



BOY SCOUTS OF AMERICA®
CHEROKEE AREA COUNCIL



2024 Summer Camp Leader's Guide

Why Skymont?

Programs for Scouts of all ages and ranks!

On land, in the water, or in the air, we've got something for everyone!

Mid-80s days and mid-60s nights!

Merit badges, advancement, and high adventure opportunities available!

Adults can get in on the action as well!

Caveman Golf
Cowboy Action Shooting
Scoutmaster Merit Badge

Camp-wide games and special Friday activities!



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SKYMONT SCOUT RESERVATION

Over 50 years of Summer Camp!

Purchased in 1968, Skymont Scout Reservation proudly celebrated its 50th year of operation as a Summer Camp in 2023. Skymont has grown through continued facilities and properties additions and improvements as well as through enhancements and expansion of camping and advancement programs.



An excerpt from “**A Story of Skymont Scout Reservation**” by Joe Anderson:

From the first year of 1973, when 500 youth made Skymont Scout Reservation a success, until 1999 when 1804 Scouts made it a learning adventure in the land of the hoot owl, coyote, and occasional timber rattler, it has been proven that the time, money and talent invested in the purchase, construction, and improvement of this property was indeed a vision by the leaders of the Cherokee Area Council. A vision that still holds true. A vision that is still focused on the outdoor programs of Scouting, and how it can shape the future of our youth.

SKYMONT SUMMER CAMP

Skymont Scout Reservation is located on the Cumberland Plateau on the eastern edge of middle Tennessee. Our camp encompasses over 2200 acres with waterfalls, scenic overlooks, caves and wooded forest. The footprint of our camp allows us to get to know your Scouts while still providing extensive hiking and off-site opportunities for older members. Skymont is a traditional Scout camp. Our staff provides quality merit badge instruction while introducing your Scouts to the outdoor classroom we know as Scouting. Our staff will welcome you into our family with fun, games, and delicious camp meals along with something for everyone. Our merit badge offerings include 12 Eagle-required options and 16 S.T.E.M.-related merit badges. We offer all levels of programming. Our merit badge program runs Monday through Thursday, with Friday reserved for make-up time, special events, and camp-wide games.



RESERVATION INFORMATION

2024 CAMP SCHEDULE

Week 1	June 2 - 8
Week 2	June 9 - 15
Week 3	June 16 - 22
Week 4	June 23 - 29

2024 CAMP FEES

Cherokee Area Council Scouts	\$335
Out-of-Council Scouts	\$360
Leader Fees	\$130

Out-of-council Troops returning for the 3rd consecutive year qualify for in-council camp fees.

CAMP RESERVATIONS

To make a reservation, visit the Skymont website at www.Skymont.org and click the link. Scouts BSA Troops for boys, Troops for girls, and Venture Crews may participate in all programs and high adventure offerings in any week of camp. Linked Troops are welcome but must register independently with separate reservations, deposits, and payments.

The Reservation Deposit Fee is \$200 prior to 12/31/2023 and \$250 after 12/31/2023. A reservation is not guaranteed until the deposit is received. Reservation Deposit Fees become non-refundable after the first payment deadline of February 2, 2024.

All fees **MUST** be paid by the Troop. Individual Scout or Leader payments will not be accepted. Fees may be paid with cash (in-person only), check (mail or in-person), or credit card (in-person or online).

REGISTRATION & PAYMENT SCHEDULE

First Installment Payment - February 2, 2024 - \$100 per Scout and \$30 per leader (based on total number of reserved spots). Units may continue to add, drop, or substitute Scouts and Leaders on their reservation as needed without penalty.

Second Installment Payment - March 8, 2024 - \$100 per Scout and \$30 per leader (based on total number of reserved spots). Reservations are now considered LOCKED. Scouts or Leaders may only be added, subject to camp capacity, by sending a request by email to Brent Baker at brent.baker@scouting.org. Scouts or Leaders may be dropped, subject to a cancellation fee of \$50 per Scout or \$25 per Leader, by sending a request by email. Units may continue to substitute Scouts or Leaders as needed.

Final Installment Payment - May 3, 2024 - Full balance due including all remaining registration fees and merit badge class and activity fees. Requests to drop Scouts or Leaders after this date, but prior to May 17, 2024, will be limited to a refund of 50% of the camp fee. Requests to drop Scouts or Leaders after May 17, 2024, are not eligible for a refund except under the following circumstances:

- Death of an immediate family member (parent, sibling, grandparent)
- Medical condition preventing attendance (with documentation from medical provider)

Under such circumstances, a full refund, less a \$25 processing fee, will be provided.

All refund/cancellation requests must be submitted by email or postmarked
NO LATER THAN July 12, 2024.

LATE FEE - Final payments not received online or postmarked by May 13, 2024, will be assessed a late fee of \$15 per Scout.

*Units who secure a reservation to attend camp later than any of the above payment deadlines are expected to make sufficient payment to catch up to the schedule at the time of their reservation.

CAMPSITES

Our campsites provide plenty of space for Troops to spread out. All of our campsites have flush toilets and in-site showers, with tankless hot water heaters compatible with a 20lb propane tank (to be provided by the Troop) . We also have two centrally-located shower houses with hot water, as well as, independent showers for female leaders.

We provide canvas-wall tents on concrete pads with two cots per tent. Scouts and Leaders may bring their own tents and set up in the open area of the campsite provided they do not encroach on space assigned to another Troop. Troops must be prepared to provide battery power for any and all devices if needed. There is NO electrical service in campsites and generators are not permitted. Recharging is available at Scoutmaster Swings.

Requests for specific campsites will be accommodated whenever possible, but are subject to change based on registration numbers and site capacities. Campsite assignments are not made until after the final payment deadline. **Camp Management reserves the right to reassign campsites and fill all campsites to capacity if the need arises.**

<u>Campsite</u>	<u>Capacity</u>	<u>Campsite</u>	<u>Capacity</u>
Breezy Point	40 CP	Huckleberry Hump	40 CP
Crow's Roost	40 CP	Lakeview	40 CP
Deer Run	64 CP	Lonesome Hollow	62
Eagle's Landing	34 CP	Possum Retreat	40 CP
Ground Hog Haven	40 CP	Quail Run	40 CP
Hawk's Nest	36 CP	Raccoon Trot	40 CP
Hoot Owl Rest	40 CP	Sunny Ridge	40 CP

CP = Concrete Pads

The total weekly camp capacity for 2024 is set at 400 Scouts and Leaders, which is less than the total campsite capacities. The dining hall capacity was taken into account in setting the weekly camp capacity. Troops that exceed the maximum capacity of a campsite may reserve an adjacent campsite or they must bring their own tents.

Please contact Brent Baker at brent.baker@scouting.org to make arrangements for larger Troops.

Only BSA registered adult leaders, Scouts BSA members, and Venturers are allowed at camp. All others will be considered visitors and will need to check-in and out through the Administration Building. Visitors, including Cubs, Webelos, or any siblings, male or female, are permitted to observe, but may not participate in, camp activities. Visitors are not permitted to stay on camp property overnight.

DAMAGE TO CAMPSITES

Damage to property is thankfully uncommon, but does occur several times each summer. Thank you for taking care of YOUR campsite. Damages will be assessed by your Troop Guide and Camp Ranger before and after each Troop visits Skymont and will be charged to the Troop according to severity of damage. Damage includes: writing on, cutting, marking, tearing, ripping, bending, breaking, or abusing property in any way. Willful damage to camp property is grounds for immediate dismissal of a Scout or an entire unit from camp.



PROGRAM AREA DESCRIPTIONS

OUTDOOR SKILLS (ODS)

This area, as the name suggests, provides the scouts with merit badges that teach hands-on outdoor skills. These skills will not only help the scouts with their advancements, but also will give them the tools they need to be self-sufficient when on their own, or with others, in any situation. Returning for 2024, we have added the Camping merit badge, which is Eagle-required.



ECOLOGY & STEM

This year, because of the number of classes offered at Skymont, Ecology and STEM-based classes will be held in two different locations. Those badges centered on nature will be held at the Ecology Pavilion. Those that are more directly STEM-based will be taught at the STEM Pavilion (formerly known as Eagle Pavilion). A couple offerings back at Skymont for 2024 are Weather and Astronomy. Scouts can also earn the BSA Angler Award by completing Fishing, Fly Fishing, and Fish and Wildlife.



SHOOTING SPORTS

Daily programs include Shotgun, Rifle, and Archery. Each program has an additional fee - either for ammo or an arrow kit. We also offer two special, limited shooting sports programs at Skymont: **Cowboy Action Shooting** and **Paintball & Airsoft**. Both are offered on Tuesday evening and again on Friday morning. Several programs at Shooting Sports do have age recommendations. Shotgun and Rifle are best suited for scouts over 13 years old. Open Shoot sessions will be available on Monday, and Thursday evenings. *(Tickets for Open Shooting can be purchased in the Trading Post and capacity is limited.)*



ALL shooting sports participants, including Open Shoot, MUST have a signed Shooting Sports Waiver (found at www.skymont.org) turned in at check-in.

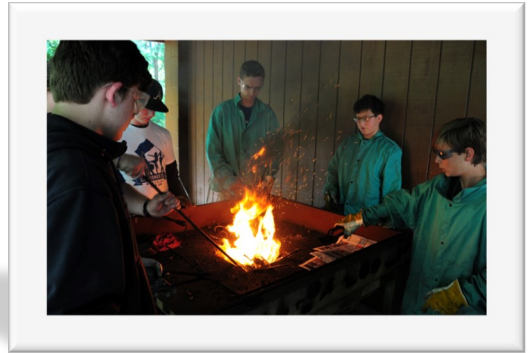
Cowboy Action Shooting - (Must be at least 14 years old)



This program offers a fun and safe introduction to cowboy action shooting with pistols, rifles, and shotguns. Scouts and Venturers 14 years of age or older can take part in a special shooting experience with opportunities to shoot single-action .22-caliber pistols, lever-action .22-caliber rifles, and Double Barreled 20-gauge shotguns.

HANDICRAFT

Handicraft is an area where scouts can explore different careers and hobbies that involve more hands-on work. There are a variety of classes that scouts can choose from, most of which will have the scout creating something during the classes that they can bring home as a memory of their time here with us.



AQUATICS

Our lake-front aquatics area offers opportunities for merit badges related to swimming and boating, as well as a place to cool off and have fun. The Kayaking/SUP class features the Kayaking merit badge and the National Stand Up Paddleboard Award. Open Swim and Open Boating will be available Monday, Tuesday, and Thursday evenings. If staffing permits, BSA Lifeguard training may be available.

TRAIL TO EAGLE

It's a trail, so why not go mobile? Beginning this year, this program area location will change every day. Giving the Scouts a different backdrop for their learning each day will add some variety to their learning experience. The Trail to Eagle offerings are for Scouts who are striving to achieve the rank of Eagle Scout. Skymont recommends that Scouts be older and more mature before attending any of the Trail to Eagle classes. These classes are very fast-paced, and Scouts will need to be prepared to be engaged in conversations and complete work outside of class. Trail to Eagle features Citizenship in the Nation, Citizenship in the World, Communication, and Emergency Preparedness. Skymont currently offers 12 of the 18 possible Eagle-required merit badges through Trail to Eagle and our other program areas.



POLARIS

This is our first-year camper program. Scouts will spend a half-day (either morning or afternoon) in Polaris, Monday through Thursday, learning and practicing skills that will earn them advancement requirements for their early ranks from Scout to First Class. This provides them the opportunity to select merit badge classes of their choosing to fill their remaining schedule. Scouts will be organized into patrols based on their current degree of progress, allowing them to receive customized lesson plans that will address the most appropriate level of requirements while keeping the class both interesting and, most importantly, FUN!



HIGH ADVENTURE PROGRAMS



PROJECT C.O.P.E. (Must be at least 13 years old)

Skymont's half-day **C.O.P.E.** program gives older Scouts a unique high adventure experience at camp while conquering both individual and group challenges and learning how to create and develop teamwork and leadership skills. **Open Climb and Zip** will be on Monday and Thursday evenings.

ATV ADVENTURE - (Must be at least 14 years old)

It's time to get muddy! Explore all of Skymont as you complete the ATV Rider Safety Course and test your skills on a wide variety of trails all over camp! Designed for every level of rider from "never seen an ATV" to the most experienced rider. This is a half-day program offered both morning and afternoon. Scouts must be 14 years old and physically able to handle a 200cc ATV. Riders **MUST** bring and wear long-sleeved shirts, long pants, and over-the-ankle boots (no exceptions.) Safety equipment will be provided.

Participants must complete the online course (<https://cbt.svia.org/login/index.php>) prior to arriving at camp and submit proof of completion and a completed ATV Waiver, signed by a guardian, during check-in.



FRIDAY WHITEWATER RAFTING – (Must be at least 12 years old)



America's Olympic River - The Ocoee River - packs non-stop action from the start! "Grumpy" provides an exciting start to five miles of premier whitewater. Scream your way through the big waves of "Double Suck" and "Table saw" and the biggest is saved for last, "Hell's Hole" rapid! Our partner outfitter will be taking you down thrilling rapids, through spectacular turns and over hidden boulders; so, get set to get wet! You'll be going home with many stories to tell about your exciting day on one of the nation's premier whitewater rivers!

Off-site programs are operated by non-BSA vendors. Units are responsible for providing appropriate supervision for their own Scouts.

Units are responsible for their own transportation for Whitewater Rafting on Friday.

2024 PROGRAM & ACTIVITY FEES

CAMPER FEES:

Cherokee Area Council Scouts	\$ 335
Out-of-Council Scouts	\$ 360
Adult Leaders	\$ 130

PROGRAM FEES:

ATV Adventure	\$ 75
Project C.O.P.E	\$ 50
Friday Rafting (NO TRANSPORTATION PROVIDED)	\$ 60
Cowboy Action Shooting	\$ 10
Paintball & Airsoft	\$ 10
Polaris (First-Year Camper Program)	\$ 10

OTHER FEES:

Additional Leader Dinner Tickets	\$ 12/person
Visitor Meals	\$ 8/person
Ice.....	\$ 2/bag
Saturday Arrival	\$ 5/person

MERIT BADGE CLASS FEES:

Archery	\$ 12
Basketry	\$ 20
Chemistry	\$ 15
Cooking	\$ 20
Electronics	\$ 20
Leatherwork	\$ 15
Metalwork.....	\$ 15
Pottery.....	\$ 20
Rifle Shooting	\$ 15
Shotgun Shooting.....	\$ 30
Space Exploration.....	\$ 15
Welding	\$ 20
Woodcarving.....	\$ 20

OPEN PROGRAM FEES:

Open Rifle.....	\$ 10
Open Shotgun	\$ 15

SPECIAL PROGRAMS AND ACTIVITIES

PRE-REGISTERED PROGRAMS

Scouts must sign-up during online merit badge registration

COWBOY ACTION SHOOTING

Tue 7 - 9PM and Fri 10AM - 12PM @ Shooting Sports Range

PAINTBALL & AIRSOFT

Tue 7 - 9PM and Fri 10AM - 12PM @ Shooting Sports Range

OPEN PROGRAMS

Pre-registration is not required, but space may be limited

OPEN BOAT & SWIM

Mon, Tue, and Thu 7 - 9PM @ Aquatics

OPEN CLIMB & ZIP

Mon and Thu 7 - 9PM @ Climbing Tower

OPEN RIFLE & SHOTGUN SHOOT

Mon and Thu 7 - 9PM @ Shooting Sports Range

(Tickets for Open Rifle and Open Shotgun can be purchased in the Trading Post, space is limited)

SPECIAL PROGRAMS

Pre-registration is not required, but space may be limited

DAILY SPIN

Mon, Tue, and Thu 7 - 9PM (location varies)

(Daily Spin activity to be determined at morning flags, limit 30)

ASTRONOMY STAR PARTY

Mon, Tue, Thu, and/or Fri (time & location TBD)

(weather dependent, may be offered one or more nights)

WILDERNESS SURVIVAL CAMPOUT

Thu (time & location TBD)

MILE SWIM

Practice Mon - Thu 4:30-5:00PM, Mile Swim Fri 9AM @ Aquatics

VESPERS

Thu 8:30 - 9PM @ Lightfoot Chapel

LEADERS ONLY

DUTCH OVEN DESSERT COOKOFF

Wed (submissions turned in at 5PM @ Dining Hall Porch)

LEADER'S DINNER

Thu 6 - 7:30PM @ Polaris Pavilion

(2 Leaders per unit FREE, additional tickets \$12 each available in Trading Post until Mon NOON)

LEADERS SHOTGUN SHOOT

Thu 8 - 9PM @ Shooting Sports Range

MERIT BADGE & ACTIVITY PROGRAMS

The Cherokee Area Council's Advancement Committee and the Skymont staff have made every effort to provide a high-quality program for the Scouts who attend camp. Our goal is to give each Scout the opportunity to seek the advancement or adventure that will help them achieve their objectives in the Scouts BSA program. Changes in merit badge requirements and/or BSA NCAP standards are beyond the control of the local council and may require program changes.

HOW TO REGISTER FOR MERIT BADGE CLASSES & OTHER PROGRAMS

Online merit badge class and other program registration begins **March 15, 2024** for units whose account is paid current with the second installment payment. Instructions for online registration will be emailed to the primary registration contact for the Troop before registration opens. Merit badge class registration will close at midnight on May 3, 2024 for all weeks. If you do not register for classes prior to the deadline, you will have to register after arrival at camp. Pre-registering for merit badge classes and other programs ensures your Scouts' place in the classes they want. All merit badge classes have capacities and will be filled on a first-come, first-served basis. We have adopted a block scheduling format for this year's camp season. The vast majority of classes are offered as half-day sessions and full-day sessions. Some half-day classes will require only one day while others will meet on multiple days.

SPECIAL EVENING SESSIONS

On Monday, Tuesday, and Thursday evenings, we will offer fun opportunities for the Scouts to learn something new, practice and deepen their knowledge of skills they may already know, and to connect with older scouts and adults on strategies for success in their personal Scouting journey. These activities may or may not earn them merit badges, but we hope that your Scouts will take advantage of and enjoy them along with our daily open program offerings.

MERIT BADGE TRACKING

Skymont uses Black Pug software for event management and merit badge tracking. Completed Merit Badge requirements will be entered by camp staff throughout the week. The unit will be able to access the reports through Black Pug and can opt to print blue cards, print an advancement report, or export the information directly into Scoutbook.

MERIT BADGE CLASS AND ACTIVITY SCHEDULE

New for 2024, Skymont will be using a block scheduling format for classes and activities. Merit Badge classes will be offered as half-day or full-day sessions.

Class sessions are numbered (1, 2, 3, etc.)

Class sessions meeting on multiple days will be both numbered & lettered (1A+1B, 2A+2B+2C, etc.)

Scouts will select only one numbered session of a specific class or activity but will automatically be registered for all lettered meetings of that session.

For example, Polaris is a half-day program offered as two sessions (1 = morning vs 2 = afternoon) that meets Monday through Thursday (A, B, C, & D). Scouts will select either session 1 or session 2, and will automatically be registered for all 4 meetings of that session - A through D.

2024 SKYMONT MB CLASS SCHEDULE

MON		TUE		WED		THU	
AM	PM	AM	PM	AM	PM	AM	PM

HANDICRAFT

Architecture			1	2			
Basketry	1	2A	3A		2B	3B	
Leatherwork		1A	2A	3	1B	2B	
Metalwork			2A		1B	2B	
Pottery	1			2	3	4	
Sculpture & Art	1			2			
Welding	1A	1B		2A	2B		
Woodcarving	1A	2A	3	1B	2B	4	

FITNESS & OUTDOOR SKILLS

Camping	1	2A	3A	4	2B	3B	
Cooking		1		2		3	
First Aid	1A	1B	2B	3A	4A	4B	
Geocaching			1A			1B	
Personal Fitness					2		
Wilderness Survival	1			2			

TRAIL TO EAGLE

Citizenship in the Nation	1A		2A	1B	2B		
Citizenship in the World		1A	2A	1B		2B	
Communication	1A			1B			
Emergency Preparedness			1A	2A	1B	2B	
Personal Management		1A			1B		

AQUATICS

Canoeing	1A	2A		1B	2B		
Kayaking / SUP			1A	2A		1B	2B
Lifesaving	1A	2A		1B	2B		
Swimming	1A	2A	1B	3A	4A	3B	4B
BSA Lifeguard	1						

Class Size	Age Req.	Class Fee
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20	ALL	
20	ALL	\$20
20	ALL	\$15
12	ALL	\$15
20	ALL	\$20
20	ALL	
6	ALL	\$20
20	ALL	\$20

20	ALL	
20	ALL	\$20
15	ALL	
20	ALL	
20	ALL	
20	ALL	

20	ALL	
20	ALL	
20	ALL	
20	ALL	
20	ALL	

10	ALL	
10	ALL	
10	13	
10	ALL	
5	16	

ECOLOGY & STEM

Animal Science	1									2
Astronomy				1	2					
Chemistry		1				2			3	
Chess	1					2				
Electricity & Electronics	1A	2A				1B	2B			
Engineering				1						2
Environmental Science		1A			1B		2A			2B
Fish & Wildlife Management				1	2					
Fishing	1					1A			1B	
Fly Fishing							1A			1B
Movie making		1				2				
Photography	1						2	3		
Plant Science							1			
Reptile & Amphibian Study					1					
Space Exploration				1					2	
Weather									1	2

20	ALL	
20	ALL	
20	ALL	\$15
20	ALL	
10	ALL	\$20
20	ALL	
20	ALL	
20	ALL	
20	ALL	
20	ALL	
12	ALL	
10	ALL	
10	ALL	
20	ALL	
20	ALL	
20	ALL	\$15
20	ALL	

SHOOTING SPORTS

Archery	1A			1B			2A			2B
Rifle Shooting	1A	2A		1B	2B		3A		3B	
Shotgun Shooting		1A			1B	2A	3A	2B		3B

16	ALL	\$12
16	13	\$15
10	13	\$30

HIGH ADVENTURE PROGRAMS

ATV Adventure	1A	2A		1B	2B	1C	2C	1D		2D
Climbing		1A			1B		2A			2B
Project C.O.P.E.	1A			1B		1C		1D		

6	14	\$75
12	13	
18	13	\$50

POLARIS

MORNING SESSION (All 4 Days)	1A			1B		1C		1D		
AFTERNOON SESSION (All 4 Days)		2A			2B		2C			2D

45	ALL	\$10
45	ALL	\$10

*** These classes have the potential to take the full 6 hours. They may release after 4.5 - 5 hours depending on enrollment and class content.
All requirements will be covered unless otherwise indicated.

Class	Prerequisites, Requirements, and Notes	Capacity	Blocks
HANDICRAFT			
Architecture	Prereqs: Reqs 1a and 1b	20	half day
Basketry		20	full day or 2 half days
Leatherwork	Prereq: Req 5	20	full day or 2 half days
Metalwork	Long cotton pants (blue jeans) & long sleeved shirt required	12	2 half days
Pottery	Prereq: Req 7	20	half day
Sculpture & Art	Prereq: Art Req 6	20	full day
Welding	Long cotton pants (blue jeans) & long sleeved shirt required	6	2 half days
Wood Carving	Pre-req: Totin Chit is required and should be brought to class each day	20	full day or 2 half days
FITNESS & OUTDOOR SKILLS			
Camping	Reqs 4b, 5e, 8d, 9a, and 9b will not be completed at camp. Reqs 7b and 9c might not be completed	20	full day or 2 half days
Cooking	Req. 4c, 4d, 4e, 6d-f may not be completed at camp.	20	full day
First Aid		15	2 half days
Geocaching	Prereq: Req 7 ; Reqs 8 and 9 may not be completed at camp.	20	2 half days
Personal Fitness	Req. 1b and 8 will not be completed at camp.	15	half day
Wilderness Survival	Req. 5 may not be completed at camp.	20	full day
TRAIL TO EAGLE			
Citizenship in the Nation	Req. 2, 3 and 8 may not be completed at camp.	20	full day or 2 half days
Citizenship in the World	Req. 7 may not be completed at camp.	20	full day or 2 half days
Communication	Req. 5 and 7 may not be completed at camp.	20	2 half days
Emergency Preparedness	Req. 2c, 6c, 7a, and 8b may not be completed at camp.	20	2 half days
Personal Managment	Reqs 1, 2c, 2d, 8c, and 8d will not be completed at camp	20	2 half days
AQUATICS			
Canoeing	Must be classified as a swimmer and have adequate physical strength	10	2 half days
Kayaking/SUP	Must be classified as a "swimmer" and have adequate physical strength	10	2 half days
Lifesaving	Must be classified as a "swimmer" and have adequate physical strength	10	2 half days
Swimming	Must be classified as a "swimmer" .	10	2 half days
BSA Lifeguard			4 full days
ECOLOGY & STEM			
Animal Science		20	half day
Astronomy	3 hour viewing session to be completed one evening To Be Determined during camp	20	half day
Chemistry	Req. 7 may not be completed at camp	20	half day
Chess	Help with and compete in Thursday Night Tournament	20	half day
Electricity & Electronics	Electricity: Pre-req: Req 2,	10	2 half days
Engineering		20	half day
Environmental Science	Req. 4 will not be completed at camp	20	2 half days
Fish and Wildlife Mgmt.	Req. 5 and 7 will not be completed at camp	20	half day
Fishing	Bring a copy of state fishing regulations and personal fishing equipment. Req 9 and 10 may not be completed at camp.	20	full day or 2 half days
Fly Fishing	Reqs 10 and 11 may not be completed at camp	12	2 half days
Movie Making	Req 2d may not be completed at camp	20	half day
Photography		20	full day
Plant Science		20	half day
Reptile & Amphibian Study	Req. 8 will not be completed at camp	20	half day
Space Exploration		20	full day
Weather	Reqs 9 and 10 will not be completed at camp	20	half day
SHOOTING SPORTS			
Archery		16	2 half days
Rifle Shooting	Must be 13 years or older with adequate physical strength	16	2 half days
Shotgun Shooting	Must be 13 years or older with adequate physical strength	10	2 half days
HIGH ADVENTURE PROGRAMS			
ATV	Scouts must be 14 years or older; must wear long-sleeved shirts, long pants, and over-the-ankle boots. Completion of online safety course prior to camp is required.	6	4 half days
Climbing	It is suggested that Scouts be over the age of 13 and in good physical shape.	12	2 half days
Project C.O.P.E.	Scouts must be 13 years or older.	18	2 full days
POLARIS			
Polaris	Choose the Morning or Afternoon Session	45	4 half days

2024 SKYMONT DAILY SCHEDULE

SUNDAY

1:00 – 3:00 PM	Check-in
4:00 – 6:00 PM	Dinner
6:15 PM	Flags
6:45 – 7:15 PM	Scoutmasters Meeting
8:30 – 9:15 PM	Opening Campfire
10:00 PM	Quiet Time & Lights Out

MONDAY – THURSDAY

6:30 AM	Reveille
7:15 AM	Flags
7:30 – 8:15 AM	Breakfast
8:30 – 11:45 AM	Morning Session Block
9:15 AM	Scoutmasters Meeting
12:00 – 12:30 PM	Lunch
12:30 PM	SPL Meeting
1:00 – 4:15 PM	Afternoon Session Block
4:30 – 5:15 PM	Free Time
5:30 PM	Flags
5:45 – 6:45 PM	Dinner (Wed dinner in campsites)
7:00 – 9:00 PM	Special Programs and Activities
10:00 PM	Quiet Time & Lights Out

FRIDAY

6:30 AM	Reveille
7:15 AM	Flags
7:30 – 8:15 AM	Breakfast
8:30 – 11:45 AM	MB Wrap-up & Special Programs
9:15 AM	Scoutmasters Meeting
12:00 – 12:30 PM	Lunch
12:30 PM	SPL Meeting
1:30 – 4:00 PM	Camp-wide Games
5:30 PM	Flags
5:45 – 6:45 PM	Dinner
8:15 – 9:15 PM	Closing Campfire
10:00 PM	Quiet Time & Lights Out

SATURDAY

6:00 – 8:30 AM	Breakfast
7:00 – 9:00 AM	Check-out

Detailed daily schedules with additional events and information will be provided at the Sunday evening Scoutmasters Meeting.

CHAPLAIN'S AIDE PROGRAMS

THE ROLE OF THE CAMP CHAPLAIN

The Camp Chaplain is available to help in many ways during the week. In addition to educating Scouts about faith and Reverence, the Chaplain can be available to:

- Discuss with unit leaders ways to incorporate interfaith services into unit activities
- Offer advice on teaching Reverence in a Troop setting
- Answer questions about the P.R.A.Y. program and earning religious emblems
- Offer support to Scouts having an especially difficult time being away from home

SKYMONT CHAPLAIN'S AIDE PROGRAM

This program is intended to help educate Scouts on the duties of the Chaplain's Aide position of responsibility, what Reverent means, and how to run an interfaith service. The program meets on Mondays at 7:00 p.m.

VESPERS

This is an interfaith service welcoming to Scouts and leaders of all faiths. The service is held Thursday night at Lightfoot Chapel during open programs. This service is planned and run by those who have attended the Chaplain Aide Program meetings, or have spoken to the Camp Chaplain in advance regarding a desire to participate.

SKYMONT "DUTY TO GOD" AWARD

The Duty to God Patch is given to those who complete the requirements and submit the required forms available from the Camp Chaplain or in Admin.



CAMP-WIDE GAMES



Skymont's camp-wide games is an exciting all-unit competition held on Friday afternoon. The individual games will showcase Scout skills, physical fitness, and teamwork and will be held in multiple areas across camp. The top 3 units each week will receive fabulous prizes and epic bragging rights.

SKYMONT AWARDS AND RECOGNITION

Skymont recognizes individuals and troop accomplishments through awards and our recognition program. Scouts, adult leaders, and Troops may receive recognition for meeting and exceeding standards that have been set by generations of Skymont campers. Participation is optional, but all Troops are expected to obey the Scout Oath and Scout Law and to follow the Outdoor Code and Guide to Safe Scouting principles.

CRACKED SKILLET AWARD

The Cracked Skillet Award is awarded on a daily basis for the cleanest and neatest Troop Camp Site. Daily winners join the Skymont tradition of painting a portion of the cast iron skillet with their troop emblem. The skillet is awarded at the evening Flag Ceremony and the Troop that earns the Cracked Skillet is given the honor of raising and lowering the flags the next day. The Troop's flag can be raised along with the American and State flags. The campsites will be inspected by the Camp Commissioner each morning following the daily leaders meeting with points awarded for specific areas of cleanliness, campsite safety, unit identification through flags and campsite gateways, and use of duty rosters. The inspectors will judge each aspect of the daily inspection on a point scale. The inspection sheet will be supplied in the Leader/Senior Patrol Leader packet Sunday Night. If a tie occurs, camp management will choose a winner based on observations of Troop behavior and Scouting Spirit.

THE MONTOSKY MOCCASIN AWARD

Before Scouts appeared at Skymont, Native Americans used the area to prepare youth to grow into adults. The wise Montosky oversaw the development of youth to adults. Today Montosky's spirit oversees Skymont's staff and adult leaders as they deliver fun and exciting summer camp programs that prepare Scouts for the future. The Montosky Moccasin Award recognizes Troops for advancement of Scouts, campsite inspections, service projects, and other Scout Spirit. Troops earning the award receive a Montosky Moccasin suitable for mounting on the wall of any Scout Hut.

THE GEORGE W. NORRIS COMMISSIONER AWARD

Awarded by the Camp Commissioner, this special award recognizes one Troop each week that demonstrates the best application of the Scout Oath and Scout Law. The award is presented in memory of George W. Norris, a long-time Council Commissioner for the Cherokee Area Council, who throughout his life exemplified the ideals of Scouting. The winner of this award is chosen by the camp management considering the following criteria:

Proper uniforms, Exhibiting friendship, Troop campsite condition, Activity participation, Adult Leader participation, Displaying courtesy, Use of patrol method, Attending vespers, Displaying flags, Promptness, Practicing conservation

ADULT LEADER ACTIVITIES

Why should the Scouts have all the fun? We haven't forgotten about the *big kids* coming to camp!

LEARN!

Adult leaders are invited to attend special Facilitated Roundtables throughout the week to share ideas and best practices on topics such as:

- Youth-led Units, the Patrol Method, and Working with the PLC
- Retention: Best Practices for Troops and Parents
- Been There, Done That, Now What?
- Webelos-to-Scout Transition and the New Scout Patrol
- Scoutbook for Scouts BSA

TRAIN!

Adult Training Courses, official and unofficial, will be offered throughout the week on varying topics such as:

- Backpacking 101
- Dutch Oven Cooking
- GPS and Geocaching
- Outdoor Ethics
- Merit Badge Counselor Orientation
- Boards of Review and the Four Steps to Advancement
- Lesser-known Awards for Scouts BSA
- Helping Scouts with Disabilities Succeed
- A Scout is Reverent: The Twelfth Point in Action

HAVE FUN!

Don't let the Scouts be the only ones going home with great stories and great adventures! Come join in one of our many fun and adventurous opportunities for adults.

The Scoutmaster Merit Badge

Earn 270 out of 320 possible points for completing requirements while participating, volunteering, and exploring around Skymont. Adults love patches too!

Leader Caveman/Cavewoman Golf

A fun event for all leaders! Leaders must build their "clubs" from natural materials found at Skymont and work their way around the course. Awards are given for team and individual scores, longest drive, most creative club, most creative costume, and more. Come laugh, make new friends, and just have a great time. No experience necessary!

Guided Hikes

Have you ever wondered why there is a cemetery on camp property? Or, what is this End of the World you keep hearing about? Meet up with your trek guide and follow them on one or more hikes to learn more about these and other points of interest.

Leader Shotgun Shoot

Following the Leader's Dinner on Thursday night, come out to the Shooting Range for a free shotgun shooting experience.

Specific course/program details and schedules will be available at the Sunday Scoutmaster meeting

CAMP PROCEDURES & POLICIES

SATURDAY ARRIVAL:

A \$5 per person fee will be charged for all Troops checking in on Saturday. Check-in hours for Saturday are between 4:00PM and 7:30PM only. Arrangements must be confirmed with Brent Baker at least 2 weeks prior to arrival. Payment can be made at the Scout Service Center with final payment date or at Sunday check-in. Unless prior arrangements have been made with the Skymont Ranger, the unit is responsible for transporting gear into their assigned campsite. Vehicles are not allowed to travel through camp after 8:00PM and NO vehicles may remain in campsites. Sunday Troop Check-in is still required and WILL NOT begin prior to 1:00PM. The program and administration areas are closed, and no meals or medical coverage are provided. There are limited restaurants in the vicinity of Skymont.

CHECK-IN PROCEDURE:

Check-in will be from 1:00-3:00PM on Sunday. One week prior to camp, you will be contacted and asked to provide an approximate arrival time. Upon arrival, the Scoutmaster should ensure they have all necessary paperwork and proceed to check-in. The Scouts will be greeted by their Troop Guide. Once the Scoutmaster has completed the check-in process, they will be issued the buddy tags for their unit and will rejoin the Troop to begin the camp tour. The Troop will then see the Medic for Med Checks, visit the Dining Hall for orientation, and head to Aquatics for swim checks. Units should have Scouts arrive in swim gear, or have it with them to change into, if they did not do pre-camp swim classifications.

ITEMS NEEDED FOR CHECK-IN:

- Troop Roster of all Scouts and Leaders in attendance
- Completed Medical Forms (parts A, B, and C)
- Activity Waivers (ATV, Shooting Sports, Friday Rafting)
- Out-of-Council Unit Proof of Insurance
- Payment for all unpaid fees (cash or check only)
- Dietary Allergy forms (if applicable)
- Pre-Camp Swim Classification Record (if applicable)

LATE ARRIVAL: (After 8:00PM Sunday)

NO personal vehicles are allowed in camp after 8:00PM. All personal gear will be carried to the campsite by the Troop or with the assistance of the Camp Ranger, if available. Trailers may be transported Monday morning after 7:00AM with permission from Administration. Med Checks will be held Monday morning and **MUST** be completed before any Scout or Leader can participate in activities and Merit Badge classes. Swim checks will be conducted at the beginning of the Scout's aquatic merit badge class, or at the beginning of Open Swim, and are dependent on the availability of Aquatics staff. The unit is responsible for Sunday dinner if arriving after 5:00PM.

PACKING FOR CAMP

It is expected that Troops and Unit Leaders will guide and assist Scouts in packing and preparing for camp. There are multiple packing lists readily available for further guidance. More importantly, the following items are **PROHIBITED** at Skymont Scout Reservation and are not allowed anywhere on camp property, including the parking lot:

- | | | |
|-------------------|-------------------------------|---|
| Fireworks | Fixed Blade / Sheathed Knives | Pets (except seeing-eye and guide dogs) |
| Personal Firearms | Personal Bikes | Alcohol products |

PRE-CAMP SWIM TEST

Troops have the option of conducting pre-camp swim tests prior to their arrival at Skymont. A BSA Camp School certified Aquatics Director or an adult certified through American Red Cross can administer the swim test. Troops must bring a copy of the administrator's certification along with the swim classification form (available at www.Skymont.org). Swim tests must be repeated every 12 months. The Skymont Aquatics Director has the right to re-test any Scout or Leader if deemed necessary.

PROOF OF INSURANCE

The Cherokee Area Council provides a supplemental accident and sickness insurance for Cherokee Area Council Scouts and Leaders. Out-of-Council Troops must provide a copy of the Certificate of Insurance from their unit or Council Insurance Policy.

COMMUNICATIONS INFORMATION:

Mail should be addressed as follows:

Scout's Name

Troop # & Campsite

Camp Week Attending

Skymont Scout Reservation

243 Talidandaganu Rd

Altamont, TN 37301-4269

Parents are welcome to send mail to their Scout during their stay at camp.

UPS and FedEx deliver to Skymont. Incoming mail is placed in the Troop

mailbox in the Administration Building. Outgoing mail may be left in the

Administration Building or Trading Post. Letter mail that arrives after the

Scout has departed will be returned if a return address is provided.

Skymont is not responsible for providing postage to return packages which arrive too late to be delivered to your Scout. Please plan accordingly.

The camp telephone is reserved for camp business and emergencies. Availability for making outgoing calls is extremely limited. The number is **931-692-3435**. Cellular service is limited at Skymont due to our remote location. Wi-Fi internet access is best available at Scoutmaster Swings and at the Administration Building. Computers with internet access are available at the Administration Building on a limited basis for Leaders and Staff only.

EMERGENCY PROCEDURES

Skymont Scout Reservation has a number of procedures in place to help ensure the safety of our campers and staff. Skymont utilizes an NOAA-based weather computer system to monitor for hazardous weather. Staff are trained in Hazardous Weather, Fire, Serious Injury, Lost Camper, Severe Weather, and Hazardous Materials protocols. Staff exceed BSA standards in first aid, CPR, and AED training. All local emergency services have agreement letters with Skymont and provide direct access to the response call stations allowing prompt emergency service. In addition, certain program areas, like Aquatics, COPE, and Climbing Tower, may also be closed in the event of thunder.

In the event of an emergency or eminent severe weather, a siren is activated that can be heard throughout all camp areas, and radio communications go out to all program areas. Upon hearing the siren, **EVERYONE** is required to report to the Dining Hall. The concrete block latrines may serve as temporary shelter during such events, but **ONLY** when circumstances prevent reaching the Dining Hall safely. Staff will assist with safely transporting persons to the Dining Hall and accounting for all persons on camp before releasing back to activities.

VISITORS

Visitors are welcome at Skymont from 8:00am—9:00pm. All visitors must check-in at the Admin building before proceeding to other areas of camp and must check-out upon departure. **Visitors are not permitted to stay on camp property overnight.** Visitors may observe, but may not participate in, camp programs and activities. Visitors may purchase meals for \$8/person in the Trading Post.

UNIFORMS & CLOTHING

The “Class A” Field Uniform is required for all campfires, evening meals, and flag ceremonies. “Class B” Activity Uniforms, Scout shorts, mid-thigh shorts, pants, and other Scout-themed apparel may be worn at other times. Adults and youth must ensure that they wear appropriate camping attire. Tank tops are not considered appropriate attire. All attire must be consistent with the Scout Oath and Law. Non-Scouting branded apparel is discouraged, and any clothing promoting inappropriate habits, language, or behavior will not be permitted. Closed-toed shoes are **REQUIRED** while travelling on camp. **Open-toed shoes, five-finger/toe shoes, and sandals (including Crocs) are not permitted, except during showering or at the waterfront.**

Swimwear should be designed as swimwear, appropriate for the activity, clean, and in useable condition. One-piece and two-piece swimwear is acceptable. Swim tops must cover the entire chest area. Swim bottoms must cover the entire buttocks and groin area. All swimwear must be properly sized and fastened securely enough to not shift or fall off during aquatics activities. T-shirts, rash guards, or another additional layer may be worn provided they do not hamper movement in the water or create an entanglement risk.

PERSONAL VALUABLES

Skymont Scout Reservation will not be held responsible for the valuables of individual Scouts or Troops while in camp. A “Lost and Found” will be located in the Admin Building. Valuable items will be stored by the Admin staff for safe-keeping until they are claimed. Consider putting Scouts’ names on clothing, handbooks, or other items, providing a Troop lock box, or leaving valuables at home.

EARLY RELEASE PROCEDURE:

The Early Release of a Scout will be handled by the Camp Director or their designee. In the event an individual requests the early release of a Scout, for whatever reason, the Scout will not be released without completion of the Early Release Request Form (available at www.Skymont.org), verification of parental consent, either verbally or in writing, and proper identification of the individual receiving the Scout. Scouts will never be released to anyone under 18 years of age without specific consent of the parent / legal guardian. Often these requests for Early Release are due to a family emergency. Regardless of the reason, or the delay that may result, these procedures will be followed in every instance. The basis for this policy is the National Council’s Health and Safety Guide. We exercise such care for the well-being of the Scout and in recognition of the trust the parent / legal guardian has placed in our camp.

CHECK-OUT PROCEDURE:

Information regarding check-out procedures will be discussed during the Scoutmasters meetings. Sign-up times for check-out will take place during Friday Scoutmasters Meeting. There will be an opportunity to sign up for truck or trailer assistance to haul gear out of camp. A campsite inspection **MUST** be conducted with your Scoutmaster, SPL, and Troop Guide before leaving camp. A continental breakfast will be available in the Dining Hall from 6:00-8:30AM. The Admin Building will close, and all Troops must depart camp, by **9:00AM** on Saturday.

HEALTH AND SAFETY INFORMATION

MEDICAL FORMS:

Every Scout and Leader attending camp must have a completed BSA Medical Form upon arrival at camp. In accordance with BSA requirements, any participant (Scout or Leader) not having a fully completed BSA Medical Form will not be allowed to remain at camp or participate in any events until the form is completed. Only the current BSA Annual Health and Medical Record will be accepted at camp (no exceptions). A completed AHMR includes parts A, B, and C (signed by a licensed healthcare provider) and a copy of the participant's insurance card. Copies of camper's medical forms are preferred over originals.

Campers who are taking medications are required to fill out the medication section of Part A. All medications, including over-the-counter medications, vitamins, or supplements, are required to be listed. Each Scout and Leader will go through a Med Check during Check-In. Pre-existing conditions, injuries, or symptoms of ongoing illness may result in a Scout or Leader being sent home. Pre-existing conditions requiring medical attention while at camp are not covered under BSA accident and sickness insurance. Additionally, should any participant exhibit signs or symptoms of a potentially contagious illness during the screening, or throughout the week, they will be required to seek medical attention and follow the instructions of the physician.

To expedite the Med Check process during Sunday Check-In, units may mail a **copy** of their Troop Medical Forms to camp at least 2 weeks prior to your arrival. Please send the entire unit together in alphabetical order. **DO NOT MAIL INDIVIDUAL MEDICAL FORMS.** The Medical Forms will be reviewed by the Camp Medic and you will be emailed for any additions or corrections that are needed.

Forms may be mailed to **Skymont Admin, Attention MEDIC, 243 Talidandaganu Rd, Altamont, TN 37301**

MEDICATIONS:

The taking of prescription medications is the responsibility of the individual taking the medication, and/or that individual's parent or guardian. A Leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but BSA does not mandate or necessarily encourage the leader to do so. Also, if state laws are more limiting, they must be followed. Medications should be in original labeled containers and kept in zip-lock bags labeled with the individual's name. Bags should be stored in a locked box in the campsite. Each unit is responsible for providing their own lock box and designating a leader to dispense medications. This leader should consult with the parent/guardian prior to camp to discuss medications. The Skymont Camp Medic reserves the right to check all campsites and medications. The Camp Medic can provide storage for medications that must remain refrigerated or frozen.

MEDICAL SERVICES:

The Skymont Camp Medic is located at the Administration Building in the Health Lodge. The Camp Medic is on-call 24 hours a day for emergencies. The Camp Medic is in place for basic first-aid and to evaluate emergencies, but will not provide or treat routine healthcare conditions. Hospital arrangements are with Southern Tennessee Regional Health Systems in Sewanee, TN. Troops must provide their own transportation for all off-site medical care unless the Camp Medic determines that an emergency vehicle is medically necessary. There is no electrical service in campsites and generators are not permitted. Troops must be prepared to provide battery power for any and all medical devices if needed. Recharging is available at Scoutmaster Swings.

WILDLIFE AWARENESS

Skymont Scout Reservation sits on over 2200 acres of wilderness along the Cumberland Plateau and is home to a wide variety of wildlife. All wildlife at Skymont is considered to be untamed and in their natural habitat. Scouts should exercise the principles of Outdoor Ethics while on camp. Wildlife should be left undisturbed at all times. If wildlife enter the camp area and become a nuisance or a threat, safely evacuate the area and notify the Camp Ranger. If an encounter with wildlife creates a health concern, the Camp Medic is available at the Health Lodge. Tick removal can be safely accomplished in the campsite or during standard program hours at the Health Lodge.

GENERAL CLEANLINESS

A Scout is Clean. On a daily basis, each Troop should bring its trash to the trash trailer behind the dining hall. Trash should be secured tightly to avoid spills and littering during transport. Daily trash removal will discourage pests and wildlife from entering your campsite. Cleaning duties of shower and bath facilities and other camp areas will be shared by all Troops and will be scheduled during Monday's Senior Patrol Leader Meeting. Scouts should not wear wet or soiled clothing into the Dining Hall.

SHOWERS AND LATRINES

Every campsite at Skymont is outfitted with a bathhouse featuring 3 flush toilets, a trough sink, and 2 private showers, along with a tankless water heater which can be connected to a propane cylinder (to be provided by the unit) to supply hot water to the showers. Units should coordinate with the others in their campsite to decide how best to meet the needs of their youth and adults access to these facilities. Shower and latrine facilities are also available for adults and youth, male and female, in various locations across camp. If a need for special accommodations arises, please speak with the Camp Director. Leaders must respect the privacy of Scouts in situations such as changing into swimsuits or showering and intrude only to the extent that health and safety requires. Troops should be prepared to supply garbage bags, paper towels, and soap for the latrine in their campsite.



SKYMONT DINING

The Skymont Menu is developed by a professional nutritionist, prepared by experienced cooks, and served hot and wholesome in our dining hall. Troops will be assigned tables during the Dining Hall orientation and will receive further instructions on food service and dining room clean-up. Senior Patrol Leaders should establish a duty roster for their Troop that includes dining hall assignments. Leaders are asked to sit with their Scouts. No “adults only” tables please.

SKYMONT GRACE

For what you do in our intent,
For food that gives us nourishment,
For the beauty of creation,
For the freedom of this Nation,
For our families and friends,
And your love that never ends,
Dear Lord, we thank thee.
Amen.

SPECIAL DIETARY NEEDS

The kitchen staff is prepared to handle most dietary restrictions, including vegetarian, vegan, gluten-free, and peanut allergy. Other less common dietary restrictions will need to be addressed prior to arrival. Most dietary restrictions can be accommodated, but we want to “be prepared.” If Scouts and/or leaders have special dietary needs or restrictions, please send the completed Dietary Form (available at www.Skymont.org) by email to Brent Baker (brent.baker@scouting.org) at least two weeks prior to the Troop’s arrival at camp. To ensure we can accommodate your needs, please provide detailed information on all dietary restrictions.

Though the kitchen staff has alternative food options for your Scouts and Leaders with restrictions, and will work with them as much as possible to provide healthy, safe alternatives, we know that some individuals will have supplemental food that they would like to bring. Refrigeration space will be provided for supplemental food, but access and preparation of supplemental food must be coordinated through the kitchen manager and must be in compliance with local health code and SafeServ standards. A microwave is available for supplemental food preparation. Other accommodations must be made with the kitchen staff during Dining Hall orientation on Sunday or in advance.

LEADER’S DINNER

As a way to say THANK YOU for choosing to attend Skymont with your Troop, Leaders are invited to a special steak dinner on Thursday night to be held at the Polaris Pavilion following evening flags. Each Troop will receive two complimentary tickets and additional tickets are available for purchase in the Trading Post for \$12. Extra tickets must be purchased by 12:00 noon on Monday. There will be an opportunity to meet the Council Scout Executive and provide feedback on camp programs and facilities. **Each campsite is required to leave two leaders with your Scouts.**

ADULTS ONLY, PLEASE.

WEDNESDAY NIGHT IN-CAMP DINING

Dinner on Wednesday night will be prepared and eaten in your campsite. Food and supplies are issued after lunch at the Dining Hall. The Dining Hall will close at 3:00PM. Troops are provided one hamburger patty per person, carrots, potatoes, onions, drink mix, salt and pepper, ice, aluminum foil, and 1 bag of charcoal per Troop sufficient to make hobo meals. If requested, paper products and plasticware are available. Alternatives for those with special dietary needs will be provided.

The Troop is responsible for bringing stoves, pots, pans, utensils, spices, sauces, condiments, and any other gear you may need to prepare, cook, and eat this meal.

Notify the Camp Commissioner at Monday's Scoutmaster meeting if your Troop has other dinner plans.



TRADING POST AND CANTEEN

The Skymont Trading Post is well-stocked with Scouting equipment, literature, handicraft supplies, program supplies, gifts and souvenirs, and sundries. Skymont apparel including t-shirts, jackets, hoodies, and hats are great options for remembering your camp experience and make great gifts for parents and family! The average camper spends around \$75 on souvenirs and snacks during the week. The Trading Post accepts cash, checks, and credit cards (\$5 minimum purchase, no AmEx). Tennessee sales tax is added to all purchases (excluding Skymont Activities). Refunds / Exchanges will be considered within 24 hours of purchase and only with a receipt. Products must be in the original container, unopened, or unused, unless the product has malfunctioned.

The Skymont Canteen is home to slushies, candy, drinks, and many other snacks. Tickets are purchased in the Trading Post and then exchanged for items at the canteen window.

*At the Camp Director's discretion, carbonated and sugary drink sales may be temporarily suspended if the heat index is over 95 degrees.

**THE TRADING POST AND CANTEEN WILL BE OPEN DURING PROGRAM HOURS AND CLOSED FOR ALL MEALS.
HOURS WILL BE POSTED ON THE TRADING POST DOORS AND ARE SUBJECT TO CHANGE.**

GENERAL CAMP POLICIES & RULES

Scouts and Leaders are to act in accordance with the Scout Oath and Law at all times!!

1. Scouts must always travel with a buddy. The buddy system will be enforced.
2. No running in camp.
3. Leave wildlife alone.
4. Scouts, Leaders, and visitors must wear closed-toe and closed-heel shoes while in camp. Crocs and sandals are not permitted.
5. Program areas are off-limits during non-program hours.
6. All Scouts are to be in their assigned campsite by 10:00PM.
7. Swimming and boating are only allowed in authorized areas and at authorized times.
8. Absolutely NO fishing in the swimming area.
9. Personal Flotation Devices (PFDs) are provided and must be worn by everyone in a watercraft at all times in accordance with National BSA Policy.
10. Fireworks, sheath knives, personal firearms, and personal bikes are not permitted at camp.
11. No cutting of live brush or trees is permitted, unless during a conservation project under staff supervision.
12. Liquid fuels for camp equipment are to be handled by leaders only. Liquid fuel containers are to be stored in a locked storage area in the campsite.
13. Scouts, Leaders, and visitors are not permitted to bring pets to camp, except seeing-eye or guide dogs.
14. Anyone visiting or leaving camp must check-in and check-out in the Administration Building.
15. Scouts, Leaders, and Visitors must wear ID wristbands at all times. Scouts and Leaders will receive wristbands during check-in on Sunday. Visitors will receive a wristband when checking in at Admin.
16. Scouts wishing to leave camp for any reason must provide an Early Release Form signed by a parent or guardian before being allowed to leave with anyone other than their parent or guardian.
17. Only authorized vehicles are permitted in camp. No personal vehicles are allowed in campsites. Per the Guide to Safe Scouting, no one is allowed to ride in the back of a pickup truck or trailer.
18. No alcoholic beverages, illegal drugs, or pornographic materials are to be in camp at any time. Violators will be asked to leave camp immediately. The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members. Adult leaders should support the attitude that young adults are better off without tobacco and may not allow the use of tobacco products at any BSA activity involving youth participants. All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants. *(Taken from the Guide to Safe Scouting)* Smoking and tobacco products, including vaping, are prohibited except in designated smoking areas.

Failure to comply with the Skymont Camp Policies and/or BSA Guide to Safe Scouting is grounds for removal from camp without a refund.



DO's and DON'Ts

Safety rules to help enjoy our camp responsibly!

DO:

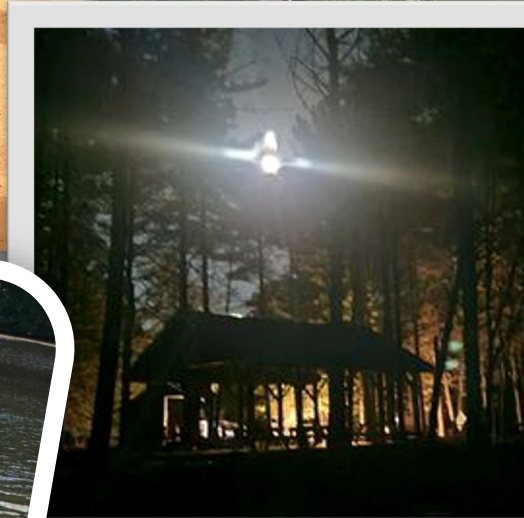
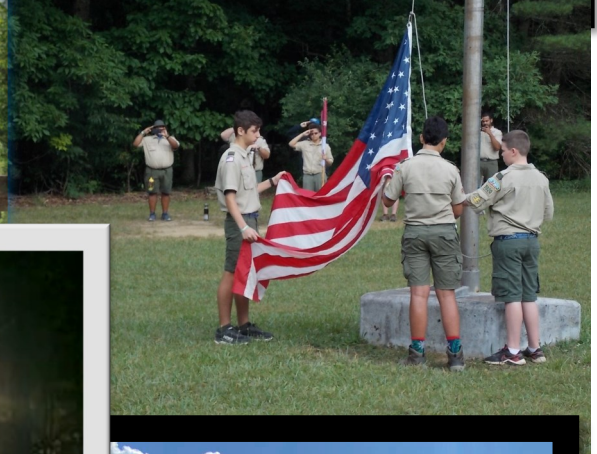
- ✓ Wear **footwear** with toe protection and ankle support.
- ✓ **Travel** on trails and paths carefully—running is discouraged.
- ✓ Follow the ***Guide to Safe Scouting*** at all times.
- ✓ Practice ***Leave No Trace*** principles.
- ✓ Return all **vehicles** to parking lot after loading and unloading.
- ✓ Have **FUN!**

DON'T:

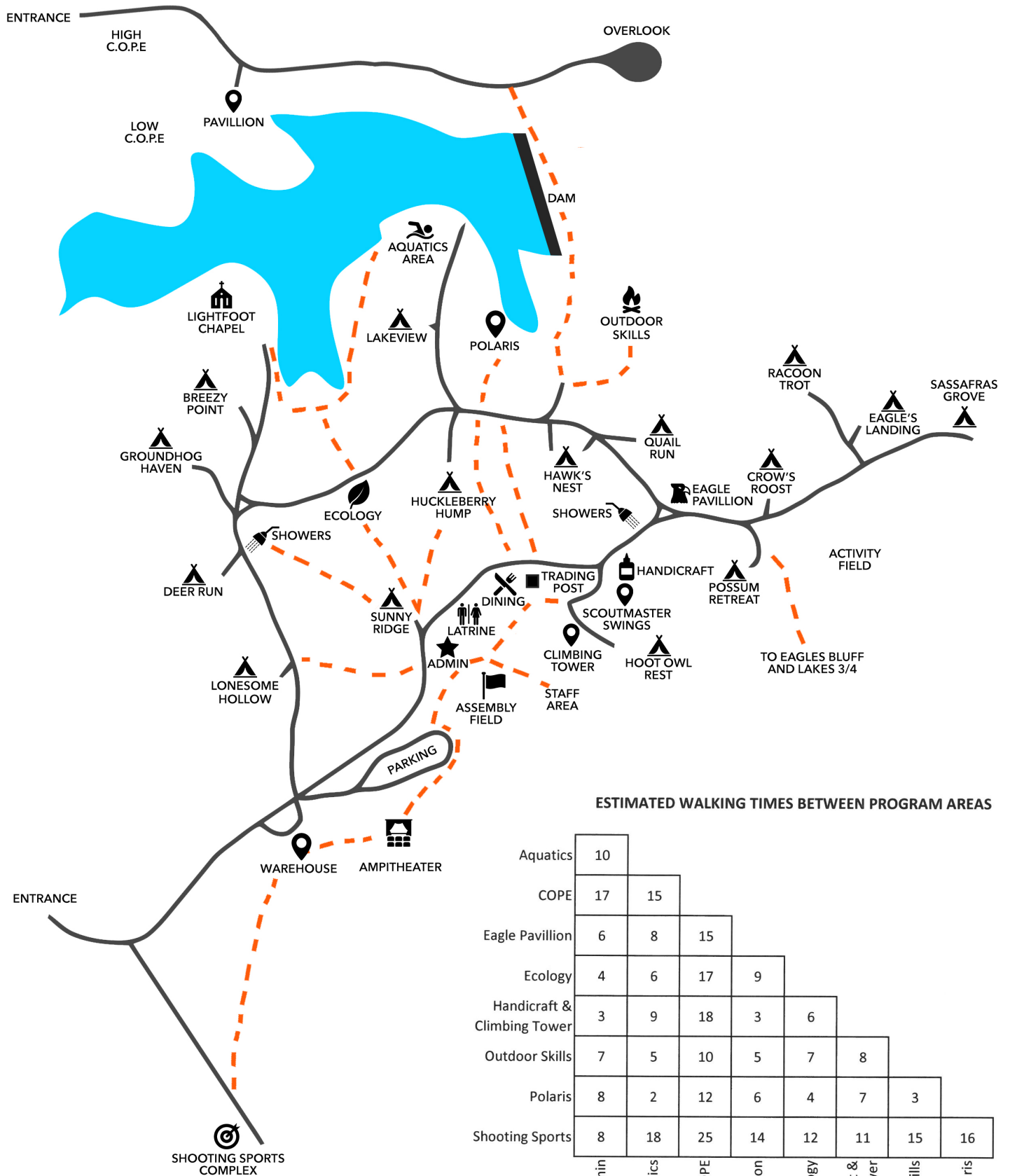
- ✗ **Tobacco**, e-cigarettes, and vaporizers are allowed **ONLY** in the parking lot.
- ✗ Personal **Firearms** are NOT allowed on property.
- ✗ Designated **areas** are OFF-LIMITS except during approved programs.
 - Shooting Sports Ranges Climbing Tower
 - Aquatics Dock Kitchen
- ✗ **Fires** are limited to EXISTING fire rings.
- ✗ Outside **firewood** is NOT allowed.
- ✗ NO tree **cutting**.



BOY SCOUTS OF AMERICA®
CHEROKEE AREA COUNCIL



Map of Skymont



NOTES, THOUGHTS, IDEAS, QUESTIONS, OR DOODLES



Looking for your next big adventure?

Come join our **Skymont Summer Camp Staff!!**

Skymont is looking for enthusiastic, energetic, hard-working, and friendly Scouts and Scouters alike to join us on our Summer Camp Staff. Staff positions are available all over camp. Whether you're an older Scout with leadership experience who enjoys teaching Scout skills or a seasoned Scouting veteran interested in fueling the energy of the next Scout generation,

SKYMONT WANTS YOU!!

Scan the QR Code below for the **2024 Skymont Staff Application!**

For more information, contact Brent Baker at brent.baker@scouting.org.





www.Skymont.org

Cherokee Area Council, BSA

6031 Lee Highway

Chattanooga, TN 37421

(423) 892-8323

www.CherokeeAreaBSA.com