



2026 SUMMER CAMP LEADER'S GUIDE





ABOUT SKYMONT

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 provide 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 50 merit badge offerings include 11 Eagle-required options and 15 STEM-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.

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.

TABLE OF CONTENTS

RESERVATION INFORMATION

Reservation & Payment Information	Page 2
Campsite Information	Page 6

CLASSES & ACTIVITIES

Merit Badge Class & Activity Information	Page 8
Merit Badge Class & Activity Schedule	Page 10
Prerequisites & Non-Covered Requirement Information	Page 12
Camp Daily Schedule	Page 13
Cumberland Adventure Program	Page 14
High Adventure Activities	Page 15
Additional Activities & Awards	Page 16
Adult Leader Activities	Page 17

CAMP POLICIES & PROCEDURES

Arrival, Check-In, Visitors, and Check-Out Process	Page 18
Communications & Emergency Information	Page 21
Health & Safety Information	Page 22
Dining Services	Page 24
General Rules	Page 26
Camp Map	Page 28

RESERVATION INFORMATION

2026 SUMMER CAMP DATES



JUNE 7 - 13



JUNE 14 - 20



JUNE 21 - 27

2026 SUMMER CAMP RATES



IN-COUNCIL SCOUT \$380



OUT-OF-COUNCIL SCOUT \$395



LEADERS \$150

PLUS

**\$15/SCOUT DISCOUNT FOR UNITS WHO ATTENDED
SKYMONT ANY 2 OF THE PREVIOUS 3 YEARS**

AND

1 FREE LEADER FOR UNITS BRINGING 10+ SCOUTS

YOUR ADVENTURE STARTS HERE:

WWW.ScoutingEvent.com/556-SKYMONT26

PAYMENT & REGISTRATION SCHEDULE

Prior to January 1, 2026

DEPOSIT PHASE

Units provide estimated numbers of Scouts and Leaders & indicate preferred campsites. Units pay \$250 deposit to secure a reservation.

January 1 - February 1, 2026

FULL REGISTRATION & FIRST INSTALLMENT PHASE

Units enter roster of Scouts and Leaders attending camp.

First installment payments of \$125 per Scout and \$50 per Leader due by February 1.

February 2 - March 6, 2026

SECOND INSTALLMENT PHASE

Units continue to add participants, swap participants, or request cancellation of participants at no penalty.

Second installment payments of \$125 per Scout and \$50 per Leader due by March 6.

Registration deposits become non-refundable on March 6.

March 13, 2026

MERIT BADGE CLASS SELECTION OPENS

Merit Badge class and activity selection opens at 9:00am EST.

Scouts MUST be paid current to the second installment total of \$250 to be eligible to select classes.

March 7 - May 8, 2026

FINAL PAYMENTS PHASE

Full remaining balance including all class and activity fees are due by May 8.

May 9, 2026

LATE FEE PHASE

Late fees applied for all unpaid balances – \$10 per person.

Merit Badge class & activity fees become non-refundable on May 9.

All fees are calculated based on the total number of Scout and Leader spots held on your reservation, regardless of whether a specific named Scout or Leader has been entered. Units who start a reservation after a payment date shown above must make sufficient payment to be considered current with the fee schedule.

CHANGES TO YOUR RESERVATION

Using the link provided in the registration confirmation email, units may add additional youth and adults to their reservation, replace a youth or adult with another, change class selections, change campsite preferences, and more.

Adding Scouts or Leaders

Prior to May 9, 2026, units may add additional Scouts and Leaders through their online account. In the “Additional Actions” dropdown menu found on the Registration Contact, select “Add Participants”. Payment current to the fee schedule is expected for each Scout or Leader added.

After May 9, 2026, Scouts and Leaders may only be added by contacting Brent Baker at brent.baker@scouting.org. A \$15 late fee will be added to all registrations made after May 9, except for newly crossed-over Scouts. Full payment of all fees is expected upon registration.

Cancelling Scouts or Leaders

Prior to May 9, 2026, cancellations of individual Scouts and Leaders may be made without penalty. All cancellation requests must be submitted by email to Brent Baker at brent.baker@scouting.org. Units do NOT have the ability to cancel participants through their online account.

After May 9, 2026, cancellation requests are **not eligible for refund** except under the following circumstances:

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

Only under such circumstances will a full refund be provided.

*All cancellation and refund requests must be submitted by email
NO LATER THAN July 10, 2026.*

PAYMENT METHODS

Summer Camp reservations are made by units, not individual Scouts or Leaders. All payments and refunds will be treated as transactions between the unit on the reservation and the Cherokee Area Council.



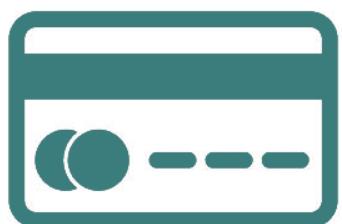
Payment by cash is only available in-person at the Council Office on Lee Hwy in Chattanooga.



Payments by check should be made out and mailed to:

**Cherokee Area Council
6031 Lee Hwy
Chattanooga, TN 37421**

Checks should include your unit number and week of camp to ensure proper application of funds to your account. *Cherokee Area Council is not responsible for payments lost or delayed by the Postal Service.*



All payments by credit card, whether online, by phone, or in-person at the Council Office, will be processed through your Black Pug registration account and will include a convenience fee.

Cherokee Area Council accepts VISA, Mastercard, and Discover.

REFUND PROCESSING

All refunds, whether due to overpayment or as the result of cancellations, will be processed after the final request submission period has ended on July 10, 2026. Refunds will be issued to the unit by check using the registration contact information provided on the reservation. Cherokee Area Council does not issue refunds directly to Scouts or their families. Refunds not deposited after 90 days will not be reissued.

CAMP SITES

Skymont provides canvas-wall tents on concrete pads with two cots per tent. Scouts and Leaders may also 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. Our campsites provide plenty of space for Troops to spread out. Hammock camping is permitted, but hammock stacking is prohibited.

Our campsites* have in-site latrines that include 3 private flush toilet stalls, two private shower stalls, a trough sink, a water spigot, solar lighting, and a tankless water heater compatible with a standard 20lb propane tank (to be provided by the Troop).

*Hawk's Nest campsite has a rustic latrine with 2 toilets, trough sink, and a single private shower.

We also have two centrally-located open-air shower houses with hot water. Female leaders or individuals with mobility concerns may speak to Camp Administration about other available shower facilities.

**There is NO electrical service in any campsite,
and generators are not permitted.**

Troops must be prepared to provide battery power for any and all devices if needed. Recharging is available at Scoutmaster Swings.

All campsites at Skymont also include firepits and picnic tables. Units are encouraged to bring pop-up canopies or dining flies to set up in camp.



CAMPSITE FEATURES

Breezy Point	Small gear shed, convenient to Lightfoot Chapel
Crow's Roost	Remotely located, convenient to Activity Field and Eagle Pavilion
Deer Run	Large capacity site, small gear shed
Eagle's Landing	Remotely located, quiet and peaceful
Ground Hog Haven	Small gear shed
Hawk's Nest	Centrally located, rustic latrine
Hoot Owl Rest	Convenient to Trading Post and Climbing Tower
Huckleberry Hump	Centrally located, small gear shed
Lakeview	Hammock poles, convenient to Aquatics and POLARIS
Lonesome Hollow	Large capacity site, pavilion, small gear shed
Possum Retreat	Secluded site, convenient to Activity Field
Quail Run	Convenient to Eagle Pavilion
Raccoon Trot	Remotely located, quiet and peaceful
Sunny Ridge	Centrally located, small gear shed

Requests for specific campsites will be accommodated whenever possible, but are subject to change based on registration numbers and site capacities. The total weekly capacity for 2026 is set at 400 Scouts and Leaders, which is less than the total campsite capacities. Troops that exceed the maximum capacity of a single campsite may be placed in adjacent campsites or may be required to bring their own tents. **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.**

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.

CLASSES & ACTIVITIES

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 NCAP standards are beyond the control of the local council and may require program changes.

MERIT BADGE CLASS & ACTIVITY SELECTION

Online merit badge class and activity selection begins March 13, 2026 at 9:00am EST.

Scouts **MUST** be paid current with the second installment payment of \$250 to select classes.

Instructions for online class and activity selection will be emailed to the primary registration contact for the Troop before selection opens. Merit badge class selection will close at midnight on May 8, 2026 for all weeks. All merit badge classes have capacities and will be filled on a first-come, first-served basis. Skymont does not use waitlists or fill classes beyond capacity.

SPECIAL EVENING ACTIVITIES

On Monday, Tuesday, and Thursday evenings, as well as on Friday mornings, 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. Some activities may require pre-registration or have limited capacity.

MERIT BADGE REQUIREMENT TRACKING

Skymont uses Black Pug software for event management and merit badge tracking. Merit Badge requirements completed during camp will be entered by camp staff throughout the week. **Skymont will record only those requirements completed at camp.** Unit leaders are responsible for giving credit for additional requirements completed by a Scout before or after camp. The unit will be able to access reports through Black Pug and can opt to print blue cards, print an advancement report, or export the information in a file that can be uploaded into Scoutbook.

MERIT BADGE REQUIREMENT TRACKING

For 2026, Skymont will be using a paired-block scheduling format for classes and activities. Merit Badge classes will meet on either Monday & Tuesday OR on Wednesday & Thursday. Both sessions of a class will meet in the same time block. (Block A - M+T, Block C - W+TH, etc.) Polaris, COPE, Cumberland Adventure, and Mile Swim meet all four days (Monday - Thursday).

When building their schedules from the class grid provided on the following pages, a Scout should select only one class from each column. Black Pug's scheduling module will not allow Scouts to be placed into classes with overlapping blocks.

2026 PROGRAM & ACTIVITY FEES

PROGRAM FEES:

Cumberland Adventure.....	\$ 150
Project C.O.P.E.....	\$ 50
Friday Rafting (NO TRANSPORTATION PROVIDED).....	\$ 65
Polaris (First-Year Camper Program).....	\$ 10
Cowboy Action Shooting.....	\$ 10
Open Rifle.....	\$ 10
Open Shotgun.....	\$ 15

OTHER FEES:

Additional Leader Dinner Meals.....	\$ 12/person
Visitor Meals.....	\$ 9/person

MERIT BADGE CLASS FEES:

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

SPECIAL EVENING PROGRAMS & ACTIVITIES

PRE-REGISTERED PROGRAMS

Register online during MB Class Selection (Limited availability)

ARTIFICIAL INTELLIGENCE MB	Tue or Thu 7-9PM @ STEM
CHESS MB	Tue or Thu 7-9PM @ Handicraft
COWBOY ACTION SHOOTING	Tue or Thu 7-9PM @ Range (\$10 fee)
FIRE SAFETY MB	Tue 7-9PM @ ODS
MILE SWIM	Practice Mon, Tue, & Thu 7PM, Mile Swim Fri 9AM @ Aquatics (all 4 sessions required)
PAUL BUNYON AWARD	Mon & Thu 7-9PM and Fri 9AM-12PM @ ODS (all 3 sessions required)
PULP AND PAPER MB	Tue or Thu 7-9PM @ Ecology
TOTIN' CHIP & FIREM'N CHIT	Mon or Thu 7-9PM @ POLARIS

OPEN ACTIVITIES

BOARD & CARD GAMES	Mon, Tue, or Thu 7-9PM @ Dining Hall
OPEN BOAT	Tue 7-9PM @ Aquatics
OPEN SWIM	Mon or Thu 7-9PM @ Aquatics
OPEN CLIMB & ZIP	Mon, Tue, or Thu 7-9PM @ Climbing Tower
OPEN SHOOT	Mon or Thu 7-9PM @ Range (Tickets for Open Rifle and Open Shotgun can be purchased in the Trading Post, space is limited)
STAR PARTY	Thu night @ STEM
VESPERS	Thu 8:30-9:00PM @ Lightfoot Chapel

LEADERS ONLY

DUTCH OVEN DESSERT COOKOFF	Wed 5PM (submissions turned in @Dining Hall Porch)
LEADERS SHOTGUN SHOOT	Tue 7-9PM @ Range
LEADER APPRECIATION DINNER	Thu 6-7:30PM @ POLARIS Pavilion (2 Leaders per unit FREE, purchase extra meals for \$12 each in Trading Post before Mon NOON)

2026 MERIT BADGE

2026 MERIT BADGE

		MONDAY & TUESDAY	
		MORNING	
		BLOCK A	BLOCK B
Handicraft	Architecture	Basketry	
	Metalwork	Leatherwork	
	Photography	Welding	
		Woodcarving	
Ecology	Animal Science	Environmental Science	
	Fish & Wildlife Management	Plant Science	
	Insect Study	Reptile & Amphibian Study	
		Weather	
Outdoor Skills & Fitness	Camping	Fishing	
	Emergency Preparedness		
	Fishing & Fly Fishing		
	First Aid		
STEM	Astronomy	Chemistry	
	Engineering	Composite Materials	
	Space Exploration	Space Exploration	
Aquatics	Canoeing	Canoeing	
	Kayaking / SUP	Kayaking / SUP	
	Rowing		
	Swimming		
Range & Target Activities	Archery		
	Rifle Shooting		
	Shotgun Shooting		
Trail to Eagle	Citizenship in the Nation	Citizenship in the World	Communication
COPE & Climbing	Project COPE (M-TH)		Climbing
Polaris	Morning Session (M-TH)		Afternoon Session (M-TH)
Cumberland Adventure	All Day (M - TH)		

CLASS SCHEDULE

CLASS SCHEDULE

WEDNESDAY & THURSDAY			
MORNING		AFTERNOON	
BLOCK A	BLOCK B	BLOCK C	BLOCK D
Basketry	Architecture	Basketry	Leatherwork
Leatherwork	Metalwork	Photography	Metalwork
Movie Making	Woodcarving	Welding	Sculpture & Art
Welding	Pottery		Woodcarving
Fish & Wildlife Management	Bird Study	Environmental Science	Animal Science
Forestry	Environmental Science	Plant Science	Fish & Wildlife Management
Reptile & Amphibian Study	Plant Science	Reptile & Amphibian Study	Insect Study
		Weather	
Camping	Camping	Camping	Emergency Preparedness
Fishing	Fishing		Personal Fitness
	Wilderness Survival	Fishing & Fly Fishing	
	First Aid	First Aid	
Chemistry	Astronomy	Engineering	Astronomy
Composite Materials	Electricity	Nuclear Science	Electricity
Space Exploration	Robotics	Space Exploration	Space Exploration
Canoeing	Canoeing	Canoeing	Kayaking / SUP
Kayaking / SUP	Kayaking / SUP	Remedial Swim Lessons	
	Swimming	Swimming	
	Lifesaving	Lifesaving	
	Archery	Archery	
	Rifle Shooting	Rifle Shooting	
	Shotgun Shooting	Shotgun Shooting	
Communication	Citizenship in the World	Citizenship in the World	Citizenship in the Nation
	Project COPE (M-TH)	Climbing	
	Morning Session (M-TH)	Afternoon Session (M-TH)	
	All Day (M - TH)		

PREREQUISITES & REQUIREMENTS NOT COVERED

CLASS	SIZE	COMPLETE OR PARTIAL	PREREQUISITES & NOTES	REQUIREMENTS NOT COVERED
HANDICRAFT				
Architecture	20	C		
Basketry	20	C		
Leatherwork	20	C		
Metalwork	12	C	Long cotton pants (blue jeans) & long sleeved shirt required	
Movie Making	10	C		
Photography	20	C	Scouts will need use of a cellphone or camera for this class	
Pottery	15	C		
Sculpture & Art	20	C & P		Art: Req 6
Welding	6	C	Long cotton pants (blue jeans) & long sleeved shirt required	
Wood Carving	20	C	Totin' Chip is required and should be brought to class each day	
ECOLOGY				
Animal Science	20	C		
Bird Study	20	C		
Environmental Science	20	C		
Fish & Wildlife Mgmt	20	P		Req 5
Forestry	20	C		
Insect Study	20	P		Req 3b
Plant Science	20	C		
Reptile & Amphibian Study	20	P		Req 8
Weather	20	P		Req 10
OUTDOOR SKILLS & FITNESS				
Camping	20	P		Req 4b, 5e, 7b, 8c, 8d, 9
First Aid	15	C	Bring personal first aid kit to class	
Fishing	20	C	Bring a printed copy of your state's fishing regulations.	Req 9 is not guaranteed
Fishing & Fly Fishing	12	C	Bring a printed copy of your state's fishing regulations.	Fishing Req 9 and Fly Fishing Req 10 are not guaranteed
Emergency Preparedness	20	P		Req 2, 7b, 8c
Personal Fitness	15	P		Req 7
Wilderness Survival	20	C		
STEM				
Astronomy	20	C	Star Party attendance required	
Chemistry	20	C		
Composite Materials	20	C		
Electricity	10	P		Req 2
Engineering	20	C		
Nuclear Science	20	C		
Robotics	10	C		
Space Exploration	20	C	Rocket launch is weather dependent. Scouts must attend launch.	
AQUATICS				
Canoeing	10	C	Must be classified as "swimmer"	
Kayaking / SUP	10	C	Must be classified as "swimmer"	
Lifesaving	10	C	Must have or complete Swimming MB	
Remedial Swim Lessons	10	n/a		
Rowing	10	C	Must be classified as "swimmer"	
Swimming	10	C	Must be classified as "swimmer"	
RANGE & TARGET ACTIVITIES				
Archery	16	C		
Rifle Shooting	14	C	Scouts should be 13 years or older with adequate physical strength	
Shotgun Shooting	10	C	Scouts should be 13 years or older with adequate physical strength	
TRAIL TO EAGLE				
Citizenship in the Nation	20	C		
Citizenship in the World	20	C		
Communication	20	P		Req 5, 8
Personal Management	20	P		Req 1, 2c, 2d, 8c, 8d
COPE & CLIMBING				
Climbing	12	C	Scouts must be 13 years or older with adequate physical strength	
Project COPE	12	n/a	Scouts must be 13 years or older with adequate physical strength	
POLARIS				
POLARIS	45	n/a		
CUMBERLAND ADVENTURE				
CUMBERLAND ADVENTURE	16	n/a	Must be 14 years or older and classified as "swimmer"	

2026 SKYMONT DAILY SCHEDULE

SUNDAY

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

MONDAY - THURSDAY

7:00 AM	Reveille
7:45 AM	Morning Flags
8:00 - 8:45 AM	Breakfast
9:00 - 10:30 AM	Class Block A
9:15 AM	Scoutmasters Meeting
10:45 AM - 12:15 PM	Class Block B
12:30 - 1:00 PM	Lunch
1:30 - 3:00 PM	Class Block C
3:15 - 4:45 PM	Class Block D
5:00 - 5:30 PM	Free Time
5:45 PM	Evening Flags
6:00 - 6:45 PM	Dinner (Wed dinner in campsites)
7:00 - 9:00 PM	Special Programs & Activities
10:00 PM	Quiet Time & Lights Out

FRIDAY

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

SATURDAY

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

Additional events and information will be provided during daily Scoutmasters Meetings

THE JEFF LIGON MEMORIAL CUMBERLAND ADVENTURE

Cumberland Adventure is a sampler-style high adventure program for older Scouts that includes multiple activities such as hiking, fishing, range activities, aquatics, low COPE elements, and the climbing tower. The Cumberland Adventure is geared towards providing older Scouts an outdoor experience at Skymont that does not center around merit badges but allows them to explore and enjoy more remote portions of Skymont Scout Reservation and the surrounding area along the Cumberland Plateau.

ON-CAMP HIKE TO WATERFALL
& INDIAN WRITINGS

TOWER TIME!
REPEL / CLIMB / ZIPLINE

FISHING AT SKYMONT LAKE 4
& SHORESIDE LUNCH

OFF-CAMP HIKE & SWIM
AT GREETER FALLS

COWBOY ACTION SHOOTING,
TOMAHAWK & KNIFE THROWING

PARTICIPANTS' CHOICE!
(HIKING / FISHING / FORAGING)

DUTCH OVEN BREAKFAST &
LOW C.O.P.E. COURSE

WATERFRONT FUN!
SWIMMING, KAYAKING,
& STAND-UP PADDLEBOARDING

NIGHT HIKE INTO
VAN DYKE'S CAVE

BLACK POWDER
RIFLE SHOOTING

MOVIE NIGHT AT
AMPHITHEATER

HOST HIKE TO OVERLOOK
& CAMPFIRE

For Scouts 14 and over. Must be classified as "swimmers".

Space is limited to 16 Scouts per week!



HIGH ADVENTURE ACTIVITIES

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.



CLIMBING MERIT BADGE

(Must be at least 13 years old)

Ascend the tower and reach the top! Learn proper belaying techniques and safety knots, then put your skills to the test on Skymont's 40-ft climbing tower.

Opportunities for OPEN CLIMB and/or OPEN ZIP for Scouts of all ages will also be available.



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 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. Sessions require pre-registration and a Range & Target Activities Waiver.

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!

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

This is an all-day, off-site excursion with a 3-hour travel time in both directions. Breakfast is provided at camp prior to departure.

Lunch is provided by the outfitter. Units will need to make dinner plans before returning to camp.

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

ADDITIONAL ACTIVITIES & AWARDS



CAMP-WIDE GAMES

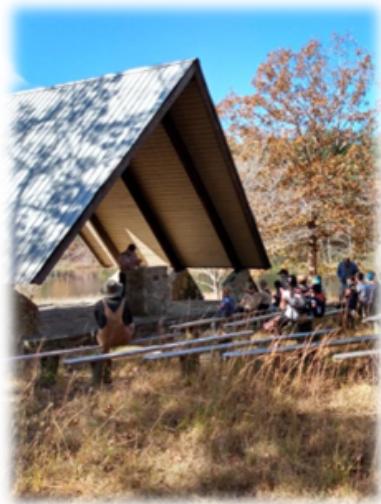
Skymont's camp-wide games is an exciting all-unit competition held on Friday afternoon. The individual games will showcase Scout skills, physical fitness, and teamwork and will be held in multiple areas across camp. The top 3 units each week will receive fabulous prizes and epic bragging rights.

SKYMONT 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.

SKYMONT "DUTY TO GOD" AWARD

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



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.

THE CRACKED SKILLET AWARD

This award is presented daily to the unit with the highest score on the previous campsite inspection. Points are awarded for campsite cleanliness, campsite safety, unit identification through flags and gateways, and the use of duty rosters. Winners have the honor of raising and lowering the flags the next day (including their own unit flag) and get to paint a segment of that year's cast iron skillet. Details provided during Sunday Leader meetings.

THE GEORGE W. NORRIS COMMISSIONER AWARD

Awarded by the Camp Commissioner, this special award, given in memory of long-time Council Commissioner George W. Norris, recognizes one Troop each week who best exemplifies the Scout Oath and Law. Winners are chosen by camp leadership based on observations of proper uniforms, exhibiting friendship and courtesy, participation in Scout and Leader activities, Troop campsite condition, punctuality, and practicing conservation.

ADULT LEADER ACTIVITIES

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

TRAIN & LEARN

Skymont's Adult Leader activities are designed to allow you to learn, train, and have fun while exploring all around camp and beyond. Adult Training Courses, official and unofficial, will be offered throughout the week on varying topics and led by Skymont Staff and other Council volunteers with knowledge and experience to share. Some possible opportunities include:

- Backpacking Tips, Tricks, and Gear
- Dutch Oven Cooking
- Scouting with Special Needs Youth
- Outdoor Ethics / Leave No Trace
- CPR / AED Certification
- Introduction to Outdoor Leader Skills
- Paddle Craft Safety
- A Scout is Reverent: The 12th 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 points and collect special MB patch stickers 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 on and off camp. You might even find yourself

LEADER SHOTGUN SHOOT

Come out to the Range for a free shotgun shooting experience for Adult Leader's only. First time? Range Staff can help you learn the ropes. Old pro? Show us what you got.

Specific course & program details and schedules will be provided during Scoutmaster meetings

CAMP POLICIES & PROCEDURES

CHECK-IN PROCESS

Check-in will be from 1:00 - 3:00PM on Sunday. The Troop, with all Scouts and Leaders gathered, will be greeted by Senior Camp Staff and introduced to their Troop Guide. One adult leader will be allowed to deliver your Troop trailer to your assigned campsite. Meanwhile, the Troop Guide will begin getting to know your unit. The Scoutmaster (or designated unit leader) will bring all required paperwork to the porch of the Admin building. Once the Scoutmaster has completed the admin process, they will rejoin the Troop for Med Checks. Once everyone is cleared by the Medic, the Troop Guide will lead your unit on a camp tour including instructions in the Dining Hall, swim checks at Aquatics, visits to other program areas, and orientation to your assigned campsite to begin site setup.

**Units who did not conduct pre-camp swim classifications should have Scouts arrive in swim gear or have it with them to change into immediately after arrival to avoid delays.*

ITEMS REQUIRED FOR CHECK-IN

OFFICIAL TROOP ROSTER

Scouting America policy requires all Scouts and Leaders attending summer camp to be registered members of the Troop with which they are attending. As proof of membership, units must provide an official full-unit roster, printed from my.scouting.org or Scoutbook, that includes all camp participants. Questions or exceptions should be addressed in advance.

MEDICAL FORMS

A complete Medical Form (parts A, B1, B2, & C) is required on all camp participants. Forms must include a parent signature and a valid date of Tetanus immunization. Missing information will delay the check-in process.

ACTIVITY WAIVERS

Range & Target Activity Waivers are required for Range Merit Badge classes and Open Range activities. Whitewater Rafting Waivers are required on all Scouts and Leaders going rafting on Friday.

PRE-CAMP SWIM CLASSIFICATION

Troops who conduct pre-camp swim classifications must present the official Scouting America form and a copy of the test administrator's proof of certification. The Skymont Aquatics Director has the right to re-test anyone if deemed necessary.

SATURDAY ARRIVAL

As a convenience for your Troop, Skymont offers a Saturday arrival option for an additional fee of \$5 per person. Arrival hours for Saturday are between 4:00PM and 7:30PM only. Troops must add Saturday Arrival to their reservation at least 2 weeks in advance. 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 overnight.

Admin and all program areas are closed. No meals or medical coverage is provided.

ALL UNITS MUST STILL PRESENT FOR SUNDAY CHECK-IN STARTING AT 1:00PM!

LATE ARRIVALS

**UNITS ARRIVING AFTER 3:00PM MUST CHECK-IN AT THE ADMIN BUILDING
BEFORE PROCEEDING ANYWHERE ON CAMP!!**

An abbreviated check-in process may be necessary to avoid delaying other scheduled camp activities. Scouts and Leaders MUST complete Med Checks prior to participating in any classes or activities. Trailer and gear delivery to your campsite will be guided by the Camp Commissioner. **NO personal vehicles are allowed in camp after 8:00PM.** Swim checks, if needed, will be conducted at the beginning of a Scout's aquatic merit badge class or during open swim and are dependent on the availability of Aquatics staff. The unit is responsible for providing Sunday dinner if arriving after 5:00PM.

VISITORS

VISITORS ARE WELCOME AT SKYMONT FROM 8:00AM - 9:00PM.

Scouting America policy requires all persons participating in overnight activities to be a registered Scout or Adult Leader. Additionally, Skymont requires anyone staying overnight to be fully registered and paid as a summer camp participant. All other persons will be considered visitors and will need to check-in and check-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 may purchase meals for \$9 per person in the Trading Post.

VISITORS ARE NOT PERMITTED TO STAY ON CAMP PROPERTY OVERNIGHT

CHECK-OUT

Information regarding check-out procedures will be discussed during the Scoutmasters meetings. A campsite inspection MUST be conducted with your Troop Guide before leaving camp. A continental breakfast will be available in the Dining Hall.

ALL TROOPS MUST DEPART CAMP BY 9:00AM ON SATURDAY.

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, including those found in the Scout Handbook, for further guidance. Units will need cooking and eating equipment for Wednesday night dinner and should bring a 20lb propane tank for hot water in your in-site showers. Units should be prepared to supply garbage bags, paper towels, and soap for the latrine. More importantly, the following items are **PROHIBITED** at Skymont Scout Reservation and are not allowed anywhere on camp property, including the parking lot:

Fireworks

Alcohol Products

Fixed Blade / Sheathed Knives

Personal Bikes

Personal Firearms

Pets (except seeing-eye and guide dogs)

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.

COMMUNICATION INFORMATION

Address mail as follows:

Scout's Name
Troop # & Campsite
Camp Week #
Skymont Scout Reservation
243 Talidandaganu' Rd
Altamont, TN 37301



Parents are welcome and encouraged 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 or are left unclaimed at the end of camp. Please plan accordingly and send mail in advance of your Scout's arrival.

The camp telephone number is **931-692-3435** and is reserved for camp business and emergencies. Availability for making outgoing calls is extremely limited. 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. Passwords are provided for Adult Leaders 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 Scouting America standards in first aid, CPR, and AED training. 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.

HEALTH & SAFETY INFORMATION

MEDICAL FORMS

Every Scout and Leader attending camp must have a completed Scouting America Medical Form upon arrival at camp. Any participant (Scout or Leader) not having a fully completed Medical Form will not be allowed to remain at camp or participate in any events until the form is completed. Only the current Annual Health and Medical Record will be accepted at camp (no exceptions). **A completed AHMR includes parts A, B, & C (signed by a licensed healthcare provider), parent's signature for all youth, date of most recent tetanus immunization, and a copy of the participant's insurance card.**

Skymont strongly suggests providing a COPY, not your ORIGINAL medical form.

Campers who are taking medications are required to fill out the medication section of Part B. 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 Scouting America accident and illness 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.

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 Scouting America 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 or chronic healthcare conditions. The nearest hospitals are Southern Tennessee Regional Ascension Saint Thomas in McMinnville, TN, or Unity Medical Center in Manchester, TN. Both are within 45 minutes of camp. 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 any campsite
and generators are not permitted.**

Troops must be prepared to provide battery power for any and all devices if needed.

Recharging is available at Scoutmaster Swings.

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. 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. Scouts should not wear wet or soiled clothing into the Dining Hall.

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.

SKYMONT DINING

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 our friends,
And your love that never ends,
Dear Lord, we thank thee.
Amen.

Skymont Summer Camp is proud to partner with Kandle Dining Services. Kandle provides healthy, nutritious, and delicious food in the Skymont Dining Hall. Troops will be assigned tables during the Dining Hall orientation and will receive further instructions on service and dining room clean-up processes. Senior Patrol Leaders should establish a duty roster for their Troop that includes dining hall assignments for each meal. Leaders are asked to sit with their Scouts and avoid creating any “adults only” tables, please.

SPECIAL DIETARY NEEDS

All Scouts and Leaders who have special dietary needs, allergies, or restrictions must complete the online Dietary Allergy Form found at www.Scoutanooga.com/Skymont at least two weeks prior to the Troop's arrival at camp. 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.

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 ServSafe 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 APPRECIATION 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 meals and additional meals are available for purchase in the Trading Post for \$12. **Extra meals must be purchased by 12:00 noon on Monday.** **ADULTS ONLY, PLEASE.**

WEDNESDAY NIGHT CAMP SITE DINING

Dinner on Wednesday night will be prepared and eaten in your campsite. Food and supplies are issued after lunch at the Dining Hall and must be picked up before 3:00PM. Troops are provided ground beef, carrots, potatoes, onions, drink mix, salt and pepper, 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 all other equipment and supplies needed to prepare, cook, and eat this meal including: stoves, pots, pans, utensils, spices, sauces, condiments, and propane.

To avoid food waste, please notify the Camp Commissioner at Monday's Scoutmaster meeting if your Troop has other dinner plans for Wednesday evening.

TRADING POST AND CANTEEN

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.

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 TRADING POST HOURS WILL BE POSTED AND ARE SUBJECT TO CHANGE.
THE CANTEEN WILL BE CLOSED DURING ALL MEALS.**

GENERAL CAMP 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 Aquatics 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 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.**

Scouting America
Cherokee Area Council

SKY MONT

SCOUT RESERVATION



Base Camp - B/W - Small

0.1 0.2 0.3 0.4 0.5 0.6 km

WGS84

UTM Zone 16S

 CALTOPO

Scale 1:5772 1 inch = 481 feet



MN
-4.8°



ARE YOU LOOKING FOR YOUR NEXT BIG ADVENTURE?

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,

SKY MONT WANTS YOU!!

Staff members must be at least 15 years old by June 1st. Many positions require 18+ or 21+ directors, so you're never too old to be on Camp Staff! Compensation includes housing, meals, salary and training.

Questions? Please contact Council Program Director Brent Baker
423-713-7637 brent.baker@scouting.org.



Scan here for the 2026 Staff Application



SKY MONT

SCOUT  RESERVATION

Scouting  **America**TM
Cherokee Area Council