

BSA TROOP 649 SUMMER CAMP 2023

July 9-15, 2023

Hawk Mountain Scout Reservation

402 Blue Mountain Rd
Schuylkill Haven, PA 17972
Phone: (570) 754-7552

MAR 31	deposit due (\$150 per youth Scout, \$100 per adult Scouter) (deadline to receive \$25 discount per camper)
ASAP	scout merit badge requests due (must be discussed between scout and Advancement Chair or Scoutmaster before submitting)
APR	call doctor to schedule your scout's physical (signed form due JUN 12th)
MAY 8	final payment due (\$290 youth, \$75 adult) (after this date, additional \$25 cost)
JUN 12	all forms turned in at Troop meeting (signed by parent, signed by physician)
JUN	scout's complete their merit badge prerequisites

Cost for a fun-filled week at Troop 649 Summer Camp is only \$465 for Scouts and \$190 for registered Adult Scouters. If payment in full for all troop participants is received by MAY 8th, there is a \$25 discount per person (making the cost **\$440 for Scouts and \$175 for Adult Scouters**). This fee covers camping, meals and most activities. Some classes have an additional materials/activities fee, which is payable by the May 8th deadline. See list below for specific Merit Badge class fees.

1. **Requests for Merit Badge classes/activities** — Fun! Challenging! Interesting! Consider things that can best be experienced or learned at camp. Consider your scouting goals. Consider your interests. Consider new or novel experiences. Scouts will discuss their Merit Badge requests with Troop Advancement Chair or a Scoutmaster during a troop meeting (or at another time arranged in advance)
2. **First Year Campers** will participate in the Pathfinder Program. Exciting, broad program spanning all camp activities and opportunities — climbing, shooting sports, crafts, nature, swimming. Learn skills towards completing rank requirements and earn two merit badges — Nature and Indian Lore. A special neckerchief will be awarded. Pathfinders do not need to select merit badge classes, as they will get to experience all the different program areas throughout the week. Additional \$15 program materials fee for Pathfinders payable by May 8th.
3. **BSA Annual Health and Medical Record** — All youth and adult campers must provide a completed form signed by parent (Parts A and B), **supported by a medical evaluation completed and signed by a licensed physician (Part C)**, completed within 12 months of attending camp (so, after July 16, 2022). Attach copy of Insurance Card (front & back). <https://www.scouting.org/health-and-safety/ahmr/>
4. **BSA Medication/Drug Administration Form** — for any prescription or non-prescription meds at camp.
5. **HMSR Special Dietary Needs form**, if applicable. For requirements due to allergies, food intolerances, or other health issues, as well as those who follow alternate diets for ethical or religious reasons.
6. **Troop 649 Permission Form** signed by parent/guardian.

Packing List will be provided. Scouts should pack their own gear. This is part of their learning scout skills, and helps them to know what they have while at camp. No food (no snacks, candy, gum or drinks other than water in bags or tents) — it will attract bugs and animals. No electronics without prior approval of adult leadership.

Swimming is a critical scout skill for safety and for fun. One of the first things scouts will do at Summer Camp on day of arrival is a BSA Swim Test. All scouts will have access to cool off in the pool at camp with areas designated for their safety. Daily Instructional Swim is offered during the lunch break (for Nonswimmers and Beginners), as well as the Swimming Merit Badge (for Swimmers), providing an opportunity for scouts to improve their swimming abilities.

- **Swimmers pass this test:** Jump feetfirst into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.
- **Beginners pass this test:** Jump feetfirst into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming, and return to the starting place.
- **Nonswimmer** is anyone who has not completed either the Beginner or Swimmer tests. The nonswimmer area should be no more than waist to chest deep.

Merit Badge Classes — Age Restricted

Minimum Age 15

- Lifeguard
- Paddlecraft Safety
- Swim and Water Rescue

Minimum age 14

- C.O.P.E.
- Climbing
- Shotgun

Additional Activity Fees

Pathfinder Program - First Year Scouts only - Activity Fees

\$15 Activity Fee

Merit Bage Classes — Activity Fees

\$5	Archery
	Climbing
\$10	Indian Lore
\$15	Rifle
	Woodcarving
\$20	Basketry
	Leatherwork
\$25	Shotgun
\$30	C.O.P.E.
\$40	Swim & Water Rescue
	Paddlecraft Safety
	BSA Lifeguard