



Camp Mountaineer

2026 Scouts BSA Program Guide

Version: Feb 27, 2026



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Camp Mountaineer 2026

At Camp Mountaineer, we pride ourselves on the high-quality program that we deliver to all Scouts from across West Virginia, Ohio and beyond. The 2026 camp year brings exciting new changes as well as continuing our exemplary summer camp program.

In 2026, we're taking our Mountain University Program to the next level with exciting new merit badges designed to prepare our older scouts for both college and future careers! Get ready for an action-packed experience as we introduce 7 brand-new merit badges, along with dynamic evening programming that will ignite your passion and help you find your adventure.

The daily camp schedule is designed to meet the needs of both campers and adults while at summer camp. Every Scout has the opportunity to experience a part of what Camp Mountaineer has to offer.

Quality merit badge instruction and Scout advancement are our top priorities. In pursuit of this goal, the block program schedule enhances the 50 exciting merit badges this summer. This schedule allows each Scout to have a unique personalized experience during their stay at camp.

Outside of formal merit badge sessions, campers will engage in camp-wide programs with their patrol or unit. Our ever popular $\frac{1}{4}$ mile zipline will be available after dinner three nights of the week and run alongside the evening program to meet the interests of all Scouts. The family night and closing Campfires are the best time to see Scout spirit in action, and our closing campfire will recognize Scouts and troops with awards and recognitions whose engagement and Scout spirit are what camp is all about.

It's *Your* Camp. So be a part of the adventure!

Daniel Flowers
Camp Director

Will Burton
Program Director

Brenda Jackson
Camp Commissioner



Pre-Camp Calendar

Pre-Camp Calendar

March 21st	In Person Pre-Camp Open House at 11:00 am to 1:00 pm
March 22nd	1st Virtual Pre-Camp Leaders Mtg 2:00pm Scouts BSA*
April 15th	Last day to pay early bird pricing 5:00 pm
April 16th	Merit Badge Registration Opens 8:00 am
May 3rd	2nd Virtual Pre-Camp Leaders Mtg 2:00pm Scouts BSA*

*Cub Leader Meeting same day at 3:30pm

Scouts BSA Resident Camp Dates

Week 1: June 21st - 27th

Week 2: June 28th - July 4th

Week 3: July 5th - 11th



Camp Schedules

Camp Wide Schedule

	Sunday	Monday	Tuesday	<u>Wednesday</u> OA DAY	Thursday	Friday	Saturday
8 AM		Flag Raising followed by Breakfast					
9 AM		Merit Badge Instruction	Merit Badge Instruction	Merit Badge Instruction	Merit Badge Instruction	Open Merit Badge Areas (inclement weather make-ups, final projects, etc.)	Check-Out / Register for Next Summer!
10 AM							
11 AM							
12 PM	Lunch						
1 PM	Unit Arrivals, Medical Re-check, Swim Test, Orientation Tour	Siesta and Afternoon Activities				Campwide Games and the Water Carnival	
2 PM		Merit Badge Instruction	Merit Badge Instruction	Merit Badge Instruction	Merit Badge Instruction		
3 PM						Leaders Meeting	
4 PM							
5 PM	Areas closed, Prep for Dinner					Dinner	
6 PM	Flag Lowering followed by Dinner					Family Night Campfire @6:30 & OA Call-Out	
7 PM	Leaders Meeting	Evening Program	Evening Program	Evening Program	Evening Program		
8 PM	Opening Campfire						
9 PM							
10 PM	Taps, Lights Out						

*Schedule may be subject to change

Merit Badge Schedule MORNING *(Schedule may be subject to change)*

	Monday	Tuesday	Wednesday	Thursday
9 AM	Kayaking (1)		Swimming (1)	
	Standup Paddle Brd. (1)	Standup Paddle Brd. (2)	Canoeing or Rowing	
	Instructional/Mile Swim	Instructional/Mile Swim	Instructional/Mile Swim	Instructional/Mile Swim
	Climbing			R.O.A.R.
	Environmental Science		Fishing (2)	Geology (2)
	Soil and Water Con.	Geology (1)	Fire Safety	Weather
	Leatherwork	Music	Woodcarving (2)	Fingerprinting
	Game Design		Space Ex. (2)	Basketry
	Chemistry			
	Cit in Community	Welding	AI Merit Badge	Public Speaking
		Salesmanship (1)	Salesmanship (2)	
	Geocaching		First Aid (1)	
	Wilderness Survival		Emergency Preparedness (1)	
	Search and Rescue		Chess	Signs/Signals/Codes (2)
	Archery (1)		Archery (3)	
	Rifle Shooting (1)		Rifle Shooting (3)	
	Shotgun Shooting (1)		Shotgun Shooting (3)	
	Mountaineer Advancement		Closed for MBs	Closed for MBs

Notes:

- Aquatics: Rowing and Canoeing are at the same time, but different badges.
- MountainU: Merit Badges begin in the morning and return for the same session in the afternoon. Scouts must attend both morning and afternoon sessions, aside from Salesmanship.
- Mountaineer Scouts: Monday afternoon Scouts will be at the Waterfront for water based requirements.



Merit Badge Schedule AFTERNOON *(Schedule may be subject to change)*

	Monday	Tuesday	Wednesday	Thursday
2 PM	Lifesaving		Swimming (2)	
		Standup Paddle Brd. (3)	Kayaking (2)	
	COPE Program			R.O.A.R. (con.)
	Pulp and Paper	Mammal Study	Energy	Mining in Society
	Fishing (1)	Nature	Insect Study	Plant Science
	Woodcarving (1)	Movie Making	Painting	
	Space Ex. (1)	Photography	Woodcarving (3)	Sculpture
	Engineering		Inventing	
	Cit in Community	Welding	AI Merit Badge	Public Speaking
	Signs/Signals/Codes (1)	Scouting Heritage	First Aid (2)	
	Camping (1)	Camping (2)	Emergency Preparedness (2)	
	Orienteering		Pioneering	
	Archery (2)		Archery (4)	
	Rifle Shooting (2)		Rifle Shooting (4)	
	Shotgun Shooting (2)		Shotgun Shooting (4)	
	Mountaineer Advancement	Closed for MBs	Mountaineer Advancement	

Sample Merit Badge Schedule

	Monday	Tuesday	Wednesday	Thursday
Morning	Wilderness Survival		Climbing	
Afternoon	Fishing	Photography	Energy	Sculpture



Daily Program Offerings

Merit Badge Schedule

Camp Mountaineer prides itself on our quality merit badge programming. In 2026, Camp Mountaineer will be continuing the block program schedule. Scouts will have six hours each day dedicated to merit badge instruction, maximizing time spent in program areas.

Registration

Registration for merit badges will open on April 16th for all Scouts who have paid their registration in full. Please refer to merit badge descriptions in black pug when selecting merit badges for the week. It is highly recommended that all first year Scouts enroll in the Mountaineer Program so they may work on rank advancement while at camp. Please follow program area suggestions as much as possible to ensure that all Scouts have an enjoyable time by pursuing badges that match their ability level.

Waitlists

If multiple sessions of a merit badge are offered, a Scout only needs to register for one of the sessions to earn the merit badge. Some merit badges have participation limits due to space, time, safety ratios, or equipment restrictions. Waitlists will be generated for each of these merit badges, but Scouts should be prepared with other choices in case their preferred badge is full. Merit badges are available on a first-come, first-served basis.

Advancement Tracking

Camp Mountaineer uses the online registration system to track Scouts' progress on merit badge requirements. Scoutmasters are provided with a QR code for each Scout; with this they can view each Scout's advancement and attendance on their smartphones while at camp. Merit Badge attendance and requirements are updated by the end of the day on the last instructional day of the badge.

Prerequisites and Incompletes

Some merit badges may have requirements that simply cannot be done at camp and that's ok! These requirements can be completed prior to arriving at camp and given to the pertinent merit badge instructor or they can be completed after the Scout returns home. Prerequisites are listed in this guide and can also be found in the registration system online.

Non-Merit Badge Programming

In addition to over 40 merit badges there are other opportunities to explore everything Camp Mountaineer has to offer. These programs are listed on the pages with associated program areas as well as on the additional programming page.

Aquatics

The waterfront at Camp Mountaineer has always been one of the most popular areas at camp and is sure to continue bringing fun and excitement to campers this year.

Merit Badges



Swimming



Lifesaving
Pre-req: #2a



Canoeing



Kayaking



Rowing

Additional Program

Standup Paddleboarding - The Stand Up Paddleboarding award (SUP) introduces Scouts to the basics of stand up paddleboarding on calm water. Activities include paddle skills and safety rescues. Great for new or experienced Scouts. Signup through the merit badge registration system.



Instructional Swim - Scouts interested in learning more about the fundamentals of swimming, including strokes and techniques are highly encouraged to sign up for instructional swim. This class is offered daily in the morning for all Scouts looking to increase water confidence. Sign up for one or multiple periods!

Mile Swim - The Mile Swim Award is given to recognize those Scouts and Scouters that have successfully swam a mile after completing daily training. To sign up for time to work towards this goal, talk to the Aquatics director.



How to Prepare?

All Scouts participating in aquatics activities are required to have taken the Scouting America swim test. Scouts must complete the swim test as a SWIMMER in order to begin any of the Aquatics merit badges or awards. To help expedite the camp check-in process, Camp Mountaineer encourages Scouts to complete their swim tests before arriving to camp. See the Leaders Guide for more details.

Scouts planning on participating in aquatics activities should pack a swimsuit, shoes that can get wet, and an extra towel or two. Goggles, nose plugs, and other swimming aids are allowed for any who wish to use them during free swim. See the Leaders Guide for more details.

COPE & Climbing

Get your climb on at the climbing areas! Facilities include a 60-foot hexagon climbing and rappelling tower, a 30-foot natural face rock for climbing, and the ever-popular dual quarter-mile zip line.

Merit Badges



Climbing



Additional Programs

C.O.P.E. - The C.O.P.E. program, or “Challenging Outdoor Personal Experience” will be available for all Scouts over the age of 13. Youth can register using the same system as merit badge signups. The eight major goals commonly associated with COPE and climbing activities are communication, planning, teamwork, trust, leadership development, decision making, problem solving and self-esteem. C.O.P.E. is three 3-hour course sessions which can include team building, low cope, little zips, and the high ropes course. Participants must register for all sessions. Each session focuses on team building exercises through different course elements.

Rockin’ Out At the Ravine (ROAR) - Want to take your climbing to the next level? Join us for ROAR! Participants will hike out to the ‘Ravine’ following breakfast on Thursday, and will climb on natural rock faces around the Camp Mountaineer property. Lunch will be provided, though Scouts need to come prepared with all essential items for a day hike. Scouts will return before dinner on Thursday.



Ecology Conservation

Become one with nature. The Ecology staff does its best to fully immerse Scouts in the world around them and hope to spark a passion for ecology and conservation in each Scout in camp.

Merit Badges



Energy
Pre-req: #4



Environmental Science
Pre-req: #7, 8



Fire Safety
Pre-req #5d,e,f 10b



Fishing



Geology
Pre-req: #6



Insect Study
New For 2026



Mammal Study
Pre-req:#7



Mining in Society
Pre-req: #8
New for 2026



Nature



Plant Science
Pre-req:# 7



Pulp and Paper
Pre-req: #8
New For 2026



Soil and Water



Weather
Pre-req: #10,11,12

Handicraft

Creativity and skillfulness are hallmarks of the Handicraft program. Merit badges here are perfect for scouts of any age or experience level, and many of them will create works of art that can be taken home at the end of the week. Even without prior experience, many Handicraft badges can be started and completed at camp, but be prepared by reviewing merit badge requirements prior to arriving at camp.

Merit Badges



Basketry



Chemistry
Pre-req: 8
New for 2026



Engineering
Pre-req: 9
New for 2026



Fingerprinting



Game Design
Pre-req: #8



Inventing
Pre-req: 8
New for 2026



Leatherwork



Movie Making*
Pre-req: #4



Music
Pre-req: #3a/b/c,6



Painting
Pre-req: #8a



Photography*
Pre-req: #1b



Sculpture
Pre-req: #2c,3



**Space
Exploration**
Pre-req:#8



Wood Carving
Pre-req: #2a

How to Prepare?

*Scouts taking the photography or movie making merit badge should bring a camera or digital device. To complete the Photography merit badge, Scouts must show their current Cyber Chip to their counselor.

Mountain University

The Mountain University or “MountainU” provides experienced Scouts an opportunity to learn from content expert volunteers while preparing for college and careers. The program offerings in this area are designed for Scouts with interest in the specific merit badge area of study and are intended for older Scouts entering or in high school.

Merit Badges



Artificial Intelligence
Pre-Req:# 8a
New for 2026



Citizenship in Community
Pre-Req: #3a,b
New for 2026



Public Speaking
New for 2026



Salesmanship
Pre-req: #7
New for 2026



Welding
Pre-Req# 7

How to Prepare?

Scouts should come prepared with a notebook and pen. Signing up for these Merit Badges assumes parent permission has been provided to access the internet. For Welding, scouts must wear long sleeves, long pants, and closed-toed shoes.



Scoutcraft

Scoutcraft is where Scouts learn skills that are essential to life in the outdoors, while developing essential problem solving skills. From knots and lashings, to building your own survival shelter (and sleeping in it overnight), Scoutcraft is sure to ignite the inner survivalist in anyone.

Merit Badges



Camping

Pre-req: #4b, 7a, 7b, 8c, 8d, 9a, 9b, 9c



Chess



Emergency Preparedness

Pre-req: #9



First Aid

Pre-req: #2b



Geocaching

Pre-req: #7, 8, 9



Orienteering



Pioneering



Scouting Heritage

Pre-req: #5, 6, 9



Search and Rescue

Pre-req: #8



Signs, Signals, and Code



Wilderness Survival

Pre-req: #5

Additional Program

Advanced Survival Skills - This high-level program will sharpen Scout's outdoor skills with topics, such as friction-based fire building and improvised tools; culminating in an overnight campout where Scouts will put their survival skills into practice at the Ravine. This evening program activity will take place on Tuesday evening after dinner. Scouts will return Wednesday morning before breakfast.

Range Activities

One of the many highlights of a Scout's experience at summer camp is the opportunity to shoot a bow, rifle, and/or shotgun. While shooting comprises the majority of the time spent on the range, every Scout who participates will go through a safety course taught by our National Camping School certified Safety Instructors and will be supervised at all times while on a shooting range.

Merit Badges



Archery



Rifle Shooting



Shotgun Shooting*

How to Prepare?

*Shotgun Shooting

The camp has 12-gauge shotguns, Scouts must be physically able to handle the shotgun in order to participate in this merit badge. Scouts may be turned away at instructor's discretion for the safety of the scout.

Additional Program

Atlatl-Take a time machine 17,000 years ago to utilize one of human kind's first known tools. The Atlatl, a revolutionary tool used for hunting, is now at Camp Mountaineer. Scouts of all ages can engage in throwing spears with an atlatl just as early humans did thousands of years ago.

Cowboy Action Shooting - Our range staff are excited to provide this program, giving Scouts the opportunity to shoot a variety of firearms. *Note: Participants must be at least 14 years of age.*

Muzzleloader Shooting- A muzzleloader shooting night offers a unique experience, where Scouts gather to fire traditional black powder rifles. *Note: Participants must be at least 14 years of age.*

Open Shoot - The rifle, shotgun, and archery ranges will be open most evenings to offer additional time for Scouts in those merit badges to work on their shooting requirements. Scouts not currently enrolled in a range and target activity merit badge may still attend, though priority will be given to Scouts enrolled in classes.

Mountaineer Program

The Mountaineer program helps Scouts advance toward the rank of First Class. It has been designed specifically for first-year resident campers.



The Mountaineer program is intended to give new Scouts a great foundational experience at Camp Mountaineer. We want Scouts to go home excited about Scouting and eager to return to camp next year. To accomplish this, we have three basic goals. In order of importance, they are:

1. Stay safe.
2. Have fun.
3. Learn skills for advancement.

The Mountaineer program features:

- 15 hours of rank advancement instruction.
- Aquatics based rank advancement instruction with qualified staff.
- 9 hours of open time for Scouts to work on merit badges of their choice.
- A short hike and overnight backpacking outpost at Camp Lynn.

All campers participating in this program will receive a special Camp Mountaineer patch.

Camp Lynn Outpost

As part of the Mountaineer program, participants will take a 3 miles hike out to an outpost site, Camp Lynn, to camp for a night. Participants will need to bring appropriate backpacking gear for this trip. See the Camp Leaders Guide for a specific list of recommended items to pack. All participants will go through a shakedown before heading to Camp Lynn to help ensure each person has adequate gear. Camp Mountaineer has some extra secondhand gear that has been generously donated for participants to borrow in case they may have forgotten or did not bring suitable gear of their own.

An overnight backpacking trip can sometimes be a little intimidating for new Scouts. Units are encouraged to gauge their scout's experience levels beforehand and help prepare them for this new experience. It is recommended that at least one adult from each participant's unit join their Scouts on the overnight trip for additional support and guidance.



What Scouts Learn in the Mountaineer Program

The Mountaineer program provides instruction related to the latest version of Scouts BSA advancement requirements. Because the Mountaineer program is usually the Scout's first experience at summer camp, and often a Scout's first experience camping, we stress the basics, covering as many Tenderfoot, Second Class and First Class outdoor requirements as possible.

Mountaineer Rank Advancement Opportunities:	
Scout	1a-f, 2a-d, 3a, 4a-b, 5
Tenderfoot	1a-c, 2a, 2c, 3a-d, 4a-c, 5a-d, 7a, 8
Second Class	1b, 2a-d, 2f-g, 3a-d, 5a-d, 6a-e, 8a-b, 9a-b
First Class	1b, 3a-d, 4a, 6a-e, 7a-f

It is unlikely for a new Scout to achieve proficiency in every First Class skill within a week at camp, therefore it is up to the Scoutmaster to assess each Scout's progress and determine whether to accept any of the requirements listed above.

Adult leaders are always welcome to visit the Mountaineer program and check-in with their scouts. Any adult who wants to spend their time assisting with the Mountaineer program will be greatly welcomed and appreciated!



Overnight campout at Camp Lynn



Additional Programs

These programs which are outside of regular merit badge instruction allow you to explore everything Camp Mountaineer has to offer. The locations and times of the programs are indicated below.

Fishing

Location: Lake Strawn

Time: Daylight hours

Activity Details: Fishing poles are available at the Ecology and Conservation building. Scouts wishing to fish must do so outside of the Waterfront area of the lake.

Scouts' Own Service

Location: Boyce Chapel

Time: Monday Siesta

Activity Details: Camp Mountaineer's Scouts' Own service will replace the traditional Chapel Service. The Scouts' Own is an interfaith worship service that encourages individual reflection on one's own personal beliefs. This service will take around 30 minutes.

Geocaching

Location: Various locations around Camp Mountaineer (Get a map/list from the Trading Post)

Time: Any time during daylight hours

Activity Details: There are multiple Geocaches all around Camp Mountaineer. Some are close and some are a hike; pick up a list from the trading post and explore the camp!

Gaga Ball

Location: In front of Trading Post

Time: Daylight Hours

Activity Details: A fun and active game, GaGa is played with a ball and any number of players in an enclosed space. Pick up a ball from the ball bin.

Field Games and Sports

Location: John Young Field

Time: Daily during Siesta

Activity Details: Want to challenge your patrol to a game of basketball? Come down to John Young field and participate in the games and sports Camp Mountaineer has to offer. The Camp Mountaineer Staff are always willing to accept any sports challenge. Think you have what it takes?

Adult Programs

Adult volunteers are an integral part of Camp Mountaineer. In addition to supervisory responsibilities there is a lot for adults to do at Camp Mountaineer.

Scoutmaster Merit Badge

Location: Throughout Camp

Time: All week

Activity Details: Wish you could take a merit badge class? Do you have what it takes to be the ULTIMATE SCOUTMASTER? The 2026 Scoutmaster merit badge provides adult leaders the opportunity to do just that! To prevent prior preparation, specific requirements of the badge will be released at the Monday Morning Leaders meeting.

Scoutmaster Lounge

Location: Hott Building

Time: All week

Activity Details: The Administrative HQ of Camp, the Hott Building is available all week to unit leaders looking for a place to relax and catch up on work. Wifi and electricity are available for all leaders during Program hours.

Service Projects

Location: Throughout Camp

Time: All week

Activity Details: During the leaders meeting our Rangers will provide a list of service projects that are available to be completed. Camp Mountaineer will provide all the supplies necessary, we just need your help!



Evening Programs

Each night after dinner, (7:00 PM - 9:00 PM unless otherwise noted) prepare to engage in fun and challenging activities around camp. Our staff are excited to share these new program opportunities for fellowship with both campers and adults.

Monday	Tuesday	Wednesday	Thursday
Zipline	Zipline	Zipline	Camp Lynn Outpost (Mountaineer Scouts)
Muzzleloader Shooting	Adv. Survival Skills	Cowboy Action Shooting and Atlatl Throwing	Open Shooting Sports
Open Swim	Rock the Dock	Wilderness Survival Overnight	Open Boat
Dungeons and Dragons Campaign	Escape Room	Chess Tournament	Dutch Oven Cookoff

Aquatics COPE Ecology Handicraft Outdoor Skills Range Activity

Programs with an asterisk (*) denotes limited participant availability; sign-ups will be available in the Trading Post on a first come basis.

Cowboy Action Shooting*

Welcome to the Wild Wild West! In various old-time western scenarios, Scouts play “good guys” who prove their accuracy by shooting at challenging targets. Our range and target throwing staff are excited to provide this program, giving Scouts the opportunity to shoot .22s, shotguns, and pistols. *Note: Participants must be at least 14 years of age and have a signed waiver form completed by a parent/guardian.*

Muzzleloader Shooting

A muzzleloader shooting night offers a unique experience, where Scouts gather to fire traditional black powder rifles. *Note: Participants must be at least 14 years of age.*

Atlatl Throwing

Take a time machine 17,000 years ago to utilize one of human kind's first known tools. The Atlatl, a revolutionary tool used for hunting, is now at Camp Mountaineer. Scouts of all ages can engage in throwing spears with an atlatl just as early humans did thousands of years ago.

Dutch Oven Cookoff

While the Mountaineer Scouts enjoy fellowship at Camp Lynn, the Dutch Oven Cookoff begins! Each troop will be able to submit at least one dessert dish to a panel of expert judges. All dishes will be tasted, but only one will be declared the winner. Adult participation is highly encouraged.

Dungeons and Dragons Campaign

Knights, Monsters, and Sorcerers OH MY! Plunge into the deepest dungeon or the tallest castle with Camp Mountaineers Dungeons and Dragons Campaign. Led by our staff, scouts will participate in an intense and harrowing adventure taking place over the course of a night with their personally created characters.

Escape Room

Locked in a room with only one goal... ESCAPE! Scouts will create teams of up to 6 and will be forced to work together and solve puzzles and riddles if they wish to escape Camp Mountaineers Escape room.

Chess Tournament

IT'S TIME FOR A SMACKDOWN!!! A battle of wits to go down in Camp Mountaineer history where scouts will go head to head in a chess battle testing scouts' minds. Scouts will be placed in a bracket where they will progress to see who will come out on top and be the Camp Mountaineer Chess Grand Master.

Rock the Dock

Tuesday night features the coolest beach party in West Virginia! Rock the Dock is a lively open aquatics with music, games, and fun activities. Come ready for beach volleyball, open swimming, party music, and bring your best (Scout appropriate) beach party costume!

Zipline

Zoom down the ¼ mile long zipline through the heart of Camp Mountaineer. This activity is open to both youth and adults who meet the weight criteria. (Must be within 70-250lbs).



Camp-wide Programs

Friday at Camp Mountaineer

Scouts will have the opportunity to show off their teamwork and Scout Spirit as they race around camp participating in games, challenges, and tests of Scout skills. Each station tests a unique set of skills, so be sure to brush up ahead of time. Only one Patrol can win the competition, however all units are encouraged to fully participate.

Camp-wide Games will be followed by the Water Carnival! Troops will have the opportunity to field their best in a wide range of water activities. Bring your best swimmers, boaters, and biggest splashers to the most intense competition of the week!

Campfires

Sunday Night Opening campfire – Camp Mountaineer staff will delight Scouts with songs, skits, stories, and cheers galore at the Council Fire Ring. We welcome you home to the “Best Scout Camp” with a campfire packed full of Scouting fun and enthusiasm.

Friday Family Night: Awards and Closing – On Friday night, units and camp staff will prepare an awards ceremony and a closing vespers. The staff love to see Scout material, so bring your “A game” and show us what you got! Unit Skits/Songs must be presented by the Senior Patrol Leader to the program director for final approval after lunch on the day of the presentation. Following songs and skits, Menawngihella Lodge will perform their public call-out ceremony for new Order of the Arrow candidates. This is a time of fun and camaraderie, but it will also be a time of reflection on a successful and challenging week.



Opening Campfire

Family Night

A celebrated tradition each week at Camp Mountaineer, Family Night is an opportunity for Scouts to show off what they have learned while at camp. Family and friends are invited to Camp Mountaineer Friday evenings to join Scouts for Closing Campfire.

Visitor Parking and Check-in/out Procedure

Parking is available for all visitors in the upper lot near the camp entrance. For the safety of Scouts and guests, driving into camp is limited. Only guests with a valid handicap placard displayed on their vehicle will be permitted to drive into camp.

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 the Scouting America's online Safeguarding Youth Training, will be given a wristband which must be worn at all times while in camp for identification. Visitors without proof of Safeguarding Youth Training must be escorted by a Safeguarding Youth 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 by 10:00 PM.** See the Leaders Guide for more details.



Family Night Closing Campfire

Camp Awards and Recognitions

During camp, staff will be attentive to Scouts and units that show exemplary Scout Spirit and go above and beyond the Scout Oath and Law. Area and competitive program awards will be given out during our Friday night campfire. Some recognitions have specific requirements which are included so units have ample time to prepare before coming to camp.

Baden Powell Award



The Baden Powell Award is designed to encourage unit participation at camp. This program recognizes those troops who have participated in campwide activities and promoted Scouting Spirit during the week. A special Baden Powell pin will be given to every Scout and weeklong attending adult leader of units which successfully fulfill the requirements for this award.

Requirements for the Camp Mountaineer Baden-Powell Award require participation as a unit, in **at least 10** of the following programs and camp functions:

- Demonstrate Scout Spirit by adherence to all camp rules and policies. This applies to both youth and adults in the unit.
- Conduct a daily flag ceremony for your unit in your campsite.
- Participate as a unit in the Scouts' Own service during Monday Siesta or host a worship service in your campsite at any time during the week.
- Volunteer to raise and/or lower the flag through a formal flag ceremony one day during the week.
- Participate in leading a campwide grace before a meal.
- Participate in the Friday campfire by presenting a song or skit.
- Maintain a clean and attractive campsite during the week, including custodial responsibilities for the latrine nearest your campsite.
- Conduct, under the guidance of the Camp Ranger and Commissioner, a Camp Service Project.
- Volunteer at least one day to assist with the cleanliness of a shower house in camp.
- Complete a campsite improvement project during the week.
- Hold a Patrol Leaders Council during the week of camp.
- Participate in the Campwide Games and Water Carnival.

Morgan Award

The Morgan Award is designed to challenge and test those Scouts who think they have participated in everything Camp Mountaineer has to offer. Morgan Morgan was a pioneer who founded the first permanent settlement in West Virginia. This award is to recognize Scouts who embody the trailblazer spirit by seeking further challenges while at camp. This award is recommended for Scouts who have attended multiple summers at Camp Mountaineer.

Scouts must complete any 9 of the following requirements to earn the Morgan Award:

- Work with a younger Scout in your unit on rank advancement (this can be in fulfillment of Life requirement 6).
- Actively serve in a unit leadership position in camp. Attend SPL Meeting.
- Build a useful camp gadget or pioneering project for your campsite.
- Participate in Cowboy Action Shooting.
- Make a splash at Rock the Dock.
- Prepare a gourmet meal for the Dutch Oven Cookoff.
- Rock climb to the top of the climbing tower or natural rock face.
- Participate in ROAR.
- Complete the Advanced Survival Skills program and overnight campout.
- Play a game of cornhole.
- Provide leadership for Scouts in your unit by joining them on the Mountaineer Hike.
- Earn three or more merit badges at camp.
- Provide leadership for your unit in the Campwide Games and Water Carnival.



Order of the Arrow

At Camp Mountaineer, we have the privilege to host Oconomowoc Lodge as Mountaineer Area Councils corresponding Order of the Arrow Lodge. From evening program opportunities to Camp Wide Recognition for scouts, Oconomowoc Lodge plays a large role in the programming at Camp Mountaineer.

Trail Crew

Time to dig up a good time with this evening program activity sponsored by the Order of the Arrow. On Wednesday during evening program hours scouts can maintain and build trails around Camp Mountaineer. From raking, lining and weeding trails, the trails around camp will never look so pristine.

Wednesday OA Day

"IT'S OA DAY!" A common mantra heralded at Camp Mountaineer every Wednesday. A day focused on celebrating scouting's national honor society we encourage scouts to tout the lodge they belong to. Throughout the day Oconomowoc lodge will host multiple activities for OA members to celebrate the Order of the Arrow! Be sure to wear your Oconomowoc swag.

Callout Ceremony

At Friday Night Campfire all can watch scouters be nominated for candidacy in the Order of the Arrows Callout Ceremony.



Cowboy Action Shooting / Muzzleloading Program Participation And Hold Harmless Agreement

Camp Mountaineer (Mountaineer Area Council) will be conducting a Scout Cowboy action shooting program. In this program, Scouts will shoot a rifle, pistol, and shotgun under the supervision of an NRA Range Safety Officer and NRA certified instructors. Scouts will be required to wear eye protection and hearing protection at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and rifle, pistol, and shotgun instructor(s).

I give the Scout permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my Scouts to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

For safety, all Scouts will do the following or they will be removed from the program.

1. Complete a range safety briefing.
2. Wear all safety gear at all times while on the range.
3. Follow all the safety rules provided in the briefing.
4. Follow the instructions of the Range Safety Officer(s) and rifle, pistol, and shotgun instructor(s).
5. Do not handle the firearms until instructed to do so by the instructor(s).
6. Is 14 years of age and will be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.

Participant signature: _____ Date: _____

Parent/guardian signature: _____ Date: _____

Unit Leader Signature: _____ Date: _____

