlines.

*** Early-bird deadline is April 15, 2025**

Camp fees are all-inclusive; there are NO additional fees for any special programs or merit badges at Camp Mountaineer. There are NO additional fees for units from outside the Mountaineer Area Council.

Cub Scout Resident Camp

The prices for the 2025 Cub Scout Camp are:

Cub Resident Youth (early-bird discount)	\$260
Cub Resident Youth	\$310
Webelos Experience (early-bird discount)	\$340
Webelos Experience	\$390
Adult (nightly)	\$60
Adult (Cub Resident)	\$180
Adult (Webelos Experience)	\$235

Den Chiefs attending with a Pack qualify for the adult price. Den Chiefs must be registered in a Scouts BSA unit, at least 13 years old, and be at least First Class rank.

Scouts BSA Resident Camp

The prices for the 2025 Scouts BSA Resident Camp are:

Scout BSA Youth (early-bird discount)	\$450
Scout BSA Youth	\$510
Adult (week)	\$355
Adult (nightly)	\$100

Scouts attending more than one week of camp are eligible for a \$90 discount on each additional week after their first week in attendance.

Unit Leadership Credits

All units receive one free adult credit upon registering their first four youths. Units may earn an additional free adult credit with every ten youth registered. For example, a unit with 10 Scouts at camp will receive 2 free adult credits; a unit with 20 Scouts will receive 3 free adult credits, etc.

Camperships

Every Scout deserves the opportunity to attend summer camp. Scouts who may need some financial assistance are strongly encouraged to apply for the Mountaineer Area Council's Campership program.

*** Campership applications are due by March 15, 2025.**

Visit <https://mountaineerscouting.org/> for a copy of the campership application with more information on eligibility requirements and how to apply.

Cancelation and Refund Policies

Most camp fees are spent prior to a unit's arrival in preparing food, program supplies, and staff salaries. Units are responsible for ensuring that all fees, based on their reservation counts, are paid prior to arrival. Units may adjust their reservation's number of youth and adults for free until April 15, 2025. Afterwards, a cancelation fee will be charged:

- * April 16 - May 15: \$50 per canceled youth**
- * May 16 - May 31: \$75 per canceled youth**
- * After May 31: Full fee for canceled youth and adult**

To minimize the need for refunds, camp fees are transferable within a unit. Refunds may be considered based on extenuating circumstances. No refunds will be issued for Scouts who are dismissed early by Camp Mountaineer staff or unit leadership. More information about the Mountaineer Area Council refund policy and applications are available at <https://mountaineerscouting.org/>.

Parent Portal Registration

When enabled, the parent portal allows a unit to grant limited access to parents within the unit to view or update their own Scouts' information, make payments, and sign up for merit badge sessions. Once a unit has registered for camp and paid the deposit in full, unit leaders will be able to configure their parent portal on the camp registration site under *Additional Actions*. Unit leaders can find more information by watching this [step-by-step video tutorial](#).

The parent portal is an optional part of the registration process and each unit should decide if this method is right for them before enabling it. Parents can find more information about the parent portal by watching this [video user guide](#).

Provisional Camping

Provisional camping is when a Scout attends camp with another unit that they are not registered with. In accordance with the National Scouting America policies on Youth Protection and the chartered organization agreement, Scouts attending camp with a different unit other than their own must obtain consent from their unit's chartering organization head or representative (of where they are registered) to be under the leadership and care of other adults while in camp. It should be expected that the Scout's home chartering organization may need to speak with the leaders that he/she may be attending camp with.



Opening Campfire

Leadership & Supervision

Two-Deep Leadership

Every unit attending Camp Mountaineer must at all times be under the supervision of at least two registered adult leaders ages 21 or older with current Youth Protection Training. A registered female adult leader age 21 or older must be present at all times with any unit with female youth. A “registered adult” is defined as being registered in the unit attending camp.

Cub Scout units attending Camp Mountaineer must have a ratio of two adults for their first eight youth in attendance, plus an additional adult for up to each four youth thereafter. Cub Scout youth are encouraged to attend camp with their parent or guardian.

Youth Protection

Everyone participating in Scouting activities must abide by the National Scouting America policies on [Youth Protection](#), including [Scouting’s Barriers to Abuse](#). These policies not only protect youth members, but also serve to protect adult leaders.

All adults staying overnight or providing qualified supervision for Scouts in their unit must:

- * Be a fees-paid Scouting America registered adult leader with the Unit, including completion of an adult application with a criminal background check and current Youth Protection Training, regardless of whether they are the parent of an attending Scout or not. Registration with Scouting America should be completed two weeks prior to your unit attending camp.**
- * Units from outside the Mountaineer Area Council will need to provide verification of each adult’s current Scouting America registration and Youth Protection Training during check-in. This can be provided via a roster generated in ScoutBook (complete with registration and YPT checkmarks) or a report from your local council in addition to YPT certificates.**

All adults and youth share the responsibility for the safety of all participants at camp, including adherence to the [Guide to Safe Scouting](#) and Camp Mountaineer’s policies.

Unit leaders are responsible for monitoring behavior and intervening when necessary. Physical violence, sexual activity, emotional abuse, spiritual abuse, unauthorized weapons, hazing, discrimination, harassment, initiation rites, bullying, cyberbullying, theft, verbal insults, drugs, alcohol, and pornography have no place in the Scouting program and will result in

dismissal from camp and revocation of membership in Scouting. For more information or to take Youth Protection Training, visit <https://www.scouting.org/training/youth-protection/>

No One-on-One Contact

One-on-one contact between an adult and youth is not permitted at any Scouting activities. In situations requiring a personal conference, such as a Scoutmaster conference, the meeting is to be conducted with the knowledge and in view of other adults and/or youth.

Adult leaders must respect the privacy of youth members in situations such as changing clothes and taking showers at camp. Adults may only intrude to the extent that health and safety requires. Adults must protect their own privacy in similar situations.

Unit Leaders' Role at Camp

Unit leaders are responsible for their unit at all times while at Camp Mountaineer, including discipline, organization, and oversight of instruction. The Camp Director may refer a Scout's discipline problems to their Scoutmaster for resolution. If unit leadership is unwilling or unable to control their Scouts' behavior, the Camp Director may require either the Scouts involved or the entire unit to leave camp.

Camp Mountaineer staff respects the important role of unit leadership. The goal of camp staff is to provide an environment in which a unit can grow into a better integrated, better prepared and more independent unit, with better trained Scouts, and better trained leaders. The Camp Director should be informed of any problems encountered involving a staff member or another adult leader.

Leaders' Meetings

A leaders' meeting will take place in the Dining Hall Pavilion after dinner on the first day and last full day of camp. One leader from each unit should attend these meetings for specific unit information. Additionally, camp leadership is available each morning after breakfast to discuss any concerns that may arise and additional meetings may be scheduled as needed throughout the week. Similarly, during Scouts BSA Resident Camp, Senior Patrol Leader's Meetings will also be announced throughout the week to disseminate until specific information.

Camp Staff

The Camp Commissioner is the best resource for information and assistance while at camp. Their most important responsibility is to ensure that units have the best possible experience at camp. The Commissioner is always available to assist units with any problems that may arise during the week from campsite equipment, to merit badge records, and more.

The Mountaineer Area Council, Scouting America, is an equal opportunity employer and maintains a policy of nondiscrimination on the basis of race, color, religion, sex, national origin, sexual orientation, age, marital or veteran status, physical or mental disability. Any Scouts or

adults interested in becoming part of the Camp Mountaineer team are encouraged to apply for staff at <https://mountaineerscouting.org/>.

Visitors

Family and friends are welcome to visit Camp Mountaineer throughout the week from 8:00 AM to 10:00 PM. Visitors may not stay overnight. See the [Youth Protection](#) and [Nightly Adult Registrations](#) sections for more information.

All visitors to camp must first register at the Welcome Center and follow the same rules and expectations as participants. Visitors, who provide proof of completing Scouting America's online [Youth Protection Training](#), will be given a wristband which must be worn at all times while in camp for identification. Visitors, without proof of Youth Protection Training, must be escorted by another Youth Protection Trained adult at all times while in camp. Camp terrain varies, so visitors should wear comfortable, closed-toe shoes. All visitors must check out at the Welcome Center and depart camp by 10:00 PM.

Youth Leaving and Returning

Parents are encouraged to allow Scouts to remain at camp all week to have the complete camp experience with their unit.

- * No one, including a unit leader or parent, should leave camp with a youth without first having checked out at the Welcome Center.**
- * Youth are only allowed to be checked out from camp by an adult authorized on Part A of the Scout's Annual Health and Medical Record. Youth, under 18, may not check themselves out.**

Without this authorization, youth will only be allowed to leave camp with an adult registered for camp from the Scout's unit or with the parent or guardian who signed the Scout's Annual Health and Medical Record. All youth and adult participants returning to camp must first check-in at the Welcome Center before entering Camp Mountaineer.



Tandem quarter mile zipline through the center of camp

Preparing for Camp

Annual Health and Medical Record

A Scouting America Annual Health and Medical Record (AHMR) is required for all youth and adults staying overnight at camp. The current Scouting America Annual Health and Medical Record can be found online at: <https://www.scouting.org/health-and-safety/ahmr/>.

- * Anyone who does not provide a current and properly completed Annual Health and Medical Record will not be permitted to stay at Camp Mountaineer longer than 24 hours.
- * Everyone staying at Camp Mountaineer overnight must provide an Annual Health and Medical Record with parts A and B completed within the past year.
- * Everyone staying at Camp Mountaineer for at least 72 hours must also complete part C on their Annual Health and Medical Record signed by an approved Scouting America health-care provider.
- * Approved health-care providers include licensed physicians (MD, DO), nurse practitioners, and physician's assistants.

A family physician's form is not a suitable replacement for the information required on the Annual Health and Medical Record. All information on the document must be completed, including immunization dates, insurance info, necessary signatures, and emergency contact names and contact information.

Unit leaders should review their Scouts' Annual Health and Medical Record prior to camp. All Annual Health and Medical Records will be stored securely in the Health Lodge during camp. Annual Health and Medical Records will be returned to unit leaders upon request during checkout or throughout the week for off-site health care. Any Annual Health and Medical Records not collected will be destroyed and will not be retained for future events.

Medications

Both prescribed and over-the-counter medications to be used while attending camp must be listed on Part B of the Annual Health and Medical Record. All medications should be kept in their original container with the medication's name, dose, and dose frequency clearly marked on the container.

Generally, medications may be dispensed by either a responsible unit leader or the Camp

Health Officer. All medications in camp should be stored securely to prevent unauthorized use, theft, or attract wildlife.

Medications that require refrigeration, special administration (injections, nebulizers, etc), or are considered a controlled substance must be coordinated with the Camp Health Officer and dispensed from the Health Lodge.

If an individual's Annual Health and Medical Record indicates they must have an inhaler, EpiPen®, or similar medical device, the Camp Health Officer will occasionally confirm that these required items are in their possession. If the individual or a nearby responsible adult are not in possession of these items, then they must be immediately obtained. Frequent violation of this policy may result in dismissal from camp.

If an Annual Health and Medical Record indicates that an individual is prescribed a CPAP/BiPAP device, it should be used when staying overnight. Camp Mountaineer does not have electricity in any of the campsites where units will be staying. Individuals must bring a rechargeable or external battery powered CPAP/BiPAP device. Batteries may be recharged securely inside the Health Lodge.

Special Dietary Needs and Food Allergies

Any special dietary needs or food allergies should be listed when registering online for camp. Camp Mountaineer's staff strives to accommodate any needs with appropriate substitutions, within reason, when notified well in advance of arrival at camp. The menu for camp can be found at <https://mountaineerscouting.org/>.



Dining Hall

Scouting America Swim Test

The Scouting America swim test is used to determine comfort and ability level so that Scouts can enjoy the water in an area which is appropriate for them.

All youth and adults who plan on participating in any aquatics activities or merit badges must:

- * Complete a swim test during check-in or submit proper documentation of completing the swim test prior to camp.
- * Attend a Waterfront area safety briefing provided by the aquatics staff during check-in.
- * Scouts BSA youth must be classified as SWIMMER in order to earn any merit badges offered at Waterfront.

To help expedite the check-in process, Camp Mountaineer encourages units to complete their swim tests before arriving at camp. All pre-camp swim tests must be administered by a certified Aquatic Instructor, BSA Lifeguard, Red Cross Lifeguard, or professional swim instructor or swim team coach. Pre-camp swim tests must be properly documented using the Pre-Camp Swim Check Form (available online at <https://mountaineerscouting.org/>) and include a clear copy of the test administrator's credentials with their signature and the unit leader's signature. When swim tests are conducted outside of camp, the Camp Aquatics Director retains the right to review or retest any or all participants to ensure that standards have been maintained.



Scouts working on their Swimming merit badge

Camp Mountaineer is proud to partner with the [Mylan Park Aquatics Center](https://mountaineerscouting.org/) to offer regular opportunities for Scouts to complete their swim test prior to camp. Check the Mountaineer Area Council calendar online at <https://mountaineerscouting.org/> for more details and dates.

What to Pack

Scouts should bring all the equipment needed for a long term campout. Bring enough gear to be comfortable, but not too much as each Scout will have limited space in their tent.

<p>CLOTHING</p> <ul style="list-style-type: none"> <input type="checkbox"/> Field uniform (aka "Class A") <input type="checkbox"/> Activity uniforms (aka "Class B") <input type="checkbox"/> T-Shirts <input type="checkbox"/> Shorts <input type="checkbox"/> Long Pants <input type="checkbox"/> Socks <input type="checkbox"/> Underwear <input type="checkbox"/> Pajamas <input type="checkbox"/> Belt <input type="checkbox"/> Sturdy Hiking Boots <input type="checkbox"/> Closed-toe Walking Shoes <input type="checkbox"/> Sweatshirt/Jacket <input type="checkbox"/> Rain Jacket/Poncho <input type="checkbox"/> Hat <input type="checkbox"/> Swimsuit <input type="checkbox"/> Shower/Water Shoes 	<p>BEDDING</p> <ul style="list-style-type: none"> <input type="checkbox"/> Sleeping Bag <input type="checkbox"/> Pillow <input type="checkbox"/> Blanket <input type="checkbox"/> Cot (Optional) 	<p>PERSONAL ITEMS</p> <ul style="list-style-type: none"> <input type="checkbox"/> Foot-locker, Duffle Bag, or Backpack <input type="checkbox"/> Scout Handbook <input type="checkbox"/> Flashlight <input type="checkbox"/> Extra Batteries <input type="checkbox"/> Water Bottle <input type="checkbox"/> Pocketknife <input type="checkbox"/> Sunscreen <input type="checkbox"/> Insect Repellent <input type="checkbox"/> Toiletries <input type="checkbox"/> Shampoo <input type="checkbox"/> Soap <input type="checkbox"/> Towel <input type="checkbox"/> Washcloth <input type="checkbox"/> Toothbrush <input type="checkbox"/> Toothpaste <input type="checkbox"/> Beach Towel <input type="checkbox"/> Comb/Brush <input type="checkbox"/> Plastic Hanger <input type="checkbox"/> Spending Money for the Trading Post <input type="checkbox"/> Personal First Aid Kit <input type="checkbox"/> Health and Medical Record (parts A, B, and C) completed <input type="checkbox"/> Medication
<p>VALUABLES Camp Mountaineer recommends leaving valuable items at home. Units and individuals are responsible for their own gear at camp.</p>	<p>MERIT BADGE SESSIONS</p> <ul style="list-style-type: none"> <input type="checkbox"/> Pre-requisites <input type="checkbox"/> Notebook <input type="checkbox"/> Writing Utensils 	
	<p>MOUNTAINEER PROGRAM (for outpost trip)</p> <ul style="list-style-type: none"> <input type="checkbox"/> Internal Frame Backpack <input type="checkbox"/> Tent <input type="checkbox"/> Ground Pad <input type="checkbox"/> Sleeping Bag <input type="checkbox"/> Change of Clothes <input type="checkbox"/> Jacket/Sweatshirt <input type="checkbox"/> Headlamp/Flashlight <input type="checkbox"/> Mess Kit 	
	<p>OPTIONAL ITEMS</p> <ul style="list-style-type: none"> <input type="checkbox"/> Fishing Gear <input type="checkbox"/> Musical Instrument <input type="checkbox"/> Cards/Boardgames <input type="checkbox"/> Bicycle 	

The Scout field uniform is an important part of Scouting. All Scouts are encouraged to bring at least one complete Scouting America field uniform ("class A" uniform) to camp. Each Scout and leader are encouraged to wear their field uniform for flag ceremonies, dinner, chapel service, and campfires. Otherwise, the activity uniform ("class B" uniform) is recommended for general camp wear.

Comfortable closed-toed shoes must be worn while participating in activities and hiking around at camp. Flip-flops and open-toed shoes are not proper footwear while at camp and are only permitted in shower houses and at Waterfront.

Long pants are recommended for some climbing and COPE activities. Swimsuits are required for all aquatics activities and should be suited for active water sports such as swim trunks, board shorts, one-piece suits or tankinis. Shoes are required for all boating activities.

Recommended Unit Gear for Campsites

- | | |
|---------------------------------------------------------------------------------|------------------------------------------|
| <input type="checkbox"/> American Flag, State Flag, Unit Flag, and Patrol Flags | <input type="checkbox"/> Cooking Gear |
| <input type="checkbox"/> Patrol Duty Rosters | <input type="checkbox"/> Dutch Oven |
| <input type="checkbox"/> Water Coolers | <input type="checkbox"/> Lanterns |
| <input type="checkbox"/> Coolers/Secure Storage for Food and Perishables | <input type="checkbox"/> Tarps |
| <input type="checkbox"/> Trash Bags | <input type="checkbox"/> Hand Axe or Saw |

Camp Mountaineer offers a limited number of cots for units to use at camp. Requests may be made to summercamp@macbsa.org before camp and will be offered on a first-come basis.

Prohibited Items

The following items are prohibited at Camp Mountaineer and may result in dismissal from camp:

- ✗ Personal firearms and ammunition (bows, rifles, shotguns, airsoft, paintball, etc.)
- ✗ Alcoholic beverages
- ✗ Tobacco and vaping products (see [policy](#) for more information)
- ✗ Illegal drugs and paraphernalia
- ✗ Pornography
- ✗ Drones (except when approved by the Camp Director)
- ✗ Laser pointers
- ✗ Fireworks, projectile launching devices (spud gun), and any type of explosives
- ✗ Sheath knives or knives longer than the palm of your hand
- ✗ Off-site firewood or live fishing bait
- ✗ Pets (excluding licensed service animals)
- ✗ Clothing with explicit material, profane language, political statements, hate speech, or age-inappropriate activities (alcohol, tobacco, etc.)

Camp Check-In

Arriving at Camp

Camp Mountaineer's address is 187 Camp Mountaineer Rd Morgantown, WV 26508. Entering this address into a GPS is the easiest method for navigating to camp. A handout with a comprehensive set of directions to camp as well as air and bus transportation options can be found at <https://mountaineerscouting.org/>.

Parking is located in the main parking lot, a large gravel lot on the right, before the camp entrance. All units should park and congregate here before checking in.

- * Check-in runs from 1:00pm to 4:30pm. Units may not check in earlier.
- * Units should gather and wait at the main parking lot until everyone has arrived.

Upon arrival at Camp Mountaineer, Scouts will be greeted in the main parking lot by their unit's assigned staff guide. While gathering in the main parking lot, units should load all their gear, including individual's gear, into a single vehicle or trailer to help prepare for transportation into camp. By this point, a unit leader should have collected all the Annual Health and Medical Records for every youth and adult participant staying in camp (in alphabetical order).



Scouts excitedly arriving at camp

Check-In and Orientation Tour

Once everyone in the unit has arrived, the check-in process and orientation tour will begin:

1st Stop: Welcome Center

Only the unit leader and the staff guide will proceed to the Welcome Center.

- Finalize youth and adult counts, attendee names, and review all finances.
- Out of council units must provide proof of [Youth Protection Training](#) for all adults and proof of insurance.
- Pick up a packet of important information, including a map of camp and Scouts' merit badge schedules.
- Receive participant wristbands. Every individual in the unit must wear a participant wristband while in camp for identification purposes.
- Sign out a temporary vehicle permit. Each unit is allowed one vehicle at a time in camp to transport gear to campsites.

2nd Stop: Campsite

The unit leader and staff guide will return to the parking lot, rejoin the rest of the unit, and lead the unit to their campsite. The campsite will be a unit's home away from home for the week.

- Assign tents and stow all personal gear and unit equipment. There will be plenty of time later in the day to fully set up the campsite.
- Inspect the campsite for any pre-existing damage to tents, missing items, or other concerns and bring them to the attention of the staff guide.
- Any Scouts needing to take the swim test should change into their swimsuit and a t-shirt. Don't forget to grab a towel.
- Any individuals with [prescription medicines](#) should prepare to take them to the Health Lodge if necessary.
- All vehicles, unless exempted by the [camp vehicle policy](#), must be returned to the main parking lot. Don't forget to return the temporary vehicle permit back to the Welcome Center.
- The staff guide will conduct a safety briefing to review camp emergency procedures and policies.

3rd Stop: Medical Checks at the Dining Hall Pavilion

Once everyone is ready to proceed, all youth and adults will visit the Dining Hall Pavilion.

- Line Scouts up in alphabetical order.
- Each Scout will meet individually with the Camp Health Officer to review and turn in their [Annual Health and Medical Records](#).
- The Camp Health Officer will review each individual's medication with them and store medications in the Health Lodge if necessary.

4th Stop: Dining Hall

Afterwards, the tour will continue to the Dining Hall.

- The Dining Hall Steward will provide the unit's table assignments, discuss waiter duties, and review how meals are served.
- Any [special dietary needs or food allergies](#) identified during registration will be addressed by the Dining Hall Steward.
- Signup for unit duties while at camp, such as flag ceremonies, shower house cleaning, service projects, etc.

5th Stop: Waterfront

For the penultimate stop on the tour, units will visit the lake.

- All Scouts must proceed to the Waterfront, even if a swim test has already been completed prior to camp.
- The Aquatics Staff will cover the buddy system and rules of the Waterfront in a safety briefing.
- The [Swim Test](#) will be conducted if needed. Any Pre-Camp Swim Check Forms should be given to the Aquatics staff for review.
- Buddy Tags will be completed and hung up based on swimming ability.

6th Stop: Trading Post

Finally, units will conclude their tour at the Trading Post.

- Trading Post Manager will review Trading Post expectations
- Units will have a chance to purchase camp apparel and goodies.

At this point, units may opt to have their staff guides provide a tour of all of the program areas in camp that have not been visited.



Trading Post

Camp Services

Chapel Service

A non-denominational Scouts' Own service is conducted Wednesday evenings at 7:00pm at the chapel. The chapel is also available anytime for units, patrols, or individuals who wish to hold their own services during the week.



Sunday Chapel Service

Dining Hall

Breakfast, lunch, and dinner are served cafeteria-style, daily at the Dining Hall. The Dining Hall Steward coordinates each meal to ensure that everyone has a quality dining experience. [Dietary needs](#) communicated through registration are passed along to appropriate food service providers so that proper accommodations can be provided.

Seating arrangements will be assigned to units during check-in. The “waiter system” is used by Scouts BSA Resident Camp to set the table before meals, wait on the table during meals, and assist in cleaning the Dining Hall after meals. One or two Scouts for each table should serve as waiters at each meal. Units should assign waiter duties on a rotating basis. Waiters should report to the Dining Hall 15 minutes before each meal. Unit leaders are responsible for the supervision of their tables and to ensure the waiter system is being correctly used.

Drinking Water

Fresh drinking water is available at several locations across Camp Mountaineer; however, it could be several hundred yards from a campsite. All units should bring their own containers to transport and store water in their campsites. Scouts should bring a refillable water bottle.

Garbage Removal

Campsite trash should be bagged and brought to the dumpster located near the Dining Hall every night. This helps keep wildlife out of campsites. Garbage receptacles are located in all program areas and buildings around Camp Mountaineer. Should a garbage receptacle need to be emptied, please notify camp staff.

Health Lodge

The Health Lodge, camp's first aid facility, is staffed 24 hours a day by certified medical personnel during the summer camp season who are responsible for the well-being of all campers and staff. Camp Mountaineer is proud to partner with [Monongalia EMS](#) in this effort. The Health Lodge should be the first stop for any accidents, injuries, or sickness. If no one is available at the Health Lodge, use the radio on the front porch or proceed next door to the Dining Hall to seek assistance.

Laundry

Regular laundry services are not available for participants at camp. Limited access to a few machines are available through the Camp Commissioner for "emergency" laundry needs.

Shower Houses and Latrines

Separate facilities are marked for youth, adult, male, female, and staff. Units are responsible for the cleanliness of their campsite's latrine during the week. In order to keep the shower houses clean and neat, Units are asked to volunteer during check-in for a shift to help clean these facilities at least once during their stay at camp.

Trading Post

Camp Mountaineer operates a fully stocked Trading Post with snacks, drinks, patches, souvenirs, and program items anyone may need during a week at camp. Camp Mountaineer t-shirts, hats, toothpaste, camping gear, and official uniform items are also available in case Scouts forgot something at home.

The average camper spends \$50 at the Trading Post while at camp. Items sold in the Trading Post are subject to applicable sales tax. Some items, such as pocket knives, may be restricted to purchase without a Totin' Chip or adult permission. Please do not bring any backpacks or large bags into the Trading Post.

Camplife

Lost & Found

Lost and found articles can be turned in at, or picked up from, the Trading Post during normal program hours. Any items not claimed after the conclusion of the summer camp season will be donated or destroyed. The camp is not responsible for any lost or stolen items.

Technology

Scouts are encouraged to appropriately document and share their experiences while at camp. Some merit badge instruction and activities can be enhanced through the aid of technology such as a cell phone. Technology should always be used during appropriate times and not distract from program participation. Unit leaders may impose additional restrictions and should review appropriate technology use with their unit.

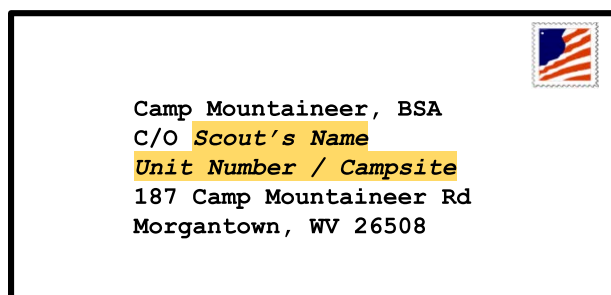
Free Wi-Fi internet access is provided across the main areas of camp. To connect, simply join the “Camp Mountaineer - Guest” network and accept the terms. Abuse of this service may result in being blocked from the network or dismissal from camp.

An AT&T tower is located near the edge of camp. Cell phone service is fairly reliable throughout most of camp property. For convenience, cell phone charging stations are located at the Dining Hall. Scouts are encouraged to write their name on their charging devices.

Cell phones and cameras are not to be used in or around latrines, shower houses, or the changing house. Shower houses should not be used for charging devices. Violation of this may result in confiscation of the device and dismissal from camp.

Mail at Camp

Mail should be sent early to ensure delivery. All letters received after a camper’s week will be returned to the sender. Outgoing mail should be given to camp staff in the Welcome Center.



Transportation at Camp

Vehicle Parking

All vehicles must be parked at the main parking lot near the camp entrance. Exceptions to this will be granted by camp staff at the Welcome Center for persons with a disability (handicap placard must be displayed on the vehicle) and specified camp staff to park in other designated areas around camp.

Trailers may be parked in campsites or other areas at the discretion of camp leadership. Trailers must be disconnected from their tow vehicle, secured with blocks, and not block roads or trails.

Driving within Camp

Camp Mountaineer strives to promote a safe walkable environment around camp. All vehicles driving into Camp Mountaineer past the camp entrance gate must first be issued a permit from the Welcome Center. Permits are used to reduce the amount of traffic in camp and for camp staff to contact the owner/operator of a vehicle in the event of an emergency or other need. All vehicles should be out of camp by 10:00 PM unless granted a special exception.

The camp wide speed limit is 5 mph. Pedestrians have the right of way at all times. Passengers may not ride in the bed of trucks or in trailers. Vehicles are prohibited from driving under zip lines (near the Trading Post) when in use. Reckless driving will not be tolerated. Any driver found in violation of these rules or operating their vehicle in an unsafe manner may be removed from camp property.



Gaga ball is always a popular activity at camp

Bicycles

Scouts and adult leaders may bring their own bicycle for personal use during their stay in camp. Anyone riding a bicycle in camp must wear a properly fastened helmet at all times. Each bicycle is only permitted a maximum of one rider at a time. Riders are expected to know the rules of the road for bicycles as stated in the Cycling Merit Badge pamphlet (i.e. ride to the right side of the road). Bicycles are expected to be used in a safe manner at all times, slow and cautious. A Scout is courteous on the road and yields to pedestrians.

Bicycles are only permitted to be ridden on camp roads and should not be ridden on any trails or in campsites. Bicycles may not be used before 8:00 AM on Monday or after 5:00 PM on Friday. During the week, only bicycles with appropriately attached and operable cycling lights and reflectors are allowed to be ridden after sunset.

When not in use, bicycles are expected to be parked off roads and paths in such a manner as to not impede vehicular or pedestrian traffic. Bicycles may not be ridden or parked within the COPE or Waterfront areas.

Camp Mountaineer does not provide bicycles and is not responsible for personal bicycles brought to camp. Damages caused by a bicycle to camp, private property, or other persons will be the express responsibility of the bicycle owner. Violation of these rules may result in confiscation of the bicycle until departure from camp.

Golf Carts

Special consideration will be given for individuals with unique medical or physical challenges to bring a golf cart or an LTV for transportation around camp. Requests to bring a golf cart must be made to summercamp@macbsa.org prior to arrival at camp. All approved drivers must be at least 21 years old, possess a valid driver's license, complete a brief online training session, and sign a waiver.

Camp Mountaineer does not provide golf carts for transportation. Damages caused by golf carts to camp or private property will be the express responsibility of the driver. Refueling and recharging will be the responsibility of the driver and not Camp Mountaineer. All passengers must use safety belts if provided by the original manufacturer. Golf carts must have both a fire extinguisher and first aid kit on board. Only golf carts with operable headlights may drive around camp after dark. West Virginia law prohibits driving golf carts on public roads outside of Camp Mountaineer. ATVs, 4 wheelers, and quad bikes are prohibited at Camp Mountaineer.

Camp Policies

Buddy System

The buddy system must be used at all times; Scouts should never travel alone in camp. Scouts should pair with other Scouts of similar abilities, ages and maturity. Scouts should not be forced into or made to feel uncomfortable by a buddy assignment. Buddy pairs must be single gender. A buddy team may consist of three Scouts when necessary, like an odd number in a group. Units attending with a single Scout, must make arrangements with another unit prior to attending camp, to ensure the Scout has an appropriate buddy.

Lights Out

To be considerate of others, everyone is asked to be in their campsite and quiet after 10:00 PM. All youth must remain in their assigned campsite until morning, with the exception of travel to and from showers and toilet facilities. Violators of this policy may be dismissed from camp.

Outdoor Ethics

All youth and adults should follow the [Outdoor Code](#) and [Leave No Trace Seven Principles](#) while in camp. Do not cut or remove live trees and shrubs without permission from the Camp Ranger. Keep to trails and roads when traveling around camp. Do not litter; dispose of all trash and waste in a proper [garbage receptacle](#). Campfires may only be built within an existing fire ring. Campfires should be kept small, monitored at all times, and only burn for the time it is being used. Chainsaws may only be used under the supervision of the camp ranger.

Tobacco and Vaping Products

Camp Mountaineer is tobacco and smoke free property. In accordance with West Virginia law, no youth participants may use tobacco products of any kind. In accordance with the [Guide to Safe Scouting](#), use of tobacco products and smoking are not allowed at any Scouting America activity involving youth participants. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking. The only permitted smoking area for adult leaders is the parking lot near the camp entrance gate out of sight from youth. Any youth or adults found in violation of this policy may be dismissed from camp.

Wildlife Encounters

Many types of wildlife, such as deer, skunks, raccoons, and beavers, call Camp Mountaineer home. Please do not feed or disturb any of these animals in their natural habitat.

Units planning on bringing food or medications should store them securely in airtight sealed containers while in a campsite. Avoid keeping food in tents and shelters. If you see an animal behaving strangely, keep your distance and report it to staff immediately.

Emergency Procedures

Fire

All youth and adults should familiarize themselves with the Camp Fireguard Plan. Units should post a Unit Fireguard Chart in their campsite. No flames are allowed in tents; only battery operated lights or glow sticks.

If a small, uncontrolled fire is sighted, take immediate steps to put it out using the proper firefighting equipment, such as with a fire extinguisher or water bucket. Under no circumstances should someone attempt to fight a fire that has passed the incipient stage (that which can be put out with a single fire extinguisher). Instead, clear everyone from the area and alert camp staff immediately.

Unfavorable Weather

Unfavorable weather can sometimes have an unintended impact on camp programs and activities. In particular, Aquatics as well as COPE and Climbing areas must delay or cancel operations when thunder and lightning is detected near the vicinity of camp. Decisions that may impact the program are at the discretion of area directors in the best interest of Scouts' safety.

Severe Weather

In the case of severe storms, high winds, or other serious weather conditions, the camp emergency siren will sound and staff will instruct everyone to seek shelter in the nearest permanent structure. Unit leaders should be aware of any weather that may pose a risk to the safety of their Scouts and are encouraged to move their Scouts to a safe area rather than first waiting for a decision from staff.

After the threat of severe weather has passed, staff will communicate additional instructions and confirm that every participant is accounted for. Once all participants have been accounted for, staff will communicate a final "all clear" notification for everyone to resume normal operations.

Lost Camper

Report all missing persons to staff immediately. Be prepared with a description, unit information, and last known location. If needed, the emergency siren will be used to assemble everyone at the Parade Field or, in case of inclement weather, the Dining Hall.

Other Emergencies

Depending upon the nature of the emergency, camp staff will communicate necessary information, based on the nature of the threat. During check-in, staff guides will review the Camp Emergency Siren and related procedures. Afterwards, a campwide drill will take place within 24 hours.