

Medicine Mountain Scout Ranch



Leaders Guide 2001

Fee Schedule:

Basic Rates:

Youth Fee (Per Boy)	\$145.00	Due 5/1
Late Youth Fee (Per Boy)	\$155.00	If after 5/1
Late fee with-in 2 weeks of arrival	\$175.00	
Fee For Additional Adults*	\$65.00	Due 5/1

Reservation Fees:

Unit Reservation Fee (Non-refundable)	\$100.00	Due Now to hold site (credited to account)
Total Deposit # 1 (Per Boy)	\$25.00	Paid by 1/31
Total Deposit # 2 (Per Boy)	\$100.00	Paid by 3/15
Final Payment (Per Boy)	Remainder	If Paid 5/1

In Council Discounts:

In Council Troops that have FOS or Gold Star when paid in full by May 1.

Youth Fee (per boy) with FOS	\$140.00	If Paid 5/1
Youth Fee (per boy) with Gold Star Unit	\$120.00	If Paid 5/1

One Adult is free with every 8 Scouts
All persons that attend camp receive a patch.

Additional Meals

Breakfast or Lunch	\$3.00
Supper	\$5.00

The Black Hills Area Council Boy Scouts of America participates in the milk distribution program for summer camps and has an open admission policy. The same meals will be available to all enrolled children at no separate charge regardless of race color, sex, age, handicap, or national origin, and there is no discrimination in the course of meal service. If you believe you have been treated unfairly in receiving food services for any of these reasons, immediately write to the Secretary of Agriculture, Washington, DC 20250.

Family Camp:

Medicine Mountain Maintains a Family Camp Facility Near the Main Camp.

These campsites are accessible by car and have convenient access to restroom and shower facilities. A limited number of pads have electrical hookups. Reservations may be made with the Camp Ranger by calling (605) 673-2790.

Fees:

- \$11.00 per night for one site with up to 4 people
- \$2.00 per person per night for 5 or more people
- \$5.00 electricity hook-up

Early Arrival Policies

If you are traveling a long distance and plan to arrive in the Black Hills area the Saturday prior to your scheduled week of camp, notify the camp director and arrangements can be made for you to stay in your campsite. Please plan on arriving before 9:00 PM. A good plan is to arrive Saturday afternoon and set up, use Sunday Morning to tour, and then return to camp by 3:00 PM for check-in.

You will need to provide your own food since the commissary will be closed. **The waterfront will be closed** but lakeside fishing outside the beach area is allowed.

Trading Post

We operate a Trading Post during Summer camp. We stock merit badge supplies, merit badge books, camping/Scout items (knives, compasses, toothbrushes etc.), a wide variety of candy/ice cream, and Medicine Mountain Scout Ranch souvenirs. Purchase a \$20 card. This will help parents and scouts not lose their money

The average Scout spends \$15.00-\$20.00 on souvenirs/candy, this does not include merit badge supplies (\$2.00-\$20.00 where required).

There also is the opportunity to purchase prepaid Trading Post Cards to be used at the trading post.

A \$25.00 charge is required for early arrival because we are required to have some adult staff members on camp whenever Scouts are present.

Our Camp Facility Overview

Medicine Mountain is located in the center of the Black Hills of South Dakota. The camp itself is 160 acres and the Black Hills is an additional 60 miles by 120 miles that can be used by your troop for hikes, visits to historical sights, or whatever else you'd like to do. The combination of our 160 acres and the Black Hills make it possible to offer opportunities other camps cannot.

Campsites/Facilities

We have KYBO facilities near all of the campsites; these do include flush toilets and running water. Viewing the map you can see that each campsite also has convenient access to a shower and is near to some of the program areas. You will also see the commissary, trading post, and offices (hub) are centrally located to make access easy for you.

Troop Gear Required`

Medicine Mountain is a patrol cooking camp. *This means you will be required to provide stoves, necessary pots and pans, and eating utensils. We will supply the ingredients. We also do not provide shelters; you will need to bring tents (dining flies recommended). Note: A more complete suggested gear list at back of guide.*

The Black Hills

The Black Hills offer many Scouting opportunities simply not available at other camps. Wednesdays are set up as a free day to allow you to make use of those opportunities. The mountain carvings (Mount Rushmore and Crazy Horse) make for a great day trip where Scouts can learn much about the history of this country. There are hundreds of miles of hiking trails in the Black Hills offering spectacular overviews and scenic valleys. Waterslide parks, pools, and other amusement parks have also made popular destinations for our visiting Troops.

Adult Leader Training

One of the centers of our adult training program is aquatics. The goal here is to make it possible for your troop to have an aquatics program away from camp. This training includes Safe Swim Defense, Safety Afloat, Basic Water Rescues, and Basic Watercraft Handling training sessions. We also offer youth protection training, Fast start and will accommodate any requests for training that we can. With all of our training you will receive a card as appropriate, and a letter can be sent to your home Council upon request.

Camp Schedule For 2001

	Start Date (Sunday)	End Date (Saturday)
	Check In 1:00-3:00	Check Out AM
Week 1	June 10	June 16
Week 2	June 17	June 23
Week 3	June 24	June 30
Week 4	July 8	July 14
Week 5	July 15	July 21
Week 6	July 22	July 28
Week 7	July 29	August 4

Medicine Mountain Program Highlights

The Program Schedule at Medicine Mountain is set up for maximum flexibility. Viewing the weekly schedule below, you will see most of Wednesday labeled as free, this is accomplished by us using the block program. Merit badges are taught in blocks, each block consists of two, two-hour sessions. This lay-out makes it possible for your Troop to use Wednesday to tour the Black Hills, take an extended hike, or do whatever you want, without interfering with merit badge work.

Weekly Program Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:30		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
8:30		Flags	Flags	Flags	Flags	Flags	Checkout
9:00-11:00				Free			
11:00-1:00		Lunch	Lunch	Free	Lunch	Lunch	
1:00-3:00	Check-in			Free			
3:15-5:15	Swimchecks			Free			
5:45	Flags/Supper	Supper	Supper	Supper	Supper	Supper	
7:00	Meetings	Flags	Flags	Flags	Flags	Flags	

- An SPL meeting is held every morning at 8:00
- Scoutmaster meeting is held immediately after morning flags.
- Games or other camp wide activities usually follow evening flags.

Merit Badges Offered

Our merit badge program is grouped into six program areas; Craft Lodge, Medic's Hut, Nature Lodge, Scout Skills area, Shooting Sports, and Waterfront. The Merit Badges offered by area and block are:

Craft Lodge:

- Block A: Basketry, Leatherwork, Wood Carving
- Block B: Fingerprinting, Painting, Wood Carving
- Block C: Basketry, Metalwork, and Leatherwork
- Block D: Basketry, Wood Carving
- Block E: Metalwork, Fingerprinting, and Leatherwork

Medic's Hut:

- Block A: First Aid
- Block B: Emergency Preparedness
- Block C: Emergency Preparedness
- Block D: First Aid

Nature:

- Block A: Astronomy, Fishing, Mammal Study, and Nature
- Block B: Environmental Science, Fish & Wildlife Conservation, Fishing.
- Block C: Fishing, Soil & Water Conservation, Weather
- Block D: Fish & Wildlife Conservation, Nature
- Block E: Astronomy, Environmental Science, and Geology

Scout Skills:

- Block B: Camping, Cooking, Indian Lore, Pioneering
- Block D: Camping, Cooking, and Orienteering
- Block E: Indian Lore, Wilderness Survival, and Orienteering, Pioneering

Shooting:

- Block A: Rifle, Archery, Shotgun
- Block B: Rifle, Archery, Shotgun
- Block C: Rifle, Archery, Shotgun
- Block D: Muzzle Loader, Archery

Waterfront:

- Block A: Canoeing, Rowing
- Block B: Lifesaving, Swimming
- Block C: Canoeing, Rowing
- Block D: Swimming, Lifesaving
- Block E: Canoeing, Small Boat Sailing

Other Programs

Hawk

The Hawk Program is our Tenderfoot to First Class Program. It is taught in the Scout Skills Area, during blocks A&C. Hawk is divided into two parts. Part one covers Tenderfoot and half of Second Class, it occupies Block A. Part two is the other half of Second Class, and First Class requirements, it occupies Block C. It is only necessary to sign your Scouts up for the section of Hawk they require. Also please note that not all of the requirements are possible at camp, particularly those that refer to coordinating with family members, or require more than a week.

Outposts

Outposts are a limited backpacking experience. Each outpost consists of a short hike, and an overnight on a nearby peak. Medicine Mountain consists of a one and a half-mile hike (one way), it leaves Tuesday night at 5:30, and returns for Wednesday's morning flag ceremony. Bear Mountain consists of a three-mile hike, departs from camp at 5:30 Thursday night, returns for Friday morning flags.

Other Aquatic Opportunities

The Aquatics Program offers (in addition to merit badges) BSA Lifeguard, Snorkeling BSA, Mile Swim, non-swimmer instruction, and Board Sailing BSA. The BSA Lifeguard program requires attendance during most of the blocks and is definitely the most physically challenging program on camp; however, it is also the most comprehensive lifeguard training program available today. All other programs mentioned here is available 3-5 each day, plus open swim times on Wednesday, and are not necessarily a major time commitment.

High Adventure

(Advanced registration necessary)

**All High Adventure Participants must be 13 by January 1.
All High Adventure payments must be sent in by March 31**

Caving

Medicine Mountain's caving program is a rare opportunity to spend time underground within a Scouting program. With access to three different caves, it is possible for a Scout to sign-up for three days of caving, and not see the same cave twice. Each day of caving is a whole day experience, leaving right after flags, and returning at 4:00 in the afternoon. Due to incredible demand in 2000 we recommend that you pre-register all Scouts participating in this program. In order to meet this year's demand we may expand this program significantly.

Limitations: The Jasper cave on Tuesday and Thursday has one crawl space that is 8 ½ inches by 21 inches big; although there is a short route.

The Wind cave tour on Wednesday is limited to 6 Scouts of 16 years of age or older.

High Adventure (cont.)

Climbing

The climbing program consists of two parts, intro to climbing, and advanced climbing. The advanced rock program requires completion of the intro portion. Intro to rock is offered Monday and Tuesday and consists of a half-day of safety training, and a half-day on the rocks on camp. Advanced Rock is offered Wednesday, Thursday, and Friday, and it takes place off camp in the Needles and Sylvan Rock complexes. This access to some of the best sport-climbing routes in the country sets our rock program apart. Two days of rock (1 intro and 1 advanced) completes the climbing merit badge.

Mountain Biking

Medicine Mountain's mountain biking program offers one or two days of biking. The mountain biking program is also divided into an introductory and advanced session. The introductory session is a half-day and consists of safety training, maintenance training, and a short 3-5 mile ride. The advanced session requires attendance of the intro session, is a whole day, and consists of one long ride. We will provide a quality bike with the cost of this program; however, you are welcome to bring your own bike if you would prefer.

C.O.P.E.

C.O.P.E. (Challenging Outdoor Personal Experience)

C.O.P.E. is an exciting team and confidence building experience that combines initiative Games, physical elements and problem solving.

The overall goals of C.O.P.E. are:

- #1 - Develop leadership
- #2 - Enhance personal and team communications
- #3 - Develop problem solving skills
- #4 - Enhance decision making skills
- #5 - Increase self confidence

C.O.P.E. (Low C.O.P.E.) - for age 13 and up. Includes initiative games and low elements. Great for enhancing team building and decision making skills. Great for older Scouts who are seeking a new challenge while building trust and confidence.

There are some special C.O.P.E. rules and regulations that are important to note:

- #1 Ages listed above are National BSA standards, and cannot be changed.
- #2 Scouts registering for both C.O.P.E. and Climbing need to make sure they select classes that do not conflict.
- #3 C.O.P.E. is a non-pressure, non-timed activity that does not accept visitors or observers..
- #4 Both C.O.P.E. courses are **off limits** to non-participants during sessions, and **off limits** to all campers, except C.O.P.E. staff, at all other times! A violation of this rule may result in expulsion from the Scout Ranch.
- #5 C.O.P.E. participants will need long pants, gloves, and a bandanna.

Horseback Riding

Horseback Riding is available through an outfitter near camp. Troops must provide their own transportation to and from that location (about 25 minutes one way). There is a maximum of 6 participants at a time. Cost for 1-hour trail ride is \$15.00, a three-hour trail ride is \$40.00. Please notify the office if you would like to participate in horseback riding by 3/15, so the correct forms can be mailed to you. If scouts do not have a completed waiver form the outfitter will not allow them to participate, so early registration is extremely important. This program does not complete the Horsemanship Merit Badge.

Merit Badge Program

Craft Lodge

Basketry: Offered as a complete merit badge; requires constructing a basket and a stool, kits cost \$4.00 to \$10.00 a piece.

Fingerprinting: Offered as a complete merit badge; ideal first year merit badge; requires limited time commitment, and can be scheduled as a troop activity.

Leatherwork: Offered as a complete merit badge; requires leather project, costing \$2.00 to \$15.00.

Wood Carving: Offered as a complete merit badge; requires completion of wood projects, which can be purchased, but a kit is not necessary. Tie slide kits cost \$3.00 To \$5.00. Carving knives are also for sale in a \$10.00 range.

Metalwork: Offered as a complete badge; requires completion of a project costing \$3.00 to \$5.00.

Medic's Hut

First Aid: Offered as a complete badge; requires first aid experience through first class, so completion of the Hawk program or First Class rank suggested prior to enrollment.

Emergency Preparedness: Partial Merit Badge; requires significant out - of- class time, First Aid Merit Badge be completed prior to enrollment. Requirements 5 (service project) and 8c (family emergency pack) can not be done as a class. Bring proof of these requirements to complete the badge.

Nature Lodge

Astronomy: May be completed with cooperation by weather, and late night observation times. Requires a fair amount of out- of- class time. Telescope kits will be available for \$_____.

Environmental Science: Offered as a complete badge, but does require much out- of- class work.

Fish and Wildlife Management: This merit badge has been completed at camp in the past, however, requirement 7 is especially difficult. If requirement 7 can be completed prior to camp it is likely the badge will be completed.

Fishing: Due to limits on the number of species of fish in our lake it is not easy to complete this badge. Bringing pictures of, or a note from your leader describing previously caught fish would be easiest. Personal fishing gear is strongly recommended. Our lake is stocked with 12 to 16 inch rainbow trout by the South Dakota Game Fish and Parks.

Geology: Offered as a complete badge; requires a significant amount of out- of -class time, please review requirements before attending camp.

Mammal Study: Offered as a complete merit badge; requires some out -of -class time.

Nature: A fairly complex merit badge, may be difficult to complete.

Soil and Water Conservation: Offered as a complete badge; requires a significant amount of out- of- class time.

Nature Lodge (cont.)

Weather: This should be a complete badge; requires some out of class time.

Scout Skills

Camping: Requirements 8a and 8c cannot be completed at camp. Completing those prior to enrollment will make this a complete badge.

Cooking: With some in -camp work this merit badge will be completed, and the food is scrumptious.

Indian Lore: Offered as a complete badge; requires a fair amount of out-of-class work, and a project costing \$3.00 to \$15.00.

Orienteering: Taught as a complete merit badge; complex and extensive requirements make this merit badge better for older Scouts, but it is open to everyone.

Pioneering: Offered as a complete badge; may require extra time to complete major project, and requires two instruction blocks (B&E).

Wilderness Survival: Offered as a complete badge; requires spending a night in a shelter you construct, easiest done on the outposts.

Shooting Sports

Rifle: Offered as a complete badge; there is an activity charge of \$7.50. qualify shooting requires practice. Black powder option available for a \$20.00 activity charge.

SHOTGUN: Offered as a complete badge; \$20.00 fee; qualify shooting requires practice.

Archery: Offered as a complete badge; \$7.50 fee; qualify shooting requires practice.

Waterfront

Canoeing and Rowing: Both of these merit badges can usually be completed in class, but both require an amount of practice to learn how to handle the boat correctly.

Lifesaving: Offered as a complete badge; very physically demanding (requires ¼ mile swim). CPR certification should be completed prior to camp, (bring card). A long sleeve button up shirt and a pair of long pants without holes in them will also be needed to complete this badge.

Small Boat Sailing: Offered complete; requires much practice and knot tying skill. Academic portions of the merit badge should be reviewed prior to enrollment.

Swimming: Offered as a complete badge; bring clothes you can get wet.

Special Considerations

Medicine Mountain does not use Blue Cards. We have a similarly formatted slip (Scouts record) that we give out, and maintain a counselor's record in the form of role sheets. If your Council has any specific requirements on what type of card must be used, please be sure to bring enough of those cards to accommodate your Troop.

Any requirements listed as not completed at camp can be done prior to camp to make those badges a complete.

High Adventure Items

Caving

- Older Clothes (2 sets for 3 days)
- Long Pants (2 sets for 3 days)
- Long Sleeved Shirt (2 sets for 3)
- Boots or good gripping sturdy shoes.

Climbing

- Comfortable, loose fitting clothes
- Great attitude.

Physical Exams and Other Health Information Insurance

Out- of- Council Troops must have a copy of their accident and sickness insurance on file with the Black Hills Area Council prior to their visit. If your Troop does not have this insurance notify the council office by May 30, so that it can be obtained for you. Cost will be \$2.50 per person and will be billed to the troop. Black Hills Area Council already provides insurance to in council Troops.

Physical Examinations

All Scouts and Leaders must have a current and correctly filled-out and signed BSA long-term camp Medical form. Please include on this form the family health insurance policy number and Scout's Social Security number (needed for X-rays.)

Camp Medical Services

Minor injuries will be attended to on site by our medic staff. Whenever deemed necessary medical situations may be referred to Custer County Hospital.

Other Medicine Mountain Tidbits

- Camp sits at about 6,100 ft. in elevation. June tends to be on the cool side. Daytime high averages around 75 early summer, and 85 late. Temperatures can get into the 90's, but at night it usually cools down to good sleeping weather.
- Gold can be found on camp, Panning supplies are available from the nature lodge
- There are **no bears, or rattle snakes** at Medicine Mountain. There are some species of grass snakes, however.
- Lake Alexander's water temperature averages in the low 60's. This can be cold for people, and may make aquatic merit badges difficult. It does, however, make early morning polar bear dip activity an event worth witnessing.
- Rainstorms can arise quickly in the Black Hills. Come prepared to see a storm or two. Rain usually leaves as quickly as it arrives, with most storms lasting less than an hour. On occasion storms include small hail.
- It is recommended that Scouts only sign up for at most four merit badges, this allows Scouts to participate in many more activities while here.

Reserving a Site for 2001

Reservation deposit is \$100.00. It is non-refundable, but is credited toward your total bill. To reserve a site for the upcoming camping season detach the form below, fill it out, and mail it and a \$100.00 check, (payable to Black Hills Area Council), to the address on the cover. Feel free to call ahead to check on availability of the site you want. After that follow the fee payment schedule that will be sent to you.

-----*(Cut, fill out, and mail this next part with your Request for a campsite)*-----
Please Print

Please reserve a site during the 2001 camping season for:

Troop/Post #: _____ Council: _____ Council #: _____
Preference: _____ Week #: _____ Campsite: _____
Estimated # Boys: _____ Estimated # Adults: _____

Contact:

First Name: _____ Last Name: _____

Address: _____

City: _____ State: _____ Zip Code: _____

Home Phone: (____)____-____ Work Phone: (____)____-____

Email: _____

High Adventure Pre-registration Worksheet

Make a copy and use this form to make any/all reservations.
 Print the number of Scouts you expect to attend each activity session from your Troop. Reservations will be accepted starting at the time confirmation fees are received from your Troop (fee due 3/31). This form must be returned by May 1 to assure reservation. All Reservations are on a **first come first serve basic**, Caving and Biking cannot enroll more than 10 people on any day. Wind Cave trip is limited to 6 Scouts of 16 years old and older.

Troop #: _____ Attending Camp Week #: _____

	Total Enrolled	Monday	Tuesday	Wednesday	Thursday	Friday
		S&G	Jasper	Wind	S&G	Jasper
Caving 1 day						
Caving 2 day						
Caving 3 day						
		Intro	Intro	Off Camp	Off Camp	Off Camp
Rock 1 day						
Rock 2 day						
Rock 3 day						
		Intro	Intro		6-7 hr ride	6-7 hr ride
Bike 1 day						
Bike 2 day						
Bike 3 day						

Unit High Adventure Charge Worksheet

(Please keep a copy for troop records)

Payments may be requested to hold reservation

Payment prior to council request does not offer preference

Program	Days:	1 day	2 day	3 day	Totals
Caving:	Number:				
	Rate:	\$25.00	\$50.00	\$75.00	
	Total:				
Climbing:	Number:				
	Rate:	\$25.00	\$50.00	\$75.00	
	Total:				
Biking:	Number:				
	Rate:	\$10.00	\$30.0	\$45.00	
	TOTAL				
Low COPE	Per Scout	# X \$5.00	Total		
High COPE	Per Scout	# X \$10.00	Total		
				Grand Total:	

Unit Payment Record:

(Make a copy of this Section for your Troop records)

Amount Paid	Reason	Due Date	Check #	Date Paid
\$100.00	Campsite Reservation	10/1		
	\$25.00 Deposit per boy	1/31		
	\$100.00 Deposit per boy	3/15		
	Balance Due for all programs	5/1		

(Make a copy and mail this section with your 3/15 payment.)
 (Also Include a Copy of the High Adventure Charge Sheet.)

Troop #: _____ Week # Attending Camp: _____ Campsite: _____

Charge For:	# participants		Fee Rate		Totals
Youth Camping Fee		x	\$145.00	=	
Additional Adults (1 is free per 8 boys)		x	\$65.00	=	
Biking/Rock/Caving Grand Total	See Reservation		Worksheet		
Horseback Riding 1 Hr		x	\$15.00	=	
Horseback Riding 3 Hr		x	\$40.00	=	
Archery		x	\$7.50	=	
Shotgun		x	\$20.00	=	
Rifle		x	\$7.50	=	
Muzzleloading		x	\$20.00	=	
Trading Post Cards		x	\$20.00	=	
Early Camp Arrival Fee			\$25.00	=	
			Total Excluding Discounts:		
Discount For:	# affected		Amount		
In Council FOS Troop		x	\$5.00	=	
In Council Gold Star Unit		x	\$25.00	=	
Only One Discount Applies.			Total Due After Discount:		
			Less Prior Payments:		
			Balance Due 5/1:		

1/31 Bill

(Make a copy and Mail this section with Deposit)

Troop #: _____ Week # Attending Camp: _____ Campsite: _____
 # of Scouts Attending: _____ x \$25.00 = _____ (Deposit Due)

LAWS OF THE SCOUT RANCH

The Scout Oath and Scout Law guide the Scout Ranch. All Camp participants are measured against these principles, and behavior. Behavior which does not meet the high standards of Scouting, will not be tolerated. All campers are asked for their cooperation in helping the Scout Ranch maintain these high standards of moral and personal behavior. The following rules have been established for the health and safety of all campers:

- No flames in tents! All tents must be marked No Flames in Tent
- All flammable fuels must be stored in the fuel shed by the Ranger's shop at the entrance of camp
- No firearms or ammunition of any sort may be brought to camp. The Scout Ranch provides all necessary shooting sports equipment and ammunition.
- Alcoholic beverages and illegal drugs are not permitted. Possession, or use of them, on Scout Ranch property will be cause to report the incidence to authorities, or to instruct those involved to leave immediately.
- No smoking is allowed on camp. The ONLY Smoking area is the parking lot. Smokers must keep in mind the ever-present danger of fire.
- Fireworks of all types (including smoke bombs, sparklers, and other match lit items) are prohibited on the Scout Ranch.
- Vehicles may not be driven past the main parking lot throughout the week without a special permit issued at the Scout Ranch Office, and then only for equipment delivery and pick-up.. Medical passes will only be issued to adult leaders with severe disabilities or special medical needs. Vehicles may be driven to campsites on Sunday afternoon to deliver equipment, but must be returned to the main parking lot before 6:00 P.M. supper. Vehicles may be driven to campsites Saturday morning to pick-up equipment fully enclosed hard troop trailers may be kept in the campsite for the storage of smellables at night. All ATV's are prohibited on the Scout Ranch with the exception of the Camp Ranger.
- Please obey all speed limits! 5 Mph.
- No one rides on a trailer or in the back of a truck. It is only a seat if it has a seat belt!
- Pets are prohibited from the Scout Ranch. Seeing Eye dogs are allowed in the care of their owner.
- Youth Protection guidelines are in affect: two deep leadership, NO hazing or harassment. Separate sleeping facilities for youth and adults, separate showers, etc.
- The operation of chainsaws by persons other then Scout Ranch ranger personnel is prohibited.
- Campers who will be arriving or leaving the Scout Ranch during the week MUST check-in or out of the Scout Ranch Office. Scouts are permitted to leave prior to the normal departure day only with a parent, unless he has a letter of permission to leave signed by at least one of his Parents or guardians.

- All youth and adults **MUST** shower separately. Separate shower facilities are provided for youth and adult leaders. If a problem occurs at least two adults should enter the shower together to deal with it.
- While any place at the Scout Ranch please enforce the *buddy plan* with Scouts. Scouts should travel everywhere with at least one buddy. **When fishing, a Scout must always have a buddy with him!**
- Adult leaders must know the location of their Scouts at all times! Have Scouts check-in and out of the campsite with you. Do bed checks at night. Go to meals and campwide programs as a full troop. Adults must accompany Scouts on all trail hikes, overnight campouts, explorations, etc.

- CUTTING OF TREES:

*Our policy is; "If it is on the ground use it, if it is standing leave it". **This means that no standing trees, alive or dead, are to be cut, pushed down, or affected in any way. Anything lying on the ground is open for your use. Stripped bark will result in a fine starting at five dollars (\$5.00) per inch and up to the market value of the tree. Similar consequences exist for hacking tree too.***

- Visitors and guests: Families of the Scouts are encouraged to visit the Scout Ranch on Friday evening for the family supper and campfire. Visitors are welcome to stay anytime at the family campground, if there is space available. You must pre-register with the Camp Ranger at (605) 673-2790. There is a fee schedule for this meal and camping. Please inform us if you are going to be having guests for any meals.

BEHAVIOR POLICIES

All discipline should have as its purpose-improving behavior. It should be constructive or educational in nature, and should be limited to diversion, separation from problem situations, talking with the Scout about the situation, close supervision, or praise for good behavior. The unit adult leadership will handle the Majority of the discipline problems.

The following has been adopted as a policy regarding discipline:

- Each troop should have at least one adult leader certified in BSA Youth Protection Training. The BSA Youth Protection Training course is offered each week for adult leaders.
- Scouts will not be subjected to physical harm, fear, or humiliation.
- Verbal abuse or derogatory remarks about the Scout, his family, race, religion, or cultural background will not be permitted.
- Meals may not be denied to a Scout as a disciplinary measure.
- Authority to punish will not be delegated to other Scouts, nor will one camper be allowed to punish another.
- At no time should adults under age 21 years of age discipline Scouts, unless their behavior threatens the safety of the offender or another individual.
- Any Scout who does not respond to discipline by troop leaders or staff will have his parents or guardians contacted to travel to camp and transport him home.
- Adult leaders must notify the Camp Director of any Scout who is to be sent home. The individual must be checked-out of the Scout Ranch Office.

Violation of this policy may result in dismissal of the adult leader or possibly the reporting of him/her to the appropriate legal authorities. This policy is in accordance with the policies of the BSA. A camper sent home for a behavioral problem will not have any portion of his camp fee refunded.

TELEPHONE SERVICE

THE Scout Ranch telephone is for business and emergency calls only. For personal use, pay telephones are located on the porch of the Hub (the Scout Ranch office). Scouts are STRONGLY discouraged from making telephone calls home without an adult leader present. Homesickness is not helped by a call home; it is usually made worse! All outgoing calls must be placed by either coin deposit, credit/phone card, or by calling collect. Generally speaking, virtually all cell phones do not work at the Scout Ranch.

EMERGENCY TELEPHONE NUMBER: (605) 673-2790

FAX NUMBER (after June 1st) (605) 673-2790

MAIL AT CAMP

ALL Scouts and adult leaders enjoy receiving mail at camp. Please advise parents that all mail must be addressed properly. Mail sent from home later than Tuesday will probably not arrive until after the troop departs on Saturday. Please put the Scout's name and troop number on the envelope and all packages!

Mail is to be addressed as follows:

***Scout's Name / Troop Number
Arrival date or week
Medicine Mountain Boy Scout Ranch
24201 Bobcat Road
Custer, South Dakota 57730***

All troop mail will be delivered at evening flags to the troops. Out going mail will go out from the mailbox located at the Hub (Camp office).

CAMPER'S EQUIPMENT LIST
(Photo copy for each Scout attending)
EQUIPMENT YOU WILL PROBABLY NEED

- | | |
|--|--|
| <input type="checkbox"/> Complete Scout Uniform | <input type="checkbox"/> Raincoat or Poncho |
| <input type="checkbox"/> Heavy Jacket or Sweatshirt | <input type="checkbox"/> Swim Trunks |
| <input type="checkbox"/> Hiking Shoes or Boots | <input type="checkbox"/> Tennis Shoes |
| <input type="checkbox"/> Extra Pants - both long and short | <input type="checkbox"/> Extra Shirts |
| <input type="checkbox"/> Six Pair of Underwear | <input type="checkbox"/> Pajamas |
| <input type="checkbox"/> Six Pair of Socks | <input type="checkbox"/> Handkerchiefs |
| <input type="checkbox"/> <i>Boy Scout Handbook</i> | <input type="checkbox"/> Watch |
| <input type="checkbox"/> Pencil, Notebook, Stamps, Envelopes | <input type="checkbox"/> Daypack or Bag |
| <input type="checkbox"/> Flashlight & Extra Batteries | <input type="checkbox"/> Clothing Repair Kit |
| <input type="checkbox"/> Canteen or Plastic Water Bottle | <input type="checkbox"/> Spending Money |
| <input type="checkbox"/> Toilet Kit (soap, towel, washcloth) | <input type="checkbox"/> Toothpaste & Brush |
| <input type="checkbox"/> Hair Comb or Brush | <input type="checkbox"/> Sleeping Pad |
| <input type="checkbox"/> Backpack, Duffel Bag, or Camp Box to store gear | <input type="checkbox"/> Sunblock |
| <input type="checkbox"/> Pocket Knife | <input type="checkbox"/> Sleeping Bag |
| <input type="checkbox"/> BSA Approved Health & Medical record Form signed by your Physician! | |

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OPTIONAL EQUIPMENT

- Backpack & Ground Cloth, if you are planning an outpost overnight campout
- Cup, Bowl, Plate, and Silverware if you are Patrol Cooking in Camp Ruth Coffin
- Gloves, Long Pants, and Bandanna if you are participating Project C.O.P.E.
- Items you will need for a special merit badge
- Merit Badge Pamphlets
- Cowboy Boots if you are Trail Riding
- Alarm Clock
- Religious Literature
- Insect Repellent
- Fishing Gear
- Camera and Film
- Chapstick
- Rope for Clothesline

DO NOT BRING

- Radios or Boom Boxes Skateboards Valuables of any kind
- Fireworks Guns or Archery Items, ATV's, Pets
- Sheath Knives, Candles, Matches, Expensive Cameras
- Personal food items which you plan to keep in your tent.
- T-shirts, jackets, or other clothing item with alcohol or tobacco ads, or with drug or sexual connotations printed or written on them.

TROOP EQUIPMENT TO CAMP LIST

Scout troops will need to be sure to bring along items usually needed on any camping trip.

These might include:

- _____ U.S., State, Troop, and Patrol Flags
- _____ Scout Merit Badge Book Library
- _____ First Aid Kit (remove all aspirins!)
- _____ Hammer
- _____ Maps and Compasses
- _____ Advancement Records
- _____ Sharpening Stone & File
- _____ Rope and Twine
- _____ Lantern (battery or propane)
- _____ Campsite Decorations
- _____ Dining Flies/Tarps
- _____ Troop Sign Board
- _____ Tentage
- _____ Props for campfire
- _____ Skits, songs, musical instrument, etc. for campfire
- _____ Anything to make your camp stand out
- _____ Cook kits, Dutch ovens, Propane stoves Patrol boxes

Other items the troop deems important