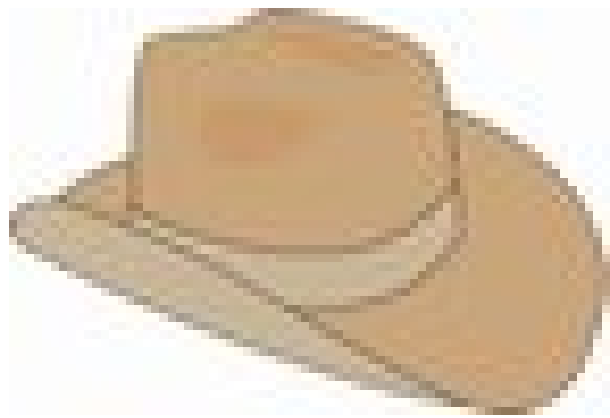


Black Hills Area Council
Boy Scouts of America

CUB SCOUT & WEBELOS RESIDENT CAMP LEADERS GUIDE

"Wild



West"

**MEDICINE MOUNTAIN
SCOUT RANCH
RESIDENT CAMP
JUNE 28TH – JUNE 30TH
CUB SCOUT DAY CAMP
JULY 1ST**

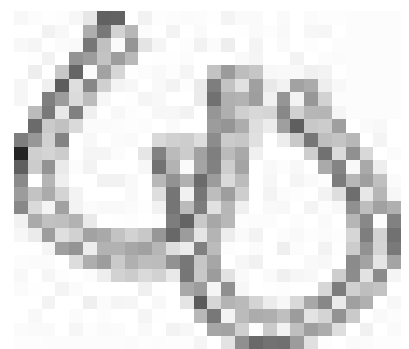


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GENERAL CAMP DESCRIPTION

Medicine Mountain Scout Ranch provides 160 acres of wilderness adventure in the midst of the beautiful Black Hills. At an elevation of 6,100 feet, Medicine Mountain is virtually mosquito free with summertime temperature averaging about 79 degrees.

Camp Facilities include a commissary, trading post, dining/training center, picnic shelters, showers and rest rooms. Camp participants will be able to enjoy our 7 acre waterfront which can be easily assessed for fishing, boating and swimming.

Families joining their Cub Scouts may use our Family Camp+site which provides a picnic shelter, flush toilets, shower facilities, with a choice of tent camping sites, or access to electrical hook-up sites for camping trailers or motor homes.

DIRECTIONS TO MEDICINE MOUNTAIN

TRAVELING WEST FROM RAPID CITY

- Head South on Hwy 16 to Hill City; continue South on Hwy 385/16 towards Custer.
- Turn right on *Medicine Mountain Road/#297 (across from Heritage Village); continue approximately 7 miles (staying to the right at all forks in the road)
- Turn left on Bobcat Road/#299 and continue on for another 2 miles; **24201 Bobcat Road**

TRAVELING SOUTH FROM LEAD/DEADWOOD

- Head South on Hwy 385 towards Custer.
- Turn right on *Medicine Mountain Road/#297 (across from Heritage Village); continue approximately 7 miles (staying to the right at all forks in the road)
- Turn left on Bobcat Road/#299 and continue on for another 2 miles; **24201 Bobcat Road**

TRAVELING EAST FROM NEWCASTLE

- Head North on Hwy 16 to Custer.
- Turn Left on Hwy 385/16 towards Hill City.
- Turn Left on *Medicine Mountain Road/#297 (across from Heritage Village); continue approximately 7 miles (staying to the right at all forks in the road)
- Turn left on Bobcat Road/#299 and continue on for another 2 miles; **24201 Bobcat Road**

*Medicine Mountain Road is an all-weather gravel road and is maintained. Caution is advised as there may be logging truck traffic.

**IN CASE OF EMERGENCY
THE TELEPHONE NUMBER AT CAMP IS
(605) 673-2790**

CAMPING FEES

Cub Scout Day Camp

Youth Fee	\$15
Youth Fee - Gold Star Level (in-council)	\$13
Adult Fee	\$5

Cub Scout Resident Camp

Adult & Youth Fee	\$75
Adult & Youth Fee - Gold Star Level (in-council)	\$65

Webelos Resident Camp

Youth Fee	\$70
Youth Fee-Gold Star Level (in-council)	\$60
Adult Fee	\$30

REFUND POLICY

Food and program supplies are purchased in advance based upon projected youth/ adult attendance. Last minute cancellations create an overstock of supplies and food that often times cannot be returned. To ensure all requests receive uniform treatment, the following refund policy has been established:

- ~ Program fees are non-refundable but may be transferred to other programs or participants.
- ~ No refunds will be issued unless it is due to medical or family emergency. If a medical emergency, documentation from a medical professional will be required.
- ~ No shows, participants sent home because of misbehavior, or participants leaving camp for non-emergency reasons will have no fees refunded.
- ~ If a participant becomes sick while attending camp, and is sent home by the camp medical team, the participant will be entitled to a pro-rated refund.
- ~ All refund requests are processed after the camping season is closed. No later than September 30th.
- ~ **Camp personnel CANNOT authorize refunds.** All refunds require the approval of the refund committee and the Scout Executive.
- ~ All refund requests must be in writing **at least** one week before your arrival date.

FAX OR MAIL REFUND INFORMATION BEFORE YOU COME TO CAMP TO:
Black Hills Area Council, BSA - Attention: MMSR Refund Committee
144 North Street Rapid City, SD 57701-1247
Phone (605) 342-2824 Fax (605) 342-2826

BEFORE YOU COME TO CAMP

Leadership Requirements

Packs must provide two-deep leadership, **AT LEAST TWO ADULTS, ONE OF WHICH MUST TO BE 21 YEARS OLD OR OLDER AND REGISTERED WITH THE BOY SCOUTS**, during their stay at camp. This leadership may be staggered so that as one leader leaves another arrives, but two adults must be on site at all times.

Keep in mind that each Wolf and Bear participant must be accompanied by his parent/guardian, while you're Webelos participants may be accompanied by their Den Leader or other adult.

Those acting as a second leader may be 18 years of age or older, but need not be registered with the Boy Scout of America.

Physical Exams

Each person, boy and adult attending camp must have a Class 1 Personal Health and Medical Summary (an example of this may be found on the back of the Cub Scout Registration Form) **OR** the new BSA Medical Form. This is a medical history, and does not require a doctor's exam, but **A PARENT OR GUARDIAN'S SIGNATURE IS REQUIRED** to validate the form.

Pack Equipment for Camp

The Pack should plan to spend time working with a Boy Scout Troop on personal and Pack gear needed for camp. A suggested list of what a Scout should bring is located in another section of this booklet. Scouts and scout leaders are expected to wear the Scout Uniform in camp. Emphasis should be placed on wearing it at meals, campfires and flag ceremonies.

Suggested Pack or Den Equipment

- | | | |
|----------------|---------------------------|-----------------------|
| -American flag | -Pack flags | -Den flags |
| -First aid kit | -Lantern | -Rope or binder twine |
| *Tents | **Cooking Gear (optional) | |

*Pack tents should meet the requirement of 30 square feet of floor space per camper and should be marked **NO FLAMES IN TENTS**. Signs are available for posting on your tent. Tents should meet fire retardant specifications.

NOTE: Gas stoves are required for use when periods of high fire danger are in effect. All spare fuel must be marked with pack number and kept in the fuel shed by the maintenance building. **NO SPARE FUEL is allowed to be kept in the camp-site area. Lanterns and stoves may be filled at the fuel shed by an adult only. Stoves and lanterns are not to be used in tents

Suggested items needed by leaders

- Alarm clock
- Handbooks
- Cot (optional)
- Pack advancement records
- Emergency phone numbers for all campers



Personal Equipment for Camp

- Scout uniform
- Jacket
- Change of clothes and socks
- Extra shoes
- Extra underwear
- Swimming trunks
- Bath towel (2)
- Canteen/water bottle
- Flashlight & batteries
- Sleeping bag/blankets/pillow
- Tent (as arranged by Pack)
- Raincoat
- Soap and washcloth
- Toothbrush/toothpaste
- Sun block & Insect repellent
- Camera & film
- Pencil/notebook
- Scout book
- Handkerchiefs
- Pocket knife and Whittling Chip Card

WHAT NOT TO BRING

- Firearms
- Ammunition
- Double-bitted axe
- Fireworks
- Archery equipment

We discourage boys from bringing radios, TVs, CD players, electronic games, comic books and other items that will distract them from the camp experience. If brought they will be held at the camp office until camp is over.



WHAT TO EXPECT UPON ARRIVAL

Check-In/Camp Tour

Packs should plan to arrive at camp between 10:30 - 11:30 AM to begin the Check-in process. All Packs will be greeted by a camp staff member in the parking area and lead to our Camp Office where check-in and camp tour will begin.

Unloading Gear/Parking

Select vehicles will be allowed into the camp site area to unload gear, but must return to the parking area promptly and backed into parking spaces. **No vehicles are to remain in the camp site area.**

Medical Screening

Each adult and youth's Medical History will be reviewed upon your arrival in camp. Its purpose is to spot any recent or current physical problems and make sure that our Camp Medic is aware of any necessary medical information.

In case of an accident or illness in camp, first aid will be rendered at the Health Lodge. Emergency care will be provided by Custer Community Hospital.

First Day's Meals

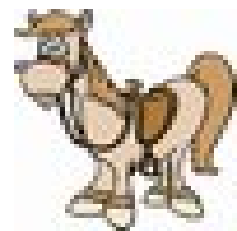
Resident Camp: Your first meal at camp will be Sunday's **Dinner! Camp will not be providing lunch!** Units are encouraged to bring a bag lunch for each of their youth and leaders to meet their need until that time.

Day Camp: Your first meal at camp will be Lunch; Camp will also serve Supper before leaving.

OTHER IMPORTANT ITEMS

Visitors

Visitors are welcome anytime, but must check in at the Camp Office. Those desiring to take meals with your unit will need to pay for their meals in advance at the Camp Office or Trading Post.



Leaving Camp Property

Once a boy has checked into camp he is not authorized to leave the property except in an emergency. Authorization can be granted for a boy to be picked up by a parent, guardian, or family member using the following guidelines:

*The camp director must be notified in writing from the parent or guardian having custody of the child, through the Scout leader in charge of the unit upon check-in. If a camper is to be picked up prior to the end of camp, this notification must also say who is authorized to pick up the child. Upon arrival the adult having permission to pick up the camper must check in with the camp director.

Youth Protection

Adult Leaders need to respect the privacy of youth members in situations such as changing into swimsuits or taking showers, and intrude ONLY to the extent that health and safety requires. Leaders also need to protect their own privacy.

We do not have separate shower and latrine facilities for male and female campers and leaders in all camp-sites at Medicine Mountain. Contact the Camp Director for special directions. The Camp Director will schedule separate times for male and female shower use. Use the %Buddy System+ for latrines and showers by having a person wait outside the entrance while it is in use. The use of the %Occupied+sign is also recommended.

In support of BSA policy, no youth may stay in a tent of an adult other than his or her parent or guardian.

Campsite Clean-up/Check-out

Camp site clean up will begin on Wednesday morning, however there are a few sessions left on Wednesday. Closing Ceremony will begin at 10:30 and be over by 11:00. Check-out begins at 11:00 AM Wednesday, July 1st; plan to clear your camp-site by 12:00 Noon. Leaders please coordinate with your Pack Guide or Commissioner when your camp-site is ready for departure inspection. You may leave after that. *Do not forget to pick up your health Forms.*

FACILITIES

Camp Office and Leader's Lounge/Old House:

This original structure, not far from the parking lot, houses the Camp Office and Leaders Lounge. It is the first place you'll go when checking in and the last place you'll visit when checking out. It's also here that unit leaders can come for some %down time+away from the fray or to have access to the Internet.

Health Lodge:

The Health Office is located in the heart of camp adjacent to the Trading Post. This is the primary location for anyone seeking medical assistance (day or night). If the Health Officer cannot be located at the Health Office, go to the Trading Post or Camp Office to have him/her paged.

Staff Center/"Hub":

This is where the staff can hangout and have some down time. It is off-limits to our guest, and we ask that you respect our privacy.

Outside the Staff Center/%Hub+is where campers and staff have access to the only phone in camp available for making outside calls. Scouts must be accompanied by an adult when using the phone. Because of high demand we ask everyone to keep calls short! No more than five minutes.

Dining Shelter/ Training Center:

This centrally located structure is where all our Scouts and Scouters will gather for meals, and where our daily Adult/Leaders Meetings will be held each morning.

Trading Post:

During your stay at Medicine Mountain Scout Ranch, we hope to meet all of your basic needs through our Trading Post. Keep in mind that the average Scout spends \$25-50.

Here are just some of the items you can expect to find:

❖ **Camping items**

Knives Compass Personal Items
Fishing Gear

❖ **Handi-Craft Items**

Woodcarving supplies
Basketry and Leatherwork Kits

❖ **Medicine Mountain Souvenirs**

❖ **Clothing Items**

T-shirts Sweat Shirts Hats
Belts Patches

❖ **Food Items**

Soda Ice Cream Slush Puppies
Candy Water Sports Drinks
Snacks Ice

Maintenance Shop:

Off-limits to all campers; any tools needed for service projects or special repairs should be requested through the Camp Office or Camp Ranger.

Bathrooms (KYBO):

There are a minimum of 4 campsites assigned to each KYBO facility. Each campsite is responsible for cleaning and maintaining their assigned KYBO. A schedule for cleaning and maintenance must be arranged by the all unit Senior Patrol Leaders assigned to that KYBO facility.

Campsites:

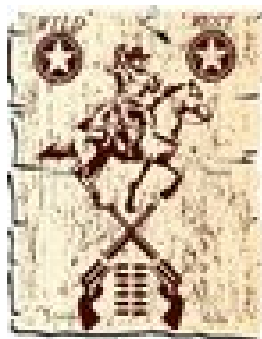
Nestled beneath the shading branches of both pine and aspen, you'll find each campsite within a few minutes walk of any location in camp, and changes in elevation vary only slightly. Each campsite at Medicine Mountain Scout Ranch is supplied with a number of picnic tables, a bulletin board, fire barrel, and many have flagpoles.

Upon your arrival and departure from camp, you will be allowed to transport your gear to your campsite to unload, but for safety reasons **no vehicles may remain in the campsite**. Camp trailers may be left in the campsite.

Showers:

Heated showers are available short distance from each campsite. Per BSA guidelines, separate facilities are provided to meet the needs of both youth and adults. A shower schedule will be posted outside the shower entrance noting specific shower times for male and female leaders and youth.

NOTE: Limited access to a private shower and/or laundry facility may be requested as special situations occur. Please contact Camp Management to secure access to these facilities.



OTHER SERVICES

Equipment Rentals:

In an effort to support troops while at camp, a limited amount of camping equipment is available for rent from the Camp Office or Camp Ranger. These items are available on a first-come first-served basis.

Stoves, lanterns, and cots are each available at a cost of \$10 per/week

(Fuel is available for purchase from the Trading Post)

Tents (2 man) and **Patrol Cook Boxes** are each available at a cost of \$25 per/week.

Internet Service:

Internet service is available to leaders only on fee/per minute basis. Contact the Camp Office upon your arrival to arrange for access. Youth will **NOT** be allowed to use the internet.

Telephone Service:

The Camp Office telephone is for business and emergency calls only! A phone is provided outside the Staff Center/Club for guest and staff use. There is only one phone so we ask that all calls be five minutes or less.

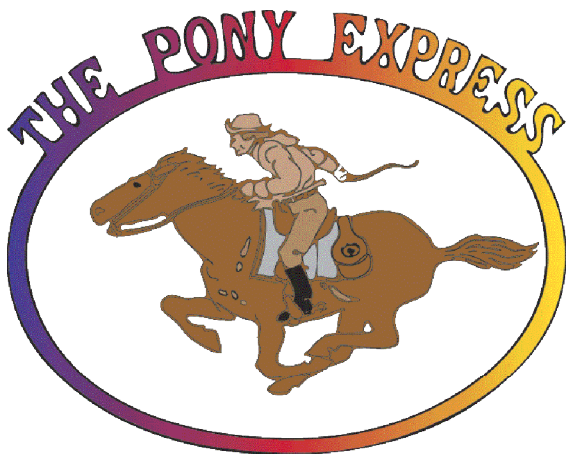
Scouts **cannot** make telephone calls without an **adult leader present**. *Home-sickness is not helped by a call home!* It is usually made worse! All outgoing calls must be placed by telephone card, credit card, or pre-paid phone cards (**we recommend pre-paid phone cards**). Almost all cell phones do not work at the Scout Ranch.

Camp Phone Number (605) 673-2790

Fax Number (Jun 1– Aug 15): (605)673-4985

Mail Service:

ALL Scouts and 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 all envelopes and packages! All troop mail will be delivered to the troop mailboxes in the Camp Office. Out-going mail will go out from the mailbox located outside the Camp Office. Mail is to be addressed as follows:



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

RESIDENT CAMP SCHEDULE

(Subject to change)

Day One

11:00am Arrive at camp
(Set up tents, eat lunch)
12:30 Opening
Ceremony
(Form into groups)
1:15-2:15 Session 1
2:30-3:30 Session 2
3:45-4:45 Session 3
4:45-5:30 Patrol Time
5:30 Flags
5:45 Supper
7:00 Camp wide Games
8:00 Campfire
9:30 Lights out / Star
Watching

Day Two

7:15 Flag
7:30 Breakfast
8:30-9:15 Session 4
9:30-10:15 Session 5
10:30-11:15 Session 6
12:00 Lunch
12:45-1:15 Down Time
1:30-2:30 Session 7
2:45-3:45 Session 8
4:00- 5:00 Sessions 9
5:00-5:30 Patrol Time
5:30 Flags
5:45 Supper
7:00 Patrol Time
(finish up skits/songs)
7:30 Campfire/ Party
9:30 Lights Out

Day Three

7:15 Flags
7:30 Breakfast
8:15-8:45 Clean-up
camp
9:00-10:00 Session 10
10:15 Closing
Ceremonies
11:00 Depart for home

DAY CAMP SCHEDULE

(Subject to change)

8:00am – 9:00am Arrive at camp . Check in and form Dens
9:10am – 9:30 Flags, Opening Activities, and FUN
9:35 – 10:30 Session 1
10:35 – 11:35 Session 2
11:40 – 12:30 Opening and Lunch with staff
12:45 – 1:40 Session 3
1:45 – 2:40 Session 4
2:45 – 3:40 Session 5
3:45 – 4:40 Session 6
4:45 – 5:30 Supper
5:35 – 6:20 Closing Program



CAMP PROGRAM

This year's camp theme is ~~Wild West~~ Each activity will be presented by a qualified instructor and take place at the following program areas:

- | | |
|-----------------------------------|------------|
| Shooting Sports (BB guns/archery) | Handicraft |
| Nature | Aquatics |
| Scout Skills | |

(Sample Schedule . Subject to Change)

Day Camp Schedule					Resident Camp Schedule			
	CG1	CG2	CG3	CG4	WG1	WG2	WG3	WG4
Session 1	Crafts	BB	L&C	Volleyball	Forester	Archery	LNT	Climb
Session 2	BB	L&C	Volleyball	Crafts	Archery	Forester	Climb	LNT
Session 3	L&C	Volleyball	Crafts	BB	LNT	Climb	Forester	Archery
Session 4	Volleyball	Crafts	BB	L&C	Climb	LNT	Archery	Forester
Session 5	Wildlife	Island Raft	Archery	Science	Outdoorsman	BB	Artist	Nature Hike
Session 6	Island Raft	Wildlife	Science	Archery	BB	Outdoorsman	Open Aquanaut/Games	
Session 7	Open Swim /Games		Wildlife	Island Raft	Nature Hike	Artist	Outdoorsman	BB
Session 8	Science	Archery	Open Swimming/Games		Artist	N. Hike	BB	Outdoorsman
Session 9	Archery	Science	Island Raft	Wildlife	Open Aquanaut/Games		N. Hike	Artist
Session 10	Conservation Projects				Conservation Projects			

LNT = Leave No Trace activities

MEALS

All meals will be provided through our dining hall with seating in our adjacent dining shelter. Meals will be varied and nutritious.

If any in your group have any dietary needs please complete and turn in a ~~Special~~ Special Dietary Request form prior to your arrival so we can meet your needs. This form is available on our web site www.blackhillsareacouncil.com / Medicine Mountain Scout Ranch / Leaders Guide.

CAMPER STANDARDS

A good camper always maintains high standards of personal conduct, safety, courtesy and conservation. Therefore, scouting units will observe the following:

SAFETY

1. The buddy system must be used at all times during camp.
2. Aquatic activities are conducted under adult supervision and follow BSA Safe Swim Defense and Safety Afloat Standards.
3. Determine location of natural hazards and make them known to all members of the Pack.
4. Do not use liquid fuels to start fires. Gas lanterns may be used under adult supervision and should be safety checked before camp. All bulk fuel must be stored in the camp fuel shed.
5. Never play games with knives.
6. Keep the latrines clean.
7. Place garbage in garbage bags, (DO NOT BURY GARBAGE), and carry it to the dumpsters located near the Commissary.
8. Dispose of dishwater in approved manner. (Consult with Camp Guide or Commissioner).
9. No pets allowed in camp.
10. No passengers may be transported in the cargo section of trucks or pickups.
11. Drink water from approved water fountains. DO NOT drink from springs or streams while hiking as they may be contaminated.

COURTESY

1. Always leave a supply of firewood for the next campers.
2. Leave the camp-site clean. Police the grounds regularly for trash.
3. Check in when arriving and check out when leaving camp. The Camp Director must know your whereabouts while you are encamped.
4. Quiet time/Lights out is 10:00 PM.

CONSERVATION

1. Avoid using worn camp areas. Camp-sites will be designated by Camp Director.
2. Only camp vehicles are allowed in camp.
3. DO NOT cut down any trees.
4. NEVER leave a fire unattended. Always put out a fire completely with water when you leave your camp-site. Camp Staff is instructed to put out any unattended fire and report it to the Camp Director.
5. Conserve wood and promote safety by keeping your fire small.
6. Smoking is discouraged, and BSA policy prohibits smoking in front of youth participants! If you must partake, smoking in the designated area ONLY!

PERSONAL CONDUCT

1. Be a good neighbor. Do not create a disturbance or cause other campers to have a bad camping experience. RESPECT OTHER CAMP-SITES.
2. Respect the Rangers' home, maintenance area, staff area. The waterfront area is off limits when the waterfront staff is not there. There is no fishing from the swimming and boating docks.
3. Take good care of camp facilities and equipment. Units or individuals will be charged for damaged or defaced property or equipment.

4. No alcoholic beverages may be brought to camp. Any person drinking alcoholic beverages in camp will be asked to leave.

CAMP POLICIES

1. Closed-toe shoes must be worn at all times. (Except when engaged in swimming activities.)
2. Fireworks are not allowed in camp.
3. Alcohol and tobacco products are not allowed in camp.
4. Each Pack Leader must make a visual check for attendance at all meals and at lights out.
5. Liquid fuels must be used by adults only.
6. Ammunition, firearms and archer equipment may not be brought to camp.
7. Smoking is only permitted in the parking lot.
8. Packs must follow all fire and safety rules by having water and sand by all tents and cooking areas.
9. Personal dress and behavior is in keeping with the principles of Scouting.

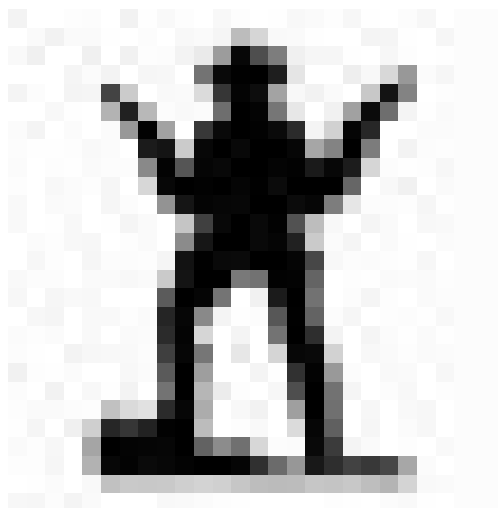
COMMON QUESTIONS

Can my son participate in Resident Camp without his Pack or Den?

Yes! However, you will find that your son will benefit more from his experience by attending camp with his group.

Where will the Cub Scouts be camping? All scouts will camp with their own Pack or Den in an assigned camp-site in their own tents. Arrangements can be made to rent tenting or other camping equipment for any with those needs.

What is the difference between Day Camp and Resident Camp? Resident Camp means you are there for at least 12 hours or overnight; Day Camp is less than 12 hours and no overnight stay.



Black Hills Area Council

Boy Scouts of America

144 North Street

Rapid City, SD 57701

605.342.2824 Phone

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www.blackhillsareacouncil.com