

CAMP MATTATUCK

Program Guide 2020



Join us this summer for the experience of a lifetime
**CLIMBING, BIKING, ZIPLINING, CAMPING,
FISHING, SWIMMING, AND MUCH MORE!**
Visit www.CampMattatuck.org for more info

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Welcome to Camp Mattatuck

Established in 1939, Camp Mattatuck sits on 500 acres of land outside Waterbury, CT. Each summer, Camp Mattatuck runs a Scouts, BSA Resident Camp, Cub Scout Resident Camp, Webelos Resident camp and a Cub Scout Day Camp.

Camp Mattatuck also hosts a variety of seasonal events such as fishing derbies, Klondike derbies, camporees and a Halloween Haunted Woods.

Camp Mattatuck is available year-round for seasonal camping through our cabins, Adirondack shelters and tent sites. We are conveniently located off CT Route 8 in Plymouth, CT, just a few miles north of Waterbury, CT, 90 miles northeast of New York City and 130 miles southwest of Boston, MA.

Camp Mattatuck is part of Connecticut Rivers Council and is supported by the Connecticut Rivers Council through Friends of Scouting donations, solicitation of direct assistance, grants and foundations, Unit Popcorn sales, the Council endowment funds and the Camp Mattatuck Volunteers.

Our summertime contact information is:
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Why Camp Mattatuck

Camp Mattatuck is located in scenic Plymouth, CT where it opened for summer camp in 1939. The camp sits on a beautiful 500 acre property just outside of the city of Waterbury, roughly the midway point between Boston, Massachusetts and New York, New York. Over a five week period in the summer Scouts turn the Camp into home. This includes a Cub Scout Day Camp, Cub Scout Resident Camp, Scouts BSA Day Camp and a Boy Scout Resident Camp. Scouts reside in two or four person wall tents set on platforms with bunks and mattresses in one of our campsites. The Dining Hall provides scouts with three square meals a day prepared by a Chef and their staff.

The available activities are unlike any other. Take a hike down to our shooting ranges and try your hand with our .22 rifles, shotguns, or bows and arrows. For speed take a walk up the hill and try out our mountain boards or take a bike for a spin on one of our many Mattatuck biking trails. Stop by Mohawk cabin and try your hand at baking a cake with the ScoutCraft Staff. If you want to relax go for a leisurely sail around our private lake, or a paddle in one of our canoes. If you're feeling a little more adventurous, visit the world famous Camp Mattatuck Climbing Tower. If you'd rather relax, head to the trading post and grab a soda, slushy, or an ice cream and play a giant game of Jenga or Chess on our jumbo-sized boards. The Nature Center is always looking for the biggest fish, so bring your fishing pole and reel in a big one.

Camp Mattatuck offers something for everyone young and old! Come on by for an experience unlike any other!



What's New

Wheels Department:

At Camp Mattatuck, we strive to continually improve how we offer our programs in the hopes of creating the best experience for each Scout. We've been exploring how to better utilize our BMX, RC, Mountain Biking, and Mountain Boarding areas, leading to the creation of the Wheels Department! (Please see page 14 for more information on this exciting new Department.)

Changes to STEM:

New to the Department this summer is the inclusion of three new merit badges: Programming, Electronics and Robotics. The STEM Department will also have a new location for the Department to call home! (See page 16 for more details)

Additions to the Zip Line Canopy Tour:

To continue the goal of improving program areas, we've added even more lines to the Zipline Canopy Tour, which spans across our second lake, making it a total of 8 zips along the backwoods tour.

Scouts BSA Day Camp

In the summer of 2020 Camp Mattatuck will be introducing Scouts BSA Day Camp. For any individual Scout interested you can enjoy the Camp Mattatuck experience on a day-by-day basis. The day will begin at 8:30AM and run until 5PM. This is a model of Scouts, BSA camping that has been successful in other camps around the US, and we at Mattatuck are looking to expand the options we have to offer each Scout joining us for a summer of fun. (For more information visit page 18.)

Connecticut Rivers Council Dates and Fees



- Early Bird Discount - \$435 (Includes deposit)

A \$50 deposit per named Scout camper is due on March 15, 2020. If paid in full by May 15, 2018 the fee will be \$435.

- Regular Fee - \$460 (Includes Deposit)

If paid in full by May 15, 2020 the fee will be \$460.

- Discounts for Scouts

Encore week (the O.W.N.E Program) \$100 discount. The registration process will require the Scout's other camp/week to be identified. To qualify a scout must have already spent or intend to spend a week in a Scout Camp and the discount applies to a second week at one of the CRC's camps This includes National High Adventure Bases.

- Leader Fees

Fees for extra leaders are calculated at \$120 per week.

- Late Fee

\$495 if paid after June 15th

Webelos Crossovers & New Scouts

These Scouts are always afforded the lowest possible camp fee rate. Because many troops don't know what Webelos will be joining their troop until after the March 15th deposit date, a special registration category will be established for them. This will also include any Scouts who join the troop as new Scouts between March 15th and the beginning of the troop's week at camp.

Camperships

The Connecticut Rivers Council will continue to award camperships to Scouts in need of funds to attend camp who might not otherwise do so. The annual campership fund is limited and fluctuates from year to year. Similar to Webelos crossovers and new Scouts, campership Scouts will also be afforded the lowest possible rate to attend camp. The unit process for paying for these Scouts is to be determined.

Specialty Camp Programs

Registration for all Specialty Camp programs will be accomplished on an individual scout basis. These programs will include Trail to Eagle Week, C.O.P.E & Climbing Week , S.T.E.M Week, and various other daily or weekend programs.

Payments

ALL deposits and subsequent payments for camp MUST be made online through your MyCouncil page on the CRC web site. Payments may be in the form of an E-Check or credit card. There is no charge to the unit using this method of payment.

2020 Connecticut Rivers Council Summer Camp Refund Policy

30 Days prior is full refund. Anything between 2 weeks and 30 days is 50% refund. Within 2 weeks of the

event refund is at the discretion of the event coordinator or staff advisor. Usually only granted in cases of emergency. Unless otherwise stated.

All requests for refund consideration are to be in writing and sent either in the form of a letter or email to:

Connecticut Rivers Council

Attn: Mike Brown

60 Darlin St, East Hartford, CT 06108

860-913-2750



Tuesday Night Program Planning Meeting

This is a pre-camp planning meeting held in the dining hall at 7:30 PM the Tuesday evening before your Units week of Camp. It is very important that your Units Scoutmaster and Senior Patrol Leader attend to plan your week's program(s) so that our staff is prepared for your arrival. A good strategy for making the most of this time is to bring a copy of what you did for program in past years as a reminder of what your unit likes to do. If your Troop is not located within a practical distance for you to attend, let us know and we will take care of scheduling program for you so that you can still have an amazing Mattatuck experience. Should you have to use this option, please send us a suggested list of Programs your troop may be interested in.

You should bring the following to the pre-camp meeting with you:

- ◆ Your Senior Patrol Leader.
- ◆ Completed medical forms for our Nurse to review (you'll get them back that night).
- ◆ Special needs for participants (diets, activities, medical needs, etc.).
- ◆ Scouting spirit, excitement, and a plan.



The Staff



Perks of the Job

- Spend the Summer at Camp
- 24 hrs. off every weekend
- Put the “outing” in Scouting
- On the Job Leadership Training
- Build Friendships that last a lifetime.
- Experience a Summer You’ll Never Forget



The Camp Mattatuck staff is made up of a group of individuals whose goal is to deliver the best program Scouting has to offer. At Mattatuck we are more than simply a staff, we are a family. All of us have been involved in Scouting for many years and we want to create meaningful memories for each and every Scout that joins us for a summer of fun. We do this by facilitating some of the very best Programs Scouting has to offer. Each Program is designed and run by a dedicated member of the Mattatuck Staff. Camp Mattatuck has a lot of fun things to do; we have a BLOB, Ranges, a Nature Center and a Dining Hall. However, nothing can compare to the environment the Mattatuck Staff creates each and every day. As noted before the Mattatuck team is more than just a staff, we are a family. And best of all, we are always waiting Neath the Summit with open arms, ready to welcome every Scout and visitor into our Mattatuck Family we’ve all grown to know and love. If you or any Scout you know would like to be a part of the Mattatuk Staff, please visit www.CampMattatuck.org/Staff for more information.

2020 Theme

Movie Magic At Camp Mattatuck

Week 1: Finding Nemo



Week 2: Toy Story



Week 3: Monsters Inc



Week 4: Lion King



Week 5: Movie Mashup

Once You Arrive

Sunday Afternoon:

Your Troop's guide will bring you on a tour of camp, ending at your campsite. Scouts and leaders get into their swim trunks and get ready for the check-in process. They will walk down to the amphitheater and will meet with another staff member. Medical Forms (signed by a doctor and a parent within the last year) and medication will be distributed from a leader to each of their scouts for a medical recheck by the Camp Nurse. Remember, it is mandatory that everyone must have an annual physical and use the BSA Medical Form. At this time all medication, the troop's medical listing, and all individuals' medical forms must be turned into the nurse. After the medical recheck, it's down to the Waterfront for a boating talk, followed by a swim check.

This swim check covers 100 yards consisting of the following: "Jump into the water feet first then swim 100 yards continuously in a strong manner, with 75 yards on your chest or side and 25 yards on your back in a resting manner." This check is required for all Scouts and leaders who wish to go in or on the water during the course of the week. Other opportunities to take this check can be arranged with the Waterfront Director.

At 4:30 PM the Unit leader and Senior Patrol Leader have meetings with the Camp Director and Program Director. They will meet at the dining hall and relocate from there. It will last about 30 minutes. At 5:50 PM is flag lowering, followed by dinner at 6:00 PM with everyone in Class A uniform. At 6:45 PM scouts talk with their merit badge counselors and hand in their filled out and signed blue cards (Units should have a plan before arriving as to the merit badge sign up procedure). At 7:45 PM in the amphitheater is a mandatory orientation for the Archery and Rifle ranges. Immediately following, there is a campfire sponsored by the staff to introduce themselves and to get the scouts acquainted with camp and its staff.



Check-in starts at 12:45 PM Sunday. Please follow the directions of our parking crew in the lot in order to ensure every one's safety. In the Pine Grove at the end of the parking lot will be a tree with your troop number on it (our parking staff can direct you there). This is where you will meet with your unit. Our Staff Guide will join you shortly. Troops will wait there until all scouts and their Staff Guide are present. Once the entire unit has arrived the leader accompanied by our Staff Guide will see the Business Manager.

Important:

The Business Manager will need: An accurate number of Scouts and adults in camp (Troop roster). Any balance must be paid online at www.ctrivers.org.



Typical Day

The morning starts out with reveille at 7:00 AM, flag raising at 7:50 AM, and breakfast at 8:00 AM. During the morning, Units attend various activities from Nature hikes and Scoutcraft skill activities to Archery and Rifle shooting sessions. Also during the morning is instructional swimming and boating, where every Scout can improve their skills or learn new ones. Other activities include the Adventure Trek Program for Scouts 13+. Visit the CAPE Page (14) for the list of Adventure Treks.

While Units are busy doing all the above mentioned activities, the Camp Commissioner inspects the campsites and rates how clean, neat and safe it is. A Unit's daily goal should be a perfect score of 100. Lunch is at 12:30 PM, followed by options for various other activities including merit badges that run throughout the afternoon.

From 4:00 – 5:00 PM there is open swimming and boating, a time for cooling off and fun. Also available on the waterfront are kayaks and paddleboards for qualified individuals. Open shoot at the archery and rifle ranges, open climbing at the climbing tower (13 years old and over), mountain biking, mountain boarding, and spar pole climbing are just some of the activities going on in this time block for everyone to make some memories with. At 5:50 PM the flag is lowered, followed by dinner at 6:00 PM with everyone in their Class A uniform. After dinner, troops enjoy free time and can do things like water polo, open boating, volleyball, the climbing tower, softball, Frisbee, troop campfires, etc.

At 9:30 PM prayer bell tolls: a time for everyone to remember the 12th point of the Scout Law and reflect upon their day. At this time scouts should be back in their camp sites preparing for quiet hours. All the fun and games will resume bright and early tomorrow.



Department Overview

How to use the Next Few Pages:

Ahead you will find specific programs offered in each department as well as a list of merit badges these departments teach. These lists are launching points for your experience. If there is something you would like to try that isn't listed feel free to contact us and suggest it and we will do our best to deliver that program to you. The Merit Badge time sheet is a separate document that will assist your Scouts in planning a schedule for their personal time and experience at camp.



The Goal of Our Program:

The goal of our schedule at Camp Mattatuck is to allow troops to do what they need to do. No one knows your unit better than **your leaders** and **your Scouts** and therefore the program should be flexible in what **your unit** desires. Some units may want to maximize the potential to earn merit badges, others may want to increase fellowship with their unit, and maybe summer camp serves as an opportunity to train future leaders. Our program allows you to prioritize your focus in the way you chose to schedule. Each Department is unique and strives to deliver the best experience possible for your Scouts.



Our Departments:

- ◆ Nature
- ◆ ScoutCraft
- ◆ CAPE
- ◆ STEM
- ◆ Shooting Sports
- ◆ Waterfront
- ◆ Wheels



Nature

The Nature staff is always on the prowl for the next interesting animal, plant, tree, Scout, cloud, piece of bark, or even rock in the woods of Mattatuck. Feel free to visit them at any time throughout the course of your day. They are always open and always willing to share their knowledge of their Department. Your unit can help them set up displays, perform conservation projects, or simply locate the next teaching tool for other scouts to enjoy. Activities such as nature hikes, trees and shrubs, edible plants, requirements hikes, and Leave No Trace are available. Each week we host a big bug, frog and bug competition. Scouts should bring their big catches to the Nature center for entry into the competition. The Nature Trails are open year round. Go to the Nature Center mailbox to get a guide map for either of them.

The Nature Center also offers fishing poles on a first come, first serve basis. It is always a good idea to bring your own pole if you plan on fishing many times throughout the week. (See the full list of Nature Programs on page 17)



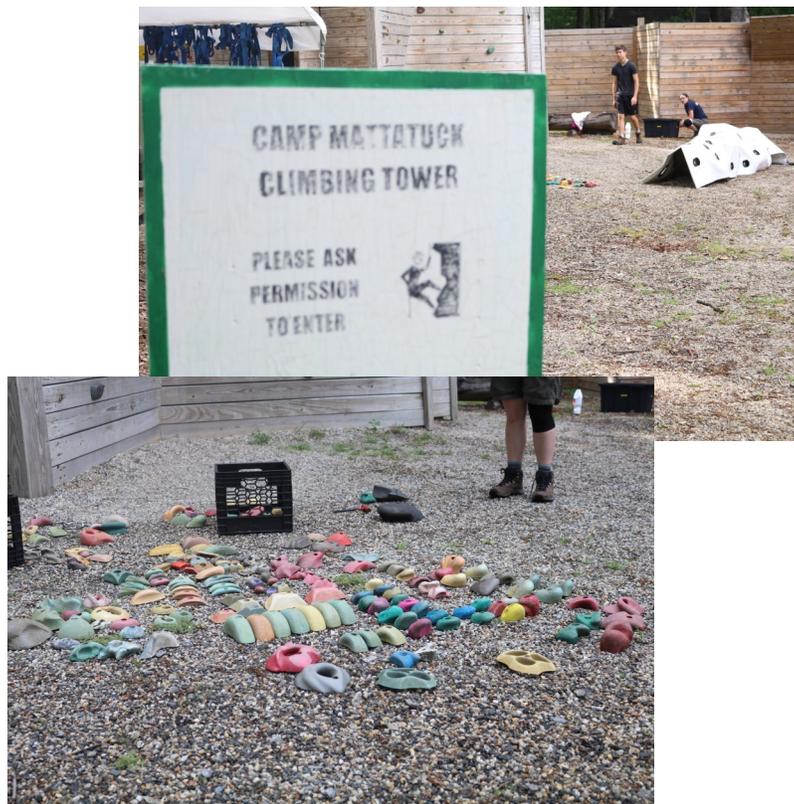
ScoutCraft



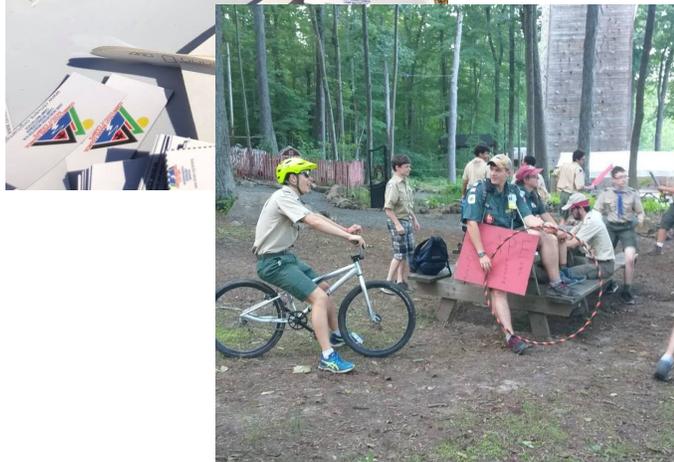
The ScoutCraft area is located around Mohawk Cabin. Here, Scouts can learn and participate in many useful Scout Skills, such as: pioneering, setting up campsites, survival shelters and fires. Scouts can also learn Totin Chip and cooking skills. At ScoutCraft cooking never stops; so come on by, show your outdoor cooking skills, and learn all the fun and delicious recipes of the ScoutCraft Department! Our Gaga Pit is always open and you are more than welcome to come start a game and make some new friends. Come build a fire, shelter, or even help us split some wood in our ax yard. Our ScoutCraft department also hosts cooking competitions, and they construct our weekly campfires. Feel free to stop by and pick their brain's about all types of useful Scouting skills. (See the full list of ScoutCraft Programs on page 17.)

C.A.P.E

C.A.P.E. stands for the Coolest Adventure Program Ever, and is focused on delivering a program to your older Scouts that zeros in on providing them with opportunities to partake in adventures both in and out of camp. It consists of Climbing, COPE, and Adventure Treks. The CAPE Staff strives to create opportunities for older Scouts to see new sights, climb to new heights, and push themselves to the limits of what they are were capable of. With our C.A.P.E. department, every day is a new adventure to explore, a new challenge to conquer, and a new puzzle to solve. (See the full list of CAPE Programs on page 17.)



Wheels



In the summer of 2020 the Wheels Department will make its official debut, featuring all things that have, well, wheels: BMX Biking, Mountain Boarding, Mountain Biking and RC Cars. This new department is simply a new home for programs we've had at camp in the past. With Wheels, it isn't about the formation of a department, it is more about the new opportunities to improve and expand on programs we have already come to love. The Wheels department will feature unique new games for BMX, RC Cars, and Mountain Biking as well as the return of the Mountain Biking Challenge course. This department will also feature exclusive prizes for various programs including the Hot Lap Award for Scouts who can make it around the BMX Course the fastest. We look forward to seeing all of you at the Wheels Department in the summer of 2020. (See the full list of Wheels Programs on page 17.)

Shooting Sports

In these program areas, Scouts are instructed on the safety of shooting. A shooting orientation is provided to all Scouts on Sunday night prior to the campfire so everyone can use these areas starting on Monday, Scouts are shown the proper and safe use of archery equipment, standard targets, as well as action archery, and our field course with 3D targets present challenges to Scouts and leaders. For a number of reasons, Scouts and adults are not allowed to bring any kind of bow or arrow to camp.

The .22 caliber rifle range offers 8 bays for Scouts to improve their marksmanship. Under NO circumstances can anyone bring firearms or ammunition to Camp. Hints from our trained staff will certainly improve a scout's aim. Shotgun shooting and Black Powder will again be offered. These are an older Scout Program with certain qualification that must be met by Scouts. The age restrictions are 14 and older for Shotgun and 16 and older for black powder. There is a charge for using the shotguns, .22 rifles or black powder rifles. (See the full list of Shooting Sports Programs on page 17)



Waterfront

At the Waterfront, our goal as a staff is for everyone to be comfortable in and on the water. Our aquatics staff members are rigorously trained to ensure participant safety, learning, and — most importantly — fun!

At the swimming side, our staff will seek to match each Scout's ability and comfort levels. For those Scouts just learning to swim, and/or those needing aquatic requirements, our staff is on hand to tirelessly work with your Scouts during not only a morning troop instructional swim time, but also during our free swim, every day from 4-5pm. For the more experienced Scouts in your troop, we focus on introducing them to other swimming activities such as flipping off of diving boards using fins and snorkels.

For boating, our staff guides your Scouts in the use of fixed- and sliding-seat rowboats, canoes, sit-in and sit-on-top kayaks, sailboats, and stand-up paddleboards. During open boat every day from 4-5pm and 6:45-7:30pm, fish from a rowboat, attempt the English Gates in a whitewater kayak, or test your paddling skills in our canoe slalom, among other options.

You can attempt a mile swim while at camp. Your unit can sign up for an early-morning polar bear swim, water polo, or blueberry madness, the best wake-up in the camp — the Blob, even go on a fishing trip. After dinner, your troop can sign up to come on down and play water polo, Moby Duck, Blob or play on the blueberry pads — there is always fun to be had at the Waterfront! (See the full list of Waterfront Programs on page 17.)



S.T.E.M



S.T.E.M. (Science, Technology, Engineering, Mathematics) is a program made up of 19 merit badges intended for Scouts of all ages. We bring the cutting edge science and the latest technology to our program. Scouts can take merit badges ranging from Chemistry and Welding to Engineering and Digital Technologies. This department not only helps Scouts explore and enhance their knowledge of these merit badges, but also allows them to learn useful skills they use throughout their futures.

New to S.T.E.M. Department this summer is the inclusion of three new merit badges. In **Programming**, Scouts will learn software terminology, how to develop webpages, and how to complete coding projects, such as video games. **Electronics** includes learning how digital devices work and installing several circuitry components. In **Robotics**, Scouts will design, plan, and build a subsystem for a robot. All three of these merit badges will involve completing a large-scale engineering project i.e. a large robot. Scouts who want to be involved with this project or get involved in their own personal projects such as a video games can do so during open workshop in the afternoons and evenings. We are happy to announce that there will also be morning programs from 9am-12pm. These programs include a Chemistry Instructional where several exciting chemical demonstrations will be shown off, 2nd Class/1st Class First Aid Instructional, Blacksmithing Demonstrations and Improv Games. Make sure that you sign up your Troops at your Program Planning Night! We can't wait to have yet another great and exciting year with every one of you! (See the full list of STEM Programs on page 17.)

Programs by department

Nature:

- ◆ Nature Hike
- ◆ Nature Trail
- ◆ Floata and Fauna
- ◆ Leave No Trace Awareness
- ◆ Edible Plants & Herbal Teas
- ◆ Beyond the Wheel
- ◆ Conservation Projects
- ◆ Fly-Tying

Wheels

- ◆ Troop Rides
- ◆ Bike Games
- ◆ Lost Lake Lunch
- ◆ Rocky Road/BMX Time Trials
- ◆ BMX Ride
- ◆ Mountain Boarding
- ◆ RC Cars

Waterfront

- ◆ Instructional swimming and boating
- ◆ Snorkeling
- ◆ Floata and Fauna
- ◆ Fishing trips
- ◆ Polar bear swims
- ◆ Mile Swims
- ◆ Kayaking
- ◆ Water polo
- ◆ Blueberry madness
- ◆ Blob
- ◆ Moby Duck
- ◆ Sailing
- ◆ Slalom course
- ◆ English gates
- ◆ Extreme Aquatics Tournament
- ◆ Stand-up paddleboards

ScoutCraft:

- ◆ Fire Building
- ◆ Dutch Oven Cooking
- ◆ Lashings
- ◆ Basic Knots
- ◆ Advanced Knots
- ◆ Splicing
- ◆ Knife, Axe and Bow Saw Totin' Chip Skills
- ◆ Matchless Fires
- ◆ Orienteering
- ◆ Flag Etiquette
- ◆ Trial by fire
- ◆ Start Your day the ScoutCraft Way (Breakfast Program)

C.A.P.E

- ◆ Troop Bouldering
- ◆ Bouldering Lunch
- ◆ Troop and Patrol Team-building
- ◆ Slack Line
- ◆ Spar Pole Climbing
- ◆ Troop Climb
- ◆ Adventure Treks

Shooting Sports

- ◆ Archery Orientations
- ◆ Rifle Orientations
- ◆ Shotgun Range / Trap
- Shooting
- ◆ Black Powder
- ◆ 3-D Field Course
- ◆ Water Dunk
- ◆ Troop Shoots (rifle & archery)

S.T.E.M

- ◆ Chess
- ◆ Blacksmithing
- ◆ Welding
- ◆ Improv Games
- ◆ Branding
- ◆ Branding
- ◆ Video game development
- ◆ Advanced wood carving
- ◆ Large-scale Engineering Project



Scouts BSA Day Camp

In the summer of 2020 Camp Mattatuck will be introducing Scouts, BSA Day Camp. For any individual Scout interested you can enjoy the Camp Mattatuck experience on a day by day basis. The day will begin at 8:30AM and run until 5PM. This is a model of Scouts, BSA camping that has been successful in other camps around the US, and we at Mattatuck are looking to expand the options we have to offer each Scout that joins us for a summer of fun.

How will this work?

The Scouts, BSA Day Camp program will run as a provisional program, meaning there will be a group of Scouts that function as their own unit each day. Scouts will arrive at 8:30AM and be placed into their own Scouts, BSA Day Camp unit. That unit will have its own schedule for the morning. Between 11AM and 12PM Scouts will have the option of taking merit badges; they will have another chance to take merit badges between 1pm and 5PM. For Scouts who wish to save merit badges for the afternoon there will be supplemental program offered in the morning between the hours of 9:15AM and 12PM. Examples of programs are Swimming, Boating, Rifle, Archery, Dutch Oven Cooking, and much more. Scouts will depart camp at 5PM each evening. Lunch will be provided each day. This process will repeat Monday through Friday of each week.

Who can do this unique program?

This program is open to all Scouts, BSA age Scouts not Cub Scouts. For more information on Cub Scout opportunities please see the Cub Scouting Program Guides.

What are the fees?

The price will be released soon.



Dining Hall

Seating arrangements in the dining hall are generally 6 Scouts to a table with 1 unit leader and 1 camp staff member. Table assignments and the operation of the dining hall will be covered at the Sunday 4:30PM Scoutmaster meeting. Arrangements for your cookout (menu, supplies) must be made through the Dining Hall steward. The requisition form must be turned into the steward by breakfast Monday so that we can be sure to have everything on hand. Should any Scouts have any dietary restrictions (medical, religious, and allergic), we will accommodate them. During check-in Sunday, they should inform the Camp Nurse of any such restrictions and she will notify the dining hall.



Troop / Patrol Campsite Cooking:

We encourage each Troop to cook out at least once during their week. This allows Scouts going for First Class to complete some cooking requirements. To cook out, stop by and discuss with the Dining Hall Steward what you need by filling out a requisition form at least 48 hours in advance. If your Troop has its own equipment, go ahead and bring it. It is logistically easier that way. If you have any secret recipes and need a taste tester, our Staff is always willing to help!

Trading Post

Our Trading post sells the gambit of Camp Mattatuck swag from hats, t-shirts and sweatshirts so you can show your Mattatuck pride year round. Sometimes during camp you need an afternoon pick me up in the form of Candy, Ice Cream, Soda, or maybe a Slushy. Stop by and pick up a snack or merchandise during the hours below.

Sunday 1 PM– 5 PM, 6:30 - Campfire

Mon, Tues, Thur, Fri. 9 Am– 11Am, 1:00-5:00 6:30-8:00

Wed 9 AM—11 AM 1PM– 8PM



Health Lodge

Health Lodge:

Camp Mattatuck's Health Lodge is covered 24 hours a day by a certified medical professional. If a Scout or adult has to take medication during camp, the Camp Nurse must dispense it (State of CT rules for youth camps). **All** medication for Scouts and adults should be checked in during the medical check on Sunday. The Nurse will dispense all medication in camp.

Immediately following meals is the normal time for medicine distribution. If a Scout is seriously injured, send two messengers to the health lodge and aid will be sent to you. Do not attempt to move a seriously injured person. If during the evening a person should need to go the health lodge, remember the buddy system. The escorts should be older Scouts, preferably adults (Reminder to follow all YPT guidelines). Just in case the Scout stays at the health Lodge for the night, there should still be buddies for the walk back to the site.



Medication in Camp:

The Connecticut Department of Public Health is very stringent with what campers may and may not have in their possession while at camp. All prescription medications must be in original pharmacy containers labeled with name of patient, date prescription was filled, pharmacy phone number, name of medication, dosage and schedule for taking, prescribing doctor and expiration date of medicine.

This is especially important for controlled drugs like Ritalin and mood-changing drugs like Prozac. NO MEDICATION is allowed in zip-lock bags or little jars or envelopes with the Scouts name or "take yellow pill once a day" labeled on it. This is for prescription and over-the-counter drugs alike. Scoutmasters should also have a dosage schedule for each scout so that they can remind the scout to take their medicine.

Pharmacists are very good about making a labeled pill bottle for parents who prefer to send only what is needed for the camp period both over-the-counter and prescription drugs.

State regulations require that no prescription or non-prescription medication be administered without current, annual, written, parent and MD permission. Parent permission and other state-required information such as allergies, side effects, and start/stop dates must be obtained for each medication. Please fill out a separate State of CT form for each medication taken at camp; it is similar to those used by most schools.

We ask that those with serious allergies requiring emergency medications have an action plan completed by their physician. Most allergists are familiar with these plans. If the doctor does not have a standard form for this purpose, a sample can be downloaded from the above website also. It must contain the MD and parent permissions mentioned above.

Scoutmasters may have first-aid kits at the campsites but the nurse, with no exceptions, MUST see all injuries.



Medical Forms

Medical Form Checklist

It seems medical forms are by far the largest hurdle a Unit faces in preparations for Summer Camp. We offer the following suggestions and a checklist for checking forms.

Start early! Most Doctors require an appointment for physicals. The more time you give your parents, the easier the process is.

Everyone must have a physical every year using the new BSA Medical form. Regardless of age, all scouts and adults are required to have a physical every year. This must include the entire week at camp.

Get a Troop Committee member to oversee the whole Medical Form process for your unit (maybe a RN or EMT if you're lucky).

Get medical forms as early as possible to check them. Waiting until Sunday while you're trying to check-in to camp puts a lot of strain on leaders and parents alike.

All medication is turned in to the Nurse in pharmacy containers, each with a State medication form. The Nurse will decide what Scouts and Leaders may have with them in the campsite.

Make a copy of these medical forms, camp will not be giving back forms handed in on Sunday (you keep the master, give us the copies).

Let Us Help

Bring your medical forms on your Tuesday Night Program planning meeting and let us take a quick look.

Check Medical Forms for the following:

- Make sure that everything is filled out, Part A, B, C, and D, including the emergency phone numbers. If parents are going away, who can make medical decisions for the child/person?
- Current Parental Signature: Parents must sign every year.
- Immunization record is filled out.
- It must be good for the entire week at camp, not just 4 of the 6 days.
- All medication in camp must be on the medication form and signed by both the parent and doctor. Medication must be in a pharmacy container when brought to camp.

To get a copy of the BSA Medical Form Visit www.CampMattatuck.org/SummerCamp and scroll to the bottom of the page.

The image shows a collage of several BSA medical forms. The most prominent ones are:

- Part A: Informed Consent, Release Agreement, and Authorization**: This form includes fields for the participant's full name, date of birth, and high school status. It contains a detailed consent section where the parent/guardian agrees to the participant's participation in BSA activities and releases the BSA from liability.
- Part B: General Information/Health History**: This form includes a table for recording allergies and medications. It also has a section for immunization records with columns for type of vaccine, date, and provider.
- Examiners' Certification**: A section where a medical professional certifies the participant's fitness for participation in BSA activities.
- Immunization**: A detailed table for recording various immunizations such as Tetanus, Polio, MMR, and Hepatitis.
- Allergies/Medications**: A table for listing current and past allergies and medications, including the name, dose, and frequency.

Mattatuck Volunteers



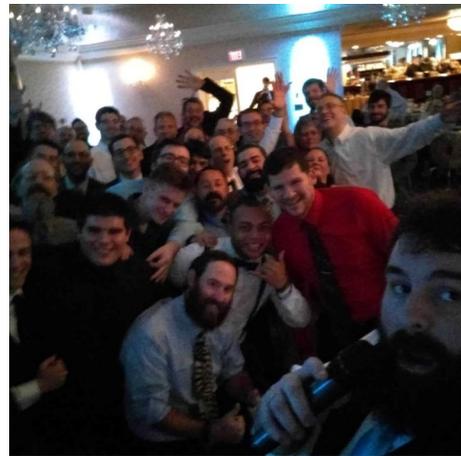
- The Mattatuck Volunteers were formed in 1981 as a result of discussions we had at an Order of the Arrow weekend. There were a good number of adults there that weekend, and we decided to form our own organization for the following reasons: We were concerned that if there was too much adult involvement on the O.A. weekends the boys would lose leadership opportunities.

- We wanted to work on more advanced projects
- We wanted to raise funds for those projects.

A similar group in the Quinnipiac Council was used as a model. They offered camp scholarships to boys, and we adopted this idea at first but lost interest after the first year. Our first Chairman was Stanley Abromaitis, who served from October 1981 to January 1982. Barney Surprenant took over from there and capably led the group until his death in January 1999.

Our first project was an ambitious one, the camp amphitheater. Originally built in 1955 with benches raised on wooden posts, over the years the benches had been reduced to simple oak slabs lying on the ground, providing uncomfortable seats for parents and Scouts. With financial and other support from the Waterbury Rotary Club, the Volunteers spent numerous weekends in 1982 and 1983 digging holes, pouring cement, and building the raised benches we have today.

Numerous smaller projects followed. We also have funded purchases not included in the camp budget.



Camp Mattatuck Gala

The Camp Mattatuck Gala continues to support the Mattatuck Volunteers whose mission to continually improve Camp Mattatuck for future generations. All support of this event goes directly to Camp Mattatuck. There will be a cocktail hour, dinner, open bar, dancing, and a silent auction. Our first three years were a success and we hope year 4 is even bigger!

Visit www.CampMattatuck.org/Gala for more information.

Campfires

Sunday Night Campfire:

Sunday night in the amphitheater at 7:45 PM, our Archery and Rifle staffs will give short orientations for both ranges to allow for more shooting time when you arrive at the ranges during the week. This orientation is followed by our Sunday Night Campfire. This fire is designed to introduce the Scouts to the Camp Mattatuck Staff. The Songs, Skits, and Cheers will be performed by our Staff for your viewing pleasure. Each department will also have an opportunity to introduce themselves to you. This helps energize Scouts for their week ahead. At the end, after things have slowed down, our Camp Director reminds us that we are all Scouts, shares some words of wisdom for our week, and reminds us to be reverent and respectful. Prayer Bell is at 9:30PM and Lights Out is 9:45PM.



Parents Night:

Wednesday night is parent's Night. Because camp and unit programming is going on, during other times in the week, we ask that visitors and parents only come up on Wednesday night. Parents are invited to come up any time after 4:30 PM. Picnic tables are available in the Picnic Grove on a first come-first serve basis. Scouts can eat with their parents at these tables. We also have a cook out dinner that will be served from 4:30PM to 7:00PM on the front porch of the dining hall for \$10 a head. Scouts and leaders who are attending Camp for the week are already included. Afterward at 8:00PM, the Scouts and staff put on a camp wide campfire for the parents. Come up and join in on the fun, singing, cheers, stunts, and skits. You never know what lunacy the scouts and staff might be up to. Remember: "You're never too old to embarrass yourself."

Troop Campfires:

At each site there is an area provided for Troop campfires. For any Troop campfire our staff is willing to visit your site and join in with your program. Scouts should invite their favorite staff members up for a campfire. It is our hope that Scouts will cherish the times spent in the company of good friends. Campfires can provide memories that last a lifetime! We encourage troop campfires on Monday, Tuesday, Thursday or Friday nights.



Merit Badge Guidelines

Merit Badge Guidelines:

Merit badge sign-up is held Sunday at 6:45 PM in the Picnic grove. Counselors for all the badges will be on hand to answer questions and take the application for merit badge (blue card) which should be filled out completely and signed by the Scoutmaster. This is keeping with the rules as published in the BSA Advancement Guidelines. At the end of the week, troops will receive a packet containing the Scouts' blue cards. The camp retains a record of the badges earned. To help your Scouts in earning merit badges, we offer the following suggestions that you may wish to include in your camp planning.

Requirements are changing all the time, sometimes after this guide is published. Units can consult www.meritbadge.org to verify the up to date requirements and changes. Make sure the scouts understand these changes and that this is what will be expected from them. See to it that each Scout has not only thoroughly reviewed the requirements of his sought after badge, but prepared himself before leaving for camp.

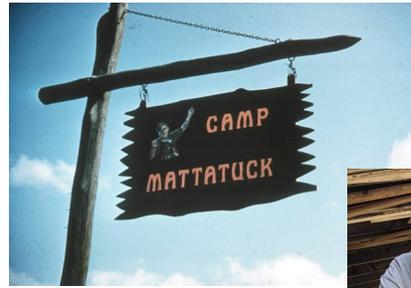
Don't allow over scheduling. We set no limits on the number of badges a Scout can attempt, but sometimes their desires are bigger than their time or abilities.

Scouts are in camp for many things other than merit badges, and they shouldn't miss out on other opportunities. Knowing their capabilities, you can guide them in being realistic and having a positive experience.

Many merit badges require work to be done outside of camp. Please review these requirements with the Scout. Have the Scout complete time-requiring portion of requirements prior to camp. Make sure that they have written verification with them. For example Reptile & Amphibians, Personal Fitness and Astronomy require weeks of observation and documentation. Camping requires days and nights of short term camping. Cooking requires previous meal planning and meal preparation.

See that the badge makes sense. Wilderness Survival (Scouts need to be 1st class), Camping, Lifesaving, Cooking, Climbing, Shotgun, Whitewater and Astronomy are just some examples of badges not meant for younger Scouts whatsoever. Please don't allow a Scout to take a badge so far over their head that they have a rotten week.

Some merit badges are more difficult than others. Please have your Unit Advancement Committee review the requirements of badges and help guide Scouts toward appropriate badges that they can have success with during their week at camp.



READ ME:

Please note that some merit badges require Scouts to have specific materials for the badge. Leatherwork and Basketry require purchase of materials from the trading post. COPE requires long pants for some activities. Camping merit badge requires one backpack per Scout. Photography merit badge requires a digital camera. Welding and Metalwork require jeans. Please review the requirements of each badge so scouts have the proper materials and equipment with them when they arrive at Camp.

Weekly Occurrences

Friday Morning:

Friday mornings at Camp there are typically additional programs that supplement merit badges, or other programs. These include the Camp Mattatuck Triathlon, JOAD (Junior Olympic Archery Development) program from 9 - 12 at the archery range, the Whitewater merit badge scouts trip down the Farmington River, and the Golf Merit Badge trip. Adults are needed to transport scouts to and from the river and the golf course. Let the Program Director know if you can help. Because of all these activities, Scoutmasters will want to pay attention to their available people-power.

Quiet hours and lights out:

The Grover Memorial Bell will toll 12 times at 9:30 every evening, one for each point of the Scout Law. During this time we ask that the Camp stop and reflect in silence about the 12th point of the Scout law. By now, all Scouts should be in their campsites. Taps is sounded at 9:45 PM. Lights out -- all quiet. Quiet hours are 9:45 PM till 7:00 AM.

Camp Mattatuck Cardboard Boat Race!

When?

Friday Night at 7:00pm

Thursday Night at 7:00pm (Week 5)

How do we get supplies?

Go to the camp office and we supply you with 2 sheets of cardboard, and 1 roll of duct tape!

Do we have to make a boat?

Yes, it must be a vessel that you can sit in!



Conservation /Service Projects:

While at camp, we encourage all units will sign up to perform a conservation or service project. This helps us keep the camp green and clean. Furthermore, Scouts can use it toward their Second Class, Star, or Life rank. The Camp has a list of many projects to choose from or your unit could suggest one for possible inclusion. Possible undertakings include trail clearing, rock removal from campsites and trails, making brush piles for animals, or water erosion control.

Court of Honor:

Saturday morning, directly after breakfast is the camp Court of Honor. (Saturday evening @ 7:25pm week 4) This event is where camp and departmental awards, as well as any unit awards are given out. It's also a great place to tell your parents to meet you to pick-up their scouts. Pick-up time should be planned for 9:15am.

First Year Camper

First Year Camper Opportunities:

There are camp staff members specifically set aside to take care of the needs of younger Scouts. Most of these opportunities take place Monday through Thursday evenings. Scouts can work on the outdoor skill requirements for Tenderfoot, Second Class, and First Class with our Scoutcraft department on Tuesday evening. Monday evening they can work with our Nature staff on plant and animal identification. Thursdays are the Waterfront skills that relate back to these specific Scouts needs. Since you know the strengths of your Scouts and Troop best, our Scoutcraft, Nature, and Waterfront departments can assist in teaching the skills that your unit requires. Our staff will not sign requirements off, but will teach the skills. The boys can then come to you for the final check/sign off. If the timing does not work, feel free to ask for specific requirements with our departments and they will do their best to accommodate you.



Leaving Camp

When the Troop checks in on Sunday, the leader should hand in a list of any Scouts and/or adults that will be coming up or leaving, and what day and time. Also, remember that anyone, including adults, staying in camp for even one night must have a current (up to date) medical form filled out and on file at the Health Lodge. The State of Connecticut, Camp Mattatuck, Connecticut Rivers Council, and Boy Scouts of America are very concerned with the safety of the youth in our care. Therefore, when a Scout is signed out of camp, a unit leader must be present with the Scout in the camp office so the Staff sees that the Troop is aware the Scout is leaving and to help verify who is picking up the Scout. Additionally, the person picking the scout up may be asked to present a picture form of ID (driver's license). Please let parents know about this policy so that nobody is surprised by it or the time it may take. After all, it is for the safety of the Scouts.



Checkout:

Pickup is at Camp Mattatuck about 9:15am Saturday after the Court of Honor. Your Troop Guide who checked you into Camp on Sunday will check you out of your site. When a troop knows all of its Scouts have a ride home, the Unit Leader must sign out the unit at the office, so we know you have left.

Administrative Details

Sunday Morning Vehicles In Camp:

Sunday Morning unit leaders will have an opportunity to “Move-In”. From 9:00 AM to 11:30 AM on Sunday morning, unit leaders may bring up to two vehicles at a time to the campsite with equipment to support their week at Camp. With 12 campsites and 2 vehicles per site that could put 24 vehicles on the camp road. If you have more than 2 vehicles, then you can rotate them. After one leaves the campsite and returns to the parking lot then another can go in to the site. For obvious safety reasons, we cannot allow your scouts to walk on the camp road at this time. The adults may have Scouts with them (following all YPT guidelines), that’s OK but they must be with the adult at all times. No one is allowed to ride in the bed of a pickup or trailer (1 person per seat belt). All vehicles must be back to the parking lot no later that 12:00pm. Drive out slowly, even when you get to the paved road in front of the office. All vehicles must be off the roads when the Scouts start going to their campsites. If a unit has a trailer they wish to have in the campsite for the week, check with the Camp Director. For Saturday morning checkout, vehicles will be allowed on the roads from 6:00 -7:30am and from 8:00-8:15am or after 10:00am. All safety rules still apply.

This courtesy has been extended to allow leaders to move in and setup unit equipment prior to the Scouts’ arrival. This does not mean the entire unit arrives earlier or moves in. The unit must remain in the Pine Grove until 12:45pm when check-in begins and then only as a unit will they go to the campsite.

Restrictions

There are certain things not allowed at Camp for the health and safety of everybody, including:

No pets (This includes check-in)

No alcohol or drugs

No mini-bikes or personal bicycles

No smoking in front of Scouts

No personal firearms, ammunition

No personal archery equipment

No fireworks

No bare feet walking around camp

Youth Protection:

For adults, Youth Protection Training is offered online by the National Council any time year round. Access it through your “My Scouting” account. Please take this training at home so that you can spend time at camp doing all the great outdoor activities that Camp Mattatuck has to offer.



Emergencies:

If a serious problem occurs outside camp and a Scout or adult needs to be reached, the Camp Office should be called. The number is (860) 283-9577 and a message will be given to the person when they are located.

When you arrive at camp, you will receive information in the use of the Troop fireguard plan and the various Emergency Procedures used at camp. Scoutmasters are expected to maintain control of Scouts at all times. The Camp Director must be notified immediately of any emergency. Go to the Camp Office or the Health Lodge to do so.

ScoutMaster Information



Adult Leader Training:

- ◆ Safe Swim Defense
- ◆ Safety Afloat
- ◆ Climb On Safely
- ◆ Trek Safely
- ◆ Leave No Trace Awareness
- ◆ Aquatic Supervision, Swimming and Rescue
- ◆ Aquatic Supervision, Paddle Craft Safety
- ◆ IOLS

IOLS Training Schedule:

Monday - ScoutCraft 2pm-3:30pm (ScoutCraft)
Tuesday - First Aid 2pm-3pm (Picnic Grove)
Wednesday - Nature 10am-11am (Nature Center)
Thursday - ScoutCraft 2pm-3:30pm (ScoutCraft)
Friday - CAPE 2pm-3pm (Tower)

Unit Leadership:

Units in camp must be under the supervision of their adult leaders and must have at least two leaders in camp at all times. Two leaders must be at least 21 years of age and all leaders must be approved by the unit's Chartering Organization. Although we know it is difficult for an adult to take a week to come to Camp, to do otherwise is tough on the Scouts. We must ensure that each Scout has a positive experience. That happens only when a full time leader is there. We take a great deal of time to explain camp, its' operation and program. When a Troop has rotating leadership, the troop suffers and new leaders don't know what to expect.

Special Skills:

Do you or other adults in your troop have special skills or talents that could enrich the program we offer? If you do and are willing to share time and talent during the week you are at camp, we can work out a schedule that will permit you to attend to your duties as a unit leader, as well as sharing your skills with Scouts from other Troops. Some Scoutmasters help with the morning activities or with an afternoon merit badge. These valuable adults help lower our teacher to Scout ratio and bring a special aspect to their experience. Other adults spend the week learning skills they always wanted through the merit badges offered. Please help us and take advantage of what we have to offer. Come on and give it a try!

Mail

Mail is delivered every day to camp (usually in the afternoon). Scoutmasters may check anytime.

The mailing address is:

(Scout's name)

(Campsite), Troop ???

Camp Mattatuck

221 Mt. Tobe Road

Plymouth CT. 06782

Equipment

Troop Equipment:

Suggestions for your troop equipment.

- ◆ Propane Lanterns for site and latrine
- ◆ Small Tents if scouts need camping requirements
- ◆ Troop Records
- ◆ Troop Flag
- ◆ Poles for lashings and gateways
- ◆ Rope and Cord
- ◆ Scoutmasters Handbook
- ◆ Troop Library (check for needed merit badge updates)
- ◆ Cooking Equipment (especially if you're doing any cooking-out)
- ◆ Other Equipment as needed, remember "Be Prepared"



Personal Equipment:

Here is a suggested list for scouts. Double check the list carefully. Add any items you feel are important. We suggest that each item of clothing be labeled with name and troop #.

CLOTHING and BEDDING OPTIONAL:

- ◆ Complete Scout Uniform
- ◆ Camera
- ◆ Comfortable Hiking Shoes
- ◆ Insect Repellent
- ◆ Extra Shorts or Pants and Shirts
- ◆ Musical Instrument
- ◆ Daily Change of Underwear and Socks
- ◆ Mess Kit and Canteen
- ◆ Handkerchiefs
- ◆ Bible or Prayer Book
- ◆ Swim Suit
- ◆ Fishing Tackle
- ◆ Raincoat or Poncho
- ◆ Sewing Kit
- ◆ Pajamas
- ◆ Sweater or Jacket

Please leave at home radios, comic books, game systems, MP3 players, TVs, etc. Articles such as these tend to detract from the scouting atmosphere that should prevail in a Scout Camp.



MUSTS for a comfortable week:

- ◆ Sneakers
- ◆ Flashlight w/ extra batteries
- ◆ Sleeping Bag or 3 Warm Blankets
- ◆ Scout Handbook
- ◆ Pillow
- ◆ Pencil, Pen, & Pad
- ◆ Sheet or Mattress Cover
- ◆ Compass
- ◆ Merit Badge class work
- ◆ Money for the Trading Post

Toiletry articles:

- ◆ Tooth Brush and Toothpaste
- ◆ Hand Towels
- ◆ Bath Towels
- ◆ Wash Cloth
- ◆ Comb, Brush, and Mirror
- ◆ Soap & Shampoo

Some Items may be available for sale at the Trading Post.



In Closing

Final Note:

The Program Guide is the first step towards an amazing Camp Mattatuck experience. Looking at what awaits us this summer, this first step is a big one! Whether attending Day Camp or Resident Camp, every Scout that attends Camp Mattatuck is sure to have a great experience they've never had before. Scout Camp is a very important first step into the world of Scouting for all Scouts. It is also a good first step in becoming a great citizen of this world. The Scouts that go to Camp Mattatuck are left with amazing memories and skills that last a lifetime. Together we will setup the future of Scouting, and this world for success, plus have a lot of fun doing it. We are stronger when we Scout On together. See you real soon!

Yours in Scouting,
Noah Cross
Camp Mattatuck, BSA
Reservation Program Director

