



*2009  
SKYMONT  
SCOUT  
RESERVATION*

*EXPERIENCE THE  
CUMBERLAND PLATEAU*

# SKYMONT SCOUT RESERVATION

## 2009 LEADERS GUIDE

### EXPERIENCE THE CUMBERLAND PLATEAU

Dear Scout Leader:

We know that summer camp is the highlight of a Scout's year and will greatly impact his decision to stay involved in Scouting for another year. Your decision on where to go to camp in 2009 will have a lasting effect, well beyond just one summer. With that in mind, our purpose is to complement your Troop's yearly activities by providing a fun, adventurous summer camp experience that will be long remembered by your Scouts and leaders alike.

Skymont is located on the edge of the Cumberland Plateau and in the middle of a 2,400 acre reservation. Waterfalls, scenic overlooks, caves, forests and multiple rock climbing/rappelling locations are all available on our reservation or within a 30-minute drive and will be part of your Scout's camp experience. Your Scouts will be able to experience nature at its finest and with average temperatures in the mid-80s for highs and lows in the mid-60s at night, you and your Scouts can sleep comfortably, regaining your energy for another great day at Skymont.

Our varied programs, for all of your Scouts, is what attracts many to Skymont each year. Our Polaris First-Year Camper Program has received exceptional praise and support from Scouts and leaders alike and our numerous adventure options will challenge even your most experienced Scouts.

We have made numerous improvements to the camp as a result of last year's Leader, Scout and Staff surveys. We seek to continually enhance and improve your summer camp experience and are proud to implement these recommendations.

Come experience Skymont, along the Cumberland Mountain Plateau, in 2009. Please enjoy the enclosed action-packed CD and share it with your Troop. Imagine....this could be your Troop in 2009.

Yours in Scouting,

Warren Diegel  
V.P. Programs

Buford Campbell  
Camp Director

Skymont Scout Reservation  
Cherokee Area Council, BSA  
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# Camp Reservations & Fees

## 2009 Camp Schedule

Week 1	May 31 - June 6
Week 2	June 7 - 13
Week 3	June 14 - 20
Week 4	June 21 - 27
Week 5	June 28 - July 4
Week 6	July 5 - 11

## Campsite Reservation Dates

Cherokee Area Council Troops can reserve campsites beginning August 8, 2008. Out-of Council Troops can reserve campsites beginning October 20, 2008.

To guarantee a reservation, the Campsite Reservation Fee must be paid within 10 business days of making your reservation. Campsite Reservation Fees become non-refundable after February 13, 2009.

The Campsite Reservation Fee will be applied toward the Troop's total balance if full payment is made by May 1, 2009. Troops that do not pay their full balance by May 1, 2009 will forfeit their Campsite Reservation Fee.

## 2009 Camper Fees

Cherokee Area Council Scouts	\$ 200
Out-of-Council Scouts	\$ 235
Leader Fees	\$ 80
In-Council Troop Reservation Fee	\$ 100
Out-of-Council Troop Reservation Fee	\$ 250

Visiting leaders that stay overnight will be charged full price.

All fees MUST be paid by the troop. Individuals cannot register or pay at the Scout Service Center.

Fees may be paid with cash (in person only), check (mail, online, or in person), credit card (online, mail, or in person) or PayPal (online only). All fees paid by a credit card (Visa, MasterCard, Amex, or Discover) or PayPal will be charged the additional merchant processing fee, approximately 3.0%.

## Payment Schedule

February 13, 2009 - \$75 per Scout: This payment will determine the number of spots reserved for your Troop. If you initially stated that you will have 20 Scouts attend camp and pay \$75 for 15 Scouts, your reservation will be changed to indicate 15 Scouts attending camp. If this payment is not received in the Scout Service Center (or post-marked) by the due date there will be a \$10 late fee per Scout added to your account. This deposit is non-refundable and will not be applied toward your balance. Scouts may be added after February 13<sup>th</sup> if the camp is not at capacity. Scouts added after February 13<sup>th</sup> will be required to pay the \$75 deposit prior to being added to the Troop's reservation.

March 13, 2009 - \$75 per Scout: This payment should include \$75 per Scout. Scouts may be added after March 13<sup>th</sup> if the camp is not at capacity. If this payment is not received in the Scout Service Center (or post-marked) by the due date there will be a \$10 late fee per Scout added to your account. Scouts added after March 13<sup>th</sup> will require the \$75 February 13<sup>th</sup> deposit plus the \$75 March 13<sup>th</sup> payment to be paid prior to being added to the Troop's reservation.

May 1, 2009 - Balance Due: This payment should include all remaining Scout fees, merit badge class fees, leader fees and any late fees. If this payment is not received in the Scout Service Center (or post-marked) by the due date there will be a \$10 late fee per Scout added to your account. Scouts may be added after May 1<sup>st</sup> if the camp is not at capacity. Scouts added after May 1<sup>st</sup> will be required to pay their full fee prior to being added to the Troop's reservation.

A Troop is expected to pay for the number of campers per their May 1<sup>st</sup> commitment whether or not all campers attend. Troops that do not pay their full balance by May 1<sup>st</sup> will forfeit their campsite deposit reservation fee in addition to paying late fees. Late fees will be figured on a unit basis, not individual Scouts.

Spots cannot be held for Webelos crossovers or new Scouts. Extra spots will be filled on a first paid basis. Webelos crossovers and new Scouts will qualify for the same fee as the rest of the Troop.

Out of council troops returning for the 3<sup>rd</sup> consecutive year qualify for Cherokee Area Council camp fees.

### 2009 Adventure Program Fees\*

Eagle's Bluff.....	\$25
Project C.O.P.E.....	\$55
Stone Door .....	\$35
Van Dyke Cave.....	\$10
Whitewater Rafting on the Ocoee .....	\$70

\*All Adventure Program Fees are subject to a fuel surcharge.

### 2009 Pre-Order Merit Badge Fees\*\*

Archery MB.....	\$15
Art and Sculpting MB.....	\$15
Climbing MB .....	\$10
Cooking MB.....	\$10
Indian Lore MB .....	\$15
Instruction Shooting.....	\$5
Metalwork MB.....	\$8
Rifle Shooting MB.....	\$15
Scout Crafts - (Basketry, Leatherwork & Woodcarving) .....	\$30
Shotgun Shooting MB.....	\$25
Space Exploration MB .....	\$15
Trail to Eagle .....	\$15

\*\*These are pre-order prices and reflect a discount. Merit Badge supplies will be full retail if purchased at camp.

### 2009 Recreational Activity Fees

Blackpowder.....	\$2/shot
Recreational Archery .....	\$1/10 arrows
Recreational Rifle .....	\$2/10 rounds
Skeet Shoot.....	\$5/10 rounds & clay pigeons

### 2009 Training Fees

BSA Lifeguard.....	\$25
Climbing Certification.....	\$35
C.O.P.E. Certification.....	\$35
CPR Certification .....	\$35
First Aid Certification.....	\$10

### Other Fees

Additional Leader Dinner Tickets.....	\$10
Ice.....	\$2/bag
Saturday Arrival .....	\$5/person (\$100 max)
Visitor Meals .....	\$8/meal

## Fees Transmittal

All fees should be submitted on the Fee Transmittal Form available in the Forms section of this book.

## Camperships

The Cherokee Area Council offers Camperships for In-Council Scouts who need assistance paying the full amount of Skymont summer camp fees. Camperships are Scout specific and are not transferable. Campership funds not used are returned to the Council's Campership Fund. Troops do not receive credit for unused camperships.

Unit Leaders are responsible for submitting the paperwork for each Scout requesting financial assistance.

Scout Assistance Forms are available at the Scout Service Center and [www.skymont.org](http://www.skymont.org) and are due by March 31, 2009.

## Campsites

<u>Campsite</u>	<u>Capacity</u>	<u>Campsite</u>	<u>Capacity</u>
Breezy Point	46	Huckleberry Hump	40
Crow's Roost	40	Lakeview	40
Deer Run	64	Lonesome Hollow	62
Eagle's Landing	34	Possum Retreat	40
Ground Hog Haven	36	Quail Run	40
Hawk's Nest	36	Raccoon Trot	40
Hoot Owl Rest	36	Sunny Ridge	44

Note: The total weekly camp capacity for 2009 is set at 390 Scouts plus leaders, which is less than the total campsite capacities. The dining hall capacity was taken into account in setting the weekly camp capacity.

Troops that exceed the maximum capacity of a campsite may reserve an adjacent campsite or they must bring their own tents.

Skymont Camp Management reserves the right to fill all campsites to capacity if the need arises.

Only BSA registered Boy Scouts and Adult Leaders will be allowed at camp. Everyone else will be considered visitors and will need to check-in and out through the Administration Building. Visitor meal passes can be purchased at the Trading Post for \$8 per person, per meal.

Remember: This camp is a Boy Scout Resident Camp and is geared toward Boy Scout Youth. Even though our camp staff is coed; to maintain National Standards, participants must be registered Boy Scouts. Other youth, including Cubs, Webelos, Venturers or any siblings, male or female, are not allowed at camp.

## Saturday Arrival

A \$5 per person fee, up to a maximum of \$100, will be charged for all Troops checking in on Saturday. Arrangements must be confirmed with the Camp Director, Buford Campbell, at (931-692-2543) and Scout Service Center at least 2 weeks prior to arrival. Payment can be made at the Scout Service Center by May 1, 2009 or at Sunday check-in.

The program and administration areas are closed and no meals or medical coverage are provided. There are limited restaurants in the vicinity of Skymont.

# Preparing for Camp

## Health Forms

Every Scout and Leader attending camp must have a completed Health Form upon arrival at camp.

Campers needing medication during camp must submit a Medication Form upon arrival at camp for each medication to be taken. This is BSA National Policy. Health & Medication forms are available for download at our website [www.skymont.org](http://www.skymont.org).

Scouts and adults under the age of 40 must complete BSA form #34414B, Personal Health and Medical Record Class 1 and Class 2.

- The Class 1 portion (Personal Health and Medical History) must be updated annually by all participants and signed by a parent or legal guardian.
- The Class 2 portion (Medical Evaluation) must be updated once every 36 months and must have a signature from a licensed health-care practitioner.

Adults age 40 and over must complete BSA form #34412B, Personal Health and Medical Record Class 3.

- The Class 3 form requires a health examination within the past 12 months by a licensed health-care practitioner.

All participants in the Adventure Programs, Ocoee Whitewater Trek and Climbing Programs must submit a completed Class 3 Health and Medical Record, BSA form #34412B.

Due to the numerous opportunities for Scouts to participate in adventure programs once they arrive at camp, it is recommended that all Scouts 13 and older have a completed Class 3 Medical form.

A medical screening for each Scout and Leader is conducted during Sunday check-in. Pre-existing conditions, including injuries, may result in a Scout being sent home. Any pre-existing condition requiring medical attention while at camp will not be covered under BSA insurance.

In accordance with BSA requirements, any participant (Scout or leader) not having a fully completed Health Form will not be allowed to remain at camp or participate in any events until the health form is completed. Failure to comply will result in the Scout or Leader being sent home.

Additionally, during the screening or throughout the week, should any participant exhibit signs of sickness or illness that may be contagious, he will be required to return home until he is able to return to camp without any on-going sign of sickness or illness.

## Insurance

The Cherokee Area Council provides a supplemental accident and health insurance for Cherokee Area Council Scouts and leaders only.

Out of Council Troops must provide a copy of their troop's or local council's Accident and Sickness Insurance Policy as proof of insurance at check-in. Out of Council troops should bring a minimum of 2 accident claim forms. All Troops are required to bring an approved Local or National Tour Permit.

## Tour Permits

All Troops must have an approved Tour Permit at check-in. Troops traveling from 500 miles or more from Altamont, Tennessee must have a National Tour Permit. Forms are available at [www.skymont.org](http://www.skymont.org).

## Adult Leadership Requirements

Each Troop must have at least two adult leaders within their unit present at Skymont at all times, day and night. If a Troop's leadership changes during camp, the departing leader must remain at Skymont until the replacement leader arrives. The replacement leader and any other leader must check in at the Administration Building for health screening and submit a Health Form before proceeding to the campsite.

## Medication Form

If applicable, each Scout and leader must turn in, during Medical Screening, a completed and signed medication form listing all prescription and OTC drugs. A copy of the medication form should stay with the Troop leader designated to dispense medications. Form available at [www.skymont.org](http://www.skymont.org).

## Pre-camp Swim Test

Troops have the option of conducting pre-camp swim tests prior to their arrival at Skymont. (See Forms section) A BSA Camp School certified Aquatics Director or other approved agency may administer the swim test. Troops must bring a copy of the administrator's certification. Swim tests must be repeated every 12 months. The Skymont Aquatics Director has the right to retest any Scout or leader if deemed necessary.

## Sunday Check-In Procedure

- Check in time is 1:00 p.m. to 4:00 p.m. Central Time. Units arriving after 4:00 p.m. will be responsible for eating prior to arriving at camp.
- The Scoutmaster should report to Administration building to finalize the Troop's registration. Please be prepared to submit a Troop roster including Scouts and leaders and present a tour permit. Out of council Troop's will also need to submit a copy of the Troop or council's Accident and Sickness Insurance Claim form.
- Each Troop will receive a pass for one vehicle with a trailer to take their gear to the campsite. Troops arriving by bus or without a Troop trailer will have their gear brought to the campsite by the Camp Ranger.
- Troop will be met in the parking lot by a unit guide. Arm bands for identification will be issued. The guide will lead the Troop to their campsite to unload gear. (The Camp Ranger is not responsible for loading or unloading gear) The guide and SPL will inspect the campsite.
- Troops are to change into swimsuits and stay in closed shoes.
- Troops will proceed to the dining hall for orientation, table and waiter assignments and to address any dietary needs.
- Next stop is medical screening, please have a completed medical form available for each youth and adult staying overnight on camp. Swim tags will be issued during medical review.
- Troops then proceed to the waterfront for swim checks. Troops that have completed a swim test prior to camp will need to consult with the Aquatics Director once they arrive at the waterfront.
- After swim checks the unit guide will provide a brief tour of camp which includes a stop at the Quartermaster to pick up a campsite latrine kit, and to the Trading Post to pick up any pre-ordered supplies.
- Troops will then return to their campsite.

## Late Arrivals (After 8:00 p.m. Sunday or Monday morning)

- For safety reasons NO vehicles will travel through main camp after 8:00 p.m.
- Personal gear will be carried in by Troop.
- Trailer gear will be transported to campsite after 7:00 a.m. Monday
- Medical review will be conducted after breakfast Monday morning.
- Swim checks will be conducted at the beginning of camper's aquatic merit badge class or at the beginning of free swim.
- If arriving after 4:00 p.m., the unit will be responsible for Sunday evening dinner prior to arrival at camp.

## Saturday Arrival Procedure

- Camp gate from parking lot will remain locked until 12 noon on Sunday.
- Troops should be prepared to carry personal gear into campsites unless prior arrangements have been made with the Skymont Properties Manager for gear haul-in.
- For safety reasons no vehicle will be allowed to travel through main camp after 8:00 p.m.
- All program areas and buildings are closed and off limits to campers and leaders.
- No meals or medical coverage is provided.
- Early arrival troops report to the front of the administration building to meet with unit guide at 1:00 p.m. on Sunday to begin the check in process.

## What to Bring to Camp

The following list is provided as an aid to the Scouts, but is certainly not all encompassing. It is suggested that Scouts ask veteran campers to assist in their planning. Consult the Scout Handbook.

### **Personal Equipment**

- |   |  |
|---|--|
| <input type="checkbox"/> Complete Scout uniform (to be worn at evening flag/dinner and campfires) | <input type="checkbox"/> Day pack or book bag  |
| <input type="checkbox"/> T-shirts (Scout appropriate)   | <input type="checkbox"/> Scout handbook, Merit Badge pamphlets, notebook, pen/pencil |
| <input type="checkbox"/> Shorts and/or long pants (camo is not allowed)                           | <input type="checkbox"/> Towels and washcloth  |
| <input type="checkbox"/> Underwear and socks for 6 days   | <input type="checkbox"/> Footlocker, suitcase or backpack                            |
| <input type="checkbox"/> Swim trunks  | <input type="checkbox"/> Canteen or water bottle                                     |
| <input type="checkbox"/> Hiking boots or athletic shoes   | <input type="checkbox"/> Flashlight with extra batteries                             |
| <input type="checkbox"/> Rain gear (poncho, rain jacket)  | <input type="checkbox"/> Sunscreen, insect repellent                                 |
| <input type="checkbox"/> Sweatshirt or jacket   | <input type="checkbox"/> Pocketknife, watch, personal first aid kit                  |
| <input type="checkbox"/> Hat  | <input type="checkbox"/> Materials necessary for merit badge work                    |
| <input type="checkbox"/> Sleeping bag or blankets, pillow   | <input type="checkbox"/> All prerequisites as required                               |
| <input type="checkbox"/> Toilet kit (soap, shampoo, toothbrush, toothpaste, comb, etc.)           | <input type="checkbox"/> Trading Post money  |

### **Optional**

- |                                       |   |
|---------------------------------------|---|
| <input type="checkbox"/> Camp chair   | <input type="checkbox"/> Camera             |
| <input type="checkbox"/> Fishing gear | <input type="checkbox"/> Bible, prayer book |

### **Troop Equipment**

- American, Troop and Patrol Flags
- First Aid Kit for campsite
- Lanterns
- Rope
- Tarps (dining fly)
- Water cooler/ice chest
- Scoutmaster's Handbook and other program reference materials
- Lockbox for Troop medications
- Other equipment based on your Troop's needs

### **What NOT to Bring to Camp**

- |   |  |
|---|--|
| <input checked="" type="checkbox"/> Fireworks                             | <input checked="" type="checkbox"/> Firearms                 |
| <input checked="" type="checkbox"/> Sheath knives                         | <input checked="" type="checkbox"/> Bikes                    |
| <input checked="" type="checkbox"/> Pets (unless seeing eye or guide dog) | <input checked="" type="checkbox"/> Alcohol/Tobacco products |

# General Camp Information

## Skymont Camp Policies

Troop cooperation is a must in these areas:

1. Scouts must travel with a buddy. The "Buddy System" will be enforced.
2. Swimming, boating and fishing are only allowed in authorized areas and at authorized times.
3. Absolutely NO fishing in swimming area.
4. No running in camp.
5. Leave wildlife alone.
6. Personal flotation devices (PFD) are provided and are to be worn by everyone in a watercraft at all times, in accordance with the National Boy Scout policy.
7. Fireworks, sheath knives, handguns and personal firearms are not permitted at camp.
8. Personal bikes are not allowed at camp.
9. Personal archery equipment must be given to the Camp Director at check-in. Personal equipment will be stored under lock and key at Archery Range.
10. No cutting of live trees or brush.
11. Liquid fuels for camp equipment are to be handled by leaders only. Liquid fuel containers are to be stored in a locked storage area in the campsite.
12. Program Areas are off-limits during non-program hours.
13. No alcoholic beverages, illegal drugs, or pornographic materials are to be in camp at any time. Violators will be asked to leave camp immediately.
14. The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members. Adult leaders should support the attitude that young adults are better off without tobacco and may not allow the use of tobacco products at any BSA activity involving youth participants. All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants. (Taken from the Guide for Safe Scouting.) Smoking and tobacco products are prohibited except in designated smoking areas.
15. All Scouts must be in their assigned campsite by 10:00 p.m.
16. Scouts, leaders or visitors are not allowed to bring pets to camp with the exception of seeing-eye or guide dogs.
17. Anyone visiting or leaving camp must check-in and check-out at the Administration Building.
18. Scouts wishing to leave camp for any reason must follow the Security Policy and provide an Early Release Form signed by their parent/legal guardian before being allowed to leave with anyone other than their parent or guardian. (See Forms section)
19. Scouts, visitors and leaders must wear shoes with closed heel and toe while in camp. Hard soled moccasins are allowed; soft soled moccasins do not offer needed foot protection. Crocs and sandals are prohibited.
20. Scouts, leaders and visitors must wear I.D. wristbands at all times. Visitors receive their I.D. wristbands upon check-in at the Administration Building.
21. Only authorized vehicles will be allowed in camp. No personal vehicles are allowed in campsites. No one is allowed to ride in the back of a pickup or trailer.
22. Failure to comply with the Skymont Camp Policies and/or BSA Guide to Safe Scouting is grounds for removal from camp without a refund.

## Emergency Procedures

The Cherokee Area Council recognizes that Scouting activities involve a certain degree of risk that could result in injury or death. In consideration of the benefits to be derived, and carefully considering the risk involved Skymont has put several items and procedures in place to help insure the safety of our staff and campers.

Skymont facility has the following in place:

- Weather computer system that uses NOAA information to track and monitor weather including severe thunderstorms, extreme winds, tornado warnings, flood warnings, etc.
- A Boltek Lighting detection system that tracks electromagnetic static in the air to monitor lighting strikes within a 300 mile radius.
- All Staff complete a Hazardous Weather Training and Emergency Procedures Protocol for Fire, Serious Injury, Lost Camper, Hazardous Materials, and Severe Weather.
- All staff complete basic first aid, CPR and AED training.
- The area directors are qualified in Wilderness First Aid.
- The camp employs an on-site health officer that carries a current certification in their field.
- We have agreement letters with all local emergency services with direct access to their response call station. This allows prompt emergency vehicle and rescue team response.
- We have multiple way-point landing zones for life flight to land if necessary.
- All emergency procedures are reviewed with each group that comes to camp.
- The camp runs an Emergency Severe Weather Drill within the first 24 hours each week to test all systems.

In the event of an emergency or eminent severe weather strike a siren is activated that can be heard throughout all areas of camp along with radio communication between all program areas of the camp.

We can not control weather or other natural events, but procedures have been carefully formulated to ensure maximum safety and efficiency for all persons attending Skymont.

## Medical Services

The Camp Health Officer is located in the Administration Building. The Camp Health Officer is on call 24 hours a day. Hospital arrangements are with United Regional Medical Center located in Manchester, TN. Emergency transportation is available if needed. The Camp Health Officer is in place for basic first-aid and to evaluate emergencies and will not provide or treat basic family care.

## Medications

Medications should be placed in a labeled zip-lock bag and stored in a locked box in the Campsite. Each Troop should designate a Leader to dispense medications according to the Medication Forms. (See [www.skymont.org](http://www.skymont.org) for form) This Leader should consult with the parent/guardian prior to camp to discuss medications.

## Security Policy

Frequently a request for an Early Release will be made as the result of an emergency situation in the Scout's family due to an illness or an outside activity. In any event, there could be a certain amount of anxiety or tension on the part of the parent/legal guardian who may not understand or appreciate any delay in the release of the Scout and our adherence to the Camp Security Policy. This policy is designed for the well-being of their Scout. It is because of the parent/legal guardian's trust in the camp that we exercise such care.

## Early Release Procedure

The Early Release of Scouts will be handled by the Camp Director or, in his absence, the Program Director.

In the event an individual reports to camp and requests the Early Release of a camper, for whatever reason, the following steps MUST be followed to ensure the entrusted well-being of the youth in our charge.

Verification must be made to assure that the person requesting Early Release is acting as the legal parent/guardian or under the direction of the legal parent/guardian.

- A. This can be done by verification with the Scoutmaster.
- B. By the presentation of proper identification matched with the name listed as the legal parent/guardian signed on the camper's medical form.
- C. Verification by telephone with the legal parent/guardian, number supplied by the Scoutmaster or the health record of the youth.
- D. Previous arrangements made with the Scoutmaster and the Camp Director by the legal parent/guardian.

It is understood that any person who requests Early Release will abide by the policy set forth above and complete the Early Release Form prior to release of the youth in question. (See Forms section)

It is understood that a Scout will never be released to another youth under 18 years of age without verified permission from the legal parent/guardian.

The basis for this policy is the National Council's Health and Safety Guide.

## Wildlife Awareness

Skymont is blessed with many species of wildlife. The reservation consists of approximately 2,400 acres. On this reservation there are open areas for small game to large wooded tracts, which provide habitat for larger animals. We also have several small lakes and streams, which provide habitat for water dependent species.

All wildlife at Skymont is considered to be untamed and in their natural habitat. This means that they consider us as the trespasser and will try to protect their young, nests or dens if they feel threatened. All wildlife should be left alone and not disturbed. If they become pests in the campsites, the Ranger or Camp Director should be notified. Any food or garbage left in the campsites or tents will attract wildlife.

At Skymont we have the following mammals: White tail deer, raccoons, skunks, opossums, squirrels, chipmunks, coyotes, various species of field mice, moles, rabbits, and bats. All of these are capable of carrying rabies. The larger animals can inflict nasty wounds from bites and scratches from their claws.

Skymont also has two species of venomous snakes: The timber rattle snake and copperheads. There are also many other species of snakes located here. We also have many different types of turtles and lizards. All reptiles should be left alone and the ranger or camp director notified for removal if they become a problem.

Skymont also has ticks. Each camper should inspect themselves daily for imbedded ticks.

There are also several types of bees located here at Skymont. The most common is the "yellow jacket". They like to build their nest in the ground. They will also be attracted by any food left in the open. Yellow jackets also emit a pheromone (odor) to alarm others in the nest and will cause them to swarm and attack the person(s) disturbing them. There are also wasps around camp.

Skymont has an excellent habitat for just about every species of birds that live in the eastern United States. We have a small population of wild turkeys, which may be spotted early mornings near the main camp road.

Unfortunately we also get a few strays or abandoned dogs and cats. Since we know nothing about these animals we must consider them as wild and possibly carriers of rabies and should not try to pet them.

## Camp Time

Skymont is located in the Central Time Zone. The camp schedule and all times listed in this guide are Central Standard Time (CST).

## Camp Mailing Address

Please address mail as follows:

Scout's Name  
Troop Number & Campsite Name  
Week Attending  
Skymont Scout Reservation  
243 Talidandaganu' Road  
Altamont, TN 37301-4269

Parents are encouraged to send mail to their son during their stay at camp. Please advise parents to include a return address, so that mail that may arrive after the Scout has departed can be returned. Out-going mail should be left at the Administration Building. In-coming mail and messages are placed in the Troop Mailbox in the Administration building.

Stamps are available at the Trading Post.

UPS and FedEx deliver to Skymont.

The camp is located at GPS Coordinates 35 25.57N 85 51.45W

## Telephone Services

The Camp telephone is reserved for camp business and emergencies. The camp telephone number is 931-692-3435. The camp fax number is 931-692-4216 or 931-692-3435 during of off season (November - April). Phones for outgoing calls are available at the Administration Building. A leader must accompany any Scout using the phone. Calling Cards and 1-800-Collect calls are the only way to call out.

Due to our remote location, cellular phone service is not available at Skymont.

## Internet Access

High speed Internet access is available on a **limited** basis in the Administration Building. Internet access is for leaders and camp staff only.

## Accommodations Near Skymont

Accommodations near Skymont are limited. The closest accommodations are in McMinnville and Monteagle, TN. You can view the hotel/motel choices by Googling either location.

## Refund Policy

The Cherokee Area Council will refund all but a \$75 cancellation fee per Scout or Leader for those who contact the Council no later than May 1, 2009. All other refunds will be handled on a case by case basis and must be submitted in writing and sent to the Cherokee Area Council, 6031 Lee Highway, Chattanooga, TN 37421 or emailed to [karon.arnold@scouting.org](mailto:karon.arnold@scouting.org). Refunds will not be issued until after the close of camp and will be payable to the unit number, care of the contact leader of record with the Cherokee Area Council. Failure to submit a request in writing by August 3, 2009 forfeits your right to a refund. Account credits cannot be used at camp.

## Skymont Camp Staff Opportunities

Available for motivated Scouts and Scouters. Staff Applications are located at [www.skymont.org](http://www.skymont.org) and in the Forms Section of this guide. Please fax completed forms to the attention of Buford Campbell at 931-692-4216 or 931-692-3435 during the off season (November - April).

## Vespers

The vespers services are Sunday at 6:30 p.m. at the Chaplain Pavilion and Wednesday at 8:00 p.m. at Lightfoot Chapel.

## General Cleanliness

A Scout is Clean – Trash bags are provided by the Quartermaster. On a daily basis, each Troop should bring its trash to the trash trailer behind the Dining Hall. Daily trash removal will discourage pests and animals from coming into your Campsite.

Each campsite will share cleaning duties of shower and bathroom facilities. A rotating schedule will be set at Monday's Scoutmasters' Meeting.

## Showers and Latrines

The two hot water shower facilities are located near the Trading Post and Deer Run Campsite. These showers have flush toilet facilities for leaders. Leaders must respect the privacy of Scouts in situations such as changing into swimsuits or showering and intrude only to the extent that health and safety requires.

"Female-only" showers are located in the center of camp between the Administration Building and Dining Hall and in the Deer Run showers.

Flush toilets are also located in the center of camp between the Administration Building and Dining Hall.

## Uniforming & Clothing

The Field Uniform is required for all campfires, evening meals and Flags. Activity Uniforms (Class B), Scout shorts and Scout-themed t-shirts can be worn at all other times. Adults and youth must ensure that they wear appropriate camping attire.

The field uniform and the "Activity Uniform" are always appropriate. Non-Scouting t-shirts are discouraged. Garments with sexually suggestive, vulgar, or drug and alcohol related wordings and/or graphics and clothing which provokes or may tend to provoke violence shall not be worn. The Boy Scouts of America Congressional Charter prohibits Scouts from wearing imitation United States Army, Navy, or Marine Corps uniforms for Scouting activities. **In order to comply with this mandate, the Boy Scouts of America does not permit the wearing of camouflage or combat-type military clothing in Scouting activities. Failure to comply will disqualify Troops from camp-wide awards and games.** Exceptions to this policy (such as ROTC sponsored units) will be handled on a case by case basis prior to the unit's arrival at camp.

Open-toed shoes and sandals (including Crocs) are not allowed, except in the shower.

## Personal Valuables

Skymont Scout Reservation will not be responsible for the valuables of individual Scouts or Troops while in camp.

Use these tips to avoid any losses:

- Put name on clothing, handbooks and other valuables.
- Advise Scouts to bring as few valuables as possible.
- Before arrival at Skymont, organize a Troop Bank System with a Leader as the Banker.

## Changes in the Schedule

Unforeseen circumstances may require a change in the Camp Schedule. Scoutmasters and Senior Patrol Leaders will be notified if changes are made. Skymont's goal is to serve you and your Troop and make your camp experience the highlight of your Scouting year.

## Daily Flag Ceremonies

### Schedule

- Sunday evening 6:15 p.m.
- Monday – Friday morning 7:30 a.m.
- Mon, Tues & Thurs evening 5:30 p.m.
- Friday evening 5:30 p.m.

Due to Wednesday Evening Cookout, the camp wide evening flag ceremony is not held.

Troops awarded the Cracked Skillet Award are given the honor of raising the flags. Also, this Troop may raise their Troop Flag along with the United States of America and State of Tennessee Flags.

Scouts conducting flag ceremonies must be in complete Field Uniform (Class A).

## Closing Campfire Skits & Songs

Troops wishing to participate during the Friday evening's Closing Campfire must notify the Program Director of the title and subject/gist of their skit no later than the Thursday's SPL meeting. All skits/songs should be Scouting in nature and in good taste. Scoutmasters are responsible for screening all skits and songs to ensure the content is Scout appropriate.

## Additional Practice Time

Scouts should schedule additional time for Archery, Rifle, Shotgun, Rowing, Swimming and Canoeing. Encourage your Scouts to take advantage of these scheduled times.

## Activity Tickets for Recreational Activities

Tickets may be purchased daily at the Trading Post for Recreational Rifle, Archery, Skeet Shooting, Open Climbing and Zip Line. Tickets may also be purchased for the Blackpowder shoot on Thursday evening. **Due to age and medical form requirements, only Scoutmasters will be allowed to purchase tickets.**

## Dining Hall

The camp menu is developed by a professional nutritionist, prepared by experienced cooks and served hot and wholesome, family-style. Guest meals are \$8.00 and can be purchased at the Trading Post.

For Wednesday night family meal, please confirm the number of guests at Sunday check-in.

Sunday evening meals are served buffet style.

## Waiters

An important part of camp meals are the waiters. Waiters are responsible for the preparation of the eating area three times a day. Senior Patrol Leaders, working through Patrol Leaders, should develop a Daily Waiter Duty Chart and be aware of who is scheduled for duty. It is our opinion that first-year campers should not be assigned Waiter Duty until mid-week.

## Dining Hall Procedures

Each table requires 2 waiters to arrive 15 minutes prior to the meal.

- It is recommended that Troops do not send 1st Year Polaris Scouts as waiters. The Scouts may be unavailable due to Polaris activities.
- There are 2 doors between the kitchen and dining hall. You must go IN the IN door and OUT the OUT door.
- Always set your tables for 8 people. In the kitchen you may get 1 dish of each food (or 8 individual servings). Please only get that amount of food.
- The Troop will gather outside until the doors are opened at which time you will stand behind your chairs until we say grace.
- When seconds are called, the waiters may take the empty platters, bowls, etc. to the kitchen for a refill.
- You do not have to wait for seconds to be called to get more drinks.
- After the dining hall is dismissed, you may begin cleaning your table.
  1. Put all forks in a cup, all spoons in another and knives in a third.
  2. Scrape all plates into 1 bowl or platter.
  3. Stack your cups and plates.
  4. Carry dishes to dish window.
  5. Paper, plastic and food are thrown into large trash cans.
  6. Pour all liquids, milk, juice tea, etc. into 5 gallon liquids buckets.
  7. Syrup, salt, pepper, sugar, ketchup, etc. are returned to the kitchen.
  8. Wash tables with rags that have been provided.
  9. Stack your chairs at the end of your table.
  10. Sweep under and all around your table and chairs.
  11. Mop after each meal.
  12. Waiters may not leave the dining hall until their tables have been inspected. Ask to be inspected as soon as you finish your clean up.
- Ice may be purchased after each meal for \$2.00 per bag.
- Each Troop is asked to lead a song or perform a skit at a meal during the week.
- Troop spirit is considered while determining the outcome of many awards. Show your spirit in the dining hall as well as at flags, along trails and in program areas.
- If you have any questions or suggestions don't hesitate to speak with the dining hall staff. If there are any complaints, speak to the Camp Director or Commissioner.

## Special Dietary Needs

If Scouts and/or leaders have special dietary needs/restrictions, please notify the Camp Director via fax at least 1 week in advance of the Troop's arrival at camp. Please provide the dietary restrictions and suggested food options for the Scout and/or leader. (See Forms section)

## Skymont Visitors

Guests are welcomed and encouraged to visit Wednesday after 4:00 p.m. Visitors wanting to eat at camp on Wednesday evening must confirm number of guests attending by Sunday of that week to assure adequate food preparation. Guests will not be allowed to stay overnight. Guest meal tickets must be purchased at the Trading Post by Monday at 12 noon.

Visitors are required to comply with all Skymont policies and procedures including clothing and prohibited items. No open-toed shoes or sandals (including Crocs) are allowed.

Visitors must check-in at the Administration Building and wear I.D. wristbands.

## Wednesday Night Troop Cookout

Food and supplies are issued from 1:30 - 2:30 p.m. at the Dining Hall.

Troops are provided a hamburger patty per person, carrots, potatoes, onions, drink mix, salt and pepper, ice, aluminum foil and charcoal. If requested, paper products and plastic ware are provided.

Notify the Camp Commissioner at the Monday leaders meeting if your Troop has other Wednesday night meal plans.

## Ice

Ice may be purchased at the dining hall for \$2/bag.

## Campsite Supplies

On Sunday, Troops will be issued campsite supplies including broom, toilet paper, etc. from the Quartermaster Building. Additional supplies can be checked out throughout the week.

## Trading Post and Canteen

The Trading Post is well stocked with Scouting equipment, literature, handicraft supplies, program supplies, and Skymont souvenirs. We offer Scoutmasters a discount on group purchases of Skymont t-shirts on Sundays and Thursdays. To receive this discount all shirts must be purchased together. Discount will be offered to quantities of 5 or more with the discount percentage rising with quantity purchased. Tennessee sales tax will be applied to all purchases (excluding Skymont activities). Exceptions will be made only for those Troops submitting a Tennessee Certificate of Exemption to the Skymont Trading Post prior to purchase. Hours of operation are posted.

The canteen is well stocked with several different kinds of drinks, as well as candy, snacks, slushes, and ice cream. Please note, if the heat index gets too high we will suspend the sales of all high sugar content drinks for everyone's safety. Canteen hours of operation are posted.

The average camper spends around \$60.00 during camp on souvenirs and snacks.

# Merit Badge Classes and Programs

## The Camp Program

The Cherokee Area Council's Camping Committee and the Camp staff have made every effort to provide a high quality program for the Scouts that attend Skymont. Our goal is to give each Scout the opportunity to seek the advancement or adventure that will help him most achieve his objectives in the Boy Scout program. Changes in badge requirements and/or BSA accreditation standards are beyond the control of the local council and may require program changes.

## How to Register for Merit Badge Classes and Other Programs

Online Merit Badge class and other program registration begins March 1, 2009. Troops can also send a list of Merit Badge and program selections with the Troop's Fee Transmittal form, however, online registration is "real-time" and will help your Scouts to get registered more quickly. Online Merit Badge class registration will close at midnight on May 1, 2009 for all weeks. If you do not register for classes prior to May 1<sup>st</sup>, you will have to register at camp and purchase merit badge supplies at the Trading Post at retail prices. All Merit Badge classes are filled on a first-come basis.

Troops opting to have merit badge classes and other program selections entered by the Council staff must have the information submitted no later than April 20, 2009.

## Pre-Ordered Merit Badge Supplies

All pre-ordered Merit Badge supplies and coupons are available in the Trading Post on Sunday afternoon. Pre-ordering prevents long delays for Scouts. Pre-ordered Merit Badge supplies are non-refundable due to the special packaging and reduced price.

## Chaplain & Chaplain Aides Programs

The Skymont Chaplain has a number of programs to serve the needs of individual Scouts and leaders and the spiritual needs of a troop. The Skymont "Duty to God" award application is found in the Forms section of the guide.

The following programs are provided during the week:

- Sunday Night Vespers, Chaplain's Pavilion, 6:30 p.m.
- Chaplain Aides Meeting, Chaplain's Shelter, 1:15 p.m. on Monday, Tuesday, Wednesday and Thursday
- Skymont "Duty to God" Award presentation for leaders at Chaplain's Shelter, 2:00 p.m. on Monday and Tuesday .
- "God and Country" Emblems seminar for Scouts and leaders, at Chaplain's Shelter 8:30 p.m., Mon and Thursday.
- Wednesday Vesper Service at Lightfoot Memorial Chapel, 8:00 p.m.

## **Skymont Circuit Rider Program**

The Chaplain is available to come to campsites for evening devotionals, which last for 20 minutes. A Troop can schedule a devotional or several troops can schedule a devotional. The Circuit Rider is available Monday, Tuesday and Thursday at 8:30 p.m., 9:00 p.m. or 9:30 p.m.

The Chaplain is on site and available at any time to meet the needs of the Scouts and Leaders, especially those having difficulties being away from home.

# Adventure Programs

## Adventure Days

This year Skymont is offering three adventure days for Scouts to participate in while taking merit badges at Skymont. If a Scout signs up for an adventure day they will miss classes during that day. It is the responsibility of the Scout and Troop leader to get with the area directors and make sure that the material covered in class that day is made up. **Scouts must be 13 years old and have a completed Class 3 medical form.** A minimum of 8 participants are required to take a trip, with a maximum of 24 participants. Adults over the age of 21 may be asked to assist in transporting scouts. Those adults who assist in transportation will be compensated.

**Eagles Bluff** – Get your adrenaline pumping as you back off a 55 foot cliff to rappel down Eagles Bluff. This trip will test your courage as you hang in the balance of the cliff and 55 feet of air. There is a two and half mile hike to Eagles Bluff. Once there you will rappel down the bluff with an easy climb back to the top. This trip is perfect for a first time rappel. Participants need to bring old clothes and supportive closed-toe shoes. This awesome day trip is \$25 per participant.

**Stone Door** – Get the best of both worlds of climbing and rappelling at Stone Door found in the Savage Gulf. Stone Door's reputation speaks for itself. This trip is for older Scouts who want to test their skills on a 100 foot climb and 180 foot rappel. The view alone is a once in a life time opportunity but nothing will be able to match the sense of accomplishment the Scouts will feel when they reach the top of Stone Door. Participants need to bring old clothes and supportive closed toe shoes. This breathtaking trip is only \$35 per participant.

**Van Dyke Cave** – Exploration of caves takes us into a world much different from that above ground, a world of darkness surrounded by rock and mud. You will not want to miss the opportunity to discover what lies beneath Skymont. Van Dyke Cave is on the property but takes about an hour hike to get there. Participants need to bring old clothes, hiking shoes and two sources of light. Get ready to have a wet and muddy time on this trip for \$10 per participant.

***\* When you register for these trips online they will be scheduled for Sunday of your camp week. A schedule of which day these trips will be taken will be decided at the Sunday evening Scoutmasters' meeting. Participation and weather will be taken into consideration when deciding the schedule of the trips for that week. Trips will be scheduled Mon - Thurs to allow participation in whitewater rafting or camp-wide games on Friday.***

## Project C.O.P.E.

Project COPE is an acronym for Challenging Outdoor Personal Experience. It comprises a series of outdoor challenges; beginning with basic group initiative games and progressing to more complicated low-course and high-course activities. Some of these events involve a group effort, whereas others test individual skills and agility. Participants climb, swing, balance, jump, and rappel as well as think through solutions to a variety of challenges. Most participants find that they can do much more than they initially thought they could. Skymont's C.O.P.E. course was designed in 2008 and is located across the lake from the main camp. This course offers opportunities for older Scouts to develop skills needed not only in Scouting but in their everyday life. The course includes 7 low elements designed for team building and 9 high elements to push participants to their limits.

Two session times will be available during the day. This will allow Scouts to sign-up for merit badge classes during open sessions. The morning session will be 10:00 a.m. - 12 noon. The afternoon session will be 3:00 - 5:00 p.m. A minimum of 8 participants are required to open a session, with a maximum of 24 per session. Scouts must be at least 13 years old and have a completed Class 3 medical form. Cost is \$55 per participant. Sessions run Monday-Thursday allowing an opportunity for whitewater rafting or camp-wide games on Friday.

## Whitewater Rafting on the Ocoee River

It begins high in the Blue Ridge Mountains. In Georgia, it's the Toccoa and in Tennessee, THE OCOEE! Plunge into the wild rapids on a whitewater-rafting trip down the Ocoee River! An outfitter will be taking you down thrilling rapids, through spectacular turns and over hidden boulders, so get set to get wet!

America's OLYMPIC RIVER packs non-stop action from the start. "GRUMPY'S LEDGE" provides an exciting start to five miles of premier whitewater. Scream your way through the big waves of "DOUBLE SUCK" and "TABLESAW" and the biggest is saved for last, "HELL'S HOLE" rapid! Be prepared for the front of your raft to go airborne... lock in your feet and get ready for a bucking bronco ride that looks great from the bridge above, but feels even better from your raft seat on the river! Make sure you shake that look of sheer terror from your face through "DOUBLE TROUBLE" and smile, your picture will be taken and you can purchase your photo after the trip at the outfitter's store. You'll be going home with many stories to tell about your exciting day on one of the nation's premier whitewater rivers!

After a 5:15 a.m. breakfast on Friday morning, you will meet in the parking lot at 5:45 a.m. to travel in style aboard an air-conditioned motor coach (not a school bus) to the outfitter. Expert guides will orient you on river safety, and then accompany you down the river. Lunch will be provided and you can enjoy your motor coach return to camp.

### Cost

The total cost of the motor coach trip, lunch and Ocoee Whitewater Trip is \$70 per person (subject to a possible fuel surcharge fee). We must have a minimum of 30 participants each Friday and we are limited to 72 participants. If the minimum is not reached, Scoutmasters and other adult Leaders will be asked to transport the participants.

### Notes:

- Scouts must be at least 12 years old and be a red/blue swimmer to participate in whitewater rafting (TN State Law). To avoid disappointment, please do not request or expect exceptions! Requirements for Skymont Adventure participation cannot be relaxed.
- All participants must have a signed whitewater waiver form.
- Scouts who choose the whitewater trip are off camp all day Friday, leaving at 5:45 a.m. CST.
- Adult leaders are the same price as youth.
- **ALL PARTICIPANTS MUST HAVE A COMPLETED CLASS 3 MEDICAL FORM.**

# Aquatics

Skymont Scout Reservation offers a varied Waterfront program. We provide opportunities for every Scout to learn to swim or improve his ability to a higher level of proficiency. Aquatic Merit Badges are among the most popular and useful of all the Scout awards.

## Program Opportunities:



BSA Lifeguard Certification (all day) - Recommended for Scouts and leaders with significant aquatics experience and strong aquatics skills. Scouts must be 15 years or older to participate. Requirement #4c must be completed before or after camp. Requires 30 hours on the waterfront. Class capacity: 10



Canoeing (2 hours) - Scouts must be classified as a swimmer. This Merit Badge requires physical strength to complete some of the requirements. Class capacity: 25

Instructional Swimming (1 hour) - A class for those that have not passed the "swimmer test", that's youth and adults. First year camper participants that do not complete the test will be in this class. As a Scout advances they will be rolled over into a Merit Badge class. Class capacity: 25



Lifesaving (2 hours) - Scouts must have the Swimming Merit Badge and strong, confident swimming skills. Scouts must have completed 2<sup>nd</sup> Class Rank requirements #7a - #7c and 1<sup>st</sup> Class Rank requirements #9a - #9c. Scouts must bring a long-sleeved button-up shirt and a pair of long pants. Class capacity: 20



Mile Swim Award (1 hour) - Scouts must be classified as a swimmer. This award requires a commitment of 1 hour each of 4 days. Each participant must have an adult leader to act as a spotter. Class capacity: 5



Rowing (1 hour) - Scouts must be classified as a swimmer. This Merit Badge requires physical strength to complete some of the requirements. Rowing practice is recommended to complete this merit badge. Class capacity: 25



Swimming (1 hour) - Scouts must be classified as a swimmer. Scouts must bring a long-sleeved button-up shirt and a pair of long pants. Class capacity: 25

# Recreational Aquatics

Open Boating and Swim - Available Mon & Tues at 7:00 p.m. All participants must be classified as a swimmer. Open sessions are on a first-come basis.

# Field Sports

The Mitchell L. Pearson Shooting Sport Complex gives Scouts a chance to learn how to enjoy shooting sports. Participants must be present on Monday for Safety briefing.

## Program Opportunities:



Archery (1 hour) - Proficiency and experience in archery is necessary to earn the Merit Badge. Recommended for older Scouts. A \$15 pre-order supply fee includes an arrow kit. Class capacity: 25

Instructional Shooting (1 hour) - This class is for new Scouts wanting to learn the basics of shooting. A \$5 supply fee includes targets and ammunition. Class capacity: 10



Rifle Shooting (2 hours) - Practice is needed for the completion of this Merit Badge. A \$15 supply fee includes qualifying ammunition, targets and hearing protection. Class capacity: 25



Shotgun Shooting (1 hour) - A fair amount of proficiency and experience in using a shotgun is desired, however, an NRA-certified instructor is available for instruction. Scouts should be 1<sup>st</sup> Class or above or have Scoutmaster recommendation. A \$25 supply fee includes qualifying ammunition, skeet & hearing protection. Class capacity: 20

# Recreational Shooting

Other recreational times can be scheduled through the Field Sports Director. **Due to age requirements tickets for recreational shooting must be purchased by the Scoutmaster.**

Recreational Archery - Privately owned bows must be checked in upon arrival and stored in a locked facility at the shooting sports complex. Tickets are available for purchase at the Trading Post for \$1.00.

Recreational Blackpowder - Scouts can experience the thrill of the American Pioneer Days while at Skymont. Black powder Rifle Shooting is offered Thursday evening at the Rifle Range. There is a \$2.00 fee per shot.

Recreational Rifle Shooting - No Rifles or ammunition may be brought to summer camp. A \$2.00 supply fee includes 10 rounds and targets.

Recreational Skeet Shoot - No Shotguns or ammunition may be brought to summer camp. Merit Badge qualification has priority. A \$5.00 supply fee includes 10 rounds & clay pigeons.

# Handicraft

Many of these classes are a good starting merit badge for younger Scouts.

All listed prices are pre-order prices. Camp Trading Post prices will be more for those Scouts that do not pre-register by May 1, 2009.

## Program Opportunities:



Scout Craft (1 hour) - Explore your creativity in the Arts and Crafts by taking 3 merit badges in one class. This class offers the Basketry, Leatherwork and Woodcarving Merit Badge. A kit is required for this class. The pre-ordered kit is \$30 and includes leather wallet and wristband, round and square basket, a footstool, a wood buffalo skull slide, knife, practice wood, paint and paint brush. Class Capacity: 30



Art and Sculpting (1 hour) - Come and try your hand at telling a story through the Art and Sculpting Merit Badges. Art requirement #4 must be completed before or after camp. A \$15 pre-ordered supply fee is required for this class. Class Capacity: 25



Indian Lore (1 hour) - Discover an American Indian Tribe with the Indian Lore Merit Badge. A kit is required for this class. The pre-ordered kit is \$15 and includes a headband, drum, dream catcher, tepee, paint and paint brush. Class Capacity: 25



Metalwork (1 hour) - Get fired up for the Metalwork Merit Badge. A kit is required for this class. The kit is \$8 and includes two ¼ inch steel bars, a copper slide and an aluminum bowl disk. Class Capacity: 25



Photography (1 hour) - A picture is worth a thousand words. This merit badge can be completed at camp but may require work outside of class time. A digital camera is required for this class. Disposable digital cameras will be available in the Trading Post for approximately \$15 if a Scout does not own a digital camera. Class Capacity: 20

The Handicraft Area is open from 7:00 - 8:00 p.m. Monday, Tuesday and Thursday evenings. Scouts needing help with a Handicraft Merit Badge can attend at this time. Scouts that complete a Handicraft Merit Badge by Wednesday may start on another Handicraft Merit Badge.

# Nature/Ecology

Conservation makes Scouts more aware of the natural world in which we live. Several badges require advanced preparation.

## Program Opportunities:



Animal Study (1 hour) - This course combines Mammal Study, Reptile & Amphibian and Bird Study merit badges into one action-packed program. Recommended for second or third year campers. Bird Study requirement #8, Mammal Study requirement #3, and Reptile requirement #8 must be completed before or after camp. Class capacity: 25



Astronomy (1 hour) - Recommended for second year campers. Requirement #6 must be completed before or after camp. Class will meet Tuesday and Thursday night. Class capacity: 25



Fishing (1 hour) - Scouts should bring a copy of their state's fishing regulations for Requirement #7 and their own fishing equipment. Fishing licenses are not required. Class capacity: 25



Forestry/Nature (1 hour) - This merit badge is perfect for the natural terrain of Skymont. Class capacity: 25



Soil & Water Conservation and Geology (1 hour) - Learn why going "GREEN" should be a part of your everyday life. Class Capacity: 25



Space Exploration (1 hour) - Blast off into the vastness of Space. Advanced preparation is helpful for #5a, c, and #7. Requirement #5b must be completed before or after camp. A kit is required for this class. The kit is \$15 if pre-ordered and includes a rocket and rocket engine. Class Capacity: 25



Weather & Oceanography (1 hour) - Discover how weather and the ocean affect our lives on a daily basis. Class Capacity: 25



World Conservation (2 hours) - Scout must be at least 13 years of age. This class includes Environmental Science, Citizenship in the World, and Fish & Wildlife Management. Citizenship requirement #9, and Fish & Wildlife requirements #5 and #7 must be completed before or after camp. Class capacity: 20

# Outdoor Skills

Scouts gain advanced training experience about Scouting's outdoor program in the Outdoor Skills Area.

## Program Opportunities:



Camping (1 hour) - Complete the Tenderfoot through 1<sup>st</sup> Class camping requirements before summer camp. Requirement #4b, #8d, #9a and #9b must be completed before or after summer camp. Class capacity: 25



Cooking (1 hour) - Recommended for all campers. Activity may take place during lunch and dinner meal times on special days. Requirement #7 must be completed before or after camp. There is a \$10 fee for this merit badge. Class capacity: 20



Emergency Preparedness (1 hour) - Scouts must have the First Aid Merit Badge or be taking it at summer camp. Requirements 2c and 8c must be completed before or after camp. Class capacity: 20



First Aid (1 hour) - For Scouts working on 1<sup>st</sup> Class Rank or above. Class capacity: 20



Hiking (1 hour) - Requirement number 6 will need to be completed prior to camp. The hiking requirements #5 & #6 can be used in fulfilling Second and First class rank requirement. Class capacity: 25



Orienteering (2 hours) - Recommended for Scouts who have extensive orienteering experience. Scouts should provide their own compass. Class capacity: 25



Pioneering (2 hours) - Recommended for Scouts who have mastered basic Scoutcraft skills. Scouts must know the seven basic knots in the Pioneering pamphlet before summer camp. Not recommended for new Scouts. Must have completed tenderfoot requirement #4 and 1st Class requirements #7a, #7b and #7c. Class capacity: 25



Safety Course (1 hour) - This course will include Safety Merit Badge, Fire Safety, and Traffic Safety Merit Badge. Safety requirements #1, #3b and #4; Fire requirements #6a and #11; Traffic requirement #3 must be completed before or after camp. Class capacity: 20



Wilderness Survival (1 hour) - Scouts must have the Camping Merit Badge. Recommended for those with extensive camping experience. Class capacity: 25

# Polaris Program

The Polaris program is designed to give “First Year Campers” a love for camping and a solid start on their trail to eagle. Many adult leaders agree that younger Scouts benefit more from a structured program that helps guide them through Scouting Basics.

Polaris is a daylong program for New Scouts. The first year camper program is designed to teach basic Scout Skills for Scouts who are working on ranks of Tenderfoot, Second, and First Class. Scouts will be given the opportunity to complete most of these requirements. The Polaris program will not sign off requirements, but will provide a detailed tracking sheet for each scout to review with their leader after camp.

There is an organizational meeting Monday morning to group participants into patrols. Then the program will start daily at 9:00 a.m. The Scouts will rotate through different areas by patrol and receive instruction based on a fixed schedule. This instruction will include fundamental scout skills such as pioneering, camping, orienteering, and cooking.

## **Program Highlights:**

- There will be a special campout and campfire for the Polaris participants on Thursday. Participants will need to bring their own tent and water bottle.
- Polaris Scouts will take a five mile hike on Friday during the class session. Each Scout should have his own water supply, backpack, poncho, first aid kit, and compass. Appropriate hiking footwear is required.

Adult leader assistance is strongly encouraged to help give individual attention to the Scouts in this program. Please notify the Polaris Director on Sunday if you can assist.

We are looking forward to seeing you and your new Scouts. The year round benefits should improve each individual Troop as we strive to give your Scouts a firm foundation on which to build the rest of their Scouting experience.

**\* The Polaris Program is an advancement program for Scouts not having reached the First Class Rank. We believe our job is to assist units with skills instruction that can supplement regular Troop programming. We do not validate requirements for rank advancement, but offer documentation of skills instruction. Units may want their Scouts to demonstrate the skills covered for board of review approval. Those Scouts showing advanced proficiency will have the opportunity to start introductory work in First Aid and Swimming Merit Badges.**



# Sports and Fitness

Skymont introduces Scouts to climbing and rappelling adventure at the Climbing Tower.

A Class 3 Medical form is required for all Climbing and Zip Line activities.

## Program Opportunities:



Climbing (2 hours) - Recommended for 3rd year campers. Scouts should be 13 years of age and in good physical shape. This is an extremely challenging merit badge. There is a \$10 fee to help with equipment needs. Class Capacity: 20



Athletics and Personal Fitness (1 hour) - Recommended for second and third year campers. Scouts taking this badge should be involved in some kind of sport or training program prior to camp. Requirements 3, 5 and 6b must be completed prior to camp to earn the merit badge. Class capacity: 25



Sports (1 hour) - Recommended for second or third year campers. Scouts must have completed requirements 4 and 5 prior to camp. Also note that the same sport cannot be used to satisfy Sports and Athletics merit badges. Class capacity: 25

# Recreational Climbing

**Due to age and medical form requirements tickets for recreational climbing must be picked up in the Trading Post by the Scoutmaster.**

Open Climb - Discover the fun of climbing. Come out Monday, Tuesday and Thursday evenings to experience the power behind Skymont's climbing program. This is a great way to challenge yourself physically and mentally.

Open Zip Line - High atop the climbing tower, lock in for the 300 yard adrenaline charged ride down the Zip Line. In accordance with BSA C.O.P.E. Standards, a Scout must be 13 years or older for the Zip Line. The C.O.P.E. Director must be present to operate the Zip Line.

# Trail to Eagle

This is a new program offered at Skymont. This special program is designed to work with older Scouts striving to achieve the Rank of Eagle Scout. This will be a half day program involving help with accomplishing the last stages to the Eagle Rank. Scouts must be at least 13 years of age and a Star Scout before attending camp. Participants can register for the afternoon C.O.P.E class or will need to pick from the regular merit badge list for afternoon sessions. During the morning there will be instruction and guidance in Eagle required badges listed below. Scouts will receive instruction on the Life to Eagle packet along with how to put together an Eagle Service Project. Scouts need to pre-register for this program as soon as possible since there are only 10 spots available for the week. A complete Class A Uniform is required for participation in this program. There is a \$15 fee to cover special classroom materials and extra activities. Class Capacity: 10

## Program Opportunities:



Citizenship in the Nation - Scouts will learn about what it means to be an American citizen and will explore themes such as the Declaration of Independence and the Constitution. Requirements #2 and #8 will need to be completed before or after camp.



Citizenship in the World - Scouts will explore themes in international relations and compare governments across the world.



Communications - Campers will learn how to communicate ideas, to express themselves effectively and will participate in the planning of a class and campfire. Requirements #5 and #7 must be completed before or after camp.



Personal Management - Scouts will learn the basics of economics and money management. Requirements #1, #2 and #8 must be completed before or after camp.



Family Life - Find out why families are important to individuals and society. See how actions of one can affect many others. Requirement 3, 5 and 6b must be completed before or after camp.

**Please note that the Eagle Trail program does not mean that your Scout will automatically earn the above Merit Badges. This program is set up much like a college class schedule and it is up to your Scout to choose which Merit Badges to work on and complete the appropriate work projects and assignments each day.**



# Other Activities & Awards

## Activities for Scoutmasters

### Leader's Dinner

This is the Cherokee Area Council's way of saying THANK YOU for attending Skymont and spending time with the youth of your community. There will be an informal session with the Scout Executive following this dinner. Dinner is served immediately following evening Flags on Tuesday at the Polaris Pavilion. Each campsite is required to leave two leaders in camp with your Scouts. All Troops receive 2 free tickets. Additional tickets may be purchased at the Trading Post for \$10 per person. Tickets must be purchased by noon on Monday. This is our opportunity to receive your input about camp and our Skymont programs.

### The Skymont Open Golf Tournament

The Golf Tournament is held on Friday at 10:00 a.m. at the beautiful and challenging Skymont Golf Course, located between the administration building and dining hall. Leaders must build their "clubs" from natural resources found at Skymont and work their way around the course.

### Leaders Volleyball Game

Scout leaders and the Skymont staff kick-off the Friday camp wide games with a 2:00 p.m. game at the sand volleyball court in the activity field.

### Scoutmaster Skeet Shoot

Offered Tuesday evening following the Scoutmaster dinner.

### Scoutmaster Training

- Safe Swim Defense/Safety Afloat - This course will certify you to conduct year-around swimming and boating activities. Class Capacity: 25
- BSA Lifeguard - Is an extensive all day program for the week. You will receive a lifeguard certification and be able to conduct all aquatic activities with your unit throughout the year. (see Aquatic Program area page for more detail) There is a \$25 fee for this class. Class Capacity: 10
- Mile Swim - An award for swimming 1 mile. The course will be conducted for an hour everyday. (see Aquatics Program Area page for more details) Class Capacity: 5
- Boat Handling - The basic boating skills (launching, beaching, straight Line, backing, and turning) and safety (swamped boat, rescues, and weather handling) for rowing and canoeing will be taught. Class Capacity: 20
- Climb-on Safely - Training for units that want to conduct Troop climbing and rappelling activities. Class Capacity: 25
- Trek Safely - Training for units that want to conduct Troop overnight Treks. Class Capacity: 25
- Leave No Trace - Teaches the essentials of outdoor ethics and preserving our environment. Class Capacity 25
- C.O.P.E. Certification - Training course to certify you as a C.O.P.E. instructor. This is a entire week commitment participating in the C.O.P.E. classes through out the week in addition to completing book work. There is a \$35 fee for this class. Class Capacity: 5
- Climbing Certification - Training course to certify you as a climbing instructor. This is a entire week commitment participating in the climbing classes through out the week in addition to completing book work. There is a \$35 fee for this class. Class Capacity: 5
- CPR Certification with American Red Cross - There is a \$35 fee for this class. Class Capacity: 35
- First Aid - Certification with American Red Cross. There is a \$10 fee for this class. Class Capacity: 35
- Weather Safety Training - This course is offered on-line at [www.olc.scouting.org](http://www.olc.scouting.org)
- GPS Training - This class is for leaders with little or no GPS knowledge or those wanting a refresher course on the basics. Class Capacity: 25
- Scoutmaster Essentials & Specific - All Scoutmasters or Assistants have to take this class to wear the trained patch. Class Capacity: 25
- Troop Committee Essentials & Specific - All Troop Committee members have to take this course to wear the trained patch. Class Capacity: 25

### Skymont Scoutmasters' Merit Badge

This award is for those leaders who enjoy the fun of summer camp. The Camp Commissioner presents this special merit badge to all leaders who earn at least 200 points.

The requirements are:

Requirements	Points
Help teach one Merit Badge all week	35
Help one boy a day learn a new skill	30
Blue cards filled out before arrival	25
Attend the Morning Leaders' Meeting all week	30
Do a "Good Turn Daily"	25
Wear full BSA uniform at all Flag Ceremonies	25
Participate in the Scoutmaster Volleyball Challenge	20
Participate in one of these three events:	
Mile Swim or Adventure Area (4 hours),	20 each
Lead Troop on hike during the week	
Take part in campsite inspection	15
Attend the Safe Swim and Safety Afloat Classes	10
Oversee Shower Duty on your scheduled day	10
Attend the Scoutmaster Dinner	10
Participate in the Scoutmaster Shoot	10
Help with the Montosky Moccasin Award	10
Catch a fish	10
Spot a deer	5
Learn how to tie (or teach) a draggin' bowline	5
Drink at least 3 cups of coffee per day	5

### Volunteer Opportunities at Camp

There are over 30 merit badges this summer and we are looking for experts just like you to enhance our merit badge classes. If you are a merit badge counselor and would like to offer your expertise during your week at summer camp please contact the Camp Director. Your assistance during merit badge classes will help us control class sizes and provide us with a resource for boys that need one on one counseling.

If you are interested in conducting a merit badge class that we don't already offer please contact the Camp Director prior to camp. The director will assist you with scheduling and providing resources to teach the class.

### Global Positioning Systems (GPS) - Geocaching

Four geocach sites are located on Skymont Scout Reservation. You are invited to bring your GPS to Skymont and enjoy the scenery, landscape, and geocaching at Skymont.

For a \$100 deposit, GPS devices may be checked out at the Administrative Building (minimum age is 15 years) and must be returned the same day. A GPS seminar is offered Monday evening for those with little or no GPS knowledge or wanting a refresher course.

## Hiking the Skymont Perimeter Trail

Skymont Scout Reservation is wealthy in the natural beauty of the Tennessee Cumberland Plateau. Mountain springs, creeks, brooks, rock formations and overlooks surround the reservation. Faint evidence of ancient Native American life still exists on the southeastern perimeter, and nearby are the archaeological remains of a 19<sup>th</sup> century stagecoach station.

The trail around Skymont's perimeter is a 12-mile hike along the edge of the South Cumberland Plateau. Troops may elect to hike portions of the trail and see EAGLE'S BLUFF and the OVERLOOK. Troops wishing to hike sections of the trail should contact the Program Director. Maps of the area are available at the Administration Building

## Camp-Wide Games at Skymont

Every Friday the whole camp gathers for an afternoon of fun and fellowship. The Camp-Wide Games will test your scouting skills and introduce Skymont traditions to your Scouts. Patrol and Troop flags will be flying as the games begin. The Games will complete an enthusiastic week at Skymont.

## Order of the Arrow Opportunities

The Order of the Arrow, Boy Scout's National Honor Society, is obligated to serving the Camp and its campers.

Elections: Cherokee Area Council Troops have the opportunity to hold an election at camp to select candidates for membership in the Talidandaganu' Lodge of the Order of the Arrow. Notify the Camp OA Representative by Tuesday evening to hold an election.

National OA policy states "No unit may visit outside its own council and hold an OA election under the auspices of an OA lodge of another council."

Call Out: On Friday night, the Order of the Arrow will hold the Solemn Call Out Ceremony after the Campfire to publicly recognize those Scouts who have been elected by their troop. The Camp OA Representative has more information available.

Fellowship: Come one, come all, members of the Order of the Arrow! On Monday nights at 8:30, wear your sash, bring your patches and war stories and join in the Fellowship of your brothers! It will be a typical cracker-barrel, and it's a definite must for all OA members.

Service Projects: Order of the Arrow members are dedicated to a life of cheerful service. The OA has extended an opportunity of service to individuals, patrols or troops. Do a "Good Turn Daily" by talking with the Ranger about completing a Service Project that can help out toward the Montosky Moccasin Award, and take pride knowing you've helped Skymont become a better place for Boy Scouts.

## Skymont Awards & Recognitions

Skymont recognizes individual and troop accomplishments through its awards and recognition program. Scouts, adult leaders and troops can receive recognition for meeting and exceeding standards that have been set by generations of Skymont's campers.

Reminder: A Scout's or visitor's failure to comply with Skymont Camp and BSA National policies will disqualify troops from campwide awards and games.

**Orion Scout Award** – A Scout earns the Orion Patch by participating in challenging program areas of Skymont and doing a camp service project. This award is for older Scouts.

**Cracked Skillet Award** – This is awarded on a daily basis for the cleanest troop site. Daily winners join the Skymont tradition by painting a portion of the cast iron skillet with their troop emblem. The skillet is awarded at the evening Flag Ceremony. The troop that earns the cracked skillet is responsible for the raising and lowering of the flags the following day.

**Skymont's Scoutmasters Merit Badge** – This award is open to all adult leaders attending Skymont. Points are earned by participating in different activities through out the week; from helping with teaching Merit Badge classes to just drinking coffee. This award helps get leaders involved with the Scouts during their summer camp experience.

**The George W. Norris Commissioner Award** – Awarded by the vote of fellow Scoutmasters to the troop that demonstrates the best application of the Scout Oath and Scout Law. George W. Norris was the long time Council Commissioner for the Cherokee Area Council. Through his life, he exemplified the ideals of Scouting.

**The Montosky Moccasin Award** – Before Boy Scouts appeared at Skymont, Native Americans used the area to prepare boys to grow into adults. The wise Montosky oversaw the development of boys into adults. Today Montosky's spirit oversees Skymont's staff and adult leaders as they deliver a fun and exciting summer camp program that prepares Scouts for the future. The Montosky Moccasin Award recognizes troops for advancement of Scouts, campsite inspections, service projects and other Scout spirit. Troops earning the award receive a Montosky Moccasin suitable for mounting on the wall of any Scout hut.

**The Skymont Chaplain's Award** – The Camp Chaplain presents this award to all Scouts and leaders who meet the award criteria. This award emphasizes the first part of the Scout Oath – "Duty to God."

## Cracked Skillet Award

The Skymont Cracked Skillet Inspection Award is awarded on a daily basis for the cleanest and neatest Troop site. Daily winners join the Skymont tradition by painting a portion of the cast iron skillet with their troop emblem. The skillet is awarded at the evening Flag Ceremony. The Troop that earns the Cracked Skillet is responsible for the raising and lowering of the flags the next day. The Troop's flag can be raised along with the American and State flags. The campsites will be inspected by fellow Scoutmasters each morning following the daily leaders meeting. The Inspectors will judge each aspect of the daily inspection on a point scale determined by the Camp Commissioner.

- **FLAG** - The U.S. flag must be displayed on the left side of the gateway as you enter the camp or on flag pole.
- **TENT FLAPS** - All tent flaps are opened the same way. If flaps are down, they are all down for full points. Tent Flap position should be uniform throughout the campsite.
- **BEDDING** - Bedding should have a neat appearance. Points will not be awarded if flaps are down.
- **PERSONAL GEAR** - Food, clothes, etc, should be placed in storage bins. Backpacks and other personal items should be stored under the beds. No points will be awarded if flaps are down.
- **TENT APPEARANCE** - All tent ropes must be secured using the proper knots. Ropes cannot be touching the ground. The outside of tent must be swept clean.
- **CLOTHESLINE** - Clotheslines must be placed out of the way of heavy traffic through camp and it's height must not be a hazard. NOTE: Tent ropes and outriggers are not clotheslines, 2 points will be deducted for each item on them.
- **CHARTS** - Fireguard Chart, Waiters Chart and Troop Roster must be properly filled out and posted in your site.
- **SINK AREA** - The sink area must be clean with towels and soap present.
- **LATRINE** - Lids must be down (except in flush latrines) with TP and disinfectant available.
- **RECYCLE AREA** - The recycle area must be clearly marked and the Troop must be using the area.
- **LITTER FREE SITE** - If it is not natural it does not belong on the ground. 1 point will be deducted for each piece of litter found in the campsite.
- **TRAILS CLEAN** - The trails to the campsite should be cleared and clean, but not raked. Leave No Trace in trails & campsites.
- **FIRST AID KIT** - The first aid kit must be easily available for the Scout's use.
- **SAFETY HAZARDS** - Points will not be awarded if open knives are lying about, fish hooks hanging, ropes down, etc? BE ALERT!
- **AXE YARD** - The axe yard must be properly marked. All camp tools must be covered or stored.
- **FIRE PIT** - Fire pits must have a ten foot diameter clearance. Leave No Trace. The wood must be neatly stacked and covered.
- **FLAMMABLE** - Liquid fuels (if being used) must be properly stored. Twenty pound propane tanks must be in a NO TIP container.
- **VEHICLES** - No vehicles allowed in camp without a staff signed CAR PASS displayed in on dash.

## The George W. Norris Commissioner Award

This special award recognizes one troop each week, which demonstrates the best in Scouting. It is in memory of, and to honor, George W. Norris, for many years, the Council Commissioner of the Cherokee Area Council. The selection process calls for the Unit Leader of each troop to cast the ballot. It is hoped that Scoutmasters will visit with Scoutmasters and adult leaders from other troops, and visit at their respective troop sites. Scoutmasters are encouraged to eat their meals in the dining hall with as many different troops as possible, and especially with out-of-council troops. We hope this visiting among troops will provide an opportunity to strengthen the bonds of Scouting Brotherhood, and make or renew friendships long after we leave Skymont. Selection of the best troop each week should include, but is not limited to, the following criteria, as well as the application of the principles of the Scout Oath and Scout Law:

- |                          |   |
|--------------------------|---|
| 1. Uniforms              | Worn when required for different camp activities.                                   |
| 2. Patrol Identities     | Flags, insignia, special campsite designation.                                      |
| 3. Troop Campsite        | Low-impact camping? Proper site layout?   |
| 4. Participation         | Evening meal and Campfire activity participation.                                   |
| 5. Adult Leaders         | Visible, available and actively participating.                                      |
| 6. Courteous             | Courteous and helpful to people outside the troop.                                  |
| 7. Unit Formation        | Do they move as a unit between activities?  |
| 8. Patrol Method         | Is it used? Is there active youth leadership?                                       |
| 9. Flags                 | Is the U.S. Flag and troop flag displayed in the campsite?                          |
| 10. Promptness           | Is the troop on time to morning and evening Flag ceremonies?                        |
| 11. Conservation Project | Did the troop perform an environmental or conservation project at camp this summer? |

## Montosky Moccasin Award

The Montosky Moccasin is awarded to honor troops participating in all activities during their week at Skymont. A unit must earn at least 1,008 points (out of 1,252) to succeed. Troop size is not a factor.

		Max Points	Earned Points
1. Campsite Inspection:	Campsite Score per day maximum is 102 5 days will be added up and divided by 5	102	_____
2. Participation:	Campwide Games	100	_____
	Lead a song or skit at mealtime	75	_____
	Closing campfire skit (pre-approved)	75	_____
	Chaplain Aide Program	100	_____
3. Advancement:	The number of completed merit badges & awards divided by the number of Scouts attending camp x 75. Adventure Area, Mile Swim Badge and Polaris Campers will be counted as 1 completion per 4 hours of participation. **Tally on Thursday: MB's + Awards ( ) divided by # of Scouts ( ) x 75	400	_____
4. Major Campsite Improvement:	A permanent improvement that will be judged and awarded 50 points per troop hour worked. This must be pre-approved by the Ranger or Camp Director.	100	_____
5. Conservation Project:	50 points per hour worked by the troop. Ranger determines project.	100	_____
6. Camp "Good Turn" Project:	50 points per hour worked by troop. Ranger or Camp Director determines project.	100	_____
7. Camp Courtesy:	Living by the Scout Oath and Law	50	_____
8. Recycling Program:	Actively participate all week.	50	_____

### SUGGESTIONS

(To be verified by authorized Staff before you start)

#### Campsite Improvement

Rake leaves  
Repair platforms  
Remove dead tree limbs

#### Conservation Project

Trim tree limbs  
Build water brakes  
Plant grass seed  
Clear fire break  
Remove cattails from lake

#### Good Turn Project

Sweep dining hall and Admin. porches  
Pickup trash in designated area  
Assist in Polaris using Senior Scouts

## Orion Scout Award

Orion . . . the hunter . . . the quest for adventure . . . searching for excitement and a challenge.  
A Scout must be flexible and skilled in several areas before he can earn this recognition.

- The Scout must participate in three of the activities listed below:
  - Aquatics Area – Earn Mile Swim BSA, Snorkeling BSA or BSA Lifeguard.
  - GPS – Find two Geo-cache sites.
  - Climbing – Earn the Climbing Merit Badge.
  - Shooting Sports – Earn the Shotgun Shooting, Rifle or Archery Merit Badge
- Work a minimum of two hours on a service project while at camp. Advice on the service project can be obtained from the Program Director and Camp Ranger.

The unit leader is responsible for informing the program director at the Friday morning leader's meeting if any of his Scouts have earned the Orion Scout Patch. The award was designed for boys with at least one year of summer camp experience. Scoutmasters may obtain and submit Orion applications at Administration Building.

Schedules

Maps

&

Forms

## Merit Badge/Program Schedule

	Handicraft	Aquatics	Field Sports	Nature/Ecology *	Outdoor Skills	Sports & Fitness	Special Programs
Session 1 9:00 AM	Scout Craft	BSA Lifeguard Canoeing (2 hrs) Instructional Swim	Archery Shotgun Rifle (2 hrs)	Forestry & Nature Weather & Oceanography Space Exploration	First Aid Hiking Orienteering	Climbing (2 hrs) Climbing Certification (all day)	C.O.P.E. Certification (all day) Polaris (all day) Trail to Eagle (3 hrs)
Session 2 10:00 AM	Metalwork (2 hrs)	Lifesaving (2 hrs) Rowing Swimming Canoeing (cont.) BSA Lifeguard (cont.)	Archery Shotgun Rifle (cont.)	Animal Study Soil/Water Conservation World Conservation (2 hrs)	Camping Pioneering Safety Course	Climbing (cont.) Climbing Certification (cont.)	C.O.P.E. (2 hrs) Polaris (cont.) Trail to Eagle (cont.) C.O.P.E. Certification (cont.)
Session 3 11:00 AM	Photography Metalwork (cont.)	Rowing Swimming Lifesaving (cont.) BSA Lifeguard (cont.)	Instructional Shoot	Fishing World Conservation (cont.)	Cooking Emergency Prep First Aid	Athletics & Personal Fitness Sports Climbing Certification (cont.)	Polaris (cont.) Trail to Eagle (cont.) C.O.P.E. (cont.) C.O.P.E. Certification (cont.)
Troop Activity 1:30 – 2:45PM		Instructional Swim Mile Swim	Recreational Shooting	Study Time			
Session 4 3:00 PM	Art & Sculpture Indian Lore	Canoeing (2 hrs) Lifesaving (2 hrs) Swimming BSA Lifeguard (cont.)	Archery Shotgun Rifle (2 hrs)	Animal Study Oceanography & Weather World Conservation (2 hrs)	Camping Emergency Prep Wilderness Survival	Climbing (2 hrs) Climbing Certification (cont.)	C.O.P.E. (2 hrs) C.O.P.E. Certification (cont.) Polaris (cont.)
Session 5 4:00 PM	Scout Craft	Swimming Canoeing (cont.) Lifesaving (cont.) BSA Lifeguard (cont.)	Rifle (cont.)	Soil/Water Conservation Space Exploration World Conservation (cont.)	Camping Cooking Emergency Prep	Climbing (cont.) Climbing Certification (cont.)	C.O.P.E. (cont.) C.O.P.E. Certification (cont.) Polaris (cont.)

## Trainings & Other Activities

	Monday	Tuesday	Wednesday	Thursday	Friday
All Day	Adventure Day	Adventure Day	Adventure Day	Adventure Day	Whitewater Rafting
1:30 – 2:45 PM	Safe Swim Defense & Safety Afloat	Boat Handling Leave No Trace	Trek Safely		
6:00 – 7:00 PM	CPR & First Aide Training	Leaders Dinner	Family Night	Climb on Safely New Leader Essentials & Specific	
7:00 – 8:00 PM	GPS Training Open Climb/Zip Open Swim/Boating CPR & First Aide Training (cont.)	Open Climb/Zip Open Swim/Boating Scoutmaster Skeet Shoot	Family Night	Beach Party Open Climb/Zip Climb on Safely (cont.) New Leader Essentials & Specific (cont.)	
8:00 – 9:00 PM	God & Country OA Fellowship @ 8:30 PM CPR & First Aide Training (cont.)	Astronomy MB	Family Night Vespers	Astronomy MB God & Country New Leader Essentials & Specific (cont.)	

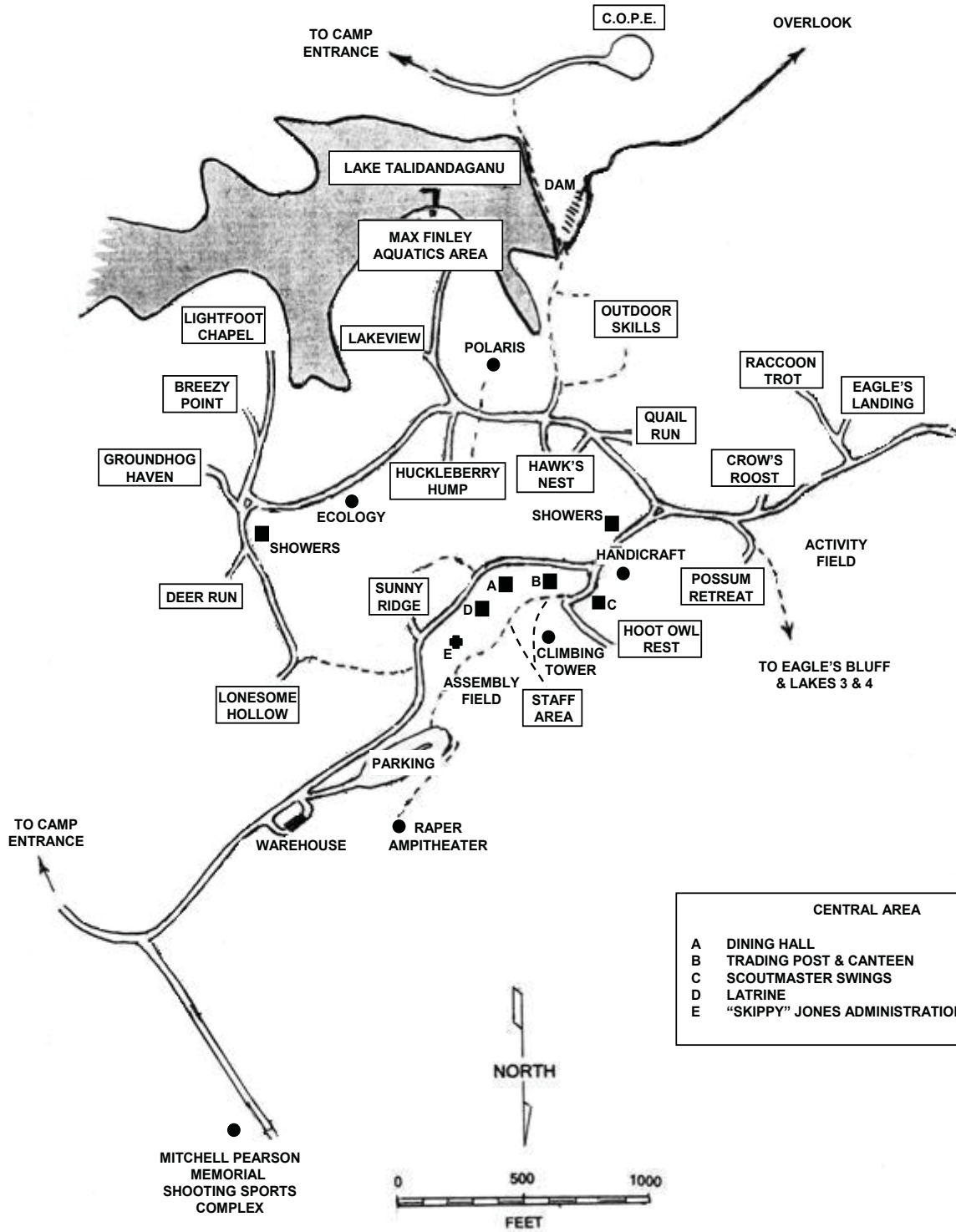
\* Astronomy Merit Badge class is listed under Training & Other Activities (Tues & Thurs) due to the time of the class.

# Weekly Schedule

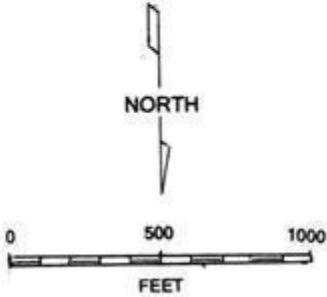
	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:00		Reveille					7 – 8:30 Continental Breakfast
7:30		Waiters Report & Flags					7:30 – 9:00 Check out
7:45		Breakfast					
9:00		Leaders' Meeting @ Scoutmasters' Swing					
9 – 9:45		Session 1				MB wrap up	
10 – 10:50		Session 2				MB wrap up	
10:00						Leader's Golf	
11 – 11:50		Session 3				MB wrap up	
12:15		Waiter's Report					
12:30		Lunch					
1:00	Check-in begins						
1:15		SPL Meeting @ Admin Building Chaplain Aides Meeting @ Chaplain Shelter (Mon – Thurs)					
1:30 – 2:30		Troop Activities		Pack-out meal pick up	Troop Activities		
2 – 2:50						SM/Staff Volleyball	
3 – 3:50		Session 4				Camp-wide games	
4 – 4:50		Session 5					
4:45	4:00 – 6:00 Buffet Dinner					Leader's Watermelon Wrestle	
5:30		Waiters Report & Flags			Waiters Report & Flags	5:30 Flags	
5:45		Dinner					
6 – 7		6:15 Flags 6:30 Vespers		6:00 Leaders' Dinner			
7 – 8	7:00 SM/SPL Meeting	MB Sessions, Open Program	MB Session		MB Sessions Open Program		
8 – 9	8:30 Opening Campfire	8:30 OA Fellowship 8:30 "God & Country"		8:00 Vespers	8:00 "God & Country"	8:30 Closing Campfire	
10:00	Taps						

# Map of Skymont

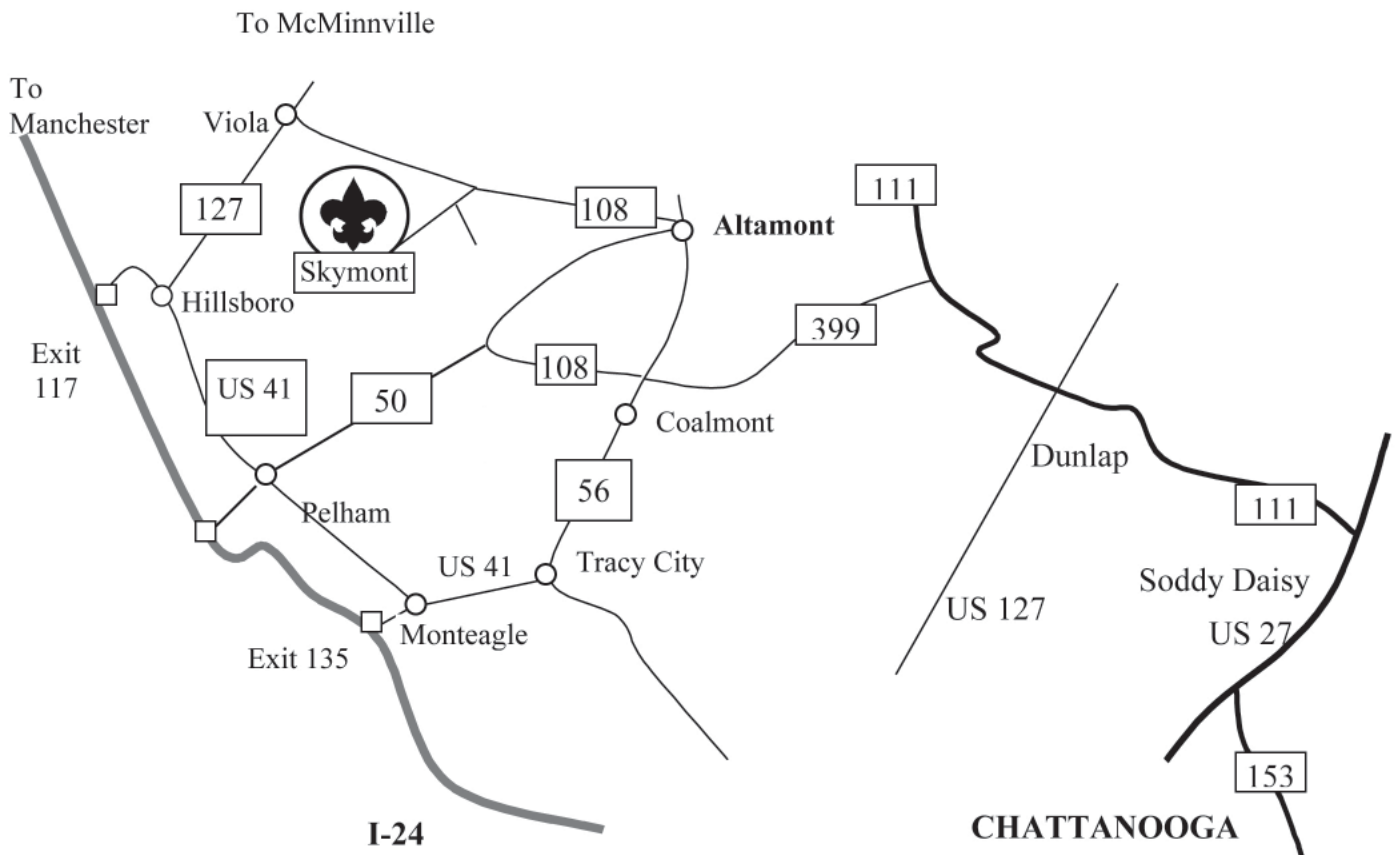
**SKYMONT SCOUT RESERVATION  
CHEROKEE AREA COUNCIL  
BOY SCOUTS OF AMERICA**



- CENTRAL AREA**
- A DINING HALL
  - B TRADING POST & CANTEEN
  - C SCOUTMASTER SWINGS
  - D LATRINE
  - E "SKIPPY" JONES ADMINISTRATION BUILDING



# Map to Skymont



From Chattanooga: I-24 West to Exit 135 – Monteagle. Turn right and go approximately 1 mile, turn right onto US Hwy 41 to Tracy City. In Tracy City, turn left on Tennessee Hwy 56. Travel on TN Hwy 56 through Coalmont into Altamont. In Altamont, turn left on Tennessee Hwy 108 - N (Tri-County Bank and Skymont sign at this T-intersection). Go approximately 7 miles on TN Hwy 108 - N, turn left on Cabbage Patch Road at sign for Skymont Scout Reservation (small saw mill on right before turn). Bear right at fork, Skymont camp entrance about 3 miles on right.

From Nashville: I-24 East to Exit 117 (east of Manchester). Turn left and travel north on Arnold Center Road. At US Hwy 41 turn right and travel south to Hillsboro. Turn left on Tennessee Hwy 127. Travel north to Viola. In Viola, turn right on Tennessee Hwy 108 and travel east, going approximately 7 miles (drive up Cumberland Plateau). Turn right at sign for Skymont. Bear right at fork, Skymont camp entrance about 3 miles on right.

From Knoxville: I-40 West to Crossville Exit 322-Peavine Rd/TN 101. Turn left on TN 101 travel south to US 70. Turn right on US 70 and travel west. Turn left on US 127 and travel south to Dunlap. Turn right on TN 111 travel west to intersection of TN 399. Turn left on TN 399 travel west. At intersection of TN 399 and TN 108, turn right on TN 108 traveling through Gruetli-Laager to intersection in Coalmont of TN 56 and TN 108. Turn right on TN 56 and travel to Altamont. See above for directions from Altamont to Skymont.

## Chaplain's "Duty to God" Award

This award can be earned by troops that have at least 40% of members, Scouts and leaders, completing the requirements. Scouts and leaders can receive the Duty to God patch or, if the award has been previously earned, a year rocker.

### Application for Skymont "Duty to God" Award (Return to Camp Chaplain by Friday noon.)

Troop # \_\_\_\_\_ Campsite \_\_\_\_\_ Date \_\_\_\_\_

Charter Sponsor \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Scout's Name \_\_\_\_\_

Scoutmaster's Name \_\_\_\_\_

Check one: \_\_\_\_\_ Scout \_\_\_\_\_ Leader

To earn the Skymont "Duty to God" Award, the applicant must attend a God and Country Emblem seminar on either Monday or Thursday evening at 8:00 p.m. and complete any four (4) of the following requirements.

1. For Scouts, serve as Troop Chaplain's Aide during the week or, for leaders, serve as Troop Chaplain during the week.
2. For Scouts, commit to earn the religious award of your faith. For leaders, commit to mentor a youth through the religious award process within a year from now.
3. Lead at least two (2) devotional presentations in the troop's campsite during the week.
4. Say grace at least once during mealtime. (See Chaplain for suggested graces and prayers.)
5. For Scouts bring a leader to the God and Country presentation. For a leader bring a Scout to the God and Country presentation.
6. \_\_\_\_ Yes, I have earned the religious award of my faith. Which award \_\_\_\_\_ and when did you earn the award \_\_\_\_\_.
7. Leaders only attend the Skymont "Duty to God" Award presentation either Monday or Tuesday at 2:00 p.m.
8. Scouts or leaders visit the Chaplain during the week.
9. Be a steward of Skymont by doing a camp conservation project. Check with the Camp Ranger for suggested projects. The conservation project can be done as a troop project.
10. \_\_\_\_ Yes, I previously earned this award. Did you receive a patch? \_\_\_\_ Yes What year? \_\_\_\_\_ \_\_\_\_ No

Scouts, when requirements have been completed, have your Scoutmaster or Assistant Scoutmaster sign the application and submit to Chaplain.

Leaders sign the application.

Approved by \_\_\_\_\_ Date \_\_\_\_\_

# Skymont Scout Reservation Camp Staff Application 2009

**Please type or print all information - all MUST be legible.**

## Mail or Fax to the Camp Director:

Buford Campbell  
3344 Cabbage Patch Rd  
Altamont, TN 37301  
Phone: 931-692-2543  
Fax: 931-692-4216  
Fax: 931-692-3435 during the off season (November - April)

## Personal Information

Name \_\_\_\_\_ T-shirt size \_\_\_\_\_  
Address \_\_\_\_\_ City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
Phone(H:) \_\_\_\_\_ (W:) \_\_\_\_\_ (C:) \_\_\_\_\_  
Email Addresses (MUST be legible): \_\_\_\_\_  
Social Security Number: \_\_\_\_\_  
Date of Birth: \_\_\_\_\_ Age on June 1st, 2009: \_\_\_\_\_

## Position(s) desired (check)

<u>Minimum Age 21 or Over</u>	<u>Minimum Age 18 or Over*</u>	<u>Minimum Age 16 or Over*</u>
Aquatics Director – National Camp School	Health Officer **	Quartermaster
Head Cook	Assistant Cook	Outdoor Skills Staff
Shooting Sports Director – National Camp School	Dining Hall Director	Handicrafts Staff
Camp Commissioner – National Camp School	Outdoor Skills Director – National Camp School	Nature/Ecology Staff
Climbing Tower Director – National Camp School	Polaris Director	Aquatics Staff
COPE Director – National Camp School	Handicrafts Director	Trading Post Staff
Adventure Days Director – National Camp School	Nature/Ecology Director – National Camp School	Dining Hall Staff
Shotgun Director - Certified	Trading Post Manager	Canoeing/Rowing Staff
Camp Chaplain – National Camp School	Archery Director	Climbing Staff
Assistant Ranger	Commissioner – National Camp School	
	COPE Staff	<u>Minimum Age 15</u>
	Climbing Instructor – Certified	Counselor in Training ***
	Shooting Sports Staff	
	Assistant Aquatics Director	

\*Certain age minimums may be waived with prior camp staff experience. Must be required age for summer camp staff by June 1st.

\*\*Health Officer requires certified EMT, EMT-I, Paramedic, 1st Responder, Military medic, Nurse practitioner, RN, LPN, LVN, PA, DO, or MD

\*\*\*CIT's will work for a 2 week duration, after 2 weeks there will be a review of skills learned and a possible opportunity of employment for the remainder of the summer.

**Staffing District and Council Events:** The Cherokee Area Council believes that Boy Scout summer camp staff should be strong positive role models for Cub Scouts, Boy Scouts, and their communities. The selection of Boy Scouts for staff is based in part on demonstration of these characteristics. Participation in District and Council Events is a major component of the resume for Boy Scout Summer Camp Staff applicants. Applicant selection and job assignments will be influenced by performance evaluations provided by Council Event Directors.

Have you ever been convicted of a felony?  Yes  No  
Have you ever been convicted of a misdemeanor?  Yes  No  
(You may answer NO if your conviction was ordered sealed, expunged or eradicated)  
If YES, Please Explain: \_\_\_\_\_

(Conviction of a crime is not an automatic bar to employment. All circumstances will be considered, including what you were convicted of and how long ago). Provide complete information about any conviction by attaching a separate statement.

Are you permitted to be lawfully employed within the United States?  Yes  No

Do you have any physical disabilities that might interfere with performance of the job that you are applying for?  
 Yes  No If yes, please explain: \_\_\_\_\_

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## Scouting and Program Background

Have you attended a BSA National Camping School in the last 5 years:  Yes  No (not Aquatic School or JLT)

If Yes, give: Location: \_\_\_\_\_ Date: \_\_\_\_\_ Expiration Date of Card: \_\_\_\_\_

Check type of certificate:  Camp Management  Program Director  Aquatics  
 Shooting Sports  Scoutcraft  COPE  
 Commissioner  Nature/Ecology  Chaplain

Shooting Sports Certifications:  NRA Muzzle-loading Rifle Instructor Exp. Date: \_\_\_\_\_  
 NRA Rifle Instructor Exp. Date: \_\_\_\_\_  
 NRA Shotgun Instructor Exp. Date: \_\_\_\_\_  
 National Archery Assoc. Instructor Exp. Date: \_\_\_\_\_ Level \_\_\_\_  
 Muzzleloading Artillery School Certificate

Are you currently a registered member of Boy Scouts of America?  Yes  No OA Member?  Yes  No

Unit Number \_\_\_\_\_ Position \_\_\_\_\_ Rank ( if youth member) \_\_\_\_\_ Council \_\_\_\_\_

Current Unit Leader \_\_\_\_\_ Phone \_\_\_\_\_

Email \_\_\_\_\_

Have you previously worked at summer camp?  Yes  No

If yes, please answer the following:

Year \_\_\_\_\_ Camp \_\_\_\_\_ Position \_\_\_\_\_ Salary \_\_\_\_\_ /per week

Year \_\_\_\_\_ Camp \_\_\_\_\_ Position \_\_\_\_\_ Salary \_\_\_\_\_ /per week

Year \_\_\_\_\_ Camp \_\_\_\_\_ Position \_\_\_\_\_ Salary \_\_\_\_\_ /per week

**CERTIFICATES:** (First Aid, CPR, Lifeguard, training cards, youth protection, etc.)

**EXPIRATION DATE:**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**LEADERSHIP COURSES:** (JLT, Aquatic School, etc.)

**DATE ATTENDED:**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**LIST WHERE YOU LAST ATTENDED SUMMER CAMP:**

**DATE ATTENDED:**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**LIST COUNCIL & DISTRICT EVENTS YOU HAVE STAFFED:** (Include the year or years worked. Attach separate list if nec.) Boy Scout Camp Staff and staff applicants are strongly encouraged to serve as volunteer staff for Council Activities.

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Merit Badges and Other Scouting Requirements

List all Merit Badges earned. All Boy Scout Merit Badges and certifications must have unit leaders initials. Venturing and Girl Scout candidates, please attach a list of all requirements, badges, and awards earned.

- |   |   |  |
|---|---|--|
| <input type="checkbox"/> Archery                | <input type="checkbox"/> Geology        | <input type="checkbox"/> Reptile Study               |
| <input type="checkbox"/> Astronomy              | <input type="checkbox"/> Indian Lore    | <input type="checkbox"/> Rowing                      |
| <input type="checkbox"/> Basketry               | <input type="checkbox"/> Insect Study   | <input type="checkbox"/> Shotgun Shooting            |
| <input type="checkbox"/> Canoeing               | <input type="checkbox"/> Leatherwork    | <input type="checkbox"/> Small Boat Sail             |
| <input type="checkbox"/> Climbing               | <input type="checkbox"/> Lifesaving     | <input type="checkbox"/> Soil and Water Conservation |
| <input type="checkbox"/> Emergency Preparedness | <input type="checkbox"/> Mammals        | <input type="checkbox"/> Swimming                    |
| <input type="checkbox"/> Environmental Science  | <input type="checkbox"/> Motor boating  | <input type="checkbox"/> Weather                     |
| <input type="checkbox"/> First Aid              | <input type="checkbox"/> Nature         | <input type="checkbox"/> Wilderness Survival         |
| <input type="checkbox"/> Fishing                | <input type="checkbox"/> Orienteering   | <input type="checkbox"/> Windsurfing BSA Award       |
| <input type="checkbox"/> Fish and Wildlife      | <input type="checkbox"/> Pioneering     | <input type="checkbox"/> Woodcarving                 |
| <input type="checkbox"/> Forestry               | <input type="checkbox"/> Rifle Shooting | <input type="checkbox"/> Water-skiing                |

## Advanced or Special Skills

Advanced skills are areas of significant expertise and experience, or high level/extensive training. This is beyond the scope of basic class experience or Merit Badges earned. Check one (or more) these only if you have significant experience and strong intermediate or advanced skills in those areas.

- |   |  |   |
|---|--|---|
| <input type="checkbox"/> Advanced Canoeing or Kayaking    | <input type="checkbox"/> Advanced Wakeboarding                 | <input type="checkbox"/> Skiing or Slalom           |
| <input type="checkbox"/> Climbing or Mountaineering       | <input type="checkbox"/> Sailing                               | <input type="checkbox"/> Windsurfing                |
| <input type="checkbox"/> Black Powder Firearms & Shooting | <input type="checkbox"/> Radio Controlled Models               | <input type="checkbox"/> GPS                        |
| <input type="checkbox"/> Living History or Reenacting     | <input type="checkbox"/> Caving                                | <input type="checkbox"/> Mountain Biking            |
| <input type="checkbox"/> Muzzle-loading Artillery         | <input type="checkbox"/> Orienteering                          | <input type="checkbox"/> Backpacking                |
| <input type="checkbox"/> Horsemanship experience          | <input type="checkbox"/> Wilderness Cooking                    | <input type="checkbox"/> Commercial Cooking         |
| <input type="checkbox"/> Biology, Nature/Ecology related  | <input type="checkbox"/> Sporting Clays, Trap, or Skeet        | <input type="checkbox"/> Shooting Sports/Archery    |
| <input type="checkbox"/> Photography or Digital Video     | <input type="checkbox"/> Musical/Storytelling/Performing Arts  | <input type="checkbox"/> Arts or Crafts             |
| <input type="checkbox"/> Challenge Courses or COPE        | <input type="checkbox"/> Wilderness Skills/Leadership Training | <input type="checkbox"/> Boat/Vehicle Engine Repair |
| <input type="checkbox"/> Swimming, Snorkeling, or SCUBA   | <input type="checkbox"/> Web Design or Graphics Software       | <input type="checkbox"/> Other (please list below)  |

Please give details: \_\_\_\_\_

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## Educational Background

High School: \_\_\_\_\_ Grade Level Completed: \_\_\_\_\_  
College: \_\_\_\_\_ Major(s): \_\_\_\_\_ Years Completed: \_\_\_\_\_  
College: \_\_\_\_\_ Major(s): \_\_\_\_\_ Years Completed: \_\_\_\_\_  
College: \_\_\_\_\_ Major(s): \_\_\_\_\_ Years Completed: \_\_\_\_\_

List other youth group memberships: \_\_\_\_\_

List Civic/extracurricular Activities: \_\_\_\_\_

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## Employment History

Adults (18 or older): Attach resume, listing work experience and personal references, certificates obtained and youth group work.

Current Employment: \_\_\_\_\_ Dates Employed: \_\_\_\_\_  
Supervisor: \_\_\_\_\_ Phone Number: \_\_\_\_\_

Current Employment: \_\_\_\_\_ Dates Employed: \_\_\_\_\_  
Supervisor: \_\_\_\_\_ Phone Number: \_\_\_\_\_

Current Employment: \_\_\_\_\_ Dates Employed: \_\_\_\_\_  
Supervisor: \_\_\_\_\_ Phone Number: \_\_\_\_\_

## References

1. Letter of Reference. Please provide a letter of reference.
2. Reference Listing. List three people (other than immediate family) who know you from work, school, church, civic organizations, etc., who can be contacted for more information.

Name \_\_\_\_\_ Occupation \_\_\_\_\_  
Home Phone \_\_\_\_\_ Work Phone \_\_\_\_\_  
Home Email \_\_\_\_\_ Work Email \_\_\_\_\_

Name \_\_\_\_\_ Occupation \_\_\_\_\_  
Home Phone \_\_\_\_\_ Work Phone \_\_\_\_\_  
Home Email \_\_\_\_\_ Work Email \_\_\_\_\_

Name \_\_\_\_\_ Occupation \_\_\_\_\_  
Home Phone \_\_\_\_\_ Work Phone \_\_\_\_\_  
Home Email \_\_\_\_\_ Work Email \_\_\_\_\_

3. Scouting Activity Reference. List the director or chairman of a council or district activity (like Score-O or Canoe Races) where you have volunteered and served on the event staff. You may attach a letter from the event chairman as well.

Name \_\_\_\_\_ Council or District Event: \_\_\_\_\_  
Home Phone \_\_\_\_\_ Work Phone \_\_\_\_\_  
Home Email \_\_\_\_\_ Work Email \_\_\_\_\_

**Staff should be available for the full season if possible. Please inform the Camp Director during the interview if you need an exception (for a Philmont Trek, etc).**

I know of no reason why my health would limit full Camp participation, and if employed I will provide an up-to-date physical examination.

I am/will be a registered member of the Boy Scouts of America.

If selected, the Boy Scouts of America can expect my loyalty to management, its policies, programs and my full cooperation with other member of the staff.

I will meet the minimum age requirement by June 1, 2009 Yes \_\_\_\_\_ No \_\_\_\_\_

Desired minimum salary each week for employment: \$ \_\_\_\_\_

By submitting this application you are authorizing a criminal background check of yourself. (Applies to applicants 18 and older.)

Applicant's Signature \_\_\_\_\_ Date \_\_\_\_\_

## Required Approvals

If under 18, Parent or Guardian approval: \_\_\_\_\_ Date \_\_\_\_\_

Approval of Scout Leader:

I have reviewed this application with the applicant, and personally believe that he is qualified for the position he is seeking.

Unit Leader \_\_\_\_\_ Phone \_\_\_\_\_

## COUNCIL USE ONLY:

Interview Date: \_\_\_\_\_ Interview by: \_\_\_\_\_

Comments: \_\_\_\_\_

Approved Position: \_\_\_\_\_ Salary \_\_\_\_\_

Approved by: \_\_\_\_\_ CD \_\_\_\_\_ PD \_\_\_\_\_



# Fee Transmittal Form

(Submit with each fee transmittal)

Troop # \_\_\_\_\_ Council \_\_\_\_\_ Week \_\_\_\_\_

Please indicate below how you want the enclosed payment applied to your account

For example: If your payment is for 2 Archery classes and 1 Shotgun class, only complete the lines for these 2 items.

## Charges

### In Council Scout (\$200)

Scout Deposit (Feb 13<sup>th</sup>) \_\_\_\_\_ x \$75 = \$ \_\_\_\_\_

Payment 2 (March 13<sup>th</sup>) \_\_\_\_\_ x \$75 = \$ \_\_\_\_\_

Payment 3 (May 1<sup>st</sup>) \_\_\_\_\_ x \$50 = \$ \_\_\_\_\_

### Out of Council Scout (\$235)

Scout Deposit (Feb 13<sup>th</sup>) \_\_\_\_\_ x \$75 = \$ \_\_\_\_\_

Payment 2 (March 13<sup>th</sup>) \_\_\_\_\_ x \$75 = \$ \_\_\_\_\_

Payment 3 (May 1<sup>st</sup>) \_\_\_\_\_ x \$85 = \$ \_\_\_\_\_

### Leaders

\_\_\_\_\_ x \$80 = \$ \_\_\_\_\_

February 13<sup>th</sup> Late Fee (Per Scout) \_\_\_\_\_ x \$10 = \$ \_\_\_\_\_

March 13<sup>th</sup> Late Fee (Per Scout) \_\_\_\_\_ x \$10 = \$ \_\_\_\_\_

May 1<sup>st</sup> Late Fee (Per Scout) \_\_\_\_\_ x \$10 = \$ \_\_\_\_\_

## Pre-Ordered Merit Badge and Adventure Programs

Archery MB \_\_\_\_\_ x \$15 = \$ \_\_\_\_\_

Art & Sculpting MB \_\_\_\_\_ x \$15 = \$ \_\_\_\_\_

Climbing MB \_\_\_\_\_ x \$10 = \$ \_\_\_\_\_

Cooking MB \_\_\_\_\_ x \$10 = \$ \_\_\_\_\_

Eagle's Bluff Adventure \_\_\_\_\_ x \$25 = \$ \_\_\_\_\_

Indian Lore MB \_\_\_\_\_ x \$15 = \$ \_\_\_\_\_

Metalwork MB \_\_\_\_\_ x \$ 8 = \$ \_\_\_\_\_

Project C.O.P.E. \_\_\_\_\_ x \$55 = \$ \_\_\_\_\_

Rifle Shooting MB \_\_\_\_\_ x \$15 = \$ \_\_\_\_\_

Scout Crafts (Basketry,  
Leatherwork & Woodcarving) \_\_\_\_\_ x \$30 = \$ \_\_\_\_\_

Shotgun Shooting MB \_\_\_\_\_ x \$25 = \$ \_\_\_\_\_

Space Exploration MB \_\_\_\_\_ x \$15 = \$ \_\_\_\_\_

Stone Door Adventure \_\_\_\_\_ x \$35 = \$ \_\_\_\_\_

Trail to Eagle \_\_\_\_\_ x \$15 = \$ \_\_\_\_\_

Van Dyke Cave Adventure \_\_\_\_\_ x \$10 = \$ \_\_\_\_\_

Whitewater Rafting on the Ocoee \_\_\_\_\_ x \$70 = \$ \_\_\_\_\_

## Training

BSA Lifeguard \_\_\_\_\_ x \$25 = \$ \_\_\_\_\_

Climbing Certification \_\_\_\_\_ x \$35 = \$ \_\_\_\_\_

C.O.P.E. Certification \_\_\_\_\_ x \$35 = \$ \_\_\_\_\_

CPR Certification \_\_\_\_\_ x \$35 = \$ \_\_\_\_\_

First Aid Certification \_\_\_\_\_ x \$10 = \$ \_\_\_\_\_

Enclosed Payment

\$ \_\_\_\_\_

## Mailing Address:

Cherokee Area Council, BSA  
Summer Camp Reservations  
6031 Lee Highway  
Chattanooga, TN 37421

Event Code: 6SK09



# Skymont Pre Camp Swim Classification Record

This is the individual's swim classification as of this date. Any change in status after this date would require a reclassification test by the camp Aquatics Director.

Special Note: When swim tests are conducted away from camp or at the point of activity, the Aquatics Director shall, at all times, reserve the authority to review or retest all participants to assure the standards have been maintained. A copy of the certification of the person conducting the pre camp swim test must be attached to this form.

List requirements \_\_\_\_\_

Troop Number \_\_\_\_\_

Date of Swim Test \_\_\_\_\_

	SWIM CLASSIFICATION		
Full Name ( Please Print)	Non-swimmer	Beginner	Swimmer
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			

\_\_\_\_\_  
Print Name

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Certification

\_\_\_\_\_  
Expiration

# Religion Preference Survey

Please complete and return with a troop roster to Chaplain with Final Balance and Merit Badge Schedule by  
May 1, 2009

	Catholics	Church of Christ	Jewish	LDS	Lutheran	Methodist	Episcopal
Scouts							
Leaders							
Total							
	Buddhist	Friends	AME	Orthodox	Unitarian	Christian Scientist	Baptist
Scouts							
Leaders							
Total							
	CME	Salvation Army	Presbyterian	Mennonite	Disciples	UCC	Hindu
Scouts							
Leaders							
Total							
	Scientology	Muslim	Unity	Wicca	Community of Christ	Others *	
Scouts							
Leaders							
Total							

Scoutmaster's Name \_\_\_\_\_

Chaplain's Aide Name \_\_\_\_\_

\* Those faiths that not are represented in your troop please place total number in the Others column and list faith and number in that faith tradition in the space below.

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# Scout Release Request

## INSTRUCTIONS

Scouts desiring to leave the Camp prior to the Troop's departure or not as part of the Troop, must have a release signed by their parents and approved by the Troop leader. Scouts will normally be permitted to leave only when accompanied by their parents. The form below must be used in handling all such departures.

In an emergency, it may not be possible for a parent or parents to sign the release. In the event, sufficient information must be recorded attesting to the telephone call or means of communication by which word arrived asking for the release of the Scout. This information should document the person from whom the call was received, verify telephone confirmation of the parent asking for release of the Scout and give detailed reasons for the requested release.

Request is made that \_\_\_\_\_

Home Address \_\_\_\_\_

Home Council \_\_\_\_\_ Council # \_\_\_\_\_ Headquarters (city and state) \_\_\_\_\_

Troop # \_\_\_\_\_ Campsite \_\_\_\_\_

be permitted to leave the camp for the following reason \_\_\_\_\_

The Scout is to leave on: Date \_\_\_\_\_ Time \_\_\_\_\_ Method of Travel \_\_\_\_\_

Accompanied by \_\_\_\_\_

The Scout is to return on: Date \_\_\_\_\_ Time \_\_\_\_\_

In signing this request for release, the BSA, the local BSA council, the troop leaders, and the Scout's parents or guardians mutually acknowledge that there will be no refund of the camp fee; that the camp health and accident insurance terminates with the Scout's departure from the campsite or troop; and that the BSA or its representatives shall not be liable for any loss or injury to the Scout's person or property.

This request is made by (parent's or guardian's' signature required except as noted for emergency departure requests).

Parents or guardian's signature(s) \_\_\_\_\_

Address \_\_\_\_\_

Telephone # (H) \_\_\_\_\_ Request made (date and time) \_\_\_\_\_

(W) \_\_\_\_\_

Troop Leader's signature of approval \_\_\_\_\_

=====

### ON-SITE RELEASE

Before leaving the campsite or Troop, Scouts must check out with their Troop leader and the Camp Office.

Signed \_\_\_\_\_ Troop Leader, Troop # \_\_\_\_\_ Date \_\_\_\_\_

Signed \_\_\_\_\_ Camp Headquarters, Date \_\_\_\_\_

Cherokee Area Council Boy Scouts of America

Keep the original for use at the time of release. Give parents a photocopy.



SKYMONT SCOUT RESERVATION  
[WWW.SKYMONT.ORG](http://WWW.SKYMONT.ORG)



Cherokee Area Council, Boy Scouts of America  
6031 Lee Highway  
Chattanooga, TN 37421  
(423) 892-8323      (423) 899-4555 Fax  
[www.CherokeeAreaBSA.com](http://www.CherokeeAreaBSA.com)