

Medicine Mountain Scout Ranch

LEADER'S GUIDE



BOY SCOUTS OF AMERICA ★ 100 YEARS OF SCOUTING

CELEBRATING THE ADVENTURE ★ CONTINUING THE JOURNEY

MEDICINE MOUNTAIN SCOUT RANCH MISSION STATEMENT

The Mission of Medicine Mountain Scout Ranch is to provide a safe, fun and rewarding experience for Scouts and Leaders while maintaining the standards of the Scout Oath and Law.

Using the Aims and Methods of Scouting,
we will help Scouts prepare to become leaders,
encourage achievement of personal and unit goals,
provide a quality program,
and instill a continued commitment to service and to Scouting.





JIM BETHEL.....Scout Executive
FRANK MOSER.....District Director
JIM MILES.....Camp Director
DANIEL PETERSON.....Camp Ranger
CONNIE WHITAKER.....Camp Registrar

Black Hills Area Council

Boy Scouts of America

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WHY YOUR CHOICE IS THE RIGHT ONE!

STAFF:

In short, we have an excellent staff! By far, the most frequent comment we received from our guests last year was, "this is the best staff we've ever seen". Our staff enjoys what they do; therefore, they're able to pass on that excitement to those who participate in our programs. That's why many of our staff members choose to keep coming back; they receive great satisfaction in sharing what they know with Scouts like those in your unit.

PROGRAM:

At Medicine Mountain Scout Ranch we offer a variety of programs designed to meet the diversity of needs found in most Scouting units. While most Scouts participate in just one of the on-site programs listed below, the opportunity to take part in a combination of programs is also available.

On-Site Programs

The **FIRST CLASS Program** also known as the **HAWK Program** is especially designed to give new Scouts the knowledge and skills necessary to advance them through their Tenderfoot, Second Class and First Class ranks. This is a half-day program with the primary focus on rank advancement. *(For details refer to pages 15-16)*

MERIT BADGE Program

Our Merit Badge Program offers the more experienced Scouts a wide variety of merit badge instruction in Aquatic, Ecology and Conservation, Handicraft, Outdoor Skills, and Shooting Sports. Scouts missing a few of their First Class requirements may choose to drop in on the First Class Program courses for any help they may need. For additional fees, boys 14 years of age and older may try their hand at some of the high adventure activities. *(For details refer to pages 17-20)*

HIGH ADVENTURE Program

PRE-REGISTRATION IS MANDATORY DUE TO LIMITED SPACE AVAILABILITY. Your most experienced Scouts can set their own schedule by choosing from the following High Adventure activity options: Climbing, Rappelling, Caving, and COPE (Challenging Outdoor Personal Experience), with opportunities to take in some Mountain Biking, and more. *(For details, refer to pages 21-22)*



Off-Site Programs

BLACK HILLS TREK

The Ultimate Adventure

For the experienced backpackers we offer a week-long, trek (approximately 50 miles) via the trails and rails of some of the most scenic areas in the Black Hills. *(For details refer to page 23)*

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SUPPORT:

While we know that program is the primary reason for coming to Summer Camp, we also believe it's the little things that we do to support the program that make all the difference. Listed below are just some of the services we provide at Medicine Mountain Scout Ranch to enhance your summer camp experience.

Commissary Meals

While at Medicine Mountain Scout Ranch, the majority of your meals will be prepared at your campsite with food provided from our Camp Commissary. This style of feeding provides your unit the opportunity of further developing the cooking skills of your Scouts. Twice during the week, when your unit is setting up and taking down camp, we will provide a camp-wide meal for all of our guests through our dining facility. (For more details see pages 11-12)

Trading Post

At our Medicine Mountain Scout Ranch Trading Post we strive to provide a varied selection and sufficient supply of Scout related items. Below are listed some of the items you can expect to find:

Scoutcraft/Camping Items	Handicraft Items	Personal Hygiene Items
Snacks and Drinks	Souvenirs	T-shirts, Hats, etc.
Fishing Gear	Camp Gadgets	Pocket Knives

Check our website at www.blackhillsareacouncil.com for availability and to pre-order SELECT items from our Trading Post. This will ensure that you will get the T-shirts, hats and belts of your choice. If you miss this opportunity, items can be purchased upon your arrival. Information will be available on our website.

Medical Services

Medicine Mountain Scout Ranch provides a well-stocked Health Office staffed by a licensed Medical Officer to handle the minor medical needs your unit may require. More serious cases will be referred to Custer Regional Hospital/Clinic, which is less than 30 minutes from our property.

Communications

While a week at summer camp can be a vacation from the cares of the world, we do provide telephone, internet (internet access is for adult leaders only) and mail service for those desiring to maintain a connection with the outside world. (For more details see page 10)

LOCATION:

Situated in the heart of the Black Hills, our guests are within easy reach of many of the nations most sought out sites; Mount Rushmore, Devil's Tower, Crazy Horse Monument, the Badlands, Wind and Jewel Caves, Custer State Park and more. Most of our visiting units taking advantage of our Wednesday Optional Program which allows them to visit these sites as well as many of our area's favorite fun spots; Mammoth Site, Reptile Gardens, Bear Country and many more. (For more details see page 31)



GENERAL DESCRIPTION

Medicine Mountain Scout Ranch is located on 160 acres of Ponderosa Pine with beautiful open meadows surrounded by 1.3 million acres of National Forest Service land. The combination of its mild climate and 6,100 + elevation renders it virtually mosquito free.

Wildlife abounds! Deer, wild turkeys, bald eagles, antelope, some grass snakes, elk, marmots and many other critters are frequently spotted. Mountain lions and bobcats can be seen on occasion.

You will find the climate very pleasing. June tends to be on the cool side. Daytime high averages around 75 in early summer, and 85 in late summer. July temperatures can get into the 90's, but at night it generally cools down to good sleeping weather. Some nights can be rather cold. The humidity is low and there is always a generous supply of fresh mountain air.

Lake Alexander's water temperature averages in the high 60's low 70's. This can be cold for some people and may make aquatic merit badges difficult. It does, however, make early morning polar bear dips an event worth witnessing.

Rainstorms can arise quickly in the Black Hills. Come prepared to see a storm or two. Rain usually leaves as quickly as it arrives, with most storms lasting less than an hour.

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2010 CAMPING SEASON SCHEDULE

Week	Start Date	End Date
ONE	June 13 (Sunday)	June 19 (Saturday)
TWO	June 20 (Sunday)	June 26 (Saturday)
THREE	June 27 (Sunday)	July 3 (Saturday)
Resident Camp	July 2 (Thursday)	July 3 (Saturday)
FOUR	July 4 (Sunday)	July 10 (Saturday)
FIVE	July 11 (Sunday)	July 17 (Saturday)
SIX	July 18 (Sunday)	July 24 (Saturday)
SEVEN	July 25 (Sunday)	July 31 (Saturday)



FEES

Campsite Reservation Deposit (non-refundable/applied to overall fee)	\$250 per Unit
EARLY ARRIVAL FEE	\$75 per Unit
Adult Leader Fee.....	\$100 per person
Basic Youth Fee.....	\$255 per person
High Adventure Fee.....	\$355 per person
Black Hills TREK Fee (adult and youth fees are the same).....	\$355 per person
LATE FEE AFTER MAY 1st	\$25 per person additional

- High Adventure and TREK participants must be 14 years old upon arrival.
- Mandatory pre-register for High Adventure, TREK and First Class Program courses due to space availability.

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PAYMENT SCHEDULE - ONE CHECK PER PAYMENT

1 st Deposit Due (reservation deposit).....	\$250 per Unit
2 nd Deposit Due (January 31 st).....	\$50 per person
3 rd Deposit Due (March 31 st).....	\$100 per person
Final Deposit Due (May 31 st).....	Balance

NOTE: IF NO ADDITIONAL PAYMENT IS MADE BY APRIL 15TH BEYOND THE RESERVATION DEPOSIT, YOUR CAMPSITE WILL BE RELEASED.

ADDITIONAL CLASS SPECIFIC FEES

Archery.....	\$15 per person additional
Black Powder.....	\$25 per person additional
* Rifle.....	\$25 per person additional
* Shotgun.....	\$25 per person (50 rounds)

* Scouts not scheduled for Shooting Sport Classes may shoot during “Open Period” and may purchase ammunition from our Trading Post. Most Scouts will have to purchase additional shotgun rounds at \$15.00 per 25 rounds, in order to qualify.

NOTE: Many handicraft classes will have projects that require additional materials which can be purchased at the Trading Post.

EQUIPMENT AND SPECIAL ITEM RENTALS

Teepee Campsite (Teepee holds 4-6 people/only one site available per week).....	\$100 per site
Mountain Bikes w/Helmet.....	\$10 per day
Dining Flies.....	\$5 each per week
Stoves and Lanterns (Fuel for purchase at the Trading Post).....	\$10 each per week
Cots (call for size and availability).....	\$10 each per week
Tents (call for size and availability).....	\$25 each per week
Patrol Cook Boxes (call for content description and availability).....	\$25 each per week

FAMILY CAMP - PLEASE REFER TO THE GUIDEBOOK/WEBSITE

GUEST MEALS (To purchase in advance, refer to page 46)

Breakfast.....	\$5 per person
Lunch.....	\$5 per person
Dinner.....	\$6 per person

Register on-line at www.blackhillsareacouncil.com



REFUND POLICY

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

- The \$250 campsite reservation deposit is non-refundable.
- Due to limited space and high demand, High Adventure and TREK fees are non-refundable.
- Cancellations in the Hawk/First Class and merit badge programs can be made up until the final deposit date of May 31st.
- All other program fees are non-refundable but may be transferred to other programs or participants.
- No refunds will be issued unless it is due to medical or family emergency. If a medical emergency, documentation from a medical professional will be required.
- No shows, participants sent home because of misbehavior, or participants leaving camp for non-emergency reasons will have no fees refunded.
- If a participant becomes sick while attending camp, and is sent home by the camp medical team, the participant will be entitled to a pro-rated refund.
- All refund requests are processed after the camping season is closed. No later than September 30th.
- **CAMP PERSONNEL CANNOT AUTHORIZE REFUNDS.** All refunds require the approval of the refund committee and the Scout Executive.
- All refund requests must be in writing **AT LEAST ONE WEEK BEFORE** your arrival date.

PLEASE SUBMIT YOUR REQUEST TO:

BLACK HILLS AREA COUNCIL

Boy Scouts of America

Attention: MMSR Refund Committee

144 North Street Rapid City, SD 57701

P 605.342.2824

F 605.342.2826

Email: bhac@rushmore.com

www.blackhillsareacouncil.com



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WHAT TO EXPECT UPON ARRIVAL

PAPERWORK:

Safety is paramount in Scouting and is the primary reason for many of the requests that we make of our camping guests. **A COPY OF YOUR UNIT'S TOUR PERMIT IS REQUIRED UPON YOUR ARRIVAL AT CAMP, AS WELL AS, A COPY OF YOUR UNIT ROSTER.** For your convenience we have included all required forms in the back of this guide. (Refer to page 34 for our list of required forms)

Physical Exams

All Scouts and leaders must have a current, correctly filled-out, and signed BSA long-term Camp Medical form. Please include the family health insurance policy number.

BSA Medical/Health Forms A, B and C

All individuals must have a copy of their appropriate BSA Medical form.

Health Insurance

All Troops must have a copy of their accident and sickness insurance with them. The Black Hills Area Council already has this information for in-council units.

SUNDAY CHECK-IN AND CAMP TOUR:

Troops must check-in from 12:00PM TO 2:00PM. Allow enough time to set-up camp and process all necessary paperwork before the 4:00PM leader's meeting. If this is going to be a problem, please call the camp ahead of time to let them know when you will be arriving. This will help us accommodate you better. Part of your check-in process will include a tour of camp with its facilities, program areas and areas of attraction. We will use this time to review many of the health and safety issues relative to your stay at camp.

MEDICAL SCREENING:

Shortly after your arrival at Medicine Mountain Scout Ranch each individual must have a medical screening with our attending physician or Camp Health Officer. The process involves a review of your camp physical, accompanied by a few questions. (Refer to pages 40-43 for form)

SWIM CHECK:

Every individual participating in any aquatic activities or completing the First Class program must complete a swim check. Please make sure that the proper paperwork is signed and dated by a qualified supervisor as outlined in "The Guide to Safe Scouting". Upon your arrival, this will be presented to the Aquatics Director and buddy tags can be issued. (Refer to page 37 for MMSR Swim Check form)

Please note the Aquatics Director shall, at all times, reserve the authority to review and retest any or all of the individuals to assure that Standards have been maintained. The Aquatics merit badge require retesting.

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OTHER COMMON QUESTIONS

MAKING/CHANGING YOUR CAMPSITE RESERVATION:

RESERVATIONS AND CHANGES TO RESERVATIONS **MUST BE MADE ON-LINE** at our website, www.blackhillsareacouncil.com under "Camping/Medicine Mountain Scout Ranch". PLEASE REFER TO THE MMSR REFUND POLICY ON PAGE 5 FOR RESERVATION CHANGE DEADLINES. If you require additional information about our camp, please contact our Camp Coordinator, Connie Whitaker (605) 342-2824.

FAMILY CAMPING:

Because the Black Hills area is so popular with families, the camp provides camping sites at the Larry Cozine Family Campground for family camping. Located adjacent to camp, it is open to all Scouters, families of Scouts and their guests. The campground is able to accommodate anything from RV's to tents. Electrical hookups, flush toilets, water and hot showers are available. The evening BSA activities at Medicine Mountain are open to those staying in Family Camp.

For a copy of the Family Camp Guide or to make a reservation, visit our web site at www.blackhillsareacouncil.com "Camping/Family Camping".

EARLY ARRIVALS:

If you are traveling a long distance and plan to arrive in the Black Hills area the Saturday prior to your scheduled week of camp, early arrival arrangements can be made on-line while registering for your stay. Campsites will not be available on Saturday until 12:00PM.

Use Saturday afternoon to set-up, Sunday morning to tour, and then return to camp by 12:00PM for check-in. PROGRAM AREAS AND THE COMMISSARY WILL BE CLOSED SO YOU WILL NEED TO PROVIDE YOUR OWN FOOD! Your first meal at camp will be Sunday evening.

A \$75.00 PER UNIT NON-REFUNDABLE CHARGE IS REQUIRED FOR EARLY ARRIVAL. PLEASE CONTACT THE CAMP REGISTRAR WITH AN ESTIMATED TIME OF ARRIVAL



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CAMP FACILITIES

CAMP OFFICE AND OLD HOUSE:

This original structure is not far from the parking lot and houses the Camp Office. It is the first place you'll go when checking in and the last place you'll visit when checking out. Internet is available for adult leaders only at a minimal cost.

HEALTH LODGE:

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

COMMISSARY BUILDING:

It is here that your unit will send your boys to pick up the food for each of your meals. Each unit will receive their supply of food in milk crates, which must be returned after each meal so we can refill them for your next meal. Feel free to bring a small wagon to help you transport your food.

HUB:

This is where the staff can hangout and have some down time. IT IS OFF-LIMITS TO OUR GUESTS, AND WE ASK THAT YOU RESPECT THEIR PRIVACY. Outside of the Hub is where campers and staff have access to the only phone in camp available for making outside calls. Scouts must be accompanied by an adult when using the phone. Because of high demand, we ask everyone to keep calls short; NO MORE THAN FIVE MINUTES. This phone makes local calls only.

TRAINING CENTER/DINING SHELTER:

This is the largest structure in camp. There are games and activities available to fill-up Scout's spare time. It's here that your unit can enjoy your first and last meals, as our guests at our Camp-wide Cook-out.

Many of the training classes required for our High Adventure participants will be held at this location, along with training for Adult Leaders (Youth Protection, New Leaders Essential, and Fast Start)

Senior Patrol Leaders and Adult/Leaders meetings will be held daily at the Dining Shelter.



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TRADING POST:

During your stay at Medicine Mountain Scout Ranch, we hope to meet all of your basic needs through our Trading Post. Keep in mind that the average Scout spends about \$50. THIS IS IN ADDITION TO MERIT BADGE SUPPLIES. Here are just some of the items you can expect to find:

CAMPING ITEMS: Knives, Compass, Personal Items, Fishing Gear, and Phone Card

HANDICRAFT ITEMS: Woodcarving Supplies, Basketry, Leatherwork Kits, and Indian Lore Items

MEDICINE MOUNTAIN SOUVENIRS

CLOTHING ITEMS: T-shirts, Sweatshirts, Hats, Belts and Patches

FOOD ITEMS: Soda, Ice Cream, Candy, Water, Sports Drinks, Slushies, Snacks and Ice

Your unit can pre-ordering SELECT items from our Trading Post. This will ensure that you will get the T-shirts, hats and belts of your choice. If you miss this opportunity, items can be purchased upon your arrival. Information will be available on our website.

TRADING POST HOURS

Monday, Tuesday, Thursday and Friday
Open 8:00AM to 11:45AM and 1:00PM to 4:45PM
Closed: Wednesday, Saturday and Sunday

RESTROOMS:

There are a minimum of 4 campsites assigned to each restroom facility. Each campsite is responsible for cleaning and maintaining their assigned restroom. A schedule for cleaning and maintenance will be arranged by the Commissioner assigned to that restroom facility.

CAMPSITES:

You will find that all campsites are within a few minutes walking distance of any location in camp. Each campsite at Medicine Mountain Scout Ranch is supplied with picnic tables, a bulletin board, fire barrel and flag poles.

Upon your arrival and departure from camp, you will be allowed to transport your gear to your campsite to unload, BUT FOR SAFETY REASONS NO VEHICLES MAY REMAIN IN THE CAMPSITE. Supply trailers may be left in the campsite.

SHOWERS:

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

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

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OTHER SERVICES

EQUIPMENT RENTALS:

In an effort to support troops while at camp, a limited supply of camping equipment is available for rent either online at www.blackhillsareacouncil.com under Camping/ Medicine Mountain Scout Ranch or from the Camp Office or Camp Ranger. (Please refer to page 4 for details)

- **Dining Flies \$5 each per week**
- **Stoves, Lanterns and Cots cost \$10 each per week**
(Fuel is available for purchase from the Trading Post)
- **Tents and Patrol Cook Boxes cost \$25 each per week**
(Patrol Boxes contain service for 8)
- **Mountain Bike w/helmet is \$10 per day**

INTERNET SERVICE:

Internet service is available to leaders only for a nominal fee. Contact the Camp Office upon your arrival to arrange for access. **YOUTH WILL NOT BE ALLOWED TO USE THE INTERNET.**

TELEPHONE SERVICE:

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

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

- **Camp Phone Number (605) 673-2790**
- **Fax Number (June 1st thru August 1st) (605) 673-4985**

MAIL SERVICE:

ALL Scouts and leaders enjoy receiving mail at camp. Please advise parents that all mail must be addressed properly. Mail sent from home later than Tuesday, will probably not arrive until after the troop departs on Saturday. Please put the Scout's name and troop number on all envelopes and packages! All troop mail will be delivered to the Trading Post. Out-going mail will go out from the Camp Office. The USPS, UPS and Fed-X Express all deliver to camp but **keep in mind, ALL CLASSES/Types of mail service can be slow.**



MAIL IS TO BE ADDRESSED AS FOLLOWS:

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

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CAMP MEALS

COMMISSARY COOKING:

Summer Camp is an excellent time for your Scouts to further develop their cooking and leadership skills by implementing the Patrol Method in meal preparation. You and your youth leadership provide the direction; we'll provide the food.

Our Commissary Staff has done an excellent job in preparing a nutritional menu and the meals are quick and easy to prepare. Complete meals will be provided in milk crates that can be picked up from the Commissary prior to meals times. (In some cases multiple meals will be available for pick-up at one time). Each unit needs to provide their own cooking and eating utensils.

CAMP-WIDE COOKOUTS:

Because setting-up and breaking-down camp are difficult times for any Scout unit, we invite you to be our guests for a special Camp-wide Cook-out Sunday and Friday evenings. All you'll need to bring is your appetite!

LEADER'S LUNCHEON:

Once a week, we invite you along with the other adult leaders in camp to join us for a special Leader's Luncheon hosted by our Council's Scout Executive, Jim Bethel. It's his opportunity to hear first hand just how you're enjoying your stay at Medicine Mountain Scout Ranch. It also gives our staff a chance to enjoy a meal prepared by your Scouts.

COOLERS AND ICE:

Every Wednesday, we will provide your unit with the makings for more than one meal. When this happens, we will give your group a cooler and ice for your perishables. The rest of the time, ice can be purchased from the Trading Post.

SPECIAL DIETARY NEEDS:

Scouts/Scouters with special dietary needs should complete a Dietary Request Form and submit it at least two weeks prior to your arrival at camp. This will allow our Commissary Staff sufficient time to provide a suitable substitute. (Please refer to page 39)

CAMPSITE CAMPFIRES:

Fire danger varies from year to year; therefore, you may or may not be allowed to have your own campsite campfire. Restrictions are according to U.S. Forest Service recommendations.



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CAMP MENU

At Medicine Mountain Scout Ranch we strive to provide each of our guests with plentiful and well-balanced meals designed to meet the needs of active boys and adults. ALL MEALS ARE PREPARED BY UNITS UNLESS SPECIFIED. To follow is a sample week menu and is SUBJECT TO CHANGE:

SUNDAY

Breakfast - NA

Lunch - NA

***DINNER - HAMBURGER, HOT DOGS, BEANS AND SALAD**

MONDAY

Breakfast - Biscuit Sandwich: Biscuits, Sausage Patties, Eggs, Jelly, Juice and Milk.

Lunch - Grilled Cheese and Soup: Bread, Cheese, Soup, Fruit, Milk and Kool-aid.

Dinner - Sloppy Joes: Hamburger, Buns, Seasoning, Sauce, Chips, Fruit, Vegetables and Milk.

TUESDAY

Breakfast - French Toast: Bread, Eggs, Bacon, Juice and Milk.

Lunch - Walking Taco: Hamburger, Cheese, Lettuce, Chips, Fruit, Milk and Kool-aid.

Dinner - Chicken Fajitas: Chicken, Lettuce, Onion, Green Pepper, Tortillas, Fruit, Milk and Kool-aid.

WEDNESDAY

Breakfast - Cereal: Cereal, Juice and Milk.

Lunch - PB&J's: Peanut Butter, Jelly, Bread, Veggies, Fruit, Chips and Kool-aid.

Dinner - Hoagies: Ham, Turkey, Cheese, Lettuce, Chips, Milk and Kool-aid.

THURSDAY

Breakfast - Pancakes & Sausage: Pancakes, Links, Juice and Milk.

Lunch - Cowboy Beans: Hamburger, Carrots, Onion, Celery, Pork-n-beans, Fruit, Bread and Milk.

Dinner - BBQ Ribs: Ribs, BBQ Sauce, Mashed Potatoes, Fruit, Vegetables and Milk

FRIDAY

Breakfast - Breakfast Burritos: Eggs, Sausage Crumbles, Tortillas, Juice and Milk.

Lunch - Chicken Patties: Chicken Patty, Bun, Lettuce, Fruit, Chips, Milk and Kool-aid.

Dinner - BBQ Beef: Beef, Vegetables, Fruit and Drink.

SATURDAY

****BREAKFAST - CEREAL: CEREAL, JUICE AND MILK.**

Lunch - NA

Dinner - NA

***MEALS PREPARED BY MMSR**

****WILL BE HANDED OUT WITH FRIDAY LUNCH**

The Black Hills Area Council, Boy Scouts of America participates in the milk distribution program for summer camps and has an open admission policy. The same meals will be available to all enrolled children at no separate charge regardless of race, color, sex, age, handicap, or national origin, and there is not discrimination in the course of meal service. If you believe you have been treated unfairly in receiving food services for any of these reasons, immediately write to the Secretary of Agriculture, Washington, DC 20250.

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GENERAL PROGRAMS

WEDNESDAY TOUR DAY:

Just one of the things that makes Medicine Mountain Scout Ranch unique amongst all other camps is our Wednesday - Tour Day. This is an opportunity for your unit to take in the sites. Mount Rushmore, Crazy Horse, the Needles Highway, and Custer State Park are each within minutes of camp. The Badlands and Devil's Tower can be reached within a couple of hours. Additional information can be found on our website at www.blackhillsareacouncil.com under Camping/Attractions. *Please refer to pages 31-32 for a map and examples of driving times/distances.*

UNITS NOT CHOOSING THIS OPTION MAY STILL ENJOY PROGRAMS AT CAMP, BUT MUST WORK WITH THE APPROPRIATE AREA DIRECTOR TO SCHEDULE CLASSES FOR THEIR SCOUTS. THIS MAY BE DONE AFTER YOU ARRIVE AT CAMP.

CAMPFIRE PROGRAMS:

We conduct three Campfire Programs during the week. First, our Sunday evening campfire is provided for your enjoyment by our Camp Staff. Next, the Commissioner's campfire is conducted in each commissioner's area on Thursdays and units are encouraged to participate. Last but not least, Friday evening's campfire is open to the entire camp and we encourage all units/patrols to share a skit, song, etc. Remember, all skits, songs, run-ons and jokes should be in good taste and must be pre-approved by the camp's Program Director/Commissioners. Avoid themes that make fun of minorities or body functions. Those in family camp are welcome!

OUTPOST HIKES/OVERNIGHTERS:

Outposts consist of a short backpacking hike and overnight stay at one of three nearby peaks; Medicine Mountain (1½ mile hike one-way) is one of the world's oldest rock formations; and Grand Vista (3 mile hike one-way) offers breathtaking views of the area. Each of these hikes are both beautiful and worth your time and effort.

PARTICIPATION IN SOME OF THESE HIKES MAY BE LIMITED. Participants must provide their own backpacking equipment: i.e. sturdy backpacks, tentage, sleeping bags, etc. Participants will need to be prepared to transport their own water (3-4 quarts each).

NOTE: Participants must be in good physical condition. These trails gain elevation quickly. Participants should not have heart, blood pressure, or lung problems. Other health challenges may also eliminate participation. We reserve the right to limit participation for health reasons or for those not meeting the same height/weight restrictions employed by Philmont Scout Ranch.

CHAPEL SERVICES:

A short program of uplifting thoughts and songs is provided Monday evening for all interested participants. We encourage all to attend. The "Honor Trail" will follow directly after the services.

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TRAINING FOR SCOUTS AND SCOUTERS:

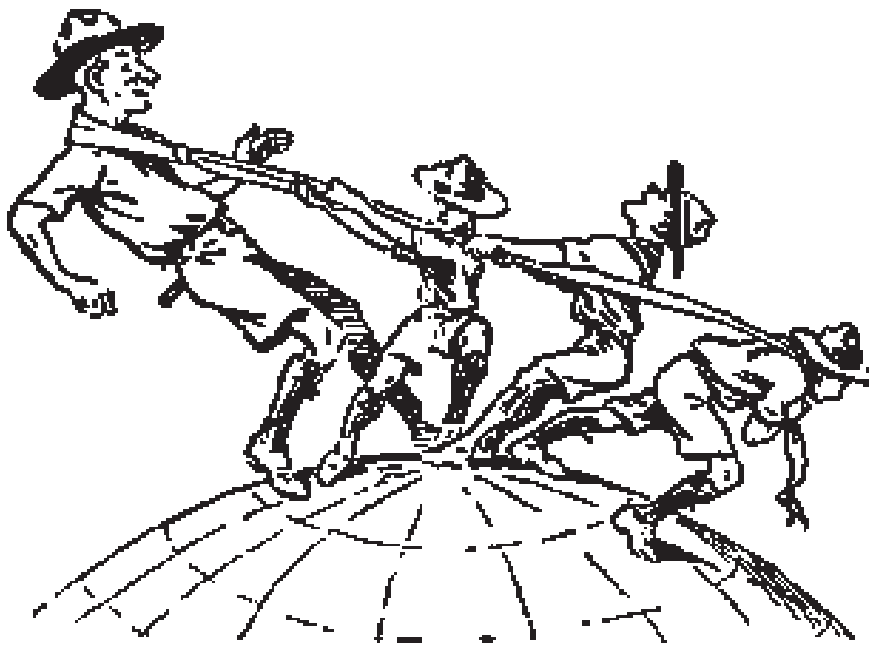
<u>COURSE</u>	<u>Youth Scouts</u>	<u>Adult Scouters</u>
Safe Swim Defense	Yes	Yes
Safety Afloat	Yes	Yes
TREK Safely	Yes	Yes
Climb on Safely	No	Yes
Tote'n Chip/Fire'n Chit	Yes	No
Fast Start	No	Yes
This is Scouting	No	Yes
Youth Protection	No	Yes

PATCH TRADING:

Troops from all over the WORLD attend Medicine Mountain Scout Ranch. Patch trading is a fun activity that everyone can enjoy. A CAMP-WIDE PATCH TRADING NIGHT TAKES PLACE EVERY TUESDAY.

FRIDAY GAMES:

These are camp-wide activities that will vary from week to week.



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HAWK / FIRST CLASS PROGRAM

The Hawk/First Class program is especially designed to give new Scouts the knowledge and skills necessary to advance them through their Tenderfoot, Second Class and First Class ranks. The primary focus of this program is on rank advancement.

PROGRAM DESCRIPTION:

Because only Scoutmasters, and their assistants, can pass off rank requirements, we rely heavily upon the participation of unit leadership to assist their boys through the program. This can take place during class instruction time, if the leader is present, or during non-program time when the boys are back in their own campsites.

While most of the classes will be taught in the Hawk/First Class program area, some will be offered in other program areas; swimming requirements will be covered at our waterfront; orienteering at Outdoor Skills; and nature related items will be taught at our Ecology and Conservation area. This will give your boys greater exposure to all that our camp has to offer.



Remember, though they may accomplish the requirements in the Hawk/First Class area, IT IS THE INDIVIDUAL LEADER'S RESPONSIBILITY TO SIGN OFF THE SCOUT'S BOOK. Our merit badge counselors will not sign off Tenderfoot, Second Class or First Class requirements, but can let you know what each Scout has accomplished.

We always looking for additional help in this area, since there are many skills that are required to get the Scouts through the program. It is requested that units sending Scouts to Hawk/First Class send an adult leader to assist our staff. If you are interested in helping, contact the Program Director upon your arrival at camp.

REGISTRATION FOR THE HAWK/FIRST CLASS PROGRAM:

Cancellations in the Hawk/First Class and merit badge programs can be made up until the final deposit date of May 31st.

Reservations and changes to reservations **must be made on-line** at our website, www.blackhillsareacouncil.com under "Camping/Medicine Mountain Scout Ranch".

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HAWK / FIRST CLASS PROGRAM

SAMPLE SCHEDULE

Medicine Mountain Scout Ranch • Established 1976

DATE/TIME	ACTIVITY	REQUIREMENTS
MONDAY "LIFE AT CAMP"		
8:30AM OR 1:00PM	Campsites	T2, 7, 8, 9, Sc2b
9:00AM OR 1:30PM	Safety [^]	T5, Sc7a, 7c, Fc9a, 9c
9:30AM OR 2:00PM	Plants and Animals	Sc5, Fc6
9:45AM OR 2:15PM	Flag Etiquette ^{**}	T6
TUESDAY "KNOTS AND LASHINGS"		
8:30AM OR 1:00PM	Rope Use and Knots	T4a, 4b, Fc7b, 8a
9:45AM OR 2:15PM	Lashings	Fc7a, 7c
WEDNESDAY'S PROGRAM IS PROVIDED BY APPOINTMENT ONLY		
THURSDAY "FIRST AID"		
8:30AM OR 1:00PM	First Aid Basics	T12b, Sc6c, 11
9:30AM OR 2:00PM	First Aid Kit	Sc6b
9:45AM OR 2:15PM	Serious First Aid	T12a, Sc6a, Fc8d
10:00AM OR 2:45PM	Carries and Bandages	Fc8b, 8c
FRIDAY		
8:30AM OR 1:00PM	Cooking	T3, Sc2e (part of Sc2f, 2g)
9:00AM OR 1:30PM	Map and Compass	Sc1a, Fc1

- ^{*}By completing the swim check at beginner level, Scouts complete Sc7b.
- [^]By completing the swim check at swimming level, Scouts complete Sc7b and Fc96
- ^{**}Troops will have the chance to perform a flag ceremony at camp. This fulfills requirement Sc3.

NOTE: This schedule is a sample and subject to change.



MERIT BADGE PROGRAM

PROGRAM DESCRIPTION:

Scouts come to camp, to work on those merit badges that are most closely tied to the outdoors. While at Medicine Mountain Scout Ranch, your Scouts will have ample opportunity to work on a wide variety of merit badges. Merit Badges classes will be offered in one hour blocks usually two times a day, with additional classes for the more popular merit badges being added as needed. This system allows us to meet the needs of more Scouts and makes it possible for them complete several merit badges during their week at summer camp.

Prior to your arrival at Medicine Mountain Scout Ranch, we would encourage you to take some time with your Scouts to help them decide which merit badges best fit their needs and interests. Please share that information with us so that we can take this into account when preparing our schedule. Remember that for your younger Scouts, some merit badges are best saved for another time.

At Medicine Mountain Scout Ranch most of our Merit Badges classes are offered on an open bases; meaning that no pre-registration is required. **Upon your arrival at camp, your unit will be given a class schedule listing when each of our classes will be taught. Scouts can begin planning out their schedule.**

If a boy changes his mind, or is able to pass off the requirements more quickly than the others and wants to participate in another class, he may do so as long as he has first consulted his unit leader, and made prior arrangements with the area director of the class he would like to attend.

REGISTRATION FOR THE MERIT BADGE PROGRAM:

Reservations and changes to reservations **must be made on-line** at our website, www.blackhillsareacouncil.com under Camping/Medicine Mountain Scout Ranch. Remember, **all changes must be made on-line one week prior to your scheduled arrival date.**

We encourage everyone to plan ahead and complete the requirements that cannot be accomplished at camp before their arrival at Medicine Mountain.

SCOUTMASTER ON STAFF:

Often the most skilled and knowledgeable Merit Badge instructors are the unit leaders. As "Scoutmasters on Staff" you will find that the boys are not the only ones who grow from their experience at camp. We encourage all Scoutmasters to get involved in our SOS (Scoutmasters On Staff) program.

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MERIT BADGES:

The staff at Medicine Mountain Scout Ranch wants each unit that attends to get the most out of their summer camp experience. Pre-camp planning can greatly enhance your fun and your unit's ability to achieve their advancement goals. Some merit badge requirements are better met prior to camp, others may require additional cost. It is always a good idea to review the requirements for each badge before you come to camp. The following outline of will be useful in your planning meetings.

NOTE – High Adventure participants will have limited opportunity to complete merit badge work

Aquatics (All aquatics activities require swim certification)

BSA Lifeguard: Offered as a complete badge. Must be 14 years old or completed the 8th grade. Out of class work may be required.

Canoeing: Offered as a complete badge. Out of class work may be required.

Lifesaving: Offered as a complete badge. Out of class work may be required.

Rowing: Offered as a complete badge. Out of class work may be required.

Swimming: Offered as a complete badge. Out of class work may be required.

Ecology & Conservation

Archeology: Offered as a complete badge. Out of class work may be required.

Astronomy: Offered as a complete badge - with the cooperation of the weather for last night observations. Out of class work required.

Environmental Science: Offered as a complete badge, Out of class work may be required.

Fishing: Offered as a complete badge – with cooperation from the fish. Will need fishing gear.

Forestry: Offered as a complete badge. Out of class work may be required.

Geology: Offered as a complete badge. Out of class work may be required.

Mammal Study: Offered as a complete badge. Out of class work may be required.

Nature: Offered as a complete badge. Out of class work is required – some observation may be difficult

Handicrafts

Art: Offered as a complete badge

Basketry: Offered as a complete badge. Three weaving projects will need to be purchased and completed. Cost approximately \$10.00 - \$25.00 according to projects selected.

Fingerprinting: Offered as a complete badge.

Leatherwork: Offered as a complete badge. Cost approximately \$10.00 for project materials.

Music: Offered as a complete badge.

Wood Carving: Offered as a complete badge. Cost approximately \$5.00 for project materials.



Health & Safety

First Aid: Offered as a complete badge. Out of class work required. Requirement 2b must be brought to camp.

Outdoor Skills

Backpacking: Offered as a partial badge. Out of class work required. Requirements 10 and 11 need to be completed outside of camp.

Camping: Offered as a partial badge. Out of class work required. Requirements 4b, 5e, 9a, and 9b cannot be completed at camp.

Cooking: Offered as a complete badge. Outside of class work required. Need to supply your own cooking utensils.

Hiking: Offered as a partial badge. Outside of class work required.

Indian Lore: Offered as a complete badge. Out of class work is required.

Orienteering: Offered as a complete badge. Out of class work may be required.

Pioneering: Offered as a complete badge. Out of class work may be required.

Wilderness Survival: Offered as a complete badge. Out of class work required. Items for requirement 5 must be brought to camp.

SHOOTING SPORTS

Archery: Offered as a complete badge. Out of class work required. Cost approximately \$15.00 for materials. Shooting qualifications may be difficult for some. Class size is limited.

Muzzle Loading Rifle Shooting (Black Powder): Offered as a complete badge. Out of class work required. *May be earned in place of Rifle Shooting merit badge - not in addition too.* Shooting qualifications may be difficult for some. Approximate cost \$25.00. Class size is limited.

Rifle Shooting: Offered as a complete badge. Out of class work required. Shooting qualifications may be difficult for some. Cost approximately \$25.00. Class size is limited.

Shotgun Shooting: Offered as a complete badge. Out of class work required. Shooting qualifications may be difficult for some. Approximate cost \$25.00. Class size is limited.

NOTE: Shooting Sports Safety Classes are offered on Sundays at 4:00PM and all participants MUST ATTEND. Classes will be reviewed at that time.



"MERIT BADGE" PROGRAM

SAMPLE SCHEDULE

Medicine Mountain Scout Ranch • Established 1976

Merit Badges	Monday, Tuesday, Thursday and Friday				
AQUATICS	8:30AM	9:30AM	10:30AM	1:00PM	2:00PM
BSA Lifeguard (must attend both sessions)	X	X			
Canoeing			X	X	
Lifesaving		X			X
Rowing		X			X
Swimming	X		X		X
ECOLOGY & CONSERVATION					
Archeology			X		
Astronomy	X			X	
Environmental Science		X			X
Fishing		X			
Forestry				X	
Geology			X		
Mammal Study	X				
Nature				X	X
HANDICRAFT					
Art	X			X	
Basketry		X			X
Finger Printing			X		
Leatherwork		X			X
Music			X		
Wood Carving	X			X	
HEALTH & SAFETY					
First Aid	X	X		X	
OUTDOOR SKILLS					
Backpacking				X	
Camping	X				X
Cooking			X		
Hiking	X				
Indian Lore				X	
Orienteering		X			X
Pioneering		X	X		
Wilderness Survival	X			X	
SHOOTING SPORTS					
Archery	X	X	X	X	X
Black Powder	X	X	X	X	X
Rifle Shooting	X	X	X	X	X
Shot Gun Shooting	X	X	X	X	X

NOTE: This schedule is a sample and subject to change.



HIGH ADVENTURE PROGRAM

PROGRAM DESCRIPTION:

This program offers your most experienced Scouts an opportunity to participate in High Adventure activities during their stay at camp. If they choose, they can spend all of their time in these activities or select one or two and spend the rest of their time working on merit badges or fishing.

Classes are offered on a scheduled basis and class size is limited, so once the class is full it is closed. A waiting list will be kept in the event that an individual drops out. All participants will receive practical instruction and hands on experience that will allow them to progress on to the next level of participation. Most activities require the participant to complete the previous day's instruction and training, so dropping in and out of a class or beginning at the end of the week, is not an option.

Sign-ups for the High Adventure program will begin once your unit roster has been submitted.

ALL PARTICIPANTS

- Must be 14 years of age upon arrival.
- Must fill out a Parental Informed Consent Agreement for Climbing/Rappelling Activities form (see pages 44-45)

HIGH ADVENTURE SAMPLE SCHEDULE

8:30AM TO 3:00PM				
ACTIVITY	Monday	Tuesday	Thursday	Friday
Caving	Group 1	Group 1	Group 2	Group 2
COPE/Climbing	Group 2	Group 2	Group 1	Group 1
2:00PM TO 3:00PM				
Mountain Biking	Group 1		Group 2	

- High Adventure Scouts meet at the Training Center each morning.
- Maximum 12 participants in each group.
- At the beginning of the program two groups will be formed. Troops will not be split up.

NOTE: This schedule is a sample and subject to change.

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CAVING:

Medicine Mountain's caving program is a rare opportunity to spend time underground within a Scouting program. All participants must successfully complete MMSR caving instruction and meet size restrictions (fit through a 8" x 20" opening) prior to going underground. The instructions covers topics such as: ethics, safety, environmental concerns, cave conservation, geology and hydrology, and instruction regarding cave maps and mapping skills. Scouts can participate in up to two guided underground experiences. Access to caves is provided under a special use permit from the U.S. Forest Service. Each session is limited to 12 participants.

CLIMBING:

Our climbing program will help advance each participant through various climbing levels. Each portion must be successfully completed at Medicine Mountain prior to participation in the next portion. We offer the Climbing Merit Badge as part of this course! Access to some climbing sites is provided under a special use permit from the U.S. Forest Service. Each session is limited to 12 participants.

COPE:

The "Challenging Outdoor Personal Experience" (COPE) is an exciting team and confidence building experience that combines initiative games, physical elements, and problem solving.

LOW COPE IS open to all Scouts and includes initiative games and low elements such as the Zigzag, 12 Foot Wall, Meat Grinder, Spider Web, Trust Falls, etc. This is a great opportunity to enhance team building and decision making skills. You also develop trust and confidence with yourself and others.

HIGH COPE IS for participants age 14 upon arrival. This self-confidence building program includes a variety of elements 20+ feet above ground including: Zip Line, Flying Squirrel, Giant Ladder, Rappelling Wall, Leap of Faith, multiple traverses and more.

NOTE: PARTICIPANTS MUST COMPLETE LOW COPE PRIOR TO PARTICIPATING IN HIGH COPE.

A variation of our Low COPE experience is **Troop COPE**, where the entire troop can participate during a time reserved for your group only. Open time and evening program time slots are the best times to participate. Each session is limited to 12 participants.

MOUNTAIN BIKING:

Mountain Biking is offered on a self guided - first come first serve basis and on Fridays as part of our High Adventure program. There are a number of trails adjacent to Medicine Mountain Scout Ranch that Scouts, accompanied by at least 2 adults, may experience. We rent bikes w/helmets or Scouts may bring their own (helmets are required). Access to bike trails is provided under a special use permit from the U.S. Forest Service. Each session is limited to 12 participants. **We are in the process of developing a week-long Mountain Biking Trek.**



BLACK HILLS TREK:

Our TREK begins near Pactola Reservoir and follows the Centennial Trail south to Sheridan Lake where we pick up the Flume Trail heading east to Boulder Hill. From there, the group is shuttled to Mount Rushmore via the scenic Needles Highway. Next, the group catches the 1880 Train from Keystone to Hill City and finally, follows the Mickelson Trail to Crazy Horse Monument. Access to trails and campsites is provided under a special use permit from the U.S. Forest Service.

Participants in this program will be off-site for most of the week and will; therefore, have no opportunity to participate in our Merit Badge or Hawk/First Class programs. The Black Hills TREK is limited to 12 participants.

- Participants must be age 14 by arrival time at camp
- Each group must include at least one adult

SUGGESTED INDIVIDUAL TREK EQUIPMENT:

CHECK	ITEM
	Backpack
	Cooking Gear
	Backpacking Stoves
	Ground Clothe
	Eating Utensils (plate, bowl, cup, knife, fork and spoon) - For TREK
	Hiking Boots
	Extra Socks
	Hiking Clothing (be sure to bring sweatshirts/it gets cold in the hills at night)
	Flash Light
	Water Bottles (2)
	Toiletries (suitable for Leave No Trace)
	Pocket Knife
	Poncho
	Sun Block
	Insect Repellent
	Tent
	Camera
	Money
	Water Purification System



NOTE: You will be carrying your own food, so don't plan on bringing a lot of extra stuff. Make sure you bring a change of socks for EVERY DAY!

AWARDS AND RECOGNITIONS

TROOP PARTICIPATION RIBBON:

(Unit Award)

Presented to each unit attending camp.

WHITE BUFFALO RIBBON:

(Unit Award)

Available to units who complete all 10 of the award requirements, which include: keeping a clean campsite, showing Scout Spirit, participating in a conservation project, camp-wide games, attending flag ceremonies, campfire programs, Vespers, and more.



PARTICIPATION PATCH:

(Individual Award)

Each individual registered with Medicine Mountain Scout Ranch, as an adult or participant, will receive our 3" round Medicine Mountain Scout Ranch participation patch. Additional patches may be purchased from the Camp office at a nominal fee.

POLAR BEAR PATCH:

(Individual Award)

Available to anyone who can brave a cold morning dip in Lake Alexander!

"SCOUTMASTER ON STAFF" SOS RECOGNITION PATCH:

(Individual Leader Award)

Available to any adult who visits at least 10 of 14 different program/support areas and gets the signature of the areas director and spends at least 45 minutes assisting in 3 program/support areas.

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MEDICINE MOUNTAIN SCOUT RANCH DAILY SCHEDULE

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
6:00AM		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
6:30AM		Food Pick-up			Food Pick-up		Breakfast and Check-out
7:00AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	
7:30AM							
8:00AM		AM Flags	AM Flags		AM Flags	AM Flags	
8:30AM		Classes	Classes		Classes	Classes	
9:00AM		Leaders Mtg 9:30	Leaders Mtg 9:30		Leaders Mtg 9:30	Leaders Mtg 9:30	
9:30AM		Leaders Meeting	Leaders Meeting	Program Areas Available by Appointment Only	Leaders Meeting	Leaders Meeting	
10:00AM		Classes	Classes		Classes	Classes	
10:30AM		Classes	Classes		Classes	Classes	
11:00AM							
11:30AM		Food Pick-up	Food Pick-up		Food Pick-up	Food Pick-up	
12:00PM		Lunch	Lunch	Lunch	Lunch	Lunch	
12:30PM							
1:00PM	Troop Arrival	Classes	Classes		Classes	Classes	
1:30PM	Check-in						
2:00PM		Classes	Classes	Program Areas Available by Appointment Only	Classes	Classes	
2:30PM							
3:00PM	Campsite Set-up	Open Areas	Open Areas		Open Areas		
3:30PM	Swim Check						
4:00PM						Rumble in the Mountains	
4:30PM	Scoutmaster Orientation and Set-up	Food Pick-up	Food Pick-up		Food Pick-up		
5:00PM		Dinner	Dinner	Dinner	Dinner	Campsite Clean-up	
5:30PM							
6:00PM		SPL Meeting	SPL Meeting		SPL Meeting		
6:30PM	Camp wide Cook-out	PM Flags	PM Flags		PM Flags	Camp wide Cook-out	
7:00PM							
7:30PM	PM Flags	Chapel				PM Flags	
8:00PM			Patch Trading Games		Commissioner's Campfire		
8:30PM	Opening Campfire	Honor Trail	Outpost Hike		Outpost Hike	Closing Campfire	
9:00PM							
9:30PM	In Campsites	In Campsites	In Campsites		In Campsites	In Campsites	
10:00PM	All Quiet	All Quiet	All Quiet	All Quiet	All Quiet	All Quiet	
10:30PM	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	

NOTE: This schedule is a sample and subject to change.



CAMP PLANNING

A COUPLE OF DAYS BEFORE CAMP:

- Hold inspection of personal packs and troop patrol gear.
- Troop equipment should be ready to pack.
- Final check on transportation, with rest schedule and observers for drivers, reviewed both coming and going.
- Review customs, practices, and rules at camp with Scouts and leaders.
- Depending upon your troop's departure time, remind Scouts to bring Sunday's lunch; the first meal at camp is Sunday dinner.
- Finalize prerequisites for merit badges.
- Make sure all forms (*listed on page 34*) are completed.

THE DAY YOU LEAVE FOR CAMP:

- Collect and Check all health/medical forms.
- Label all medications, including aspirin, cough syrup, etc, with name and troop number before coming to camp. Leave medicines in their original container.
- Plan on arriving between 12:00PM and 2:00PM.

DISCIPLINE POLICY

All discipline, should have as its purpose, improving behavior. Discipline should be constructive or educational in nature. Discipline should be limited to diversion or separation from problem situations. Speaking with the Scout about a situation along with close supervision can improve behavior. Remember to praise good behavior in public! The unit adult leadership will handle the majority of the discipline problems.

OUR POLICY REGARDING DISCIPLINE:

- Each troop must have at least one adult leader certified in BSA Youth Protection training. The BSA Youth Protection training course is offered in camp, each week, for adult leaders.
- Scouts will not be subjected to hazing, physical harm, fear, or humiliation.
- Verbal abuse or derogatory remarks about the Scout; his family; race; religion or cultural background will not be tolerated.
- Meals may not be denied as a disciplinary measure.
- At no time should adults under age 21 discipline Scouts, unless their behavior threatens the safety of the offender or another individual.
- Any Scout who does not respond to discipline by troop leaders and/or staff will have his parents/guardians contacted to arrange travel and transportation for the Scout home at the cost of the Scout.
- Adult leaders must notify the Camp Director of any Scout who is to be sent home. The individual must be checked out of the Scout Ranch office.

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

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WHAT TO BRING AND WHAT NOT TO BRING

TROOP LIST:

(Plan to bring the items you normally would need on any camping trip)

CHECK	ITEM
	Flags (US, State, Troop and Patrol)
	Merit Badge Library
	First Aid Kit
	Hammer
	Compasses
	Sharpening Stone and Flint
	Rope and Twine
	Lantern (battery or propane)
	Tentage
	Patrol Box (one per patrol) w/cooking gear: chef's kit, cook kit, pitchers, griddle, cleaning supplies, wash basin, strainer, and staple box
	Propane Stove (2 per patrol)
	Cooking Table (1 per patrol)
	Water Cooler 5 Gallon (for drinking water/1 per patrol)
	Ice Chest (1 per patrol/we provide 1 per unit)
	Shovel
	Hot Pads (1 per patrol)

CAMPER'S LIST:

(Highly recommended)

CHECK	ITEM	CHECK	ITEM
	Complete Scout Uniform		Raincoat or Poncho
	Heavy Jacket or Sweatshirt		Swim Trunks
	Hiking Boots		Tennis Shoes
	Extra Pants (long and short)		Pajamas
	Underwear (6 pairs)		Sleeping Pad
	Boy Scout Handbook		Sleeping Bag
	Merit Badge Books (these are not provided and only a limited amount will be available in the Trading Post).		Spending Money (tours, trading post and merit badge projects)
	Merit Badge Pre-work		Watch
	Merit Badge Special Project Items		Sun Block
	Pencils and Notebook		Insect Repellent
	Envelopes and Stamps		Backpack or Camp Box
	Pre-paid Calling Card		Day Pack
	Flashlight and Extra Batteries		Pocket Knife
	Water Bottles or Canteen		Compass
	Toilet Kit: soap, towel, toothbrush, toothpaste, hair brush or comb, etc.		BSA Approved Health and Medical record form; physician signed

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OPTIONAL ITEMS:

CHECK	ITEM
	Alarm Clock
	Religious Literature
	Fishing Gear and Bait
	Camera and Film
	Chap-stick
	Rope for Clothesline
	Sewing Kit
	Patches to Trade

INDIVIDUAL HIGH ADVENTURE:

CHECK	ITEM
	Boots or good gripping sturdy shoes
	Leather Gloves
	Climbing Shoes for Climbers
	Long Pants (1 pair per day)
	Grubbies to get dirty - This applies to caving only.

WHAT NOT TO BRING:

Radios/Boom Boxes	Fireworks
Candles	Electronics
Guns/Archery Items	Expensive Cameras
Cell Phones	ATV's
Skateboards	Sheath Knives
Valuables	Pets
Personal Food Items for your Tent - this attracts wild animals	
Clothing with alcohol or tobacco ads, drug or sexual connotations or vulgar, foul or offensive language printed or written on them.	



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LAWS OF MEDICINE MOUNTAIN...

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

- Buddy plan with Scouts is enforced while on the Scout Ranch. Scouts should travel everywhere with at least one buddy.
- Youth Protection guidelines are in affect. Two-deep leadership at all times.
- No hazing, initiations, or harassment is allowed.
- Separate sleeping facilities for youth and adults.
- Separate sleeping facilities for male and female.
- Separate showers for youth and adults; male and female.
- No smoking is allowed on camp property except in the main parking lot.
- Fire danger is ever-present. At the discretion of the Scout Executive, Camp Director and or Camp Ranger, campfires and open flames may be banned.
- Alcoholic beverages are not permitted.
- Illegal drugs are not permitted and will be reported to law enforcement.
- Theft will be reported to local law enforcement.
- Medicine Mountain Scout Ranch will not be responsible for lost or stolen items.
- Visitors must check-in and out with Scout Ranch Office.
- Campers must check-in/out at the Scout Ranch Office when arriving or leaving the property during the week.
- Scouts are not permitted to leave prior to the normal departure day with a custodial parent, unless he has a completed "Scout Release" form.
- Tents and equipment are to be set-up in designated areas only!
- No flames in tents!
- All tents must be marked "NO FLAMES IN TENT".
- No trenching around tents.
- All flammable fuels (not hooked-up to lanterns or stoves) must be stored in the fuel shed beside the Ranger's shop.
- No firearms or ammunition may be brought to camp.
- No archery equipment may be brought to camp.
- Fireworks of ALL types are prohibited.
- Pets are prohibited.
- No chain saws.
- No cutting of trees. If it is on the ground, use it. If it is standing, leave it. This means that no standing trees, alive or dead, are to be cut, pushed down, or affected in any way. Anything lying on the ground is open for your use.
- Stripped bark or hacking a tree will result in a fine, starting at \$5.00 per inch and up to the market value of the tree.
- Vandalism to MMSR property, equipment and structures.
- Speed limit: 15 MPH!!
- No riders in back of trucks or on a trailer.
- Seat belts must be worn at all times.
- No Parking of Vehicles in Campsites! ALL vehicles must be parked in the main parking lot throughout the week. (Medical exceptions per Camp Director)

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Telephone: 605-673-2790

Medicine Mountain Scout Ranch South Dakota

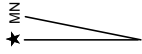
Campsites/Occupancy

*Adams	20
Arapahoe	25
Arikera	15
Cheyenne	25
Crow	35
*Custer	35
*Gordon	15
Lakota	15
Lilliuwup	25
Mandan	15
Oglala	25
*Reno	15
Sioux	40
Sisseton	40
*Strauss	40
Teton	25

Pioneer Hill 100
(*sites on Pioneer)

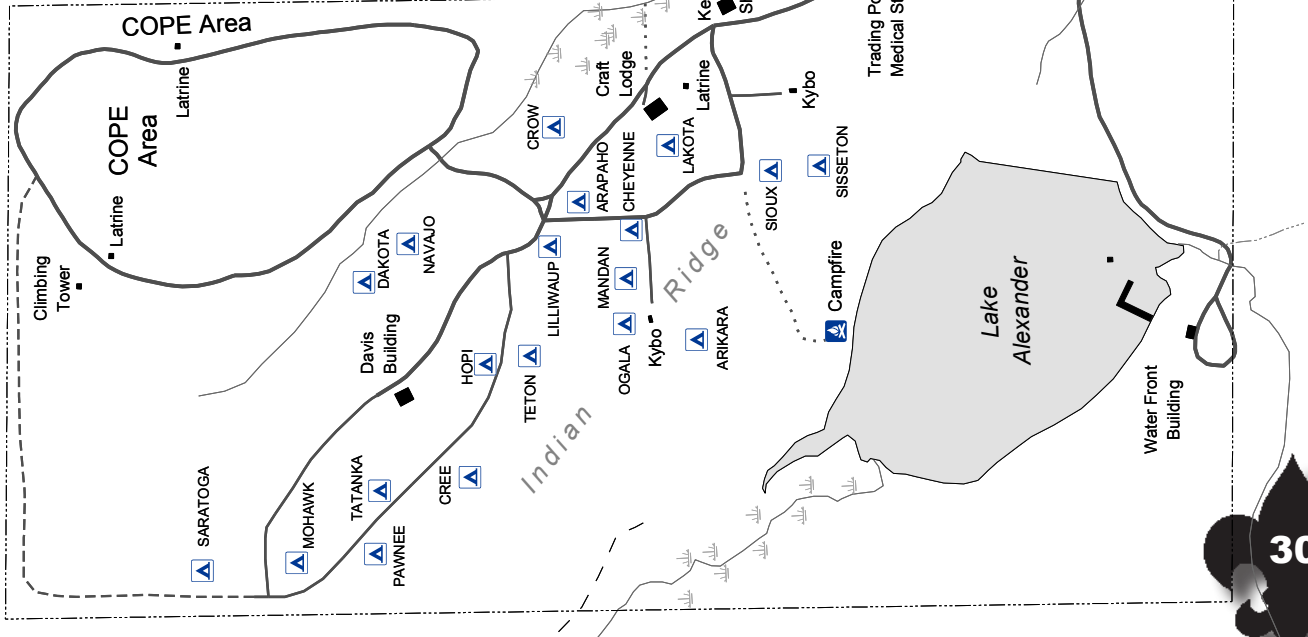
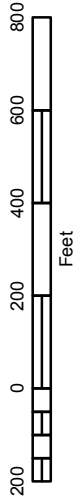
Legend

■	Building
▤	Marsh
—	Streams
—	Perennial
- - -	Intermittent
—	Roads
—	Gravel
—	Dirt
- - -	Primitive
- - -	Fire break & Bike path
⋯	Trail



2006 Magnetic Declination:
9 degrees 10 minutes east

True north lies approximately along the eastern
and western property boundaries



DRIVING DISTANCE TO A FEW LOCAL ATTRACTIONS...

Mount Rushmore National Monument, Keystone - 30 minutes

Devils Tower National Monument - 2.25 hours

Crazy Horse Memorial and Indian Museum, Custer - 15 minutes

Rushmore Cave, Keystone - 30 minutes

Jewel Cave, Custer - 30 minutes

Wind Cave, Buffalo Gap - 45 minutes

Big Thunder Cave, Rapid City - 1 hour

Custer State Park and Wildlife Loop, Custer - 20 minutes

Geographical Center of the 50 States, Castle Rock - 2.30 hours



Mammoth Site, Hot Springs - 30 minutes

Evan's Plunge, Hot Springs - 30 minutes

Reptile Gardens, Rapid City - 1 hour

Wounded Knee, Pine Ridge - 1.45 hours

Bear Country, Rapid City - 1 hour

Badlands National Park - 2 hours

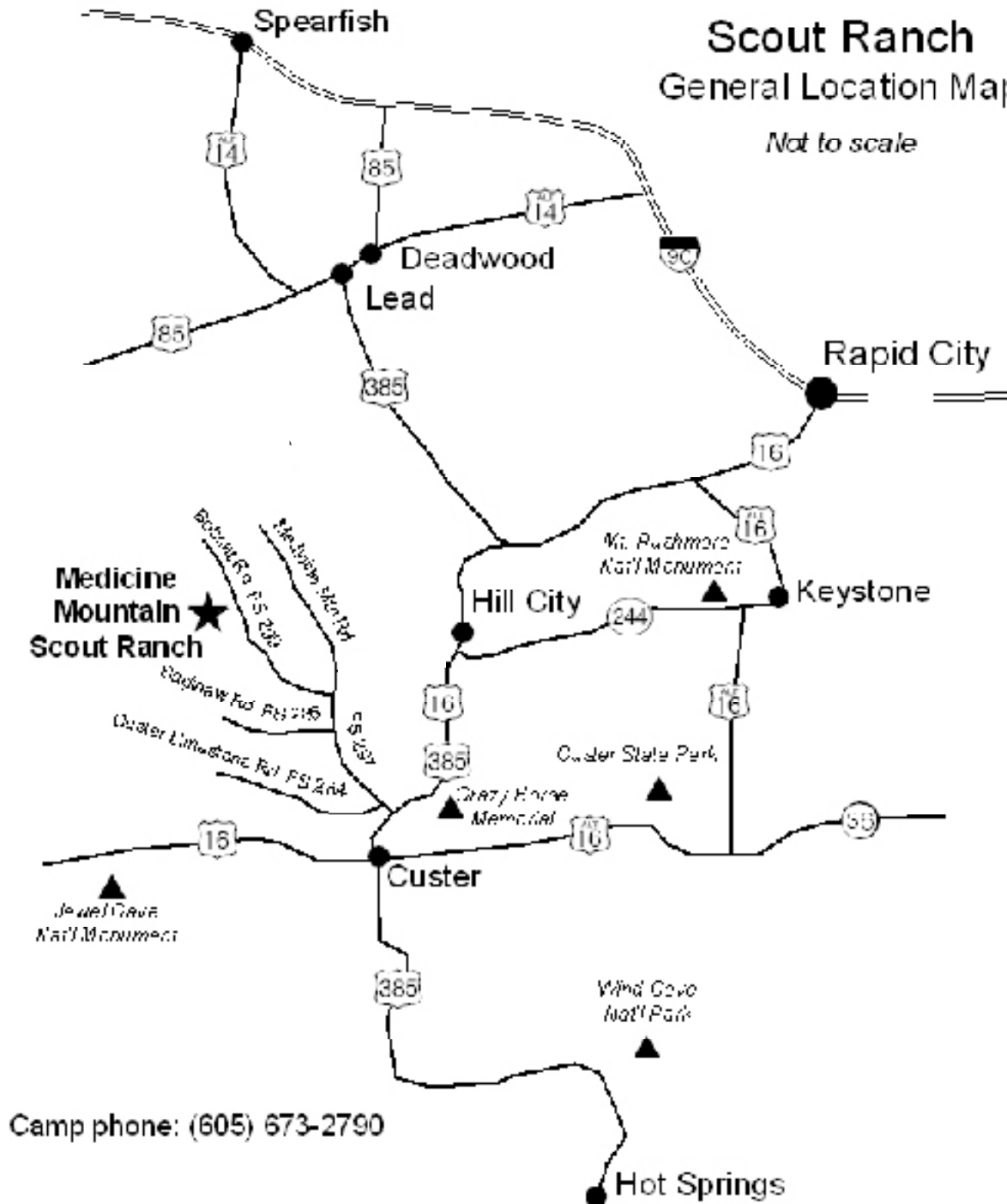
Historic Deadwood - 1.15 hours

Medicine Mountain Scout Ranch • Established 1976



Medicine Mountain Scout Ranch General Location Map

Not to scale



From Hill City take US 385 south -- Medicine Mountain Road (Forest Service Road 297) across from the Heritage Village
 turn right and travel approximately 7 miles, staying to the right at intersections.
 turn left onto Joppat Road (Forest Service Rd 258) and travel approximately 1/2 mile to camp.

From Custer, take US 385 north -- Medicine Mountain Road (Forest Service Road 297) across from the Heritage Village
 turn left and travel approximately 7 miles, staying to the right at intersections.
 turn left onto Joppat Road (Forest Service Rd 258) and travel approximately 1/2 mile to camp.

MOUNT RUSHMORE SPECIAL FLAG CEREMONY

For an application to perform the Flag Ceremony at the Lighting Service contact Mount Rushmore at (605) 574-3137 or send a letter to:

*Mount Rushmore National Memorial
Attention: Flag Ceremony
P.O. Box 268
Keystone, SD 57751-0268*

The season begins on Mothers Day and ends on September 30th. Units must bring their own flag if they would like to keep it as a memento.

CEREMONY OVERVIEW:

- 7:30^{PM} the Unit will meet the Ranger at the Amphitheater.
- 7:40^{PM} the Unit will lead the audience in the Pledge of Allegiance.
- The Lighting Ceremony takes place.
- 9:00^{PM} the Unit will retrieve the Flag and present it to the Ranger.

Please contact Mount Rushmore directly for more information.



REQUIRED FORMS CHECK-OFF LIST...

For your convenience, we have provided a checklist or required forms. Not all of them necessarily apply to your Unit's trip. Please don't hesitate to contact us if you have any questions. We can't wait to see you!

____ UNIT Approved BSA Tour Permit (Local/National) see MyScouting.org

____ UNIT Members Medical Insurance Information Form *page 35*

____ UNIT Roster Form *page 36*

____ UNIT Swim Check Classification Form *page 37*

____ INDIVIDUAL Scout Release Request Form *page 38*

____ INDIVIDUAL Special Dietary Request Form *page 39*

____ INDIVIDUAL BSA Annual Health and Medical Record *pages 40-43*

____ INDIVIDUAL Parental Informed Consent Agreement for Climbing/Rappelling Activities *page 44-45*

____ INDIVIDUAL Meal Request Form *page 46*



____ INDIVIDUAL MMSR

Camp Staff Employment

Application *pages 47-51*

Medicine Mountain Scout Ranch • Established 1976





Unit Members Medical Insurance Information Form

All Units attending summer camp **MUST PROVIDE PROOF** of Unit Accident Insurance. (Proof would be a copy of your policy or a letter of insurance from your council.)

CIRCLE ONE: Insurance is for Unit - or - Insurance is provided by Council

Unit Number: _____ Council Name: _____

Policy Holder's Name: _____

Policy Holder's Address: _____

City: _____ State: _____ Zip: _____

Policy Number: _____

Company Name: _____

Company Address: _____

City: _____ State: _____ Zip: _____

Additional Information: _____

- This form can be turned in when you check-in at camp.
- All leaders and youth must have a current Class 3 BSA Medical/Health form (or equivalent) filled out and ready to turn-in at camp check-in. They will be returned at check-out.

I state that the above information is correct.

Signed by a Unit Leader

Date





Unit Roster Form

Date: _____

Unit Number: _____ Council: _____

Campsite: _____

Scout's Name	Youth	Adult
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
11.		
12.		
13.		
14.		
15.		
16.		
17.		
18.		
19.		
20.		





Swim Check Classification Form

Date: _____

Unit Number: _____ Council: _____

Campsite: _____

SWIM CLASSIFICATIONS

Scout's Name	Non-Swimmer	Beginning Swimmer	Swimmer

Swim check was conducted by:

Name: _____ Signature: _____
 (Print)

Certification: _____

Unit Leader:

Name: _____ Signature: _____
 (Print)

NOTE: Qualified supervision as outlined in the "Guide to Safe Scouting".

**To expedite check in, use this form to record an individual's swim classification status as defined by the "Guide to Safe Scouting" (#34416D). Any change in status after this date would require a reclassification test by the Camp Aquatics Director. Please note that the Aquatics Director shall, at all times, reserve the authority to review or retest any or all of the individuals to assure that Standards have been maintained.*





Scout Release Request Form

Scouts desiring to leave the camp prior to their unit's departure, or not as part of a unit, must have a release signed by their parent or guardian and approved by the Scoutmaster. Scouts should normally only be permitted to leave accompanied by their parents. The form below should be used in handling these exceptional cases.

In an emergency, it may not be possible for a parent or guardian to sign the release. In this event, sufficient information must be recorded attesting to the telephone call or means of communication by which work 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 release.

Request is made that Scout: _____

Scout's Home Address: _____

Council: _____ Unit Number: _____

Is permitted to leave camp for the following reasons:

Scout to leave, Date: _____ Time: _____ Method of Travel: _____

Accompanied By: _____

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

Request made by: (Parent's or guardian's signature required except as noted for emergency departure requests).

Parent or guardian signature: _____

Address: _____

Telephone: _____ Request Made: _____
(Home) (Business) (Date and Time)

Approval Scoutmaster's signature: _____

ON-SITE RELEASE

Before leaving the Black Hills Area Council Camp, the Scoutmaster must receive approval from the Camp Director.

Approvals: _____ Troop: _____ Date: _____





Special Dietary Request Form

Date: _____

Unit Number: _____ Council: _____

Campsite: _____

To cut down on problems we are asking all troops that have boys or adult leaders who require special diets (whether for medical problems or religious reasons) to fill out this request form and turn it in to the Council two weeks prior to arrival.

Name of Camper with Special need: _____

Medical Condition/Reason for special diet request: _____

SPECIAL REQUEST (Example: Low-sodium diet, no pork, etc.)

This is vital to cut down on confusion and serving problems. Without this information, delays may occur. We will be happy to do whatever is necessary to fulfill the special needs of the individuals. However, please use this option only if medically necessary or required by religion. Thank You.

Commissary Staff



Annual Health and Medical Record

(Valid for 12 calendar months)

Medical Information

The Boy Scouts of America recommends that all youth and adult members have annual medical evaluations by a certified and licensed health-care provider. In an effort to provide better care to those who may become ill or injured and to provide youth members and adult leaders a better understanding of their own physical capabilities, the Boy Scouts of America has established minimum standards for providing medical information prior to participating in various activities. Those standards are offered below in one three-part medical form. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

Parts A and C are to be completed annually **by all BSA unit members**. Both parts are required for all events that do not exceed 72 consecutive hours, where the level of activity is similar to that normally expended at home or at school, such as day camp, day hikes, swimming parties, or an overnight camp, and where medical care is readily available. Medical information required includes a current health history and list of medications. Part C also includes the parental informed consent and hold harmless/release agreement (with an area for notarization if required by your state) as well as a talent release statement. Adult unit leaders should review participants' health histories and become knowledgeable about the medical needs of the youth members in their unit. This form is to be filled out by participants and parents or guardians and kept on file for easy reference.

Part B is required with **parts A and C** for any event that exceeds 72 consecutive hours, a resident camp setting, or when the nature of the activity is strenuous and demanding, such as service projects, work weekends, or high-adventure treks. It is to be completed and signed by a certified and licensed health-care provider—physician (MD, DO), nurse practitioner, or physician's assistant as appropriate for your state. The level of activity ranges from what is normally expended at home or at school to strenuous activity such as hiking and backpacking. Other examples include tour camping, jamborees, and Wood Badge training courses. It is important to note that the height/weight chart must be strictly adhered to if the event will take the unit beyond a radius wherein emergency evacuation is more than 30 minutes by ground transportation, such as backpacking trips, high-adventure activities, and conservation projects in remote areas.

Risk Factors

Based on the vast experience of the medical community, the BSA has identified that the following risk factors may define your participation in various outdoor adventures.

- Excessive body weight
- Heart disease
- Hypertension (high blood pressure)
- Diabetes
- Seizures
- Lack of appropriate immunizations
- Asthma
- Sleep disorders
- Allergies/anaphylaxis
- Muscular/skeletal injuries
- Psychiatric/psychological and emotional difficulties

For more information on medical risk factors, visit Scouting Safely on www.scouting.org.

Prescriptions

The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or guardian. A leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but BSA does not mandate or necessarily encourage the leader to do so. Also, if state laws are more limiting, they must be followed.



BOY SCOUTS OF AMERICA



Annual BSA Health and Medical Record

Part A

GENERAL INFORMATION

Name _____ Date of birth _____ Age _____ Male Female
 Address _____ Grade completed (youth only) _____
 City _____ State _____ Zip _____ Phone No. _____
 Unit leader _____ Council name/No. _____ Unit No. _____
 Social Security No. (optional; may be required by medical facilities for treatment) _____ Religious preference _____
 Health/accident insurance company _____ Policy No. _____

**ATTACH A PHOTOCOPY OF BOTH SIDES OF INSURANCE CARD (SEE PART C).
 IF FAMILY HAS NO MEDICAL INSURANCE, STATE "NONE."**

In case of emergency, notify:

Name _____ Relationship _____
 Address _____
 Home phone _____ Business phone _____ Cell phone _____
 Alternate contact _____ Alternate's phone _____

MEDICAL HISTORY

Are you now, or have you ever been treated for any of the following:

Yes	No	Condition	Explain
		Asthma	
		Diabetes	
		Hypertension (high blood pressure)	
		Heart disease (i.e., CHF, CAD, MI)	
		Stroke/TIA	
		COPD	
		Ear/sinus problems	
		Muscular/skeletal condition	
		Menstrual problems (women only)	
		Psychiatric/psychological and emotional difficulties	
		Learning disorders (i.e., ADHD, ADD)	
		Bleeding disorders	
		Fainting spells	
		Thyroid disease	
		Kidney disease	
		Sickle cell disease	
		Seizures	
		Sleep disorders (i.e., sleep apnea)	
		GI problems (i.e., abdominal, digestive)	
		Surgery	
		Serious injury	
		Other	

Allergies or Reaction to:

Medication _____

Food, Plants, or Insect Bites _____

Immunizations:

The following are recommended by the BSA. Tetanus immunization must have been received within the last 10 years. If had disease, put "D" and the year. If immunized, check the box and enter the year received.

Yes	No	Date
<input type="checkbox"/>	<input type="checkbox"/>	Tetanus _____
<input type="checkbox"/>	<input type="checkbox"/>	Pertussis _____
<input type="checkbox"/>	<input type="checkbox"/>	Diphtheria _____
<input type="checkbox"/>	<input type="checkbox"/>	Measles _____
<input type="checkbox"/>	<input type="checkbox"/>	Mumps _____
<input type="checkbox"/>	<input type="checkbox"/>	Rubella _____
<input type="checkbox"/>	<input type="checkbox"/>	Polio _____
<input type="checkbox"/>	<input type="checkbox"/>	Chicken pox _____
<input type="checkbox"/>	<input type="checkbox"/>	Hepatitis A _____
<input type="checkbox"/>	<input type="checkbox"/>	Hepatitis B _____
<input type="checkbox"/>	<input type="checkbox"/>	Influenza _____

Exemption to immunizations claimed.

(For more information about immunizations, as well as the immunization exemption form, see Scouting Safely on Scouting.org.)

MEDICATIONS

List all medications currently used. (If additional space is needed, please photocopy this part of the health form.)

Inhalers and EpiPen information must be included, even if they are for occasional or emergency use only.

Medication _____ Strength _____ Frequency _____ Reason for medication _____ Approximate date started _____ Temporary <input type="checkbox"/> Permanent <input type="checkbox"/>	Medication _____ Strength _____ Frequency _____ Reason for medication _____ Approximate date started _____ Temporary <input type="checkbox"/> Permanent <input type="checkbox"/>	Medication _____ Strength _____ Frequency _____ Reason for medication _____ Approximate date started _____ Temporary <input type="checkbox"/> Permanent <input type="checkbox"/>
Medication _____ Strength _____ Frequency _____ Reason for medication _____ Approximate date started _____ Temporary <input type="checkbox"/> Permanent <input type="checkbox"/>	Medication _____ Strength _____ Frequency _____ Reason for medication _____ Approximate date started _____ Temporary <input type="checkbox"/> Permanent <input type="checkbox"/>	Medication _____ Strength _____ Frequency _____ Reason for medication _____ Approximate date started _____ Temporary <input type="checkbox"/> Permanent <input type="checkbox"/>

NOTE: Be sure to bring medications in the appropriate containers, and make sure that they are NOT expired including inhalers and EpiPens. You SHOULD NOT STOP taking any maintenance medication.

Emergency contact No.:

Allergies:

DOB:

Last name:



**Part B
PHYSICAL EXAMINATION**

Height _____ Weight _____ Meets height/weight limits Yes No Blood pressure _____ Pulse _____

Individuals desiring to participate in any high-adventure activity or events in which emergency evacuation would take longer than 30 minutes by ground transportation will not be permitted to do so if they exceed the weight limit as documented at the bottom of this page. Enforcing the height/weight limit is strongly encouraged for all other events, but it is not mandatory. (For healthy height/weight guidelines, visit www.cdc.gov.)

	Normal	Abnormal	Explain Any Abnormalities	Range of Mobility	Normal	Abnormal	Explain Any Abnormalities
Eyes				Knees (both)			
Ears				Ankles (both)			
Nose				Spine			
Throat							
Lungs				Other	Yes	No	
Heart				Contacts			
Abdomen				Dentures			
Genitalia				Braces			
Skin				Inguinal hernia			Explain
Emotional adjustment				Medical equipment (i.e., CPAP, oxygen)			

Allergies (to what agent, type of reaction, treatment): _____

I certify that I have, today, reviewed the health history, examined this person, and approve this individual for participation in:

- Hiking and camping Competitive activities Backpacking Swimming/water activities Climbing/rappelling
 Sports Horseback riding Scuba diving Mountain biking Challenge ("ropes") course
 Cold-weather activity (<10°F) Wilderness/backcountry treks

Specify restrictions (if none, so state) _____

Certified and licensed health-care providers recognized by the BSA to perform this exam include physicians (MD, DO), nurse practitioners, and physician's assistants.

- To Health Care Provider:** Restricted approval includes:
 → Uncontrolled heart disease, asthma, or hypertension.
 → Uncontrolled psychiatric disorders.
 → Poorly controlled diabetes.
 → Orthopedic injuries not cleared by a physician.
 → Newly diagnosed seizure events (within 6 months).
 → For scuba, use of medications to control diabetes, asthma, or seizures

Provider printed name _____
 Signature _____
 Address _____
 City, state, zip _____
 Office phone _____
 Date _____

Height (inches)	Recommended Weight (lbs)	Allowable Exception	Maximum Acceptance
60	97-138	139-166	166
61	101-143	144-172	172
62	104-148	149-178	178
63	107-152	153-183	183
64	111-157	158-189	189
65	114-162	163-195	195
66	118-167	168-201	201
67	121-172	173-207	207
68	125-178	179-214	214
69	129-185	186-220	220

Height (inches)	Recommended Weight (lbs)	Allowable Exception	Maximum Acceptance
70	132-188	189-226	226
71	136-194	195-233	233
72	140-199	200-239	239
73	144-205	206-246	246
74	148-210	211-252	252
75	152-216	217-260	260
76	156-222	223-267	267
77	160-228	229-274	274
78	164-234	235-281	281
79 & over	170-240	241-295	295

This table is based on the revised Dietary Guidelines for Americans from the U.S. Dept. of Agriculture and the Dept. of Health & Human Services.

Part B Last name: _____ **DOB:** _____



Part C

Parental Informed Consent and Hold Harmless/Release Agreement

I understand that participation in Scouting activities involves a certain degree of risk. I have carefully considered the risk involved and have given consent for myself or my child to participate in these activities. I understand that participation in these activities is entirely voluntary and requires participants to abide by applicable rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

I approve the sharing of the information on this form with BSA volunteers and professionals who need to know of medical situations that might require special consideration for the safe conducting of Scouting activities.

In case of an emergency involving me or my child, I understand that every effort will be made to contact the individual listed as the emergency contact person. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose to the adult in charge examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

- Without restrictions.
- With special considerations or restrictions (list)

Talent Release Form

I hereby assign and grant to the local council and the Boy Scouts of America the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings made of me or my child by the Boy Scouts of America, and I hereby release the Boy Scouts of America from any and all liability from such use and publication.

I hereby authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the Boy Scouts of America, and I specifically waive any right to any compensation I may have for any of the foregoing.

- Yes No

I understand that, if any information I/we have provided is found to be inaccurate, it may limit and/or eliminate the opportunity for participation in any event or activity.

Participant's name _____

Participant's signature _____

Parent/guardian's signature _____

(if under the age of 18)

Date _____

Attach copy of insurance card (front and back) here. If required by your state, use the space provided here for notarization.



BOY SCOUTS OF AMERICA
1325 West Walnut Hill Lane
P.O. Box 152079
Irving, Texas 75015-2079
<http://www.scouting.org>

34605



7 30176 34605 2

2008 Printing

Part C Last name: _____ DOB: _____





Parental Informed Consent Agreement for Climbing/Rappelling Activities

Participant's Council Name _____

Unit Number _____

I understand that participation in the climbing/rappelling activity offered through the Black Hills Area Council, BSA during summer camp, involves a certain degree of risk that could result in injury or death. In consideration of the benefits to be derived and after carefully considering the risk involved, and in view of the fact that the Boy Scouts of America is an organization in which membership is voluntary, and having full confidence that precautions will be taken to ensure the safety and well-

being of my (son/daughter), I have given _____ my
(Participant's Name)

_____ my consent to participate in _____
(Son or Daughter) (Activity Description)

on _____
(Dates of Camping Week)

You are about to take part in a climbing experience. While climbing/rappelling, you will undertake a wide variety of physical and mental challenges in an environment designed with safety in mind. Many participants ask about the physical requirements for taking part in the activity. We find that the best way to answer this question is to compare course activities to a variety of common pastimes with which many of us are familiar.

For most of the time, you will be undertaking activity that is best described as "**moderate exertion**". This is comparable to normal walking, golfing on foot, downhill skiing, raking leaves, waiting tables, fishing, calisthenics, hanging wallpaper, interior painting, or slow dancing.

There will be some situations where, for a few minutes, you will be engaged in "**vigorous exertion**". This is comparable to slow jogging, speed-walking, tennis, swimming, cross-country skiing, shoveling snow, fast biking, mowing with a push mower, pruning trees, heavy gardening, overhead work, ice hockey drills, softball, laying bricks, hurried restaurant work, or climbing a ladder. If these types of activities are difficult for you, we would have you discuss your participation in the activity with a



physician who knows your health history. If these are activities in which you regularly engage without difficulty, you should be fit for participation.

Lastly, there are a few specific medical conditions about which participants should always seek advice from their physicians before engaging in climbing/rappelling. If any of these apply to you, you must consult with a physician before participating. If you or your physician has any questions about these conditions or about climbing/rappelling activities, feel free to contact us at (605) 342-2824:

- Pregnancy (climbing harness can injure the uterus)
- Kidney or Liver Transplant (climbing harness can injure the transplanted organ)
- Healing Fracture or Joint Injury (you should be cleared by the treating physician)
- Recent Surgery (you should be cleared by the treating physician)
- Down Syndrome (participant should have an X-ray check for neck stability as per the recommendation of the Special Olympics)

I certify that this participant can meet the health and physical fitness requirement for he trip or activity. In the event of illness or injury occurring to my (son/daughter) while involved in this trip or activity, I consent to X-ray examination, anesthesia, and/or medical or surgical diagnostic procedures or treatment necessary in the best judgment of the attending physician and preformed by or under the supervision of a member of the medical staff of the hospital furnishing medical services. It is understood that in the event of a serious illness or injury, reasonable efforts to reach me will be made.

THIS FORM MUST HAVE THE SIGNATURE OF BOTH PARENTS/GUARDIANS.

Parent or Guardian Signature

Parent or Guardian Signature

Telephone Number

Telephone Number

Date

Date





Meal Request Form

Date of reservations: _____ Dining with Unit #: _____

Name: _____

Address: _____

Telephone (home) _____ (business) _____

Email: _____

Please circle one: MMSR Guest Family Camp Guest

Number of Breakfast Meal Tickets x \$5.00: \$ _____

For Date(s) _____

Number of Lunch Meal Tickets x \$5.00: \$ _____

For Date(s) _____

Number of Dinner Meal Tickets x \$6.00: \$ _____

For Date(s) _____

Grand Total \$ _____

Method of Payment

Please circle one: Check VISA AMEX MC Discover

Account Number: _____

Expiration Date: _____

Security Code: _____
(3 digits located on the back of your cc)

Please return this form with payment to: Medicine Mountain Scout Ranch
144 North Street, Rapid City, SD 57701
Phone (605) 342-2824 Fax (605) 342-2826

NOTE: Meal tickets will be available for pick-up at check-in.





2010 Camp Staff Employment Application Form

Name: _____ DOB if under 21: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone: _____ Email: _____

Unit: _____ Scout Rank: _____ Member of OA: _____

Why do you want to work at camp?

Previous camp related experience (if none, then previous work):

Year

1.	
2.	
3.	

References:

Phone

Scoutmaster:		
1. Other:		
2. Other:		
3. Other:		

List the following categories (by number) in order of preference:

1	Aquatics Director (age 21)	1	Hawk Director (age 18)
2	Aquatics Staff (age 15)	2	Health Officer (age 21 with certification)
3	Business Manager (age 21)	3	High Adventure Director (age 21)
4	Camp Cook (age 21)	4	High Adventure Staff Caving, Climbing, Mountain Biking or TREK (age 16)
5	Assistant Camp Cook	5	Office Assistant
6	Commissary Director (age 21)	6	Outdoor Skills Director (age 18)
7	Commissary Staff	7	Outdoor Staff
8	Commissioner (age 18)	8	Program Director (age 21)
9	Ecology/Conservation Director (age 18)	9	Shooting Sports Director (age 21)
10	Ecology/Conservation Staff	10	Shooting Sports Staff
11	First Aid Instructor	11	Trading Post Director (age 18)
12	Handicraft Director (age 18)	12	Trading Post Staff
13	Handicraft Staff		

Initials _____



Skill Assessment

Year _____

BSA National Camp School:	
BSA National Camp School:	
BSA Life Guard:	Other Life Guard:
NRA Instructor:	NRA Hunter Safety Training:
BSA JLT:	Scout Leader Basic Training:
Woodbadge:	Basic First Aid:
Advanced First Aid (wilderness):	CPR:
Paramedic/EMT:	
Business and Computer Experience:	

General Camp Experiences

Public Speaking:	Song Leading:
Campfires:	Leading Games:
Musical Instruments:	Theater:
Other Training:	

Check the Merit Badges you have earned and can teach:

Earned	Can Teach	Merit Badge	Earned	Can Teach	Merit Badge
		Archery			Muzzle Loading
		Art			Nature
		Astronomy			Orienteering
		Basketry			Painting
		Camping			Pioneering
		Canoeing			Pottery
		Caving			Rifle
		Climbing			Rowing
		Cooking			Sailing
		COPE/Ropes			Sculpture
		Emergency Preparedness			Shotgun
		Environmental Science			Soil and Water
		Fingerprinting			Swimming
		First Aid			Wilderness Survival
		Fish and Wildlife			Woodcarving
		Fishing			Other:
		Geology			Other:
		Hiking			Other:
		Indian Lore			Other:
		Leatherwork			Other:
		Lifesaving			Other:
		Mammal Study			Other:
		Metal Work			Other:
		Mountain Biking			Other:

Initials _____



All Employees Should be Available for the Full Season

Exceptions must be requested during interviews

MEDICINE MOUNTAIN 2010 CAMPING SEASON

Description	Dates	Description	Dates
High Adv & Sr. Staff	June 3 rd to June 5 th	Resident Camp	July 2 nd to July 3 rd
Camp Staff Week	June 6 th to June 12 th	Week Four	July 4 th to July 10 th
Week One	June 13 th to June 19 th	Week Five	July 11 th to July 17 th
Week Two	June 20 th to June 26 th	Week Six	July 18 th to July 24 th
Week Three	June 27 th to July 3 rd	Week Seven	July 25 th to July 31 st
---- Camp Closing is always the last Saturday ----			

Do you have anything else going on during the summer that would cause a conflict with the camping season dates?

Applicant Name: _____

Medicine Mountain Scout Ranch Staff Mission Statement

The Mission of Medicine Mountain Scout Ranch is to provide a fun and rewarding experience for Scouts while maintaining the standards of the Scout Oath and Law.

Using the Aims and Methods of Scouting, we will help Scouts prepare to become leaders, encourage advancement of personal and troop goals, provide a quality program, and instill a continued commitment to service and to Scouting

Boy Scouts Declaration of Religious Principle

The Boy Scouts of America maintains that no member can grow into the best kind of citizen without recognizing his obligation to God; and therefore, acknowledges the religious element in the training of the member, but it is absolutely nonsectarian in its attitude toward the religious training. It's policy that the organization or institution with which the member is connected shall give definite attention to his religious life. Only persons willing to agree with this declaration of principle and the By Laws of the Boy Scouts of America shall be entitled to certificates of leadership.

Scout Oath

On my honor I will do my best to do my duty to God and my country and to obey the Scout Law; To help other people at all times; To keep myself physically strong, mentally awake, and morally straight.

Scout Law

A Scout is: Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean and Reverent.

Initials _____



	Yes	No
Do you agree with the Declaration of Religious Principle?		
Do you agree to abide by the Scout Oath and Law?		
Do you require family housing?		
Do you agree to follow the camp's policy on tobacco use?		
Have you been convicted of a felony within the last 7 years?		
As an employee of the BHAC, you will be expected to appear to work the same that you appear to your interview. This applies to hair styles and color, piercing, tattoos, jewelry, etc. Can you abide by the Appearance Policy?		
As an employee of the BHAC, you will be expected to wear a clean, neat uniform on a daily basis. The official Venture uniform consists of: Venture dress shirt, venture long pants or shorts, Venture socks, Venture belt or leather belt with BSA approved belt buckle, and grey shoulder loops. There are to be NO open toed shoes in camp, you must wear appropriate footwear, such as hiking boots or tennis shoes. This is for health and safety reasons. There will be a laundry facility on-site for your use during the summer, but you must bring your own detergent. Can you abide by the Uniform Policy?		

I certify that the information I have provided is correct and that I have in no way attempted to deceive or provide misleading information. I understand that furnishing any misleading or incorrect information on this application or its attachments will be just cause for termination should I become employed by the Black Hills Area Council (BHAC).

Initials _____

If selected as a staff member, I agree to the conditions of the Statement of Understanding the Code of Conduct, to abide by the policies in the Camp Staff Handbook and to cooperate with the other members of the staff. I will serve to the best of my ability for the entire camping season in the position to which I am assigned. I am in good physical condition and, if employed, will provide a current BSA physical (Class I or II for under 40 years old and Class III for 40 years old and over).

Name: _____ Date: _____

Parent's Signature: _____
(For applicants under 18 years of age)

NOTE: Interviews will be held on an individual basis. Any questions regarding this application or the application process should be directed to the Black Hills Area Council at (605) 342-2824.

Initials _____



Applicant Statement of Eligibility

Every Scout who desires to work at camp is encouraged to apply

The Immigration Reform and Control Act enacted November 6th, 1986, requires all employers to verify that each applicant is legally eligible to work in the United States. Please read the following statement, fill in your name, and submit non-returnable copies of the documents that certify your right to work in the United States along with a completed application to the Black Hills Area Council, Boy Scouts of America. If you are called to interview, you must present original copies of these (or other) documents at the time of interview.

I, _____ declare that I am legally authorized to work in the United States and have attached photo static copies of documents that prove my eligibility for employment. I understand that any falsification or misrepresentation is cause for discharge.

Date

Applicant's Signature

Scoutmaster Approval

Parental Approval (if under 18 years of age)

Email Address

Social Security Number

Submit the following documents to establish your identity:

- **Driver's License** or similar document issued for the purpose of identification by the State. If it contains your photograph or other identifying information.
- **Social Security Card** unless it contains a statement that it does not authorize employment in the United States.

Please mail your application to:

Black Hills Area Council
Attention: Program Director
144 North Street
Rapid City, SD 57701
www.blackhillsareacouncil.com

The Black Hills Area Council, Boy Scouts of America is an equal opportunity employer.

Initials _____





Black Hills Area Council

Boy Scouts of America

144 North Street

Rapid City, SD 57701

Phone (605) 342-2824

Fax (605) 342-2826

www.blackhillsareacouncil.com

