Directions to Hawk Mountain Scout Reservation

Location: The Hawk Mountain Scout Reservation is located in Schuylkill County, Pennsylvania, just off Route 183. From the South, take Interstate 78 to Route 183 North and cross over Blue Mountain. At the base of the mountain, turn left just onto Blue Mountain Road, follow the signs into camp. From the North, take Route 183 South and make a right turn onto Blue Mountain Road and follow the signs into camp.

Mailing Address

Hawk Mountain Scout Reservation
402 Blue Mountain Road
Schuylkill Haven, PA 17972
2019 Cub Scout Camp Schedules

Satellite Day Camp — Daniel Boone Homestead

   June 17-21
   Wolf-Bear Day Camp 8:30 - 4:00 PM
   Tiger Twilight Camp 6:30 - 8:30 PM

Day Camp — HMSR

   Week 1 June 24 - 28
   Week 2 July 1 - 5
   Week 3 July 8 - 12

Cub Resident Camp — HMSR

   Session 1 July 14 - 17
   Session 2 July 17 - 20

Webelos Outpost — HMSR

   Session 1 July 21 - 24
   Session 2 July 24 - 27
Medical Forms

Parts A and B of the current edition standard BSA Annual Health and Medical Record (AHMR) form are required for ANYONE coming to Hawk Mountain Scout Reservation. This means that each Scout, Adult, and Sibling must have one filled out BEFORE coming to HMSR. Part A must be signed by the parent/guardian of anyone under the age of 18. The form does not require the signature of a doctor and must be within one year of the ending month the Scout is attending camp. These forms are available at the Beaver Family Council Service Center and online at http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx. If accessed via the aforementioned website, download the form in the section “All Scouting Events”. Disregard the “Going to Camp?” section, as that is meant for overnight events lasting 72 hours or more. **New AHMRs are required each year**

The camp maintains a Health Suite which is staffed by a Health Officer at all times. There are local doctors and hospitals on call for emergencies. All accidents must be reported to the Health Officer for documentation purposes, regardless of severity. Please remember our Health Officer provides first aid, not medical treatment.

Advancement

The major intent of the Cub Camping Program is fun! Boys will also learn while enjoying themselves! On the first day upon registration, each Den Leader will be given a Den Binder, and location of a Den Bin, these will have all the necessary documents in them. It will also have the Gray Card for the den, as well as each Scout will receive a personal Passport. These are the tracking/report cards for each den and Scout. Your Pack has the option of accepting these achievements. The Passport should be returned to the Den Bin every day upon closing, and will be sent home with the Scout at the end of the week.
Problems

If at any time during your stay at camp problems arise, please direct any comments to the Program Director or Camp Director. Solutions come from sharing the difficulty. Individual staff members often do not have the ability to solve the problem. Let the leadership team assist you in your needs.

Camp Security

During your stay at camp, you may find that an emergency arises. Emergency plans will be discussed with unit leaders prior to and upon arrival. Emergency phone numbers for the Health Officer and Ranger are posted at the Cub Administration Building and in all Program Areas. Also, residence locations of key staff persons will be shared at the Camp Leaders' Meeting when you arrive. We can request verification of any individual visiting camp. If a Scout needs to be picked up by someone other than parent/legal guardian, we reserve the right to see identification and to check approval from the parent/legal guardian.

Special Needs

Please inform the Reservation Leadership Team in advance of any youth or adults who are physically or emotionally challenged. Knowing ahead of time allows us to make appropriate accommodations.

Dietary Needs

Individuals who require a special diet while at camp should contact the Cub Camping Director at least **two weeks prior** to your attendance at camp.
National and Local Policies

- Packs are required to have **1 adult per den per day** in attendance at camp as long as the den has less than ten Scouts. Your den will be joined with another den in order to meet the two-deep leadership requirements of the Boy Scouts of America.
- Tigers, with their adult partner, may participate in Scout-parent excursions, day camps, pack overnighters, council-organized family camping, or resident camping.
- All vehicles will be kept in the assigned parking area.
- In compliance with Pennsylvania State Health and Safety Codes, no dogs or other pets are permitted in camp during the camping season.
- Any Scout who is absent or a no-show must be verified by a pack Leader at the discretion of the Camp Director.
- Any Scout or adult leader leaving camp at any time other than the day’s end needs to check out at the Day Camp Office prior to departure. Scouts will only be released to their parent or guardian with written permission and proper identification.
- Per National Standards – For males, brief tank suits, such as Speedos are inappropriate. If preferred, males may wear brief tank suits but they must be worn underneath boxer or gym style swim trunks. For females, bikini suits are not suitable.
- Per National policy – **No one 18 and over is allowed in the youth changing area or shower house.**
- Per the National Council Policy on Transportation of Scouts, these are the necessary guidelines:
  1. All drivers must possess a valid license.
  2. All drivers must be 21 years old or older.
  3. The vehicle must have a valid inspection sticker.
  4. A relief driver is a good precaution.
  5. **Minimum Liability Insurance of $50,000-$100,000.**
  6. Truck beds may not carry passengers.
  7. **PA law requires seat belts to be worn. One child per seat belt is required.**
  8. Traffic regulations must be adhered to.
  9. If bus transportation is utilized, proper licensed and certified drivers and insurance verification must be given to the pack leadership.
Schedule

The Day Camp Program day begins promptly at 9:00 AM and ends at 3:50 PM Monday through Friday. Check-in for units begins at 8:00 AM. This is critical to the success of the entire camp, as the start of programs for all Cub Scouts may be delayed. Your daily schedule will be shared with your leaders upon arrival. A leader will check the Pack in and complete the daily roster each morning.

In the event that you cannot make it to camp by 8:30 AM on Monday morning, please notify the Camp Director ASAP by calling 610.780.2881.

All vehicles will be kept in the assigned parking areas. One adult per pack is asked to report to the bottom porch of the Marlin Miller Conference Center to take attendance and receive group assignments and program books.

The following completed items should be turned in during Monday Check-in:

- **Cub Scout Roster**
- **Adult/Sibling Roster**
- **BSA standard Annual Health and Medical Record (Parts A & B) for ALL in attendance that week.**
- **Final Transmittal Form**

Follow the Schedule

The schedule is designed that every Scout can not only work on adventures, but also to have fun as well. It is built on a rotational schedule. Dens, Packs, and Patrols will be able to experience everything during their stay. If there is something that a Scout wants to repeat or do more of, that is what the Open Adventure Program time is for. Average time at a station is about 30-40 minutes with clean up if needed and then moving on to the next Adventure Area. Remember that as Scouts, we leave places better than we found it.

Adventure Sessions

Adventure Sessions are designed to be part of either rank requirements or elective requirements. Immediate Recognition will be used at each of the Adventure Areas (Passport Stamps). The Scouts will be able to take home their individual Passports on Friday. The Leaders will get a full list of completed achievements upon check out on Friday. Den leaders will be Assistant Adventure Staff and assist at each Adventure Area.

Master Schedules are at the end of this guide
**Clothing**

The Scouts/Siblings should wear comfortable clothing suited to the weather conditions. Pack tee shirts are a special way to have your Scouts recognized. Please be sure to mark all clothing articles with name and Pack number.

Camp activities include a lot of walking to the various activity areas. Comfortable shoes are highly recommended. Shoes must be closed toe and closed heel. Sandals, flip-flops and crocs are not permitted unless specified otherwise (example: Nature may recommend sandals for a session spent at the stream.).

**Every day** each Scout must bring swimsuit, towel, and rain gear. A baseball cap is recommended. A light backpack is recommended for carrying personal gear. Each Scout should bring a water bottle.

It is recommended that Scouts label their belongings with their name and Pack number.

**Reminder: Day Camp is conducted rain or shine! Please plan accordingly.**

**siblings**

Siblings are welcome to attend but are guests. Scouts take priority for activities.

**Meals for siblings can be purchased at the beginning of the session. Scouts BSA age siblings can come and be Den Chiefs if they have Den Chief training (Camp Director needs to see the card). They need to be actively engaged as Den Chiefs and be assisting. If there are Scouts BSA siblings who want to come to camp, there is the Scouts BSA Day Program where they can work on merit badges during the day while the Cub Scout is at camp.**
Den and Pack Organization

Day Camp

- Individual dens will be consolidated by programs (same age groups). Dens will move as a group

- No dens will be larger than 16 Scouts

- Den leaders who are attending camp will stay with their dens and be the “Walkers” and assist the Adventure Staff

- On Fridays there will be a Closing Campfire from 2:50 - 3:35 PM

- Open Program is OPTIONAL. Day Camp ends at 4PM every day.

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<td>9:25-10:10 AM</td>
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<td>10:20-11:00 AM</td>
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<td>11:10-11:55 AM</td>
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<td>12:00 - 12:45 PM</td>
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<td>1:55-2:40 PM</td>
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<td>3:45-4:00 PM</td>
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<td>4:00-5:00 PM</td>
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Resident Camp

• Individual packs will maintain their unit integrity. Packs will move as a group
• Pack leaders who are attending camp will stay with their pack and be the “Walkers” and will assist the Adventure Staff
• No dens will be larger than 16 Scouts
• Check In will begin at 1PM on Sunday of Session 1 and Wednesday of Session 2
• Check Out will begin at 11:30 on Wednesday of Session 1 and Saturday of Session 2

Webelos Outpost

• Individual dens will be consolidated, and organized into Patrols. Patrols will move as a group
• No patrols will be larger than 16 Scouts
• Den leaders who are attending the Outpost will stay with their dens and be the “Walkers” and will assist the Adventure Staff
• Check In will begin at 1PM on Sunday of Session 1 and Wednesday of Session 2
• Check Out will begin at 11:30 on Wednesday of Session 1 and Saturday of Session 2
Both Resident and Outpost

Parking & Unloading

All vehicles must be parked in the parking lot. No vehicle will be allowed to go to campsite until a vehicle pass is issued. This pass may be obtained upon check-in. The one vehicle may enter with gear, but must return to parking lot. NO ONE IS ALLOWED TO RIDE IN THE BACK OF AN OPEN VEHICLE.

Check-In

One leader must go to the designated area in the main lower parking lot to register. Please bring the Pack Roster Forms at that time. You will then be directed as to where you should proceed to next.

Leader Meeting

A leader meeting will be held. The location and time will be announced at check-in. Important information about your stay will be addressed at this meeting. Make sure one leader is in attendance. This is mandatory and necessary to your camping experience. Please be prompt!

Cracker Barrel

On the evening of your arrival, there will an opportunity to meet the staff and enjoy a snack together. You are invited to bring board games or table games to play at this time.

First Meal

The first meal at camp will be dinner on Day 1

Last Meal

The last meal at camp will be breakfast on Day 4

Uniforming

Field Uniforms (Class A) are strongly encouraged for dinner and evening flag ceremonies.
# Cub Resident and Webelos Outpost Master Schedule

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<tr>
<td><strong>Day 1</strong></td>
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<tr>
<td>7:00 AM</td>
<td>7:00 AM</td>
<td><strong>Polar Bear Plunge</strong></td>
<td><strong>Polar Bear Plunge</strong></td>
<td><strong>Polar Bear Plunge</strong></td>
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<tr>
<td>7:30 AM</td>
<td>7:30 AM</td>
<td><strong>Pack Servers to Dining Hall</strong></td>
<td><strong>Pack Servers to Dining Hall</strong></td>
<td><strong>Pack Servers to Dining Hall</strong></td>
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<tr>
<td>7:45-8:00 AM</td>
<td>7:45-8:00 AM</td>
<td><strong>OPENING</strong></td>
<td><strong>OPENING</strong></td>
<td><strong>OPENING</strong></td>
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<tr>
<td>8:00-8:50 AM</td>
<td>8:00-8:50 AM</td>
<td><strong>BREAKFAST</strong></td>
<td><strong>BREAKFAST</strong></td>
<td><strong>BREAKFAST</strong></td>
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<tr>
<td>9:00-9:45</td>
<td>9:00-9:45</td>
<td><strong>Achievement Adventure Session</strong></td>
<td><strong>Achievement Adventure Session</strong></td>
<td><strong>Chapel</strong></td>
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<td>9:55-10:35 AM</td>
<td>9:55-10:35 AM</td>
<td><strong>Achievement Adventure Session</strong></td>
<td><strong>Achievement Adventure Session</strong></td>
<td><strong>Open Program</strong></td>
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<tr>
<td>10:45-11:30 AM</td>
<td>10:45-11:30 AM</td>
<td><strong>Achievement Adventure Session</strong></td>
<td><strong>Conservation</strong></td>
<td><strong>Achievement Adventure Session</strong></td>
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<tr>
<td>11:30-12:00 PM</td>
<td>11:30-12:00 PM</td>
<td><strong>Pack Time</strong></td>
<td><strong>Pack Time</strong></td>
<td><strong>Pack Check Out</strong></td>
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<tr>
<td>12:00-12:45 PM</td>
<td>12:00-12:45 PM</td>
<td><strong>ADVENTURE</strong></td>
<td><strong>ADVENTURE</strong></td>
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<td>1:00-3:00 PM</td>
<td>1:00-1:45 PM</td>
<td><strong>LUNCH</strong></td>
<td><strong>LUNCH</strong></td>
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<td>4:00-6:00 PM</td>
<td>1:55-2:35 PM</td>
<td><strong>Achievement Adventure Session</strong></td>
<td><strong>Achievement Adventure Session</strong></td>
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<td>5:30 PM</td>
<td>2:45-3:30 PM</td>
<td><strong>Achievement Adventure Session</strong></td>
<td><strong>Achievement Adventure Session</strong></td>
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<tr>
<td>5:45 PM</td>
<td>3:40-4:25 PM</td>
<td><strong>Conservation</strong></td>
<td><strong>Achievement Adventure Session</strong></td>
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<tr>
<td>6:00 PM</td>
<td><strong>DINNER</strong></td>
<td>4:30-6:00 PM</td>
<td><strong>OPEN PROGRAM</strong></td>
<td><strong>OPEN PROGRAM</strong></td>
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<tr>
<td>7:00 PM</td>
<td><strong>Program &amp; Safety Orientation</strong></td>
<td>5:30 PM</td>
<td><strong>Pack Servers to Dining Hall</strong></td>
<td><strong>Pack Servers to Dining Hall</strong></td>
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<tr>
<td>8:00 PM</td>
<td><strong>Opening Campfire</strong></td>
<td>5:45 PM</td>
<td><strong>Flag Ceremony</strong></td>
<td><strong>Flag Ceremony</strong></td>
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<tr>
<td>6:00 PM</td>
<td><strong>DINNER</strong></td>
<td><strong>DINNER</strong></td>
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<tr>
<td>7:00 PM</td>
<td><strong>Camp Activity</strong></td>
<td><strong>Closing Campfire</strong></td>
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