



Camp Mattatuck

Cub Scout Resident Camp Program Guide

2018

More fun than imaginable
awaits YOU at one of the
greatest Boy Scout Reservations
the BSA has to offer!

Come join the fun and #ScoutOn with us!



Letter from the Director of Cub Scouting

Welcome to Camp Mattatuck,

The Program Guide is the first step towards an amazing Camp Mattatuck experience. As Scouts our goal is to develop Character, Citizenship and Fitness in future world and local leaders. We strive to instill the values of the Scout Oath and Scout Law, while becoming a member of our camp community and participating in numerous facets of outdoor adventure, ranging from hiking our trails and sailing our lake, to climbing our tower. Finding a home at camp is up to you. The Adventure is waiting.

This guide is your gateway to adventure. It may assist you in planning your week, introducing you to our programs, or demonstrating the basic schedule of what a day at camp may look like. There are a number of changes, so look carefully. You'll find most of the programs we will offer this summer listed inside, additions may be made so stay tuned. Our staff strives to deliver on service with a smile, while maintaining safety. If you have questions about our program offering or would like to try something new please feel free to suggest it to us and we will do our best to deliver it to you.

We can be found on the Internet through www.campmattatuck.org. More information and resources, including on-line registrations and payments are available on the Council website: www.ctrivers.org.

Our summertime contact information is:

Camp Mattatuck

221 Mount Tobe Rd.

Plymouth, CT 06782

Tel 860-283-9577 Fax 860-283-9577

Our Camp Director, Jeromy Nelson, can be reached at
(203) 725-1209 or Jeromy.Nelson@scouting.org

We are eagerly awaiting you joining us, 'Neath the summit of Mt. Tobe.

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Yours's In Scouting,

Noah Cross

Director of Cub Scouting

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What's New ?

Themed Camp Fires

Our themed campfires will include: fun games, glow in the dark glasses, bracelets and necklaces, s'mores/other snacks and much more!

Extra Shooting Times

In collaboration with our Day Camp Shooting Sports facilities, we have the ability to double the amount of Ranges offered to the Resident Camp Groups!

Lost Lake Fishing Trip

A Lost Lake fishing trip includes a nice hike through the least used parts of Mattatuck followed by a fishing trip in your group's very own private lake!



Wednesday Night Barbeque

Our visitor night will be offering a barbecue served by our dining hall and Camp Staff. This will be available from 4:30pm to 7:30pm for scouts, their families and other guests. The menu includes burgers, hot dogs, corn, and watermelon. Tickets are \$10 per head (Scouts & adult leaders are included with the cost of their week at camp) for an all you can eat buffet. If not Having dinner via dining Hall, parents can bring dinner and are asked to arrive around 4:30pm, the Campfire will kickoff at 8:00pm sharp.

Cub Scout Adventure Program

The Cub Scout Adventure Program takes a literal effect at Camp Mattatuck. Scouts will Adventure through all of Mattatuck's great departments while completing requirements towards earning Adventures. During the week at camp Scouts have the opportunity to earn a minimum of three Adventures.

\$100 DISCOUNT FOR A 2nd or 3rd WEEK OF CAMP

This special discount can be applied to most Connecticut Rivers summer camp program. The first week is paid at full price; the second week has the \$100 discount. What a great way to experience camp some more; take some new merit badges or programs.



Connecticut Rivers Council – Dates and Fee's



Fee's for the 2018 Season

■ Early Fee - \$415

A \$50 deposit per named Scout camper is due on March 7, 2018. If paid in full by May 15, 2018 the fee will be \$415. Payments received after May 15th, 2018 will be charged a late fee of \$50 making the total fee \$465.

■ Regular Fee - \$440

A \$50 deposit per named Scout added to your camp roster after March 7, 2018. If paid in full by May 15, 2018 the fee will be \$465. Payments received after May 15, 2018 will be charged a late fee of \$50 making the total fee \$490.

■ Discounts for Scouts

Encore week (the O.W.N.E Program) \$315. 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.

■ Leader Fees

Fees for extra leaders are calculated at \$18 per day/\$100 per week. Names of leaders are not required until May 15. Two leaders are free.

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.

2018 Connecticut Rivers Council Summer Camp Refund Policy

The Connecticut Rivers Council must commit financial resources to purchase equipment, hire staff, and otherwise prepare to provide the high-quality programs in our camps well in advance of the camps opening for the summer. Participants therefore must be prepared to make a financial commitment to attend.

Refund requests made before June 15th the fee will be reimbursed minus the cancellation fee of \$75. Requests after June 15th fee will be reimbursed minus the cancellation fee of \$125. 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: Jim Waters

60 Darlin St, East Hartford, CT 06108

860-913-2750 jawaters@bsaemail.org

FAQs

Question - I don't know what Scouts in my troop are going to attend camp by the March 7th Early Fee deposit date. Why should I make a deposit for the "unknown"?

Answer - Camp promotion is a year-round process. The unit's camp plans should already be on family's calendars. Units also should have a pretty good idea of the percentage of Scouts in the troop that attends camp. Register and make deposits for that number of NAMED Scouts. Deposits may later be transferred between Scouts.

Question - We know our troop has Scouts that need Campership assistance in order to attend camp. Should we register them with a \$50 deposit by March 7th?

Answer - Yes, but not necessarily. As stated above, campership applicants are always afforded the lowest possible camp fee. Naming them by March 1 helps the Camp Directors in planning for a great summer program

Why Camp Mattatuck?

Camp Mattatuck, (the Native American word for hills without trees), 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 the course of the summer 1,500 scouts spread over a 5-week period turn the camp into home. This includes a Cub Scout Day Camp, Cub Scout Resident Camp, Webelos Resident Camp and a Boy Scout Resident Camp. Scouts reside in two or four man wall tents set on platforms with bunks and mattresses, in one of our unit campsites. The dining hall provides scouts with three square meals a day nutritionally balanced and prepared by a chef and his staff.

Once at camp the available activities are astounding. Take a hike down to our shooting ranges and test your aim with bows and arrows. If that's not your speed take a walk up the hill and try out the Camp Mattatuck Blob. Pop by Mohawk cabin and try your hand at lighting a fire with the staff of Scoutcraft. If you want to relax grab a fishing pole or take a row boat ride. If you're feeling a little more adventurous the bouldering wall is the way to go. 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 extra large sized boards. The Nature Center is always looking for the biggest fish so bring your fishing pole and land a big one.

Camp Mattatuck offers something for everyone young and old, come pay us a visit and let your adventure begin.



Thursday Night Meeting

“Program Planning”

There is a pre-camp planning meeting held at Camp Mattatuck, in 49ers Cabin at 7:30PM the Thursday night before your Packs week.

It is very important that your unit leaders are there to plan your Pack's program week so that our staff is prepared for your arrival.

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

- 1) Completed medical forms for our Nurse to review (you'll get them back that night)
- 2) Special needs for participants (diets, activities, medical needs, etc.)
- 3) Scouting spirit, excitement, and a list of what you'd like to do
- 4) A completed roster of all Scouts and adults staying the week (or part of the week)

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 life time.
- Experience a Summer You'll never Forget



The Staff of Camp Mattatuck take pride in their work. We spell STAPH with a PH because much like the disease, being a staph member at camp is infectious. We take youth leaders from local Boy Scout Troops and Venturing Units, selected by Connecticut Rivers Council, and provide them with the tools to develop into future world and local leaders. Many of them view camp as a home away from home, and their love of what they do shines through in the programs they teach.

Our department directors and camp director are trained by Boy Scouts of America National Camping School. These directors spend time at the beginning of each summer training their staph to be successful in the areas they will teach over the course of the summer. This ensures that no previous experience is required to become a staff member, and develops youth into leaders who can serve at any troop level. They can be trusted with responsibilities of teaching, running program, and working alongside your adult leaders to more successfully deliver the program envisioned by Baden Powell.

Our staff has a vision of delivering service with a smile to make your units experience at camp the best it can be. If you need particular accommodations, ask, and our staff will do their best to either find you an answer or a solution to your problem. If there are particular programs you would like to see, ask, and we will do everything in our power to provide it for you.

Your unit is what our staff works to benefit both in and out of camp. They are driven, passionate, creative, and always willing to lend a hand. Working at camp is an experience unlike any other. If any of your scouts or scouters are interested in this opportunity, encourage them to apply on our web site: www.campmattatuck.org. We would be happy to have them aboard!

Once You Arrive

Check-in starts at 12:30pm Sunday. Please follow the directions of our parking crew in the lot in order to ensure everyone's safety. In the Pine Grove at the end of the parking lot will be a tree with your Pack 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. Packs 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.

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.

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Sunday Afternoon

Your staff guide will bring you on a tour of camp ending at The Den. 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 must be turned in to the nurse to dispense along with the Troop Medication form (see attached), listing all medications for scouts and adults. After the medical recheck, it's down to the Waterfront for a boating talk, then 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 4:30pm the unit leader has a meeting with the Camp Director. They will meet at the dining hall and relocate from there. It will last about 30 minutes. At 5:50pm is flag lowering, followed by dinner at 6:00pm with everyone in Class A uniform. After dinner at 7:45pm 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.

A Typical Day

The morning starts out with reveille at 7:00am, flag raising at 7:50am, and breakfast at 8:00am. During the morning, Units attend various activities toward adventures; from Nature hikes and Scout-Craft skills to Archery and BB/Pellet shooting sessions. Also during the morning is instructional swimming and boating, where every scout can improve their skills or learn new ones.

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 12:30pm, after lunch the fun continues.

At 5:50pm the flag is lowered, followed by dinner at 6:00pm with everyone in his or her Class A uniform. After dinner, packs enjoy free time and can do things like water polo, open boating, volleyball, the bouldering wall, softball, Frisbee, troop campfires, etc.

At 9:30pm 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 campsites preparing for quiet hours. All the fun and games will resume bright and early tomorrow. A sample schedule is attached to this program guide.



Our Summer Camp Sites:

- The Den
- Polaris
- Cougar
- Maple
- Mohawk
- Cedar
- 49ers
- Hawthorne
- Arrow North
- Arrow South



Our Off Season Cabins:

- Leever Lodge
- Lions Cabin
- 49ers Cabin
- Guestner Cabin
- Barnum Cabin
- Hess Cabin
- Mohawk Cabin
- Duff Shelters
- Adirondack Shelters

The Program

An Overview

Our Departments

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



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 cater to their own needs. No one knows your units better than **your leaders** and **your scouts** and therefore the program should be flexible in what **your unit** desires to achieve. Some units may want to maximize the potential to earn merit badges, others may want to increase cohesion and comradery in their unit, and maybe summer camp serves as an opportunity to train future leaders or allow others to get their feet wet. Our program allows you to prioritize your focus in the way you chose to schedule. Every department is unique and strives to deliver the best experience possible for your scouts.





Nature

Our Nature staff is always on the prowl looking 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 own little corner of the world. In the Adventure *Call Of The Wild*, *Paws On The Path*, *Fun, Fur & Feathers* and *Webelos Walkout* Scouts will search the woods of Mattatuck in search of different types of Animals, Plants and Bugs “Oh My”. The Nature Trails are open year round. Go to the Nature Center mailbox to get a guide map for either of them. If you feel the urge to reel in the big one, you can borrow fishing poles at the Nature Center. Or feel free to bring your own.

Programs:

- ◆ Nature Hike
- ◆ Slime Crawl
- ◆ Requirements Hike
- ◆ Nature Trail
- ◆ Animal Track Casting
- ◆ Leave No Trace Awareness
- ◆ Edible Plants & Herbal Teas
- ◆ Conservation Projects



At Our Nature Center we host a Weekly Big Fish, Big Frog and Big Bug Contest. Simply Go out find the biggest you can and bring it to the nature center to enter the contest. Make sure one of our staff measures your entry.

Programs:

- ◆ Fire Building
- ◆ Dutch Oven Cooking
- ◆ Lashings
- ◆ Basic Knots
- ◆ Advanced Knots
- ◆ Splicing
- ◆ Matchless Fires
- ◆ Orienteering
- ◆ Flag Etiquette
- ◆ Trial by fire

Scoutcraft

The Scout-Craft Program area is located at Mohawk Cabin. Here Scouts can learn and participate in many useful Scout Skills. Scouts can learn many skills ranging from knots/lashings, setting up a tent, fire building, Dutch oven cooking and much more. While in Scout-Craft scouts will build fires & cook with Dutch Ovens for the Adventure *Cast Iron Chef*. During the Adventures *Camper* and *Bear Necessities* Scouts will set up the perfect campsite and learn how to tie many useful knots that will help them be “Ahead of the Pack” when they become Boy Scouts. This is also an area where Scouts can live up to Mike Rowe’s saying “A Scout is clean but not afraid to get dirty!”



C.A.P.E.

“The Coolest Adventure Program Ever”

Camp Mattatucks C.A.P.E department offers a challenge to Scouts looking to get their climb on. The feature of this department is the new 70-foot Bouldering Wall, it is one of a kind and a true spectacle, and it offers a fun challenge to Scouts looking for a rush during their Adventure at their home away from home.

Programs:

- Unit Bouldering
- Unit Team-building
- Slack Line



S.T.E.M.

Science Technology Engineering and Math

S.T.E.M. (Science, Technology, Engineering, and Mathematics) is a Department made up of many different and amazing things. We try to bring the cutting edge of science and all the latest technology to our program. This Department helps Scouts explore and enhance their knowledge. Whatever it may be that sparks your interest stop by and check things out. We are happy to announce that there will be morning program for the S.T.E.M. department. Blacksmithing demonstrations will be apart of the morning program from 9-12 each morning. We can wait to have yet another great and exciting year with all you leaders and scouts!



Programs:

- ◆ Disc Golf
- ◆ Ultimate Frisbee
- ◆ Volleyball
- ◆ Cribbage
- ◆ Jenga
- ◆ Chess
- ◆ Blacksmithing Demonstrations
- ◆ Improv Games
- ◆ Branding
- ◆ Tye-Dye Shirts (Units are responsible for supplying their own t-shirts for tye-dye)





Shooting Sports

Camp Mattatucks C.A.P.E department offers a challenge to Scouts looking to get their climb on. The feature of this department is the new 70-foot Bouldering Wall, it is one of a kind and a true spectacle, and it offers a fun challenge to Scouts looking for a rush during their Adventure at their home away from home.

Programs:

- Archery Orientations
- Rifle Orientations
- Archery Demonstrations
- Unit Shoots (rifle & archery)



Waterfront

Programs:

- ◆ Instructional swimming and boating
- ◆ Fishing trips
- ◆ Mile Swims
- ◆ Water polo
- ◆ Blueberry madness
- ◆ Blob
- ◆ Moby Duck
- ◆ Dive competition



At Camp Mattatuck, our staff sets out every day to instill life skills in your Scouts. 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, and going off of our Blob.

For boating, our staff guides your Scouts in the use of fixed- and sliding-seat rowboats. During open boat every day from 4-5pm and 6:45-7:30pm, fish from a rowboat. If you feel daring, you can attempt a mile swim while at camp. Your unit can sign up for a fishing trip to start your day off right. After dinner, your troop can sign up to come on down and play water polo or Moby Duck, Blob or play on the blueberry pads – there is always fun to be had at the Waterfront! At the Waterfront Scouts will complete requirements for the Adventures: Floats and Boats, Spirit of the Water, Salmon Run and Aquanaut.



Dining Services



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 4:30 PM 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.

Unit Campsite Cooking

We encourage each troop to cookout at least once during their week. This allows scouts going for First Class to complete some cooking requirements. To cookout, 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 Commissioner is always willing to help.



Trading Post

Trading Post Hours:

Sunday 1pm - 5pm,
6:30 - Campfire

Mon, Tues, Thurs,
Fri. 9am - 11Am,
1:00 - 5:00 6:30 -
8:00pm



Unit Pictures

Unit pictures are taken on Tuesday at 5:00pm in the amphitheater. All Units must sit for a photo for the camp records, but you need not order any. Orders and money are due in the Camp Trading Post by Monday evening. Please double-check your order! After Tuesday it is impossible to add or subtract from the order. Pictures are in camp by Friday Night and may be picked up by a unit leader at the Office. Make sure to let parents know about this. Our experience tells us most parents want a photo but only if they know about it. This price is \$10 per photo.

Pack Activities

12th point, quiet hours and lights out

The 12th point of the scout law is observed every Wednesday at 7:30am with an ecumenical service held at the Picnic Grove.

The Grover Memorial Bell will toll 12 times at 9:30pm 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 law. By now, all scouts should be in their campsites. Taps is sounded at 9:45pm. Lights out -- all quiet. Quiet hours are 9:45pm till 7:00am.

Lost Lake Fishing Trip

This is an experience not many that go to Camp Mattatuck get to participate in. Buried deep into Camp Mattatuck is a secluded part of Camp that has two Adirondack shelters and a separate lake from the main staple of Mattatuck Lake Kenosha. A Lost Lake fishing trip includes a nice hike through the least used parts of Mattatuck followed by a fishing trip in your group's very own private lake!



Our Trading Post after we plugged in our brand new slushy machine for the first time.

Health Lodge

Camp Mattatuck's Health Lodge is covered 24 hours a day by a registered nurse. 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 is to be checked in during the medical recheck on Sunday. The Nurse will dispense any medication in camp.

Immediately after meals is the normal time for routine medical problems, giving out medication or changing a bandage. 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 at least be older scouts, preferably adults. Just in case the scout stays at the health Lodge for the night, there are still buddies for the walk back to the site



Medical Services



A word on 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 and "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.



Camp Fires

In Site Themed Campfires

What is camping without a campfire?! Our new themed campfires take the basic concept of a fun campfire and make it into the extreme pizzazz filled fun that is a Mattatuck Campfire. Our themed campfires will include: fun games, glow in the dark glasses, bracelets and necklaces, s'mores/other snacks and much more!

Parent's Night

Wednesday night is Parent's Night. Because camp and unit programming is going on other times during the week, we ask that visitors and parents only come up on Wednesday night. Parents are invited to come up at 4:30pm. Picnic tables are available in the Picnic Grove on a first come-first serve basis. Scouts can eat with their parents at these tables, or families can sign up for the barbecue at \$10 a person. (which was mentioned on page 3 of this Program Guide) Afterward at 8:00pm, the Scouts and staff put on a camp wide campfire. 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."

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 your scouts for the 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 9:30 pm and Lights Out is 9:45.

Things to Know and Do with Medical Forms



Medical Form Checklist

It seems medical forms are by far the largest hurdle for a Unit coming for a week at 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 better success they will have at this.

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.

All medication is turned into 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 Thursday 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.

Important Den Leader Information

Youth Protection

For adults, Youth Protection Training is offered on-line 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.

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

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. One leader must be at least 21 years of age, the other at least 18, both 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 quality 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 probably 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 flavor with their experience and stories. 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 give it a try!

Please complete the Leaders Resource sheet which is found later in this guide.



Mail

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

The mailing address is:

(Scout's name)

(The Den), Pack ???

Camp Mattatuck

221 Mt. Tobe Road

Plymouth CT. 06782



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 that includes adults, staying in camp for even one night must have a current (in 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, so . . . We must insist that when a scout is signed out of camp, a unit leader is present with the scout in the camp office so the staff sees that the troop is aware that the scout is leaving

and to help verify who is picking up the scout. Also, 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 at 1:50pm Friday after the Court of Honor, that takes place next to the Dining Hall. The Staff Guide who checked you into camp on Sunday will check you out of your site. When a Unit 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. If a mini week; units will check out Tuesday evening after pictures, parents/guardians should plan for a 7:00pm pickup.

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 in a vehicle or two to the campsite with equipment to support their week at camp. There is a maximum of two vehicles at a time at the site. 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 sons with them, 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 than 12:00pm. Drive out slowly, even when you get to the paved road in front of the office. We must have all vehicles 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.

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. At all times Scoutmasters are expected to maintain control of scouts. The Camp Director must be notified immediately of any emergency. Go to the Camp Office or the Health Lodge to do so.



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



In Closing

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 an amazing experience they've never had before. Cub Resident Camp is a very important first step into the world of Scouting for Cub 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 #ScoutOn together! See you there!

Unit Equipment

Suggestions for your Pack equipment.

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



What To Bring To Camp:

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(s)
- ◆ Fishing Tackle
- ◆ Raincoat or Poncho
- ◆ Sewing Kit
- ◆ Pajamas
- ◆ Sweater or Jacket

MUSTS for a HAPPY WEEK:

- ◆ Sneakers
- ◆ Flashlight w/ extra batteries
- ◆ Sleeping Bag or 3 Warm Blankets
- ◆ Scout Handbook
- ◆ Pillow
- ◆ Pencil, Pen, & Pad
- ◆ Sheet or Mattress Cover
- ◆ Compass
- ◆ Money for the trading post

TOILET ARTICLES:

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

Some Items may be available for sale at the trading post.



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