

Camp Mattatuck: Program Guide



221 Mt Tobe Rd.
Plymouth, CT
06782

Tele: (860)-283-9577
Cell: (203)-725-1209

www.campmattatuck.org
Jeromy.nelson@scouting.org

Camp Mattatuck BSA



Letter From the Program Director

Welcome to Camp Mattatuck,

As Boy 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 Law, in each scout, while he becomes a member of our camp community and participates in numerous outdoor adventures, ranging from hiking our trails, to sailing our pond, 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 will assist you in planning your week, introducing you to our programs, and the basic schedule . 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.

Units will definitely need to prepare their scouts before camp by reviewing requirements, counseling on merit badges (beware of the new/changed requirements), and going over personal equipment lists. Camp is in good shape and we look forward to meeting all the needs of your scouts, patrols, and troop. 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.

Pete Gati
Program Director

What's New in Camp

RC Cars

This summer our STEM department will be offering the addition of RC racing, at our new BMX track. Come try your hand at operating RC cars from our platform where you can view the full track.



BMX Course

Our BMX course has moved locations and been redesigned with the input of Professional Engineers as well as BMX enthusiast's. Come give the new track a try.

H2O-uldering

Our Floating bouldering wall will have expanded operation times this summer. Stay tuned for more information and pictures.



Wednesday Night Barbeque

Tired of having to carry a stack of pizza down to the picnic grove on visitor's night? Don't want to deal with the hassle of having to make the trip to the sandwich shop and order/pickup your food? Want to enjoy more of what camp has to offer instead of preparing food in your campsite for your guests? This year at our visitor night, we will be offering a barbecue served by our dining hall and Camp Staff. This will be available from 4:30 to 7:30 for scouts, their families and other guests. The BBQ buffet includes hamburgers and hotdogs with all of the fixings, French fries, pasta salad, watermelon wedges and drinks. Tickets are 10 dollars per head (scouts are included with the cost of their week at camp).

Specialty Weeks

Specialty weeks of camp are offered with specific goals or focuses for scouts of varying levels and interest. These can range from STEM week, To an outdoor adventure, all the way to a Trail to Eagle week geared at helping older boys learn management skills and jumpstart their merit badge collection in order to push towards the rank of eagle scout. We also offer the O.W.N.E. program. It is True that One Week is Never Enough at camp. Each week we offer the opportunity for scouts to be immersed in another unit see how they operate and participate in our day to day program. This summer our Specialty weeks include:

- Week 2: STEM Week July 9th–July 15th
- Week 3: Trail to Eagle Week July 16th– July 22nd
- Week 4: Adventure Week July 23rd– July 29th
- O.W.N.E.: Every week residency Camp is offered



Connecticut Rivers Council – Dates and Fees

Our floating bouldering wall draws attention on the lake. See if you can make it all the way around.

Fees 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 This includes National High Adventure Bases.

■ 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.

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 7th 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 7 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.

2017 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 they have come to be expected well in advance of the camps opening for the summer. Participants therefore must also make a financial commitment to attend. Refund requests made before July 1st the fee will be reimbursed minus the cancellation fee of \$75. Requests after July 1st 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@bsamail.org

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.

The available activities are astounding. Take a hike down to our shooting ranges and try your hand with our .22 rifles, shotguns, or bows and arrows. If that's not your 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. Pop by Mohawk cabin and try your hand at lighting a fire with the staff of Scoutcraft. 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 the climbing tower is close and can be seen in the climbing merit badge book. 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! Pay us a visit and let your adventure begin!



Above: Scouts of Troop 44
Fishing on The Point

Tuesday Night

Meeting

A pre-camp planning meeting is held in the dining hall at 7:30 PM the Tuesday night before your troop's week. It is extremely important that your unit has its summer camp Scoutmaster and Senior Patrol Leader there to plan your week's program so that our staff can be 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 has yet 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 experience. Should you have to use this option, please send us a suggested list of activities 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

The Staph 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 crews, 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 unit's 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.

Our staff works to make your unit stronger, both in camp, and after they return home. 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!

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



Once You Arrive

Check-in starts at 12:45 PM 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 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.

The Business Manager will need: An accurate number of scouts and adults in camp (troop roster). Any balance must be paid on-line at www.ctrivers.org.

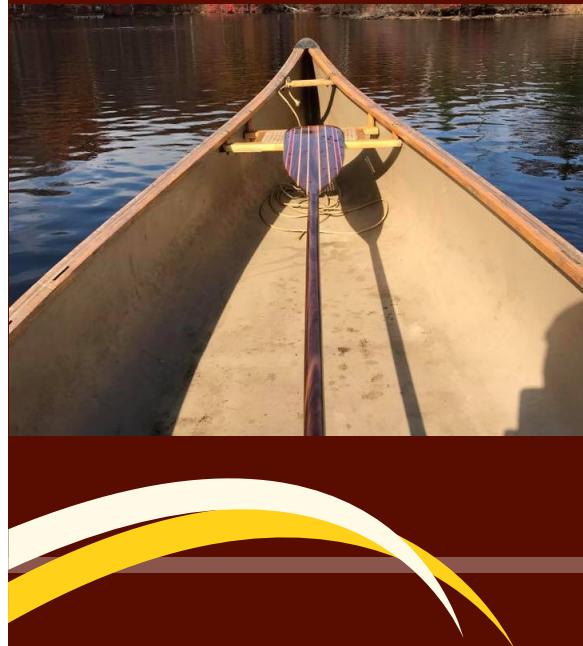


Sunday Afternoon

Your staff 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 troops 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, 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 4:30 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.





Our Summer Camp Sites:

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



Our Off Season Cabins:

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

A 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. Newer scouts can work on the Outdoor skill requirements for Tenderfoot, Second Class and First Class, while older scouts might find the mountain bikes, Adventure Treks, or the week long C.O.P.E. program more to their liking. For more information see the outdoor requirements section.

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. Sailboats are available. 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 and over), mountain biking (13 and over), 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.

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

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. 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, slime walks, trees and shrubs, edible plants, requirements hike, and Leave No Trace are available. 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. See our Nature Staff if you don't see what you want or if you don't know what you see. We'll do everything we can to make it happen for you.



Programs:

- ♦ Nature Hike
- ♦ Slime Crawl
- ♦ Requirements Hike
- ♦ Star Gazing
- ♦ Nature Trail
- ♦ Animal Track Casting
- ♦ Flora and Fauna
- ♦ Leave No Trace Awareness

Merit Badges:

- ♦ Fishing
- ♦ Astronomy
- ♦ Environmental Science
- ♦ Plant Science
- ♦ Weather
- ♦ Fish and Wildlife Management
- ♦ Sustainability
- ♦ Soil and Water Conservation
- ♦ Forestry
- ♦ Fly Fishing
- ♦ Landscape Architecture
- ♦ Mammal Study
- ♦ Bird Study

At our Nature Center we host weekly Big Fish, Big Frog, and Big Bug Contests! 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.

ScoutCraft

"Outdoor Skills"

Programs:

- ◆ 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

Merit Badges:

- ◆ Camping
- ◆ Orienteering
- ◆ Fire Safety
- ◆ Pioneering
- ◆ Geocaching
- ◆ Wilderness Survival
- ◆ Indian Lore
- ◆ Cooking
- ◆ Hiking & Backpacking
- ◆ Scouting Heritage

The ScoutCraft Program area is located at Mohawk Cabin. Here Scouts can learn and participate in many useful Scout Skills, such as cool pioneering projects, setting up campsites, survival shelters and fires. Scouts can also learn knife & axe sharpening and the safety that comes along with using them. At ScoutCraft cooking seems to never stop; 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 coal burn a spoon, build a shelter, or even help us split some wood in our ax yard.



Our ScoutCraft department host's cooking competitions as well as our weekly campfires. Our staff becomes experienced in the preparation of council fires and takes time out of their rigorous schedule to expose scouts to the appropriate methods to building a successful fire. Feel free to stop by and visit them and pick their brain's about wood and methods.





Programs:

- ◆ Troop Bouldering
- ◆ Bouldering Lunch
- ◆ Troop and Patrol Team-building
- ◆ Slack Line
- ◆ Troop Rides
- ◆ Bike Games
- ◆ Lost Lake Lunch
- ◆ Rocky Road/BMX Time Trials
- ◆ BMX Ride
- ◆ Mountain Boarding
- ◆ Spar Pole Climbing



Merit Badges:

- ◆ Climbing
- ◆ Cycling

C.A.P.E.

"The Coolest Adventure Program Ever"

C.A.P.E. stands for the Coolest Adventure Program Ever and is focused on delivering a program to your older Scouts that zero's in on providing them with opportunities to partake in adventures both in and out of camp. It consists of Mountain Biking, Mountain Boarding, BMX, Climbing, COPE and Adventure Treks and strives to create opportunities for your older scouts to see new sights, climb new heights and push themselves to the limits of what they thought they 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.



S.T.E.M.

Science Technology Engineering and Math

S.T.E.M. (Science, Technology, Engineering, and Mathematics) is a program made up of 28 merit badges and is for scouts of all ages. We try to bring the cutting edge of science and all the latest technology to our program. Scouts can take any merit badges ranging from Welding to Chemistry to Digital Technologies to Emergency Preparedness. This Department helps scouts explore and enhance their knowledge throughout the 28 merit badges.. These merit badges encourage the common curiosity of each and every scout so if they see something on the S.T.E.M. merit badge list that peaks their interest why not and try encourage them to sign up! Of these merit badges scouts can take chemistry and learn different chemicals, their properties, and how they are properly used or even take home repair merit badge which includes building your own tool box or even making a workbench. Whatever it may be that sparks your interest stop by and sign up for any of the merit badges. We are happy to announce that there will be morning program for the S.T.E.M. department. Welding and Blacksmithing will be apart of the morning program from 9-12 each morning so make sure that you sign up your troops at your program planning night! 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
- ◆ Welding
- ◆ R.C. Racing
- ◆ Improv Games
- ◆ Branding

Merit Badges:

- ◆ Chess
- ◆ Disability Awareness
- ◆ Golf
- ◆ Pets
- ◆ Public Speaking
- ◆ Sports & Athletics
- ◆ Wood Carving
- ◆ Automotive Maintenance
- ◆ Basketry
- ◆ Signs, Signals, and Codes
- ◆ Communications
- ◆ Drafting
- ◆ Aviation
- ◆ Digital Technology
- ◆ Emergency Preparedness
- ◆ First Aid
- ◆ Search and Rescue
- ◆ Welding
- ◆ Chemistry
- ◆ Home Repair
- ◆ Leather work
- ◆ Metal Work
- ◆ Personal Fitness
- ◆ Space Exploration
- ◆ Animation
- ◆ Art
- ◆ Engineering
- ◆ Game Design
- ◆ Collections
- ◆ Fingerprinting
- ◆ Journalism
- ◆ Law
- ◆ Photography





Programs:

- Archery Orientations
- Rifle Orientations
- Archery Demonstrations
- Shotgun Range / Trap Shooting
- Black Powder
- 3-D Field Course

Merit Badges:

- Archery
- Rifle
- Shotgun



Shooting Sports

For these program areas, scouts are instructed on the safety of shooting. A shooting orientation is provided to all scout's on Sunday night prior to the campfire so everyone can use these areas starting on Monday.

On the Archery Range, 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 and adults alike. The ages are 14 and older for Shotgun and 16 and older for black powder. There is a no charge for using the shotguns, .22 rifles or black powder rifles.



By qualifying down at archery range you can gain entry into our 3-D course. On select Days when weather requires it Our archery department also hosts a water dunk competition. Try and knock the bucket before your friend. One of you will wind up drenched!!!!

Waterfront

Programs:

- ◆ 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

Merit Badges:

- ◆ Small Boat Sailing
- ◆ White Water
- ◆ Kayaking
- ◆ Canoeing
- ◆ Rowing
- ◆ Swimming
- ◆ Lifesaving



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, 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, to name a few options.

If you feel like it, you can attempt a mile swim while at camp. Your unit can sign up for an early-morning polar bear swim (or water polo, or blueberry madness, or the best wake-up in the camp – the Blob) or 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!



Dining Services

Dining Hall



Troop / Patrol Campsite Cooking

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.



Trading Post

Trading Post Hours

Sunday 1 PM- 5 PM, 6:30 – Campfire

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



Our Trading post sells the gambit of camp Mattatuck Gear from hats to t-shirts to sweatshirts, you can show your camp pride year round.



Sometimes during camp you need an afternoon pick me up in the form of Candy, ice Cream, soda or maybe even a slushy. Stop by and check out our wares.

Also available at our trading post we have some of the regular camp items you may have forgotten. Pick up a Camp Mattatuck towel , a water bottle, or a bug net.

Troop Pictures

Unit pictures are taken on Tuesday at 5:00 PM in the amphitheater. All troops must sit for a photo for the camp records, but you need not order any. Orders and money are due in the Camp office 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.



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 all 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.

The 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. 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.

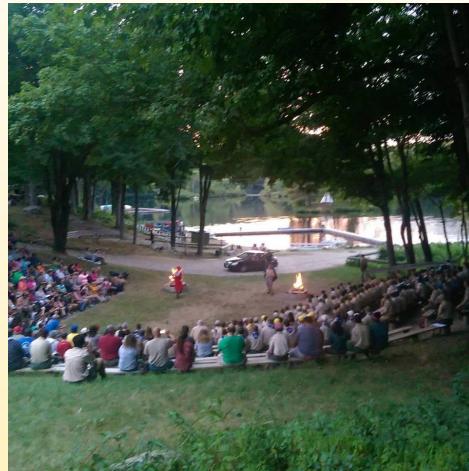




Camp Fires

Troop Campfires

At each site there is an area provided for troop campfires. For any troop campfire our staff is always willing to visit your site and join in with your program. Maybe your scouts could 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 and Friday nights.



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.

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 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. also a cook out dinner will be served from 4:30 to 7:30 on the front porch of the dining hall for \$10 a head. scouts and leaders attending for the week are already included. Afterward at 8:00 PM, 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."

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 is all 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 does retain 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.

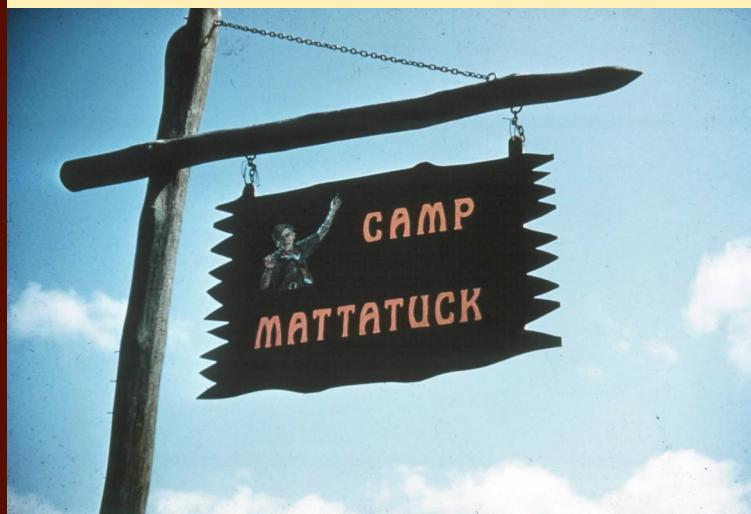
Scouts are in camp for many things other than merit badges, and they shouldn't miss out on other opportunities. Knowing their capabilities, you can guide them in being realistic and having a positive experience.

Many merit badges require work to be done outside of camp. Please review these requirements with the Scout. When possible, have the Scout complete time-requiring portion of requirements prior to camp. Make sure that they have written verification with them. 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 really be 1st class), Camping, Lifesaving, Cooking, Climbing, Shotgun, Whitewater and Astronomy are just some examples of badges not meant for younger Scouts what-so-ever. 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.



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 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.

Weekly Occurrence

Camp Wide Game

At the end of the week there is a camp wide patrol competition in the form of a game. The game can range from races on our waterfront to a scavenger hunt. The competition will be outlined to you when you arrive at camp, stay tuned for information throughout the course of the week.

Friday Morning

On Friday mornings at camp there are typically additional programs that take place to supplement merit badges, or other programs offered at camp. These include the high course at COPE, JOAD (Junior Olympic Archery Development) program from 9–12 at the archery range, and the White-water merit badge scouts trip down the Farmington River.



Conservation /Service Projects

While at camp, we encourage all units to sign up with us 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. 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. 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 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. And will be announced. Scouts can work on the outdoor skill requirements for Tenderfoot, Second Class and First Class with our Scoutcraft department on Monday Nights. Tuesday 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 in

and 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.



12th point, quiet hours and lights out

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

Important Scoutmaster 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 offers.

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.



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



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 about 9:15 AM Saturday after the Court of Honor. The Staff 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.



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



Final Note

Well, if you have read this far in one sitting, our compliments. This book is designed to allow troop leaders to begin to plan their summer camp experience. The more prepared you are when you come to your Tuesday night program planning meeting, the easier the planning will be and more enjoyable week the scouts will have. There are more things listed in this book than your unit can do in a week. While everything listed in the book is a planned program for the summer and we expect to do it all, please realize the following: Sometimes it becomes necessary to change the offered programs or merit badges. This could be due to any number of things, staff limitations, equipment limitations, weather, etc. While we do not expect to change anything, sometimes it's unavoidable. All we ask is for your patience and understanding should this happen.

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"

READ ME

Please note that some merit badges require the scouts to have specific materials for the badge. Leather work and basketry require purchase of materials from the trading post. COPE requires long pants for some activities. Camping merit badge requires a 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.

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
- ♦ 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
- ♦ Merit Badge class work
- ♦ 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, etc. Articles such as these tend to detract from the scouting atmosphere that should prevail in a Scout Camp.