

MUSKINGUM VALLEY SCOUT RESERVATION

MUSKINGUM VALLEY COUNCIL, BSA



**“IT’S MORE THAN JUST SUMMER CAMP”
WEEKEND CAMPING GUIDE**

That's right! Muskingum Valley Scout Reservation (MVSR) is more than just summer camp. Our camp is available throughout the year for your Unit to enjoy, and make use of. MVSR is available for everything from hiking/fishing to weekend camping and activities. To reserve camp for your unit, simply fill out the "Facilities Use Request Form" in the back of this document, and submit it to the Council Office. Any use of camp must be made known to the Council Office. Use this guide when planning your activities at MVSR.

CAMPING

Available for Cub Scout Packs, Webelos Dens, Troops, Patrols, Teams, and Crews; submit the *Facilities Use Request Form* to the Council Office no later than two weeks prior to desired use.

SPECIAL PROGRAMS AVAILABLE AT MVSR

Contact the Camp Ranger to make specific arrangements for these programs: 740-398-1230

RANGER RON'S NATURE PIE PATCH PROGRAM: Cost is \$3.00 per person, includes patch.

Gold Panning: You will learn how to pan, use a High Banker, and use a 2" dredge. You will also learn how and where to look for gold. You will need to bring clothes, boots or shoes that you can get wet.

Archaeology: You will learn the proper procedures on excavation. You will then go to two different sites and use these techniques. You will also learn how to display items that are found. You will need to bring clothes that can get dirty.

Tree & Compass (Which Tree Am I): You will learn how to use a compass and also how to identify trees. There will be up to 20 trees during this hike.

Edible Plants: You will learn up to 36 plants on MVSR that you can eat, drink, and cook with. This will show you where they are found and how to identify them.

Geology: You will have fun looking at the rocks that have been collected. Learn how to identify and study them. You will also learn how to start your own rock collection.

Nature Trail: During the trail we will be talking about trees and plants and why they are important to both wildlife and humans.

CLIMBING TOWER*

OPEN CLIMBING AND RAPPELLING: \$10.00 per person. \$50.00 minimum. 4 Hours of climbing and rappelling supervised by a qualified Climbing Director. Available for ages 12 and up.

CLIMBING MERIT BADGE: \$15.00 per person. \$100.00 minimum. Spend the day earning your Climbing Merit Badge. Assuming your Scouts are physically able to make three complete climbs up the Tower, they can earn the merit badge in one day.

BOULDERING: \$5.00 per person. \$50.00 minimum. Perfect activity for Cub Scouts from Tiger thru WEBELOS.

*Must comply with National Climbing/COPE Standards - certain conditions apply.

GEOCACHING COURSE: \$5.00 per person. 15-30 minutes of instruction on the use of the GPS Unit (provided). Then your Scouts will be sent on a Treasure Hunt through camp locating geocach treasures using the GPS.

UNIT PROGRAMS (Entire groups could schedule one of these during their weekend camping):

Wood tools

Fishing Derbies

Advancement skills: 1st year and 2nd year (Boy Scouts)

Pioneering (camp craft)

Conservation projects

Indian Lore

Perimeter Trail Hiking

Wilderness Survival Weekend (Boy Scouts)

Welding Merit Badge (Boy Scouts)

Automotive/Small Tractor Mechanics Merit Badges (Boy Scouts)

Picture Scavenger Hunt

Stamp Collecting

The Rainy Day Craft Program Activity

SHOOTING SPORTS**: Ranges are available for open shooting for Cub Scouts, Boy Scouts, and Venturers, provided that certified Range Directors are available.

**Must comply with National Shooting Sports Standards - certain conditions apply. Contact the Council Service Center for details (740-453-0571).

UNIT ADMINISTERED PROGRAMS: As long as you reserve camp, and your activity complies with the *Guide to Safe Scouting*, your unit/group may plan your own activities at MVSr; whether they are for fun, advancement, or both.

Cub Scouts: Rank / Electives Advancement, Webelos Pins, Outdoor Activity Award

Boy Scouts: Rank Advancement, Merit Badges, National Outdoor Awards program

Venturing: Rank Advancement

All: World Conservation Award, Leave No Trace, Hornaday Awards

These are just a sample of activities and programs you can do at MVSr. If you don't see it listed, contact Ranger Ron and he will see if he can't help make it happen for you.

BSA CAMPING POLICIES: RULES TO FOLLOW

The Boy Scouts of America has established the following guidelines for its members' participation in camping activities:

- Overnight camping by Tiger Cub, Wolf, and Bear Cub Scout dens, as dens, is not approved, and certificates of liability insurance will not be provided by the Boy Scouts of America.
- Tiger Cubs may participate in boy-parent excursions, day camps, pack overnights, or council-organized family camping.
- Wolf and Bear Cub Scouts and Webelos Scouts may participate in a resident overnight camping program operating under BSA National Camping School–trained leadership and managed by the council.
- A Webelos Scout may participate in overnight den camping when supervised by an adult. In most cases, the Webelos Scout will be under the supervision of his parent or guardian. It is essential that each Webelos Scout be under the supervision of a parent-approved adult. Joint Webelos den/troop campouts including the parents of the Webelos Scouts are encouraged to strengthen ties between the pack and troop. Den leaders, pack leaders, and parents are expected to accompany the boys on approved trips.
- All Scouts registered in Boy Scout troops are eligible to participate in troop or patrol overnight campouts, camporees, and resident camps.
- Boy Scouts and Varsity Scouts 12 through 17 are eligible to participate in national jamborees. Boy Scouts and Varsity Scouts 13 through 17 are also eligible to participate in world jamborees and high-adventure programs.
- All youth registered in Venturing are eligible to participate in crew, district, council, and national Venturing activities as well as national high-adventure programs and world jamborees.

ALL ACTIVITIES MUST COMPLY WITH THE CURRENT GUIDE TO SAFE SCOUTING

Family Camping

Family camping is an outdoor experience, other than resident camping, that involves Cub Scouting, Boy Scouting, or Venturing program elements in overnight settings with two or more family members, including at least one BSA member of that family. Parents are responsible for the supervision of their children, and Youth Protection policies apply.

Cub Scout Overnight Opportunities

Cub Scouts may experience overnight activities in venues other than accredited resident camping. There are two categories of Cub Scout overnights.

Council-Organized Family Camp

Council-organized family camps are overnight events involving more than one pack. The local council provides all of the elements of the outdoor experience, such as staffing, food service, housing, and program. These are often referred to as parent/pal or adventure weekends. Council-organized family camps should be conducted by trained leaders at sites approved by the local council. Each youth member will be under the supervision of a parent or legal guardian.

In special circumstances, a Cub Scout whose parent or legal guardian is not able to attend an overnight camping trip may participate under the supervision of another registered adult member of the BSA who is a parent of a Cub Scout who is also attending. The unit leader and a parent or legal guardian must agree to the arrangement, and all Youth Protection policies apply. At no time may another adult accept responsibility for more than one additional “nonfamily member” youth.

Overnight activities involving more than one pack must be approved by the council. Council-organized family camps must be conducted in accordance with established standards as given in *National Camp Standards*, No. 430-056 

Pack Overnights

These are pack-organized overnight events involving more than one family from a single pack, focused on age-appropriate Cub Scout activities and conducted at council-approved locations (councils use Pack Overnighter Site Approval Form, No. 13-508). If nonmembers (siblings) participate, the event must be structured accordingly to accommodate them. BSA health and safety and Youth Protection policies apply. In most cases, each youth member will be under the supervision of a parent or guardian. In all cases, each youth participant is responsible to a specific adult.

At least one adult on a pack overnighter must have completed Basic Adult Leader Outdoor Orientation (BALOO, No. 34162) to properly understand the importance of program intent, Youth Protection policies, health and safety, site selection, age-appropriate activities, and sufficient adult participation. Permits for campouts shall be issued locally.

Boy Scout/Varsity Scout Camping

Patrol Activities—A Boy Scout patrol or Varsity Scout squad may participate in patrol activities with the permission of its Scoutmaster or Coach and parents/guardians. Appropriate adult leadership must be present for all overnight Scouting activities.

Weekend Overnights—Troops/teams that plan and carry out outings once a month attract and retain boys at a much higher level than those that have fewer outings during the year.

Camporees—Councils and districts plan camporees and other outings during the year that give Scouts an opportunity to test their knowledge and skills in competitive events with other troops and patrols.

Summer Camp—Summer camp is what many Scouts enjoy most. Camp programs provide numerous opportunities for Scouts to earn merit badges along their advancement trail. Resident Scout camping includes at least five nights and six days of fun outdoor activities.

Jamborees—Every four years, the Boy Scouts of America hosts a National Scout Jamboree. More than 40,000 Scouts and leaders from across the country participate in this 10-day event filled with the most popular and highest-quality outdoor activities Scouts enjoy. To participate, a Scout must be at least 12 years of age by July 1 of the jamboree year and be a First Class Scout.

Council High Adventure—A high-adventure experience includes at least five nights and six days of trekking in wilderness and other rugged, remote locations. Trekking may include backpacking, canoeing, mountain biking, horse packing, mountain climbing, ski touring, rafting, kayaking, or a host of other outdoor adventures. Participants must be at least 13 years old by September 1 of the year of participation or a registered Venturer.

National High Adventure—The BSA operates unique and exciting national high-adventure bases and programs. With two locations in the Florida Keys, the Florida National High Adventure Sea Base offers a variety of aquatic and boating programs. The Northern Tier National High Adventure Program, based in northern Minnesota with two satellite bases in Canada, provides a variety of canoe treks and programs. Philmont Scout Ranch, located in the mountains of New Mexico, provides excellent backpacking treks. Age requirements for these programs vary, but most programs are rugged and designed for older Scouts.

Unit High Adventure—The highest level of challenge for a troop or team is to plan and carry out its own high adventure experience. These activities for more experienced Scouts are planned and implemented by youth members with coaching from their adult leaders.

Venturing Camping

Venturing camping can include high-adventure activities, such as scuba diving, water skiing, rock climbing/rappelling, caving, horseback riding, and more, but can also include many avocation/hobby interests. Venturing members can participate in the National Scout Jamboree. Important differences in outdoor programs for Venturers include:

- Venturing outdoor activities must include experiences beyond those available to younger youth.
- Consideration of coed involvement.
- Venturers should have a voice in choosing and planning activities.
- Venturing outdoor programs should be patterned after types of activities that appeal to adults and teenagers.
- The camp experience should not be overly structured, and should allow Venturers the opportunity to choose activities.