

MUSKINGUM VALLEY SCOUT RESERVATION

LEADER'S GUIDE



SCOUTS BSA 2025 SUMMER CAMP



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This Leaders guide and all the supplemental forms can be found on our council website at
<https://muskingumvalleycouncil.com/mvsr2025/>



COUNCIL KEY 3's ADDRESS

TO ALL WHO SHALL SEE THESE PRESENTS, GREETING:

Welcome, Time Agents, to MVSR Time Heist 2025!

The Muskingum Valley Scout Reservation is your launchpad into the greatest mission of all time, literally. This marks our 58th year of providing an unparalleled summer adventure, and this year, we are bending the very fabric of space and time to make it legendary.

Your mission, should you choose to accept it, is to traverse the walkable pathways of history, engage in high-powered marksmanship at our cutting edge shooting sports range, decode the mysteries of the universe in our STEM program, conquer the heights of the tower, and explore the depths of the aquatic realms of our private lake, whether by fishing, paddleboarding, or kayaking. From the cooling waters of our swimming pool to the tactical feasts of our grand dining hall, MVSR is the ultimate base of operations for any Scout daring enough to take on this temporal challenge.

A team of elite operatives has been assembled to guide you. Our veteran Summer Camp Director, Matt Winland, returns to lead the charge, flanked by a seasoned Program Director, Kobe Wheeler, and elite Area Directors, all bringing their knowledge, experience, and passion to the forefront. The Counselor-In-Training (CIT) program offers younger Scouts the chance to train alongside our legendary Youth Staff, preparing the next generation of time travelers and leaders. This summer, let's not forget the invaluable contributions of our adult leaders. The Scoutmaster merit badge awaits those who rise to the challenge of volunteering and enhancing the camp experience.

So, whether you're a first time recruit or a seasoned time traveler, prepare for an adventure unlike any other. The past, present, and future of Scouting converge at MVSR, and we're honored to have you on this mission.

New agents, **"WELCOME FRIENDS"**. Returning veterans, **"WELCOME BACK"**. The clock is ticking. The adventure awaits.

MVSR Time Heist 2025: Are You Ready?



NOESA Anthony "Tony" Durm, P.E.
Council President

DESA Pierre "Frank" O'Hare, P.E., P.S.
Council Commissioner

NOESA Jared F. Smith
Scout Executive/CEO

Prepared. For Life.™

POSTCARDS FROM CAMP

"I really liked metal working and leather working. The people are nice and helpful. Also in the trading post, the lady I met was very nice and fast at her job!" ~ Alen, Troop 304

"My favorite thing about MVSR was the food! It was very good, and I enjoyed it the most!" ~ Jack, Troop 33

"I couldn't believe we lashed our stuff together and made a weird shelter and saw it stand up overnight. How did it do that?" ~ Griffin, Troop 279

"I really liked the campgrounds and how every campsite was handy when a bad storm rolled in. My friends and I had some merit badges together and had a blast. The pool was awesome, and I really want to come back!" ~ Joe, Troop 169

"Camp trails are cool! I get to go through the forest and check out all of nature." ~ Heston, Troop 76

"My time at camp has been fun besides me getting sick, my tent getting soaked, I think I will live. A lot of good memories for rest of my life." ~ Tristan, Troop 132

"Hello, I would like to say I had the best time at camp. I met two new friends." ~ Logan, Troop 122

COUNCIL ADDRESSES

SCOUT OFFICE

Muskingum Valley Council, BSA
734 Moorehead Ave.
Zanesville, OH 43701
740-453-0571

CAMP

Muskingum Valley Scout Reservation
16905 CR 271
Coshocton, OH 4381



CAMP DIRECTOR'S ADDRESS

Scouts and Scouters of MVSR,

Welcome to our new units and welcome back to MVSR to our existing units. As returning camp director, I cannot wait to see what this summer has in store! We were able to make a lot of positive strides to building MVSR into a premier place for summer camping. I hope that with the positive changes that we can collectively promote a positive summer experience for our scouts, leaders and staff. We hope that everyone gets involved in our theme and joins in as we travel in time for our Time Heist 2025!! You help make the difference in the experiences that are provided to our youth.

**“Unless someone like you cares a whole awful lot,
Nothing is going to get better. It's not.”
Dr Suess, The Lorax**

Yours in Scouting,
Matt Winland



GETTING READY

No, it's not time to start packing your backpack. But it is time to start planning for your trip to the Muskingum Valley Scout Reservation. One of the things that we want to do now is make sure that every Scout in the Troop has a long-term outdoor experience. We all know that only happens in Troops who plan for it.

What are the steps that you can take? Start a Troop savings plan so Scouts can pay for it a little at a time. Conduct a unit popcorn and/or nuts sale. Have the Order of the Arrow in to talk about camp with the Scouts in your troop. Have a parents' night to share your plans for next summer now, before they start making their vacation plans. Scouting happens one Scout at a time.

Deliver the promise! Get every Scout to camp at MVSR.

MVSR WEEK-END CHECKLIST

- Every Scout has been swimming!
- Every Scout has been boating!
- Every Scout has been to the Range!
- Every Scout has visited Handicraft!
- Every Scout has visited Eco-Con!
- Every older Scout tried one of MVSR's High Adventures!
- Every Scout and Leader took time to go fishing, bird watching, or took a nature walk!
- Leaders trained in Safe Swim Defense!
- Every Leader has completed the Honors program!
- Every Leader has earned the Scoutmaster Merit Badge!
- **Your Troop has reserved a campsite for 2026!**



GENERAL INFORMATION

VISITORS POLICY & MEALS

ALL visitors must be cleared with the camp director before coming onto camp property.

ALL visitors MUST stop at the Welcome Center to check in and out.

Visitors will be given an identification wristband to wear while in camp. While on camp we request that all visitors are accompanied by a registered adult leader who has valid youth protection. Reservations for meals may be made at the Welcome Center and must be paid for in advance. Prices of meals are as follows:

Breakfast: \$6.00

Lunch: \$6.00

Supper: \$10.00

LEAVING CAMP

Anyone (Adult or Scout) leaving camp, for any reason, **MUST** check out and back in at the Welcome Center.

PARKING

NO cars are allowed in campsites or to be driven around camp without authorization from the Camp Director. Please move vehicles as quickly as possible to the Parking Lot after unloading on Sunday afternoon. Only 1 vehicle at a time, per unit, is allowed to go to the site during check-in.

CAMPSITE RESPONSIBILITIES

All campsites are equipped with a trash can, fire ring, kybo, and fire extinguisher. **YOU** are responsible for **YOUR** campsite's attractiveness and cleanliness. Supplies for cleaning the kybo (bleach, trash bags, etc.) are available at the Hall - reach out to the Camp Commissioner for details. If you have any questions, there will be a daily inspection of your site and visits by a staff member. Remember to rope off axe yards and to use fire rings for all fires. **Never leave a fire unattended.** Please take your trash to the dumpsters behind the Dining Hall, every evening, whether full or not.

Before leaving camp on Saturday, please ensure all trash is picked up, fire rings are returned to the back of the kybos and picnic tables are leaned against trees (feet first).

TENTS

Each unit should bring their own tents. Concerns can be addressed to the Council Office (740-453-0571) at least two weeks ahead of a unit's arrival to summer camp.

SHOWERS

North Camp: Across from Zane Campsite.

South Camp: At the Pool

ALL showers are unisex and for both youth and adults. A scout is CLEAN. Help us out and make sure that our facilities stay clean for all who use them.



VALUABLES

Valuable items such as cameras, jewelry, watches, money, etc. are the responsibility of each individual. We encourage Troops to have a "Troop Bank" and remind everyone "A Scout is Trustworthy"! The camp is not responsible for lost, misplaced or stolen items. Only bring valuables to camp that are necessary.

UNIFORMS

It shows "Scout Spirit" to travel to and from camp in full Scout Uniform. During the day at camp a Scout-themed, Scout-appropriate, or blank t-shirt is to be worn. A shirt and closed-toed shoes **MUST** be worn at all times around camp. Full Scout Uniform is requested for dinner and retreat, unless otherwise stated. We do ask that all clothing worn is modest in fit. We will be using a "typical" school time dress code. All shorts must come to the bottom of a closed fist with relaxed shoulders. Any shirt must have straps that are at least 2 inches wide and if the shirt is sleeveless it may not extend past the armpit by more than 2 inches. We hope to count on leaders to help with their own units.

CAMP FACILITIES

DINING HALL

As the home of all of our meals and many of our camp songs, games & skits, the Dining Hall is always one of the focal points in our camp program. We use cafeteria style serving with a salad bar available. We require troops to provide "waiters", after each meal, to help clean up. This will be discussed at the Dining Hall Orientation on Sunday afternoon. If you have special dietary needs in your Troop, please turn in a food allergy and dietary restrictions form, at least **30 days prior** to arriving at camp. We will do our best to honor allergies that include gluten, nut, peanut and dairy. Dietary preferences will be honored as we can. This form can be found on our website, in the forms section.

We cannot guarantee we will be able to accommodate all allergies and dietary restrictions. We will make an attempt to accommodate when possible, however an additional fee may be assessed.

TRADING POST

We will stock the Trading Post to meet the needs of Scouts, leaders, family, & guests. We will have handicrafts, camp shirts, pop, ice cream, candy, books, troop equipment, leader's books and supplies, patches, insect repellent, ice, rope, ponchos, and more. Please be aware of your trash and use proper disposal/recycling.

Troop accounts can only be opened and used by leaders. The Trading Post manager can help you with this. Accounts must be paid by Friday at 3pm.

The Gaga Ball pit by the Trading Post cannot be used unless there is a minimum of two responsible adults and/or staff members nearby.

The trading post hours will be posted during camp. We will do our best to have varying hours depending on staffing. Ice will be able to be purchased at the trading post at any time it is open. After hours ice may be purchased through the office.



CHAPEL

An interfaith service will be held at our chapel during the week. This is short and reflective and a great way to fulfill the 12th Point of the Scout Law; a Scout is reverent. Those wishing to participate in the service need to see the Camp Commissioner during check-in. We ask every Scoutmaster to make this a part of your troop's plan for Summer Camp.

SUNDAY ARRIVAL AT CAMP

Check-in will begin at 2:00 p.m. Sunday in the parking lot. All troops will have an assigned time for arrival. No one will be checked in before this time. Please do not arrive any later than your assigned time so we have time to go through all the necessary orientation items.

As you arrive in the Parking Lot, the Unit Leader and Senior Patrol Leader need to check-in at the Welcome Center. Any fees due will be settled at check-in with the Business Manager.

At check-in, all Medical Forms (Parts A, B & C) and medications must be checked in by the Unit Leader. **Attention: A new signed BSA health form is due each year (remember school physicals are NOT valid) and EVERYONE staying overnight at camp MUST have a BSA health form.** For more detail on medical policies, please see "The Camp and Medical Policies" section in this Leader's Guide. **All adult leaders should also have copies of valid youth protection and proof of membership.**

After check-in, you will be assigned a USA (Unit Staff Advisor). This staff member will take the Scouts to your campsite to unload gear first. If weather permits, you will be allowed to drive to your campsite to unload gear (**only one vehicle at a time will be permitted in camp**). After unloading, please take your vehicle back to the parking lot.

Immediately following check-in, swim checks will be done at the pool and meal procedures covered at the Dining Hall. After swim checks, you will have time to set-up your campsite. Your USA will remain with you for any help you may need and will fill out a check-in sheet for site equipment. Fireguard charts and emergency procedures will be reviewed at the SPL meeting Sunday evening.

Dinner is at 6:30pm on Sunday. Please wear your Scouts BSA Field Uniform (Class A). After Dinner, we will gather in the Upper Parade Field for Retreat, our flag lowering ceremony. Immediately after flags, there will be the following meetings:

- Leader's Meeting: In the brown shelter by the hall (McClain Shelter)
- SPL Meeting: Hill by the Trading Post
 - Fireguard charts and emergency procedures will be reviewed here
- Netami Meeting: By the Flag Poles
- First Class Scout Program Meeting: By the Totem Pole
- PEAK Meeting: By the Scout Sign

Sunday evening, time announced at Dinner, we will have our Opening Campfire at the Council Ring. Come prepared with a Troop Yell and enjoy the campfire!



WHAT TO BRING TO CAMP?

- Personal, Patrol and Troop Equipment: See Scout Handbook.
- American and Troop Flags (Suggested: Patrol flag Made for Camp)
- ***A Cup/Bottle for each Scout and Leader (Cups are not provided in the Dining Hall)***
- Merit Badge Needs & Pre-Reqs: See 'Program Areas' section of this Leader's Guide

CAMP FEES

The Camping Committee has set the following fees for the 2025 camp season:

All Fees Should Be Paid at The Scout Office or Online: <https://scoutingevent.com/467-mvsr2025>

- Site Fee is \$75 per Unit. This fee is nonrefundable.
- **For Scouts:**
 - \$355 if paid in full by May 2nd, 2025
 - \$380 if paid after May 2nd, 2025, but 2 weeks before your unit comes to camp
 - \$395 at the discretion of administration, if late
- The fees apply when the total amount is paid to the Council Office by May 2nd, 2025
- Daily program fee is \$60. (This is for Scouts just coming to camp during the day)
- Scouts wishing to attend MVSR for a second week may do so for a reduced fee of **\$200**
- **Leader's Fees:**
 - 1 Adult leader FREE with each Troop
 - If you bring 11-20 Scouts, you get 2 leaders free...
 - If you bring 21-30 Scouts, you get 3 leaders free... etc.
 - **Additional Adult Leaders:** Each additional adult leader is \$110.00.
- Arrow of Light Scouts that have crossed over or new scouts coming into your troop before June 4, 2025, may come to camp for \$355 if paid at the office **at least one week in advance**, otherwise \$380 may be charged at camp.

Refund Request

If a Scout is not able to come to camp for medical or serious family emergency reasons, the family/Troop can apply for a refund. This refund request must be done in writing and clearly stating the reason. Refund requests must be made within 30 days of your scheduled visit, using the *Refund Request Form* on the council website

<https://muskingumvalleycouncil.com/mvsr2025/>

Deposits, including the Early Bird deposit, are not refundable but are transferable from one Scout to another attending MVSR. No Scout can be credited with more than one Early Bird deposit. Other paid Summer Camp Fees may be applied to any Scout attending MVSR. The amount refunded, if any, will be determined by the Council Camping Committee, and will be based upon the information provided on the Refund Request Form. **Camperships cannot be transferred to another scout.**



CAMP POLICIES

CAMPER RELEASE POLICY

It shall be the policy of the Muskingum Valley Council to release a camper only to an authorized person listed on the Camper's Health/Medical form or in writing from the legal parent or guardian. Each camper leaving camp will do so with the permission of their scoutmaster or adult in charge. Each camper will sign out at the Welcome Center before departure and will sign back in upon their arrival back to camp. Each camper will remain in the Welcome Center for pick up, for verification to be made by camp personnel as to the identification of the transporting person(s)

When the transporting person(s) arrive, the camp administration will verify that the correct person(s) are approved transport people, as specified by the legal parent or guardian.

NO CAMPER WILL BE RELEASED TO ANYONE NOT APPROVED IN ADVANCE

INTRUDER POLICY

It is the policy of Muskingum Valley Scout Reservation that all staff, campers and visitors wear an identification wristband. Any person found without ID or proper identification will be escorted to the Welcome Center. All unauthorized visitors will be asked to leave the premises. This policy applies when a Scout, family member, or leader is visiting camp. These people must report to the Welcome Center and receive proper ID while on camp premises.

MVSR CAMP POLICIES

- Scout Camp is a unique place where everyone should live by the Scout Oath and Law.
- Persons found guilty of violating Youth Protection policies, stealing, vandalizing, being under the influence of alcohol or illegal drugs, or tobacco (if underage) or breaking camp rules will be told to leave camp immediately with no refund of fees. This applies to the use of firecrackers, explosive devices, slingshots, etc.
- Shirts and closed-toed shoes must always be worn around camp, except in showers and at the pool or lake (See 'Aquatics' section of this Leader's Guide).
- Liquid fuels must not be used to start fires. Adults must supervise lanterns and cooking equipment requiring liquid fuels.
- **Never leave a fire unattended.** *BSA Fireguard Charts* must be posted in every campsite.
- Each Scout and adult leader must bring their own drinking cup. To reduce waste, disposable cups **will not** be available at the Dining Hall for meals.
- There will be no vehicles in camp. Upon arrival to camp there will be one vehicle at a time, per Unit, allowed back at the campsite to unload gear. Once that vehicle returns to the parking lot, then another vehicle will be allowed back to the site. Troop trailers will be allowed to remain in the site by permission of the Camp Director or Ranger. If a unit



feels they must bring a golf cart or UTV to accommodate particular adult leaders, the unit must fill out and submit the 2025 MVSR UTV or Golf Cart Request found on the council website. If the unit is bringing a UTV they must be able to provide proof of active ROHVA training (online and In person). <https://muskingumvalleycouncil.com/mvsr2025/>

- If a vehicle is stuck it is the responsibility of the owner of the vehicle to secure means to move the vehicle. Numbers will be provided of local towing companies.
- Scouts are not permitted in vehicles beyond the camp parking lot. Scouts will only be transported by vehicles in cases of emergencies or with filling out the UTV or golf cart form.
- Units should encourage Scouts to leave their mobile devices at home in order to enjoy camp without distraction. Adult leaders can utilize the Remind app with their mobile devices for rapid camp communication. Please see page 24 for our **Mobile Device Use Policy**.
- No standing trees are to be cut or damaged in any way. Fines **will** be incurred based on the level of damage.
- No gambling!
- Make sure everyone in your troop understands these rules and those set out in each program area to avoid accidents and injuries.
- All youth that attend summer camp must be registered in Scouts BSA or Venturing and pay the appropriate registration fees.

BUDDY SYSTEM

It is the policy of MVSR that every Scout in camp follow the buddy system. Each Scout must have a buddy Scout while doing all camp activities, including badges. Remember, there is safety in numbers and it is not as easy to get lost when you use the buddy system.

CAMP VEHICLE POLICY

- Camp vehicles are to be operated by authorized personnel only.
- No person is to ride on the back of any vehicle. Only two passengers permitted in the cab of a truck and seatbelts must be worn.
- In camp, speeds shall be no greater than 10 mph on all roads.
- No youth camper shall ride inside of a vehicle while on camp property, unless emergency purposes.
- Only licensed drivers, over the age of 18, may operate vehicles on camp property.



MVSR MEDICAL POLICIES

MEDICAL FORMS

Every person coming to camp MUST have a completed and signed BSA medical form in order to stay overnight. **NO EXCEPTIONS.**

PLEASE check your health forms carefully; *any person who stays on camp* must have Parts A, B1, B2, & C of the most recent printing of the “Annual Health & Medical Record” form. School & sports physicals **will not** be accepted. Forms that are not properly completed & signed by a parent/guardian, the Scout or adult leader, and a medical professional (MD, DO, CNP, PA, ETC...) could result in a Scout or adult leader not being able to stay at camp. **BOTH THE PARENT/GUARDIAN SIGNATURE (FOR YOUTH PARTICIPANTS) AND THE PARTICIPANT SIGNATURE (SCOUT OR ADULT LEADER) MUST BE COMPLETED ON PART (A) OF THE FORM. THE SIGNATURE OF A MEDICAL PROFESSIONAL MUST BE ON PART (C) OF THE FORM, AS WELL AS PART (B2) FOR YOUTH RECEIVING ROUTINE MEDICATIONS WHILE AT CAMP.** Physicals are valid for one (1) year from the date of the actual physical exam, and must be in date for the duration of camp.

MEDICATIONS

Please take note, the latest version of the “Annual Health and Medical Record” page B2, **requires a medical professional’s signature as well as a parent/guardian signature for all youth receiving medications while at camp. Additionally, in the same area of the page, ensure that the authorization for non-prescription medication administration, and any limitations to such, is also properly completed. Without this authorization we cannot administer the over-the-counter medications we are authorized to administer at camp.

The administration of all medication brought to camp is the responsibility of the adult leadership of the troop. MVSR Staff takes no responsibility for the administration of routine prescription medications during camp. We will, however, make every attempt to assist any Scout or adult leader needing help administering medications within the scope of practice of the Health Officer on duty. If a Scout or adult leader has a particular medication or medication regimen that must be strictly followed or requires additional resources, it is the responsibility of the adult leadership of the troop to familiarize themselves with this prior to camp (i.e. nebulized medications for asthma, medication administered by injection, varying dosage medications, etc). Please work with your Scout’s parent/guardian to familiarize yourself with their medication regimen or the operation of these devices prior to coming to camp.

Any person administering an emergency medication such as an EpiPen or other such device, an Asthma inhaler, Oral Glucose, or any other emergency medication that a Scout or adult leader may have on their person or in their possession, must inform the Health Officer **immediately!** Many times these emergency medications require follow up administration of a secondary medication or additional doses of the same medication, therefore you must immediately contact the Health Officer so appropriate treatment after the fact can be administered.



Scouts' and adult leaders' medication logs are to be checked by the Health Officer at the Welcome Center during check-in. **All medicines are to be kept in the site by a registered leader.** These medications **MUST** be kept in a locked container and secured inside the adult leader's tent or another secure location as to prevent access to the medications by unauthorized persons **AND the Scoutmaster/adult leader(s) take full responsibility for the medications.**

All medication that needs to be taken during camp must be in the original container with the original pharmacy label attached and be accompanied by a "Medication Instructions" form (see sample), signed by parent. This includes over the counter medications not provided by the Health Officer. Scouts and adult leaders should only bring enough medication for the time they will be at camp. It is advised that persons with multiple medications have those medications secured in a zipper style plastic bag of suitable size to contain all the medications for that particular Scout or adult leader, clearly marked with the Scout or adult leader's name on the outside of the bag, to assist with organization.

Medication administration forms will need to be filled out **PRIOR TO CAMP** and completed by the adult leader administering the medication. Should a Scout or adult leader have a medication that requires refrigeration, there will be a locked refrigerator available in the Health Lodge for these medications as well.



PROGRAM AREAS

In the following pages, you will find exciting ideas for things you can do at MVSRC this summer. It has information you need for merit badges, fun program opportunities and adventures.

Use these guidelines to plan and prepare each member of the troop for their week at camp.

Merit Badge sign up will be handled online prior to camp as well as at camp. Adult leaders sign their Scouts up for Merit Badges prior to camp so that we may allocate staff resources as needed. Just be sure that the Scout meets the prerequisites for said badge.

An overview of all the requirements earned will be handed out Saturday morning at breakfast to check what has been earned or missing.

We will not add or take away requirements from any badge or program; except as allowed by the *Guide to Advancement*.

We reserve the right to change merit badge or activity schedules according to our staff, equipment availability, and/or Scout interest.

The prerequisite lists are a guideline for Scouts wishing to start on badges at home. Most badges can be started and earned during camp, but more can be accomplished if certain requirements are already completed. Prerequisites change yearly as badge requirements change yearly, please check carefully.

Make sure any money or equipment necessary for a badge or activity is available and provided.

Make sure your Scouts have looked at the merit badge requirements before coming to camp, so they are prepared for the assignments. Many things can be accomplished before camp, therefore allowing more "free" time for enjoying the facilities of our camp.

Merit Badge and Program offerings are based on staff availability.

Get the most out of camp, come prepared!



NETAMI

MVSR's PROGRAM FOR FIRST YEAR CAMPERS

Our Netami Program is exclusive to MVSR. We introduce Scouts to all areas of camp while teaching basic Scout skills.

- The whole day (from 8:50 a.m. to 5:00 p.m.) is scheduled and there is no need to sign up for badges - this is included in the program. Each Netami will be able to earn up to 2 merit badges in addition to personal rank advancement.
- Special pool times are scheduled for both instructional swim and swimming skills (depending on swim levels) and for recreational swim.
- The *Patrol Method* will be used throughout the week to re-enforce the use of this in your own troop.
- Basic Scout skills will be taught/reviewed and used throughout the week.
- All departments in camp will be visited.
- Special events are planned just for these Scouts. Advancement at least through tenderfoot will be attained by each Netami, provided they complete the course.

FIRST CLASS SCOUT PROGRAM

First Class Skills with Ranger Ron

This program is designed to get your 2nd Class rank Scouts to the next level. The program is the best of both worlds. In the morning sessions (from 8:50 a.m. to noon) the Scouts will be in a structured program designed to get them the skills they need to attain First Class rank. Then after lunch they can choose from the merit badge list. The morning programs focus on Aquatics, First Aid, Cooking, and Eco-Con.

Scouts must have earned the 2nd Class rank and be as prepared for these badges as they can. The Scouts will be able to achieve them to the best of their potential and have fun doing it. This is a great opportunity to gain basic Scout knowledge and earn those badges required for Eagle. Camping and Wilderness Survival requirements for overnights can be done at camp on Thursday evenings. Equipment for these are provided, but if you have tents for camping, bring them.



HIGH ADVENTURES AT MVSR

PEAK

The PEAK program is MVSR's High Adventure program. PEAK is geared towards Scouts who are **14 years or older** and interested adult leaders. Its purpose is to give Scouts, who are looking for that next step in their summer camp experience, something fun and exciting to do. PEAK does not follow a rigorous merit badge schedule or have a set of requirements that need to be completed. It is an escape from the structure. PEAK is geared towards older Scouts who are looking for something new and exciting to do at camp and be among their peers after already having attended camp for years.

PEAK is the High Adventure side of summer camp. Scouts will get to spend time at the Climbing Tower, Low COPE Course, Range, Lake, Pool and go to places on camp that nobody else can go. They will have opportunities to do things on camp that only PEAK can do. Scouts from different Troops come into the program with a sense of curiosity, but unknowing of what to expect. They will come out of summer camp with new friends, a new sense of adventure, and a curiosity for "What else can be done?". PEAK isn't just another camp program, it's the next step.

PLEASE HAVE YOUR PARENT SIGN THE COWBOY ACTION SHOOTING PERMISSION SLIP BEFORE YOU COME TO CAMP. PLEASE TURN INTO THE PEAK DIRECTOR.

CLIMBING MERIT BADGE

Scouts must be **13 years or older** to participate in the Climbing Merit Badge. All gear will be provided by the camp. Scouts are advised to wear tennis shoes. Boots are permitted, but they can be hard to climb in. Open-toed footwear, all sandals, Crocs, and going barefoot are prohibited. **Although not required, it is advised to look over the required knots before arriving at camp.**

NIGHT CLIMB

Scouts and adult leaders of all ages are welcome and encouraged to participate in the Night Climb. Please be courteous and leave the flashlights outside of the Tower Area. The only lights permitted are red lights. Glow sticks will be provided for all participants. Night Climb is by sign up only. The sign-up process will be announced during camp.

LEVEL 1 TRAINING

Level 1 Climbing Instructor Training trains Scouts, ages 16 and older, and adults to assist with Climbing and Rappelling activities. A Level 1 Instructor counts as a "Qualified Instructor", per the Belay On Manual. Climbing and Rappelling events can't happen without Level 1 Instructors. Level 1 Training will be a 2-period class, during Periods 1 & 2. Please look over the Climbing Merit Badge book and practice the knots.



SCOUTCRAFT

BADGES OFFERED & PREREQUISITES

- **Camping:** Req. 9a, 9b1, 3; bring a backpack
- **Orienteering:** Req. 10
- **Pioneering:** Knowledge of knots necessary
- **Wilderness Survival:** overnight in shelter required to complete the merit badge
- **Cooking:** Please have prerequisites done prior to camp. Class sizes may be limited to cover all of the requirements.

CIVICS

BADGES OFFERED & PREREQUISITES

- **Citizenship in the World:** None
- **Citizenship in the Nation:** None
- **Communications:** Req. 5, 8
- **Indian Lore:** Craft item will need to be purchased

NOTE: You will need a notepad and pen/pencil for these badges. Look over the requirements carefully. Merit badge books are a MUST!

SPECIAL CIVICS AWARD

- **MVSR Honor Guard:** This program is now being offered as a daily class. It will cover important aspects of the US Flag Code, flag care, and proper treatment and display of the flag in many common and unique situations. Course will also require the students to design and carry out a flag retirement ceremony during Friday night campfire. Upon completion, Scouts will earn the MVSR Honor Guard Award and, at the Scoutmaster's discretion, the BSA Honor Guard patch.

EMERGENCY RESPONSE

BADGES OFFERED & PREREQUISITES

- **First Aid**
 - Must have 1st Class First Aid requirements completed, if not then you will be asked to leave the class.
- **Emergency Preparedness**
 - Must have completed First Aid Merit Badge
 - Req. 2c, 9a
 - Need to bring an emergency kit, pictures will no longer be allowed.



AQUATICS

SWIMMER CLASSIFICATION IS REQUIRED FOR ALL AQUATICS MERIT BADGES AND AWARDS **THE POOL**

MERIT BADGES

- **Swimming:** Must be prepared for extensive swimming. Swim strokes will be taught, improved, and refined. This is not an Instructional swim period for scouts.
- **Lifesaving:** Must have completed Swimming MB and be prepared to pass requirement #2b on Monday, swim 400 yds. using Front Crawl, Sidestroke, Breaststroke, and Elementary Backstroke in good form with rhythmic breathing. (Effective 1/1/21) You will need long pants, long sleeved shirt and shoes that will get wet.

AWARDS

- **Snorkeling:** Equipment is provided, class size is limited to 10. Extra periods may be added.
- **Mile Swim:** Must do training swims and other requirements for award

CERTIFICATIONS

- Red Cross Lifesaving Crossover
- Swimming and Water Rescue Aquatic Supervisor (Adult 16+)
- Safe Swim Defense (No Swimming Requirement)

OTHER

- Instructional Swim: Focused on Learners and Beginners but any scout or adult may participate.
- After the program week has begun, no swimsuits should be worn around camp without cover ups conforming with the camp dress code.

POOL RULES

- Safe Swim Defense plan is always used
- Buddy Board System is used for everyone
- Swimming is allowed only when lifeguards are present. Climbing the fence will result in being sent home with no refund
- Discipline around the pool will be enforced: No Running, No Diving, No Horseplay or dangerous activities will be allowed
- Help keep the showers clean by tidying up after yourself
- You may only swim in the area(s) for which you have passed a test: Learners in the Learner area, Beginners in either Beginner or Learner areas, Swimmers in any of the three areas. Remember you may only swim in one area at a time, with a Buddy, according to your Buddy Tag on the Buddy Board. Instruction will be given during Camp.

Swimwear Policy: Modest swimwear is required. No string bikinis or excessively revealing swimsuits. One-piece swimsuits or well-fitted tankinis are recommended.



THE LAKE

Shoes or water shoes with closed toes must be worn for ALL activities at the Lake.

These shoes will get wet and dirty.

MERIT BADGES

- Rowing
- Canoeing
- Kayaking

AWARDS

- **Kayaking:** Available to youth and adults
- **Stand up Paddleboarding:** Equipment is provided
- **Paddlecraft Aquatic Supervisor** (Adult 16+)
- **Safety Afloat** (No Swimming Requirement)

OPEN BOATING

- Open Boating is during the afternoon and open to anyone wanting to try their hand at boating!
- You must provide proof of your Swimming Level!
- Learners can go out in a rowboat with a lifeguard!

LAKE RULES:

- The BSA Safety Afloat Program is followed at all times; Buddy Board System is utilized
- NO swimming in the lake - except during classes when this is required with supervision
- Personal Flotation Devices (PFD's) **MUST** be worn at all times in the boats or on a dock
- No fishing from the boats or anywhere in the boating area
- Learners can only go in rowboats with a lifeguard. Beginners can only go in a rowboat with an Adult swimmer. Swimmers can go in all boats.

NOTE: Bring a towel, swim suit, and you are required to wear shoes because of the weeds and stones, so make sure you bring an extra pair that can get wet!

CLOSED TOE SHOES ARE REQUIRED TO GET INTO THE WATER!



ECOLOGY/CONSERVATION

“ECO-CON”

BADGES OFFERED & PREREQUISITES

- **Astronomy:** If able, please bring a telescope
- **Environmental Science:** Netamis Only
- **Fishing:** If possible, please bring your own gear and your favorite bait
- **Fish & Wildlife Management:** None
- **Fly Fishing:** \$15, paid at the Trading Post; If possible, please bring your own gear and your favorite bait

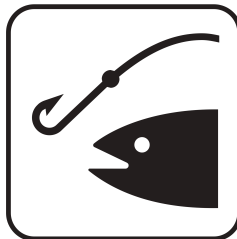
SPECIAL PROGRAMS

- **Complete Angler Award**
 - **Merit Badges Required**
 - Fishing
 - Fish & Wildlife Management
 - Fly Fishing
 - Catch at least 1 fish at camp
- **A Night with the Stars**
 - This is a one night opportunity to not only earn the Astronomy MB but to look at the celestial happenings around our galaxy. Equipment is limited so please bring your own telescopes, if able, and learn as well as see some amazing sights at night.
- **Big Fish Award**
 - Longest fish wins. Please see “Special Camp Programs” in this Leader’s Guide

This department, known as Eco-Con, is a popular place to visit. We will have many animals. We do not know until camp time what they will be. This is a great opportunity for Scouts to gain experience and knowledge firsthand that they may not be able to get at home. We have a beautiful observation cabin and a new star observatory.

A well-marked nature trail is available for all to enhance their Eco-Con knowledge. Also, many of our camp conservation projects will be conducted through this department.

NOTE: Scouts taking Eco-Con merit badges should bring a notebook and No. 2 pencils.



HANDICRAFT

BADGES OFFERED & PREREQUISITES

Offerings are based on availability of staff and materials

- **Art:** None
- **Basketry:** Round and square basket kits can be purchased at the Trading Post
- **Chess:** None
- **Leatherwork:** None
- **Metalwork:** \$5.00, paid at the Trading Post
- **Model Design & Building:** None
- **Pottery:** \$5.00, paid at the Trading Post
- **Wood Carving:** None
- **Woodworking:** \$15, paid at the Trading Post
- **Sculpture:** \$5.00, paid at the Trading Post
- **Composite Materials:** \$5.00, paid at the Trading Post

STEM

Science, Technology, Engineering, Mathematics

BADGES OFFERED

- **Chemistry**
- **Photography**
- **Programming**
- **Radio**
- **Search & Rescue**
- **Signs, Signals & Codes**
- **Veterinary Medicine**

The STEM building, Straker, is located just North of the Welcome Center. The Straker Lodge was funded by a generous gift from the Straker Foundation and is wired for STEM activities. Come down and check out our cool tech like the 3D Printer.



THE RANGE

BADGES OFFERED & PREREQUISITES

- **Archery:** Prior experience helps.
- **Rifle-Shooting:** Prior experience with target shooting would be helpful.
- **Shotgun:** Prior experience NECESSARY!
- **Cowboy Action Shooting:** For older Scouts (14 or older). Signed permission form required.
- **Pistol Program:** \$20, paid at the Trading Post; Only 6 per week, selected by lottery

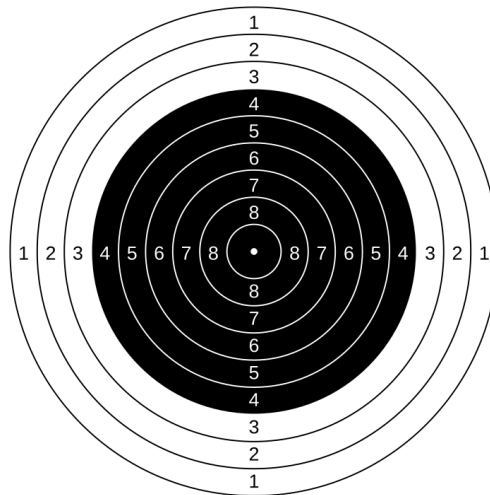
Everyone at camp should take an opportunity to visit the Range and take advantage of the facilities. However, we strongly recommend first, or second year Scouts have some experience in shooting rifle, shotgun, or archery if they attempt to take these badges. Target requirements are hard for those with little or no experience, we recommend they use their free time for practice.

NO PERSONAL BOWS OR FIREARMS ARE PERMITTED TO BE BROUGHT ONTO CAMP PROPERTY FOR MERIT BADGE OR PERSONAL USE!

NO FIREARMS OR AMMUNITION ARE ALLOWED IN CAMPSITES!

SPECIAL NOTES:

- No straight walled ammo, greater than .22 LR, is permitted at the range.
- There is no hunting at camp
- No exceptions will be granted



SPECIAL CAMP PROGRAMS

ORDER OF THE ARROW

The Order of the Arrow will conduct a Callout Ceremony, Wednesday evening, after Retreat, at the Upper Parade Field. Each unit is responsible to contact the Camp OA Chief to make arrangements for any OA needs. The OA will also hold an Ice Cream Social and Game Night, TBA at camp.

LAKE GAMES

Awards are given for 1st, 2nd and 3rd place in our “MVSR Lake Games” competition Tuesday evening. This is a Troop/Patrol competition at the lake, which involves all members of the troop, including leaders.

BIG FISH AWARD

Longest fish wins. See the Eco-Con Staff to have your fish measured or show a picture with the measurement of your fish, and a picture with you and your fish. There will be custom plaques for 1st, 2nd, and 3rd place, each week of camp.

GATEWAYS & CAMPSITES

Be creative and decorate your campsite to fit the theme. Build your gateways and show off your Scouting skills. Please do not dig holes in the ground. Be creative and safe.

CLEAN SWEEP AWARD

Every day, your campsite will be randomly inspected. If you receive perfect scores, all week, you'll be awarded the Clean Sweep Award. Expectations will be discussed at the beginning of the week. Leaders will be asked to help inspect other Troop's campsites.

BEST ARCHERY & RIFLE TARGETS OF THE WEEK

Awards will be given to the Scout who shoots the best targets for each week. The Range Staff will be the judge for this. You must hand in your target for scoring.

SCOUTMASTER EVENTS

There are many opportunities for leaders to enjoy time together or join in activities such as swimming, boating, shooting or climbing. Various trainings and awards are available for adults. Trainings and Awards are contingent on appropriate staff being available.

SCOUTMASTER MERIT BADGE

Who said adults can't earn Merit Badges? Spend the week, getting around camp and getting requirements signed off. You'll earn a very limited 2025 Scoutmaster Merit Badge patch.



CAMPFIRE

Sunday night's Opening Campfire is put on, for you, by our staff and gives you a chance to meet everyone. The Closing Campfire, on Friday, takes a slower pace to finish the week and includes our Camp Honor Program.

HIKES

On Monday evening, the opportunity to hike the MVSR Perimeter Trail will be offered. The Netami program participants should participate to earn a rank requirement. All Scouts and adult leaders are invited to participate in the Night Hike. To start the hike, gather at the Welcome Center/Lower Parade Field, at a time specified at dinner. Don't forget your water!

MVSR PIG OUT

After the hike, everyone gets hungry, so why not join the camp for food and fellowship at the Dining Hall.

CIT's (Counselor in Training)

We are excited about our program for CITs (Counselor in Training). This is a program for training Scouts who would like to see what being a Summer Camp Staff Member is like. They will be trained in leadership, teaching, communication skills, and Troop development.

Scouts must be at least 14 years old. A letter of recommendation from the Scout Leader is appreciated. Every Troop or Crew should plan to send at least one member to attend this program.

The only week a scout cannot participate in the CIT program is the week that their own Troop or Crew comes to camp. Questions may be answered by contacting the Camp Commissioner.

SPL's (Senior Patrol Leader)

The job of an SPL is very important at camp and we want them to be prepared so that their Troop can get the most out of camp. An SPL meeting will be held every morning, after breakfast. An SPL packet will be given to each SPL during the SPL meeting, after Retreat, on Sunday. Make sure you are familiar with the program and what you want to get out of camp so you can help your Troop get a jump start!



EMERGENCY PROCEDURES

EMERGENCY ACTIVATION DRILL

National BSA standards require one drill be conducted within the first 24 hours of camp each week. This is to be treated in a serious manner so procedures can be understood and followed in the event of a real emergency. We have used these procedures in real emergencies in the past and they work, provided we have the cooperation of troops. Please help us to show our Scouts by setting the needed example.

GENERAL PROCEDURES

- When the alarm sounds, all staff are to report to the Camp Director, all troop members (scouts and adult leaders) are to report to their campsites.
- A staff runner will be sent to each campsite to give the troop leader instructions and information.
- While awaiting the runner, adult leaders and SPLs are to take attendance and account for each scout in their troop. No scout or adult leader is to leave the campsite until instructed by a staff member.
- Aquatics staff will clear the pool and lake - checkout by buddy board system.

FIRE EMERGENCY PLAN

- All fires are to be reported to the Welcome Center where the alarm will be sounded.
- Troops and staff are to follow the general procedures for emergencies (see above).
- The Camp Director will take charge by sending staff runners to sites with instructions for Troops; sending staff to fire site; contact outside help if necessary.
- When a fire is in a campsite, use the following instructions:
 - Use campsite fire equipment.
 - Drop any burning tents.
 - Send runners to the Welcome Center to report fire. Fires discovered in other areas of camp need to be reported immediately to the Welcome Center. You should tell location, time, and situation.

SEVERE WEATHER

In the event of severe weather, a general alarm will sound. Follow the general procedure: a staff runner is sent to sites with directions. Storm shelters are the Dining Hall for severe thunderstorms and for a tornado, go to a ditch or low-lying area.

OTHER WEATHER CONDITIONS

Announcements of impending weather such as heat, humidity, storms etc. will be made at meals if possible. If not, the P.A. system and the Remind app will be used, or runners sent to leaders with instructions. Aquatics and range areas will be cleared and closed for 30 minutes after storms have passed.



LOST CAMPER

- Report any suspected lost person to the Welcome Center.
- The Camp Director will start a search of the main areas of camp and the campsites before a general alarm is given.
- If said person is not located, general emergency procedures will be implemented.
- Staff runners will check campsites and report back to the Welcome Center. Troops are to remain in sites until further instructions are received from a staff runner or the “All Clear” sign is given.
- The Camp Director will determine if and when outside authorities are to be contacted and utilized.

CHILD ABUSE

- Any suspicion of abuse to a child should be reported immediately to the Camp Director in a discreet manner.
- The Camp Director will investigate the claim and make a report to Council Executive who will comply with our Council and National policy.



MOBILE PHONE POLICY

Today's youth are spending more time than ever using digital media for education, research, socializing, and fun. To help families and volunteers keep youth safe while online, we have adopted the following mobile phone policy governing their use by youth in camp.

We do not encourage youth bringing their mobile devices to camp in order for them to better experience camp without distraction, however, if the Troop Leadership allows for it, youth may bring mobile phones to camp provided they have completed the Cyber Chip training for their age level. Information on the Cyber Chip program may be found at:

www.scouting.org/Training/YouthProtection/CyberChip.aspx

Use of mobile/smart phones should be monitored by unit leaders and at no time are photographs to be taken at or near restrooms, showers, or inside tents. Youth operating a mobile/smart phone in violation of their Cyber Chip training will have the phone confiscated for the remainder of the week.

The security of the phone is the sole responsibility of the owner. Lost, damaged, or stolen phones are not the responsibility of the camp.

REMIND APP



We use the Remind App for all in-camp communication. You need to have at least 1 adult leader to have this app on their device for communication at camp. This is an easy way to be in direct contact with Camp Administration. This is a great and easy app to use and the weeks code will be presented to your troop before camp and when you arrive.



MVSR DAILY SCHEDULE 2025 SUMMER CAMP

TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
7:00 AM	REVEILLE FLAG RAISING BREAKFAST SPL & Leader Meeting After Breakfast Each Morning						FINAL RETREAT 10 am Please leave your campsites clean! Thank you for attending MVSR! Have a safe journey home! We hope to see you next year!
7:25 AM							
7:30 AM							
After Breakfast							
8:50 - 9:30		Period 1					
9:40 - 10:20		Period 2					
10:30 - 11:10		Period 3					
11:20 - NOON	Period 4						
12:15 PM	LUNCH						
After Lunch Till	FOB "Flat on Back" Time to Relax in Your Troop's Campsite						
2:40 - 3:20	CHECK-IN & SWIM CHECKS (2:00pm - 6:00pm)	Period 5				OPEN AREAS (2:30 - 4:30)	
3:30 - 4:10		Period 6					
4:20 - 5:00		Period 7					
6:00 PM	DINNER at 6:30 (Sunday Only)	DINNER					
After Dinner	RETREAT: Field Uniform is Worn for Dinner & Retreat (Unless Otherwise Stated)						
EVENING PROGRAMS	Opening Campfire	Night Hike & Pig-Out	Lake Games	Open Night & Night Climb	Camp-Wide Games	Closing Campfire	



	Road
	Shelter
	Campsite
	Permanent Building
	Central Lodge (Dining Hall)
	Shower
	Trail
	Adirondack
	Occupancy

MUSKINGUM VALLEY SCOUT RESERVATION

16905 COUNTY ROAD 271
COSHOCTON, OHIO 43812
RANGER RON, CAMP RANGER
740-502-1244

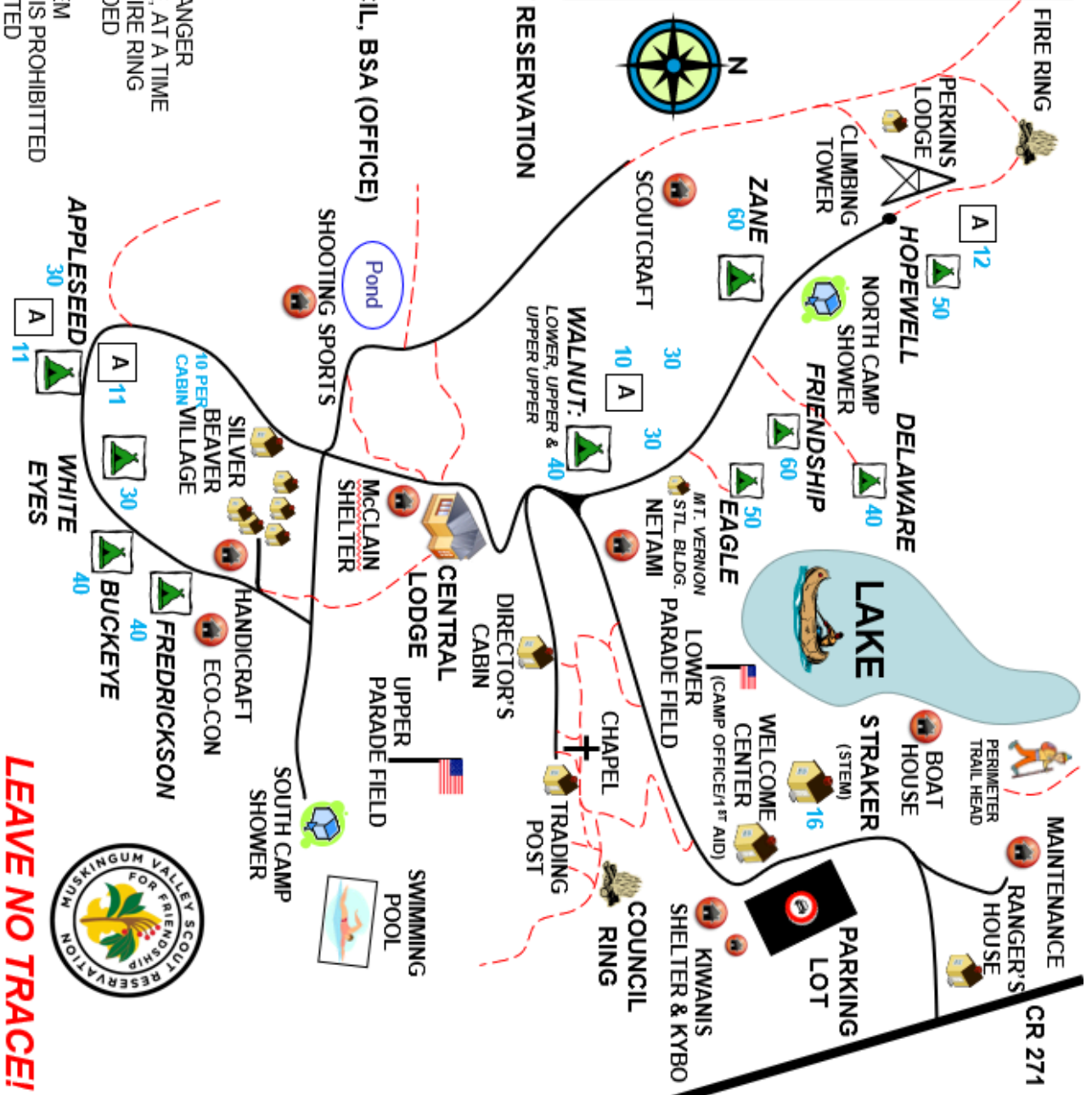
MUSKINGUM VALLEY COUNCIL, BSA (OFFICE)

734 MOOREHEAD AVE.
ZANESVILLE, OH 43701
740-453-0571
WWW.MVCBSA.ORG

GENERAL CAMP RULES

- CHECK IN AND OUT WITH THE RANGER
- ONLY ONE VEHICLE AT THE SITE, AT A TIME
- ALL FIRES MUST BE IN A CAMP FIRE RING
- DO NOT LEAVE FIRES UNATTENDED
- NO OPEN FLAMES IN TENTS
- ALWAYS USE THE BUDDY SYSTEM
- RIDING IN THE BED OF A TRUCK IS PROHIBITED
- DRIVING ON TRAILS IS PROHIBITED

EXCEPT FOR ENGLE AND FRIENDSHIP/DELAWARE, WEATHER PERMITTING



LEAVE NO TRACE!

