

2026 Troop Leader's Guide



Week 1

Jul 5-11

Week 2

Jul 12-18

Week 3

Jul 19-25

Week 4

Jul 26-Aug 1

Week 5

Aug 2-8

Camp Planning in 4 Easy Steps

Step 1: Read this Guide entirely. Each year there are programmatic and procedural changes. This guide provides all of the latest information. *Most changes are noted on page 31 for you as well.*

Step 2: Get Organized. Start the planning process with your unit early so you can get the information you need in advance of deadlines. Share this guide with your other leaders, and the Parents' Guide with them!

Step 3: Ask questions. If you are unsure of anything, please don't hesitate to reach out. Parents' questions should be directed to Troop Leaders to streamline communications with Council.

- E-mail - ghv.camping@scouting.org
- Telephone - 914-449-2612. For June, July, and August, you can call 518-494-2228 ext. 503.

Step 4: Help us help you. Some things will go wrong. That's life. Please let us know ASAP so we can work with you to address any issues that crop up.

Checklist

- | | | |
|--------------------------|----------------|---|
| <input type="checkbox"/> | ASAP | Site reserved |
| <input type="checkbox"/> | Early Winter | Troop meeting planned to promote Summer Camp Troop |
| <input type="checkbox"/> | Mid-Winter | Leaders who will be attending Camp identified |
| <input type="checkbox"/> | Early February | Your Troop Summer Camp coordinators attend Zoom Camp Leaders' Meeting |
| <input type="checkbox"/> | Mid-February | Start entering contact info and birthdays for all Scouts & Leaders into your unit roster on our website, so they are ready to go once Registration opens. |
| <input type="checkbox"/> | Early March | Start registering and paying deposits online for your Scouts & Leaders . |
| <input type="checkbox"/> | March | Troop meeting planned for Scouts to select Merit Badges. |
| <input type="checkbox"/> | March 31st | Deposits paid for Scouts & Leaders to avoid late fee. Campership forms submitted if needed. |
| <input type="checkbox"/> | April 1st | Merit badge & activity registration opens at 6am for Scouts & Leaders that have deposits paid. |
| <input type="checkbox"/> | May 15th | Final payments paid for Scouts & Leaders to avoid late fees. |
| <input type="checkbox"/> | June | Final registration for all Leaders attending by the 15th. Final plans including departure time and Scout schedules distributed to Unit. |

- | | | |
|--------------------------|------------------------|---|
| <input type="checkbox"/> | At least 2 weeks prior | Forms submitted to Council. Forms can be downloaded from our website at http://www.ghvscouting.org/read/forms . PLEASE make certain that parents sign all Scout forms. |
| | via troop binder | <input type="checkbox"/> Scouting America Medical Form, Parts A & B & C for ALL participants staying overnight |
| | via troop binder | <input type="checkbox"/> Meningitis Form for youth staying overnight 10 days or more |

If the below are relevant to you or your Scout, they are to be emailed to ghv.camping@scouting.org

- | | |
|-------|--|
| email | <input type="checkbox"/> Special Needs Accommodation Form |
| email | <input type="checkbox"/> Food Allergies & Dietary Needs Form |

- | | | |
|--------------------------|---------------------|--|
| <input type="checkbox"/> | 1 week prior | **NEW** SUBMIT YOUR MY.Scouting.org UNIT ROSTER TO GHV.CAMPING@Scouting.org |
| <input type="checkbox"/> | Wednesday prior | All Troop activities and Scout merit badge sign-ups double checked in the camp registration system. Print schedules for your participants. |

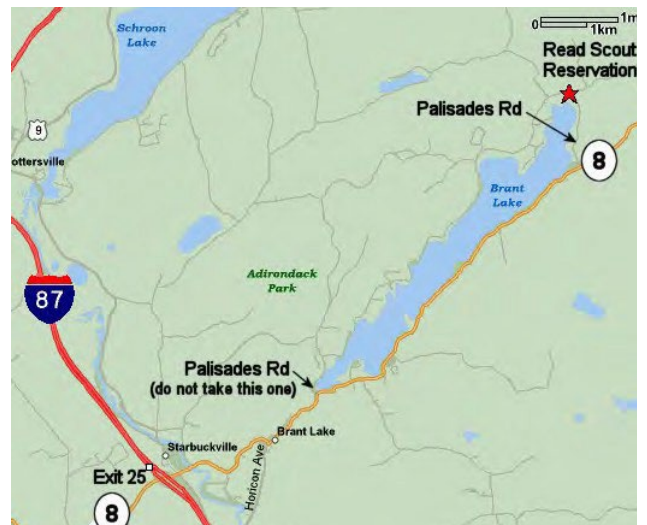
Getting to Camp

The street address at Curtis S. Read Scout Reservation is:
1377 Palisades Road, Brant Lake, NY 12815

Driving

Take the Northway (Interstate 87) North to exit 25.
Make a RIGHT onto Route 8 to Brant Lake.
Make a LEFT onto Palisades Rd. at the NORTHERN end of Brant Lake, at sign directing you to camp.

****Please carpool as much as possible****



Camp Arrival

Check-In

Troops will be allowed to enter Camp beginning at 1:00pm Sunday, and all members of the Troop should plan to arrive together. **PLEASE DO NOT ARRIVE BEFORE 1:00pm.** Check-in will be at the Dining Hall for Camp Buckskin and at the McIntyre Pavilion for Camp Waubeeka beginning at 1:15pm. Please arrive no later than 3:00pm.

Parent Drop-off

Sunday is our busiest time at camp, check-in is a multi-faceted process, and our available parking areas are very limited. To expedite check in, Staff asks that Scouts and Leaders setup a meeting place prior to arrival at camp so that you arrive as a troop, with all Scouts and leaders part of your troop arriving together. We ask that each troop bring the minimum number of vehicles possible during drop off to keep our Scouts safe and our parking areas and roads clear.

If carpooling is not possible, visitors must minimize their time in the parking lot by dropping off Scouts and exiting quickly. We ask for **no pets** to be brought to camp with visiting parents. If you must bring one, you will need to stay in the parking lot with them.

Camp Orientation & Tour

A site guide will meet your troop upon your arrival in Camp and accompany you to your campsite. With the Senior Patrol Leader and the Scoutmaster, the site guide will inspect the campsite and equipment.

A camp orientation tour will then be conducted by the site guide. Each Scout and Leader will need to be changed into swimming gear (and closed-toed shoes!) and head to the Waterfront. Shirts are required for everyone as well.

Everyone in the Troop is required by the health department to participate in this tour even if they are veterans of Camp. Each of the program areas visited will have a staff member there to explain the program and answer questions.

Medical Recheck

There will be a medical recheck in both Camp Buckskin and Camp Waubeeka at the Waterfronts during swim testing. The Health Officer or a designee will review all medical forms and any medication ~ make sure they are brought to the Waterfront. **Having all medical forms submitted via a Troop Binder sent to the Council Office at least 2-3 weeks prior to camp will ensure the quickest, smoothest process the day of. **See pages 12-13 regarding forms and medications.**

At Buckskin, medication for Scouts will be reviewed and collected at the Waterfront by the Health Officer.

At Waubeeka, medication for Scouts will be reviewed and collected at the Waterfront by the Health Officer OR by the Unit Leader. Bring medications to the Waterfront to be reviewed with the Health Officer. Lock boxes will be provided to the Unit Leader (process to be reviewed and decision made at that time). A form will be provided to and signed by the Unit Leader based on the decision made.

If any Scout or adult has any special needs due to medical or physical disability, please notify the Health Officer and Camp Director immediately upon medical check. The Special Needs form should be filled out and submitted ahead of time. You can find this at www.ghvscouting.org/read/forms.

Wristbands

Scouts and leaders will receive a wristband, which must be worn all week. Late arrivals need to immediately check in (drive straight up the camp road, past Buckskin, until you see the Reservation Office on the left side), before heading to their camp and campsites. There they will receive a wristband and be directed to check in with the Health Officer at the building next door (turning in medical form, if haven't already).

Swim Check

A swim check and explanation of rules will take place at each camp's Waterfront. Buddy Tags will be issued at this time. Rules will be enforced by Waterfront staff throughout the week. Late arrivals will need to check with the Aquatics Director regarding scheduling their swim test. *Reminder, every single person participates in the full tour, even if not swimming.

Leaders' Meeting

A leaders' meeting will take place in Camp Buckskin Sunday at 4:30pm on the porch of the trading post. The Camp Waubeeka leaders' meeting will take place immediately after dinner on Sunday in the McIntyre Pavilion.

It is essential that at least one adult leader and the SPL from each Troop attend. New camp opportunities as well as other essential information will be discussed.

If supervision of your campsite is needed while a leader is at this meeting, let us know at check-in and an adult staff member will be assigned to the campsite.

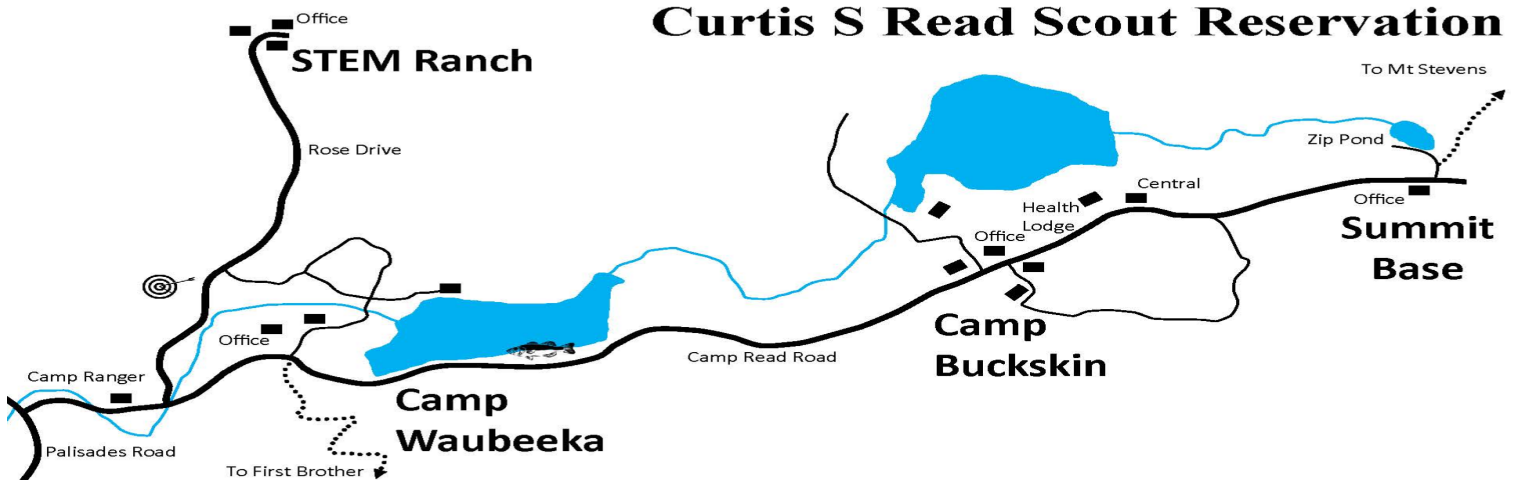
Opening Campfire

The Opening Campfire is the final event of the day. It will begin in Buckskin at 8:30pm at the campfire ring and in Waubeeka at 8:30pm at the campfire ring. The campfire is put on by the staff.

Pets in Camp

In compliance with the provisions of the Americans with Disabilities Act (ADA), individuals with disabilities shall be permitted to be accompanied by their service animals in all unrestricted areas of Camp Read facilities, and may attend any class, meeting or other program. Please see www.ghvscouting.org/read for the full policy and procedures to be followed.

Getting Around Camp



In Camp Vehicles

Camp mini-Buses are provided to transport Scouts on a loop around camp, stopping at each of the 4 camps and at the Fishing dock. Please see the transportation schedule available at the Camp offices, as we need adult leaders to sign up for mini-bus driving shifts to support the smooth operation of Camp. Transportation is NOT provided for out-of-camp activities.

By Bicycle

All are welcome to bring their bicycles to camp, and mountain bikes are available for rent as well (see Activity Chart)! Scouts/Leaders must follow the following guidelines, as privileges may be revoked for those that do not.

- Scouts and Leaders are required to always wear a helmet while riding.
- Scouts and Leaders must only ride on approved roads or trails (speak with Summit Base if unsure)
- The buddy system is expected to be used.
- Park bikes OUTSIDE of fenced-in areas and away from entrances to areas.
- Never block roads or pathways.
- Scouts may **not** have Electronic or Motorized Bikes; this is as per Scouting America.
- Riders must stay in control, do not ride faster than you can safely stop.

Curtis S. Read Scout Reservation will not be held responsible for damage to bikes. Pedestrians always have the right of way.

Personal Vehicles

Personal automobiles are prohibited in campsites and program areas. Requests to drive into a camp site for health reasons must be submitted to Central Office in writing prior to camp arrival. Our staff will assist with gear, as needed, on Sundays and Saturdays, including the transport of your troop trailer.

We are unable to provide gas, diesel, or electric charge for your personal vehicles. Please prepare accordingly.

The speed limit on camp roads is 5 MPH in the camp zones, and 10 MPH in between camps. Pedestrians, horses, and wildlife always have the right-of-way.

Seatbelts must always be worn by all vehicle occupants. No one may ride in the back of a pick-up truck, with or without a cap, or in/on a trailer **under any circumstances.**

The designated parking area in Waubeeka is across the road from the retreat field and across from Cascade camp site. At Buckskin, it is on the corner of the retreat field, across the road from the Ecology area. Vehicles should **not be parked along roads** at any time.

Troop Trailers

Most campsites can accommodate your trailer staying nearby, our staff will bring them to your campsite for you. Please note that if you are staying in Camp Buckskin at Ranger, you will need to unload your trailer on Sunday and then it will be permanently parked at Summit until Saturday AM. If your troop is utilizing the handicap access at Pathfinder, you will also need to unload and remove the trailer, as that is the same location it would be parked in.

Leaving Camp During The Week

Anyone leaving the reservation during the scheduled camp session must sign out in their respective Camp Office. For those leaving in groups, please provide rosters to the office of all that are leaving as well as those staying.

A sign-out log will be kept in each Camp office. A Scout may not leave camp with anyone other than the unit leader or a parent or guardian, unless written permission is provided by the parent/ guardian. Troops need to have (their own format) permission slips collected and kept in a safe place, to be provided to the Camp Director as needed.

Meals

Dietary Needs

Scouts or leaders who need special diets due to medical or religious requirements will be accommodated (the best we can), but we **must** know ahead of time. We do offer vegetarian and other substitutes based on the forms received ahead of time. We do not offer a separate Kosher or Vegan menu. The Food Allergies & Dietary Needs form should be submitted to the Business Manager at least two weeks before your arrival at camp. Form can be downloaded from our website at www.ghvscouting.org/read/forms and sent directly to ghv.camping@scouting.org.

****PLEASE - DIETARY NEEDS FORMS SHOULD NOT BE WITH MEDICAL FORMS, ESPECIALLY IF ALREADY SUBMITTED. THEY NEED TO BE ONLY SUBMITTED ELECTRONICALLY AT LEAST 2 WEEKS PRIOR TO CAMP.**

Sunday dinner is the first meal served at camp. Any unit wishing to make special arrangements for extra meals must contact the Reservation Office by Thursday of the previous week.

| | Buckskin | Waubeeka |
|-----------|---|---|
| Breakfast | 8:00am | Pick-up - 6:45am Serve - 8:00am |
| Lunch | 12:15pm | Pick-up - 11:45am Serve - 12:15pm |
| Dinner | 6:15pm | Pick-up - 4:45pm Serve - 6:15pm |
| | Waiters are to report to the Dining Hall 15-20 minutes before meals to set up. One waiter per table is needed. Dining Hall procedure will be explained during the opening day camp tour. | Meals served by the staff at the McIntyre Pavilion will be: Sunday Dinner, Monday Lunch, Friday Lunch, Friday Dinner, and Saturday breakfast. Serve times listed above. The Troop can expect staff guests to arrive at serving time for all other lunches and dinners. |

Proposed Summer Menus will be available to view on June 1st at www.ghvscouting.org/read/forms.

Life In Camp

Inspection

Campsite inspections will be conducted daily by your Commissioner. Each Troop will be responsible for a specific area of camp to clean as well. Details will be distributed at the opening day leaders meeting.

Flag Ceremonies

Camp Buckskin holds flag raising at 7:45am and retreat at 6:00pm daily. Camp Waubeeka holds retreat at 7:15pm daily. Troops are encouraged to participate in these, as that is when important updates and special programs are announced.

Field Uniform (Class A) is requested at evening retreats.

Trading Post

Camp Buckskin's trading post is located at the Coughlin Center next to the Camp Office. Camp Waubeeka's trading post is located behind the Commissary. Inventory in both has been significantly expanded and we accept credit cards in both locations. There is no specific amount of money a Scout should bring to camp, but on average, Scouts spend between \$40 to \$60, plus any purchase of supplies for merit badges. No candy or ice cream will be sold just before meals.



Taps

Each camp observes taps at 10:00pm. All Scouts should be in their campsites (roll-call!) and ready to turn in.

Religious Services

Non-denominational services are available during each week of camp. Ask your Camp Director for details.

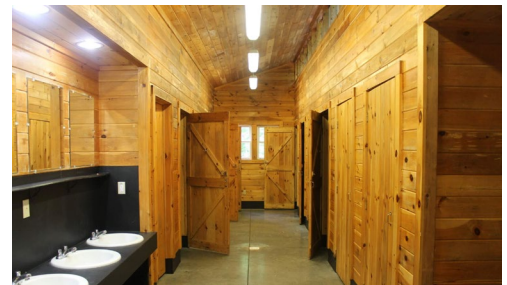
Order Of The Arrow

Thursday is OA day and members should wear their sashes at dinner.

Showers

Camp Buckskin has two shower houses—one near the Pioneer campsite and the other just above Scoutcraft on the Trans-Siberian Trail. Camp Waubeeka has a shower house between Wolfjaw and Sunrise.

A shower cleaning schedule will be posted. Please adhere to this to keep these facilities clean!



Rainy Day Program

The regularly scheduled camp program continues, **rain or shine**. The Waterfront, Equestrian, Summit Base, and other specialty programs may need to be adjusted in the case of heavy rains or an electrical storm, but everything else operates as normal.

Communications While At Camp

Telephone

Emergency or Camp business calls may only be made to Central office at 518-494-2228. A message will be sent to your Camp office if you receive a call.

Cell Phones

Troop leaders should discourage Scouts from bringing cell phones to camp. They can prove to be a distraction for you and your Scouts, detract from the peaceful outdoor environment and may be lost or stolen. There are no secure locations for Scouts or leaders to recharge their phones.

Internet Access

Wireless Internet access is available around each of the Camp offices and at Central Office as a courtesy to our adult leaders. **Scouts should not bring computers to camp.** Available bandwidth is very limited and may not be suitable for leaders attempting to work remotely.

Mailing address

Mail is delivered Monday through Saturday. **Each troop has a mailbox in their respective Camp office for incoming mail and it should be checked daily!** In Buckskin, there is an outgoing box on the front porch of the camp office, in Waubeeka mail can be given to the Camp Director. Stamps are available for purchase in the Trading Posts. The use of the complete address, as in the example below, is important to ensure proper delivery. We will attempt to return items received after a Scout leaves camp.

Scout Name

Troop Number / Community

Camp (Buckskin, Waubeeka, Summit Base)

Curtis S. Read Scout Reservation

1377 Palisades Road #1

Brant Lake, New York 12815

Rules of the Reservation

The Scout Oath and Law

Deliberate damage to camp property will result in the person or persons responsible being sent home immediately without return of fee in part or whole. The cost to replace damaged camp property may be included in the troop's bill upon or after checkout.



Day Visitors

Parents and other family members are welcome to visit camp during the week but must report to Central office immediately upon arrival to obtain a visitor's wristband and/or pay for a meal if needed.

Meal reservations for visitors should be made through Central Office two or three days before arrival. Seating for visitors may be limited at some meals. Guest Meal Fees: \$10 per person for Breakfast; \$15 per person for lunch/dinner. The Reservation does not provide overnight family accommodations.

Troop Leadership ~ UPDATED FOR 2026

Each troop must have at least two adults in camp at all times, both over 21 years of age. Female troops are required to have at least one of these adults as a Female. In cases where a Troop cannot provide two-deep leadership, the Camp Business Manager can assist you with sharing a campsite with another troop.

Each adult attending camp must be registered, with a deposit, via the online camp registration system with full legal name and DOB BEFORE JUNE 15th. ****NEW**** Download your current roster from your my.scouting.org account and email it as a PDF to ghv.camping@scouting.org ONE WEEK prior to your camp week. Every adult attending camp with your unit must be on that registration roster as a current Leader in your unit.

As per NYS Department of Health, we must now check each adult staying overnight on property against **3** separate databases. At camp for even a single overnight - Every adult (18+) is required to be Registered with the Scouting America IN YOUR TROOP, including a current Youth Protection Certificate and must be cleared by the State of New York – Sex Offender Registry and the National Sex Offender Registry.

Please advise the Reservation Office of any leadership changes ASAP.

The following requirements are to make sure that everyone, youth and adults, are protected. These requirements are from the State of New York and Scouting America.

Scouts are to be adequately supervised during their stay in camp including:

- The buddy system should be explained and enforced.
- Scouts should not be left unsupervised in campsites.
- Periodic checks should be made throughout the day and evenings to ensure that the Scouts are where they should be. (The advancement schedule and activity schedule reports from the registration system can be used for this purpose.) At a minimum, Scouts should be accounted for at mealtimes and at Taps.

Troop Leaders and older scouts should assist the Camp Director or staff, time permitting, with programs or service projects. Additionally, they can assist the camp staff to improve our camp by completing a camp evaluation form.

Alcohol/Drugs

Alcoholic beverages, illegal drugs or illegal use of prescription drugs are not permitted in camp. Anyone found to be in possession of or under the influence of such will be asked to leave camp.

Other Prohibited Items ~ UPDATED FOR 2025

Personal Firearms or archery equipment are **NOT permitted**, under any circumstances, at any of our Properties.

The following items are also prohibited in camp: sheath knives, aerosol bug spray, pets, fireworks, and chain saws.

Gas/Liquid Fuel

Adult leaders may use propane, liquid fuel, or electric lanterns out of doors only. Propane tanks are available for rent from the Waubeeka Trading Post. No open flames of any type are permitted in any tent. (This includes smoking!)

Miscellaneous

Troop Pictures

Troop pictures will be taken on Monday of each week. The photographer will be in Waubeeka at 11:45am and in Buckskin immediately following lunch. The price for each 8" X 10" color Troop photo is expected to be \$7.00. It is suggested that troops collect money prior to coming to camp. **Personal checks can no longer be accepted.** Scheduling and ordering will take place at the time that the picture is taken, there is a minimum requirement of 5 photos per troop. Troops will pay the photographer directly with a troop check or cash. Please remember to check your mailbox after dinner on Friday evening to pick them up.

Weather

You are coming to camp in the gorgeous Adirondack Mountains! While it is summer, and the days should be warm, it can get down to the 40s at night. Rain is also a frequent visitor in the mountains. Please be sure that your Scouts have warm clothes, a sleeping bag, as well as rain gear.

Hand Crank Ice Cream

Order ahead or order in Camp ~ we provide all of the ingredients for your Troop to make hand-crank ice cream right in your campsite! We have updated our machines, and they make 4 quarts of Ice Cream per batch. Even better, bring them over to the Dining Hall or McIntyre Pavilion and plug them in! Choose from Vanilla or Chocolate (or order both!).

Campsite Accommodations

For Safety reasons, **we cannot run power to individual campsites.**

If any of the leaders/youth require devices such as a CPAP or other medical machine, please bring **battery-style** devices. There is an office in each camp where they may be charged during the day, including Central Office and the Health Lodge.

Heading Home

Leaders should be prepared for Thursday or Friday checkout with the Business Manager. You will receive your appointment time during check-in.

- Be on time for your appointment.
- Bring the troop checkbook, cash, or credit card to settle open items.
- Have all the appropriate paperwork, receipts, and any other necessary information with you.

Prior to leaving camp there will be a campsite inspection. Camp awards are distributed during Friday night flag ceremonies.

Breakfast on Saturday morning is Grab & Go style.

Please ask parents who are picking up Scouts to arrive by 9am. Any dogs brought must remain on leash and in the parking lot.

Packing List

In addition to the following, be sure to check specific requirements for Program and Merit Badges you are taking.

If you don't want it lost/damaged/destroyed, then a good rule of thumb is to LEAVE IT HOME. Campsites do not have electricity.

Recommended Personal Equipment

Backpack / footlocker / duffle bag
Sleeping bag
Field uniform (class A)
Swimsuit
Jacket / fleece / sweatshirt
Hiking Boots (waterproof)
Pants / shorts / zip-offs (6 days)
Rain gear
Shoes that can get wet (req'd if boating/rafting)
Sneakers or 2nd pair of boots
Socks (6 days +)
Underwear (6 days)
T-shirts (6 days)
Flashlight or headlamp & extra batteries
Insect repellent (non-aerosol only)
Merit badge requirements & pamphlets
Other essential toiletries
Pen / pencil / notebook
Scout handbook
Personal first aid kit
Soap / shampoo / deodorant
Shower shoes/flip flops
Sunscreen
Toothbrush/toothpaste
Towels and washcloths
Plastic bags (1- or 2-gallon)
Spending money
Watch
Water Bottle / hydro pack
**Taking STEM Ranch badges??

Don't forget your Long Pants / Jeans!

Optional Gear

Alarm clock (battery op.)
Bandana / hat
Camera
Compass
Cord / clothesline
Day Pack
Fishing gear
Hangers
Laundry bag
Mosquito netting
O/A Sash
Pillow
Pocketknife (no sheath knives)

Required Troop Equipment

- Troop **check book or credit card** for check-out
- Merit Badge Blue Cards (*also available for purchase at the Trading Post*)
- Copies of all schedules for Scouts and Leaders
- Your best Troop Spirit!

Recommended Troop Equipment

Troop flag
Patrol flags
Troop roster info for parent contacts, etc.
Troop copy of medical binder (including leaders' forms)
Troop first aid kit
Garbage bags
Propane lanterns with fuel

Medical Information

Medical Forms

All Scouts and adults are required to have a physical examination by a physician within 12 months prior to attending camp. *Bring your Scouting America Annual Health and Medical Record (AHMR) with you to that appointment for your physician to sign Part C. No substitutions are permitted.*

Submitted forms must include immunization history, with inoculation dates. **Those without a completed medical cannot be permitted to stay overnight or take part in activities until we have the proper forms.** Medical forms are REQUIRED by New York State for everyone staying in camp at least one night.

We request that you put together a Troop Binder including each attendee's complete Scouting America Annual Health and Medical Record (AHMR), and, if necessary, the Meningitis form. Clearly indicate Troop# on all.

Your binder needs to be submitted 2-3 weeks prior to your camp arrival. Medical forms CANNOT be emailed, uploaded, or submitted via USB device. Scoutmasters should have their own set of their troop's medical records.

Please use the Scouting America's most recent AHMR, found at www.ghvscouting.org/read/forms. **No substitutions.**

Emergency Contacts

Be sure to obtain at least three emergency contact names and phone numbers (that will be valid during the Scout's time in camp) for each of your Scouts. Keep these contacts with you in case the Scout's parent or primary contact cannot be reached.

Medical Needs Regarding Campsite Accommodations

For Safety reasons, **we cannot run power to individual campsites.**

If any of the leaders/youth require devices such as a CPAP or other medical machine, please bring battery-style devices. There is an office in each camp where they may be charged during the day, including Central Office and the Health Lodge.

Medical Needs Regarding Transportation

We cannot accommodate needs for borrowing our off-road vehicles or provide transportation specifically for Scouts or Leaders. There are places in the area that will rent such vehicles to you, and we are happy to accept delivery of those vehicles early so that you have them upon your arrival. Your mobile disability must be indicated on your Medical Form. Please send a copy of your order to ghv.camping@scouting.org prior to your arrival so that our team is aware.

Health Lodge

The Read Scout Reservation has a Health Lodge to provide first aid. The Reservation is staffed 24 hours by qualified health personnel. All injuries, no matter how small, should be reported to the Health Lodge and Camp Office. Persons with serious injuries or illnesses requiring hospitalization will be transported to either one of the Hudson Headwaters Health Centers or the Glens Falls Hospital. The camp has agreements for treatment at each.

Special Needs

Scouts or adults who have special needs due to a physical or mental disability will be accommodated to the best of our ability. The Special Needs Accommodation Form should be submitted at least two weeks prior to camp. The form can be downloaded from our website at www.ghvscouting.org/read/forms.
DO NOT SUBMIT WITH MEDICAL FORMS.

Prescription Medications

Everyone, youth or adult, who uses any medication (prescription or OTC), must ensure that they bring enough medication for their entire stay. **All medications for youth must be in their original containers and presented to the Health Officer at the Medical recheck on Sunday.**

While in camp, all medications for youth must be held by the camp health officer in Buckskin and will be locked. In Waubeeka, it will be held by the Troop Leaders or the Office (discussed upon arrival). Emergency medication, such as heart medication, inhalers, and EpiPens can be held by individuals after being logged in by the Health Office. Please ensure that your Scouts bring all of their normal medications to camp. A week at camp is not the time to experiment with not taking medications. A schedule will be provided to you at the Sunday Leaders' meeting regarding medication distribution.

Adult leaders must be familiar with any allergies or special health conditions for each of their Scout's. Ensure that they are marked clearly on each Scout's medical form.

Over the Counter Medication

The New York State Department of Health Regulations only allow for parents and legal guardians to administer Over the Counter Medications (OTCs). Due to this fact, we are not allowed to dispense any OTCs to your Scouts. We are only allowed to dispense prescribed medication.

Questions

Please visit www.ghvscouting.org/read/medical if you have additional questions.

Blood-borne Pathogens

Gloves should be worn whenever a wound is treated. All contaminated materials need to be properly disposed of by the camp health officer. Surfaces that have been contaminated are to be disinfected by the camp staff.

Insurance

Our Council carries accident and health insurance, through Health Special Risk, Inc. (HSR), on each registered Scout and Scouter in our Council. The cost is included in the camping fees. Out-of-Council units must provide their own accident and health insurance.

In the event a registered Scout or Scouter needs medical attention by an outside health care provider all fees and bills should be handled in the following manner:

- Complete an [HSR claim form](#) and be sure to follow the directions on the claim form completely. Do not send any completed claim forms and/or bills to the Council Service Center. [HSR Description of Coverage](#)
- This policy is in excess to any and all other available source of medical insurance or other healthcare benefits.
- It is the responsibility of the Scouter or parent/guardian of the Scout to ensure that their claim (if any) is submitted and satisfied. Please **do not** ask the health care providers to forward claim information or additional bills to the Council or Camp.

In the event there are difficulties with a claim, you may contact the office for information and assistance at (845) 566-7300 or ghv.service@scouting.org.

2026 Summer Camp Fee Structure

We accept Credit Cards and E-check for all online payments. E-check is recommended to avoid paying higher fees. Below is the cash/e-check price for Scouts/leaders. Paying by credit card will increase these fees by 3%. **Families sending 2 or more Scouts receive a \$50 discount per Scout, per week!**

| | \$100 Deposit for Scouts \$50 deposit for Leaders due by 3/31 & Paid in Full by 5/15 | With Late Fee <i>(Late fee does not apply to Scouts who crossed over from Webelos or joined Scouts BSA in 2026)</i> |
|--|---|---|
| Scouts BSA - With Troop (1 week) | \$645 | \$675 |
| Scouts BSA - With Troop (2 week) | \$1190 | \$1250 |
| Scouts BSA Super Trooper (coming without troop) | \$675 | 2 nd week \$575 |
| Adult Leaders (must have current registration in troop attending with) | \$180 full week, varies for partial week | \$200/wk or \$20 late fee plus partial week rates |
| Super Trooper Adult (must have current Scouts BSA troop registration in their Scout's troop) | \$180/wk | \$200/wk |
| High Adventure Treks Scouts / Adults age 13+ | Pricing is a group rate of \$3,225 for up to 5 people. You may add up to 2 more people for \$645 each. At least 1 of your group must be 21+. There is a non-refundable deposit of \$500 required by 3/31. | |

Individual Campers

Scouts who wish to come to camp for additional weeks, or who belong to troops that are not coming to camp, are invited to come to Buckskin as Super Troopers. These Scouts (and adults) are to be registered through our website www.ghvscouting.org/calendar. **Qualified adult leadership is provided to help Scouts get the most out of their time at Read.** Please find more information at www.ghvscouting.org/read/supertroopers.

Camperships

It is the desire of the Greater Hudson Valley Council that all Scouts attend camp regardless of financial resources. To that end, partial camp scholarships are available for Scouts both in the Greater Hudson Valley Council and out-of-council, to attend our camps. Confidential applications are available from home page of our website at www.ghvscouting.org/read/forms.

Scholarships awarded CANNOT be transferred from one Scout to another. Please submit the *fully filled out* application as soon as possible with the \$100 deposit (or indicate that it was paid online). Applications can still be submitted after April 15th but may not be awarded as our limited resources are given first to on-time applicants.

Campsite Reservation Policy

In order to accommodate as many Scouts as feasible, while continuing to deliver our high-quality program, the Campsite Reservation Policy is as follows:

If your troop signs up for the following year while at Camp, you will get first choice at reserving your preferred site during the week you are camping in. **In order to avoid sharing or being moved from that site, the troop must fill 75% of the available space.**

Any camp reservation taken after the season closes will be taken on a site preference basis. The camp management has the option to move the troop as space dictates and/or share the site.

To assist you with choosing a site that best meets your size needs, visit www.ghvscouting.org/read/readsitesreservations.

Greater Hudson Valley Council Summer Camp Refund Policy ~ UPDATED FOR 2026 ~

The \$200 per site, per week deposit is non-refundable in the event of cancellation. The \$100 deposit (per week/per Scout) is non-refundable but may be transferred from one Scout to another (who has not already registered to attend) within a troop. We encourage you to utilize the online registration system for all payments and sign-ups ~ the online system accepts E-check payments (no additional fee) and debit/credit cards (3% fee).

This policy is specific to Curtis S. Read Scout Reservation (CSR) and Camp Bullowa. You are eligible for a percentage-based refund depending upon when you request your refund, based on the following time frame:

- 30 days or more before day 1 of your scheduled week; 100% of payments to date, less per person deposit, is refundable.
- From 16-29 days before day 1 of your scheduled week; 50% of payments to date, less per person deposit, is refundable.
- Less than 15 days before day 1 of your scheduled week; no refund is available.

Accepted reasons for refunds less than 15 days before day 1 (maximum of 50% can be refunded):

- Death in the family: a note from the parents must be received before Scout is scheduled to arrive.
- Medical: a letter from the doctor stating that the Scout's medical condition prohibits participation at camp must be received *before the Scout is scheduled to arrive*.

All requests for refunds must be in writing by emailing ghv.camping@scouting.org. The email MUST be received prior to the troop checking out at the end of the camp week. Approved refunds for Scouts attending individually (as Super Troopers for CSR) will be made to the parent of the Scout. Summer School is no longer an accepted reason for refunds

All refunds will be processed at the close of camp, and checks mailed out in September. All approved refunds for Scouts attending with a Troop will be refunded to the Troop.

Cancellation by the Council

If the Scouting America Greater Hudson Valley Council or any agency that has contracted with the Council cancels an activity, the Council will issue a full 100% refund (including any Deposit Money).

Camp Read Association

The Camp Read Association is dedicated to the enrichment and continuation of the Curtis S. Read Scout Reservation. Membership is open to all “Friends of Read,” both past and present. While many of our members are alumni staff, we encourage all Scoutmasters, Assistants, Committee members, parents of Scouts, former and current Scouts to join the organization. If you cherish the Camp Read experience, whether for its Scouting enrichment or the natural beauty of the Camp and the surrounding Adirondack Park, you belong in the Association.

The Association founded and continues to support the very prestigious “Staff Member of the Year Award”. This award is presented to a Staff Member each year that demonstrates outstanding performance. We encourage you to recommend to their Camp Directors any Staff members that have demonstrated performance that may qualify them for this award.

If you are interested in supporting the enduring vitality of the Curtis S. Read Scout Reservation by becoming a member of the Association or just donating, please visit the association website at www.campread.org.

Join the Camp Read Staff

Working at camp is truly an amazing experience! It gives you the opportunity to live and work in one of the country’s premier scout camps, to work as a part of a close-knit team, and to have tons of fun! Along with learning new skills and working with great people, you will be building memories that truly last a lifetime. You can find the applications at www.ghvscouting.org/readstaff.

There are three different ways to be a part of our team ~ all must be approved by a Camp Director:

- **Paid Staff:** To join the paid staff, you should be at least 16 years old. Staff who are 15-year old’s may also be considered for dining hall or trading post staff, especially if they have completed our Read Renegade program. Most staff spend just over 6 weeks at Camp Read, for 2026 this will be beginning June 27th and finishing by August 12th. Exceptions may be made for school-related conflicts (i.e., graduations, college etc.), however all staff is required to work one of the staff weeks and a minimum of 3 weeks. Some director-level positions require additional training, as well as some that require completion of a National Camp School Program, earlier in June. Staff who work full-summer (6.5 week) contracts will receive a monetary bonus as well.
- **Read Renegades:** Must be 14 or 15-years old. They spend a minimum of 2 weeks tented at Camp Buckskin and spend their weeks training and working alongside the rest of the staff. ** Read Renegades are required to pay the fee of 1-camper week regardless of how long they are in camp with us. As they often schedule their weeks with us around their Troop Week, that paid week would qualify. Renegades are not paid for their time at camp and receive free room and board in addition to great training for all additional weeks. (to clarify, Renegades who are also attending Camp Read with their troop will spend a minimum of 3 weeks at Camp Read)
- **Volunteer:** There are both short and long-term volunteer opportunities for adults and Scouts who are at least 16 years old. Those interested will need to complete the same application and interview process as paid staff.

Merit Badges, Requirements Not Taught, Partial & Prereq.s

Try to **group the Scout's morning and afternoon badges in the same camp, so they don't lose time traveling. You may book classes in either camp to maximize class selection options. **

Blue Cards: In advance of camp, Scouts inform their Scoutmaster of the badges they intend to pursue at camp. Scoutmasters then provide Scouts with a signed blue card acknowledging that the scout has informed the Scoutmaster of their interest in working on a badge. The Scout must provide this Scoutmaster signed card for each badge to their counselor on the first day of instruction. Scoutmasters should bring extra blue cards to camp in case any Scouts change merit badge classes. ****PLEASE: NAME AND TROOP w/COMMUNITY, & CAMPSITE NAME****

Avoid letting a Scout attempt too many merit badges. Most campers can usually complete four badges and should have the opportunity to participate in additional camp activities. You know their capabilities; guide them in setting realistic goals.

Reading the Schedule: Classes are available where indicated by an open (white) block; shaded blocks indicate no class available during that session. Where there is no line between time slots, the class runs a double session. Where a time is indicated, the class runs during those specific times. No advanced preparation is required unless otherwise stated. Where required or recommended, age restrictions are listed. **Eagle required MB are in bold.**

Most badges are available to all scouts, though some have minimum rank, age, or experience requirements. Ensure Scouts meet those requirements and have reviewed other requirements for badges they will be working on. Some badge requirements will not be taught in camp and those are listed on the merit badge schedules as Requirements Not Taught at camp ("RNT"). No Scout is required to complete those or any other badge requirements in advance (see Lifesaving Merit Badge exception below), but we encourage scouts to do so where possible. If the Scout does not complete those before arriving at camp, they may still take the class but will go home with a "partial". A partial is documented with a blue card showing only some requirements were completed at camp. After camp, the scout may work with a registered merit badge counselor approved to counsel that badge to complete and receive sign off on the blue card for the remaining requirements.

Only in the case of Lifesaving Merit Badge is the Scout required to complete the listed pre-requisite BEFORE they can take the merit badge class at camp.

Partials: Scouts who are finishing partially completed merit badges in camp **should not** register for the merit badge using the online system. They will need to speak with that Program Area director either during the tour on Sunday or on Monday to see how much time is needed to make up for their missing requirements. Scouts who go home with partials can either work with a local counselor to finish the work **OR can email the finished requirements and blue card to ghv.camping@scouting.org, any time until they turn 18!**

All classes are set at a maximum of 16-24 scouts unless otherwise noted. These caps are for the safety and quality of instruction.

Merit Badge Sign-Up and Changes

All Scouts **should be** registered for Merit Badges on our online advancement system before coming to camp. Early registration is recommended (registration opens April 1st) to avoid being closed out of classes. Consider having Scouts indicate 2nd and 3rd choices for each period in the event the class is full. We have a form to assist you at www.ghvscouting.org/read/forms.

Leaders should print out schedules for each Scout prior to arrival at camp. **It is critical that each Scout know their schedule.**

If there are last-minute changes, leaders should work with the Program Area Directors at the merit badge sign-up session on Sunday.

Trail to First Class Program **CHANGED**

The program is designed to immerse new Scouts in the Scouting program and help them walk the path to Tenderfoot, Second Class, and First Class. The Trail to First Class program meets at a base location everyday but will adventure beyond it to help scouts learn about all the cool things there are to do at Read. One day will even be spent going on a field trip to other camps. The Trail to First Class Program runs for 3 hours each day from 9:00am - 12:00pm to give the scouts structured time to develop their skills.

- First Aid
- Fire Building and Safety (Firem'n Chit)
- Map and Compass Skills
- Tree and Plant Identification
- Instructional Swim
- Knots and Lashings
- Cooking Safety (NEW)
- Totin' Chip & Much more!

As this course runs only in the AM; the Scouts are free to take merit badges after lunch.

Trail to First Class program participants may still attend afternoon Merit Badge classes. The following MB classes are available and recommended for them:

- Archery
- Art / Fingerprinting
- Astronomy
- Basketry
- Chess
- Fishing
- Leatherwork
- Mammal Study / Nature
- Reptile & Amphibian
- Weather

Scouts who are only missing a few requirements to rank up do not need to sign up for the full week of Trail to First Class. The Trail to First Class staff will be happy to work on individual requirements with Scouts during open program time.

Adult Training Opportunities

The following training may be available to Leaders during summer camp:

- Aquatics Supervision
- Leave No Trace Discussion
- Safety Afloat
- Safe Swim Defense
- CPR ~ most weeks

Online registration will be available April 1st. Please indicate interest in all the training courses that you would like to take. Times will be announced on arrival day; courses will only be scheduled if there were online sign-ups indicating interest in them.

**Make sure to read the monthly CSR Newsletters for additional Training opportunities that may be available during your particular week of camp! We are working to secure trainers for First Aid, etc.*

Scoutmaster Merit Badge ~ revamped in 2025!

Adult leaders who are looking to explore camp, meet the staff, demonstrate scout spirit, and volunteer to help should check out our **Scoutmaster Merit Badge**. By completing a small checklist provided by the Program Director, Scoutmasters and Adult Leaders can participate in their own program and earn this coveted patch! Information will be distributed at the Sunday Leaders' Meeting.

Activity Reservations, Cancellations, and Leadership

Activity Reservations

Reservations are made on a first-come, first-served basis through our website. On the first day at camp, troop leaders will check in with each activity area to confirm their reservations.

The Curtis S. Read Scout Reservation is a unique mixture of advancement and high adventure activities. For your Scouts to enjoy both, activities must be carefully reviewed and scheduled.

Read offers two types of activities - those that take place in our camp and those that occur off property.

Please pay particular attention to any additional charges, transportation availability, reservation requirements, and age standards.

Activities may be registered online prior to camp (recommended) or during Sunday check-in at camp. The following activities are available for online registration (and more will be available in camp!)

- Zipline
- Bike Rentals
- Mountain Biking
- Low COPE
- Operation Nighthawk
- Mile Swim
- Caving
- Horse Trail Rides
- Climbing Tower
- Tomahawks
- Mountain Biking
- Instructional Swim**
- Action Archery

White Water Rafting has a special reservation form that must be submitted at least 1 week prior to your trip. Your final roster of who will attend the trip will be taken on Sunday during check-in. Refunds will not be available after that final roster is accounted for, as per our outside vendor.

**Instructional Swim must be signed up for online so that the Waterfront may advise on the first day when it will be available.

Activity Cancellations

All cancellations must be made at Central Office at least 24 hours prior to your scheduled activity. If a troop does not cancel an activity at least 24 hours in advance, the fee for the activity will still be charged. If an emergency should arise within 24 hours of your scheduled activity, please inform Central Office immediately.

Adult Leadership

All Scouts participating in an in-camp activity must be under the supervision of an adult leader, age 21 or older, except for Mountain Biking and High Ropes, which are provisional activities under the supervision of Summit Base staff. All off-camp activities, such as whitewater rafting, require two-deep adult leadership.

2026 Camp Waubeeka Merit Badge Schedule

Camp weeks 1 thru 4

White areas indicate the class time.

RNT: Requirements Not Taught at Camp

| Merit Badge | Requirements & Notes | 9:00-9:50 | 10:00-10:50 | 11:00-11:50 | 2:00-2:50 | 3:00-3:50 |
|---|---|------------|-------------|-------------|-----------|-----------|
| Aquatics | | | | | | |
| CANOEING | Some knowledge of strokes is helpful. Class max: 8 | | | | | |
| KAYAKING | Class max: 8 | | | | | |
| SMALL BOAT SAILING (recommended for older scouts) | Scout must be a swimmer on opening day. Sailing knowledge is useful. Completion is contingent on wind conditions. Class max: 10 Classes are 2 hours. *only held in Waubeeka | | | | 2:00-4:00 | |
| SWIMMING | RNT: This is a difficult badge. If in the Aquatic Director's judgement, the Scout is not a strong enough swimmer, they will be asked to switch out. Classes are 1 1/2 hours. | 9:00-10:30 | | 10:30-12:00 | | |
| Ecology | | | | | | |
| ASTRONOMY | Weather conditions frequently interfere with the completion of this badge. Requires study and observation 9:30pm T/W/Th. | | | | | |
| ENVIRONMENTAL SCIENCE (12+) | Bring a small notebook. Class max: 12 Classes are 2 hrs. | 9:00-11:00 | | | | |
| GEOLOGY / MINING IN SOCIETY (2 MBs) | Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required. *only held in Waubeeka | | | | | |
| INSECT STUDY | RNT: #3b, #4b, #4c, #4d Class max: 12 *only held in Waubeeka | | | | | |
| MAMMAL STUDY / NATURE (2 MBs) | Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required. | | | | | |
| SOIL & WATER CONSERVATION / PLANT SCIENCE (12+) (2 MBs) | Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required. | | | | | |
| SPACE EXPLORATION | Class fee of \$20 for rockets and supplies. Class max: 12 *only held in Waubeeka | | | | | |
| WEATHER | | | | | | |
| Other Programs | | | | | | |
| Meet us at the new Pavilion by Scoutcraft! | | | | | | |
| TRAIL TO FIRST CLASS | New Design! We will immerse new Scouts in the Scouting program and help them walk the path to Tenderfoot, Second Class, and First Class. | 9:00-12:00 | | | | |

Fishing Dock ~ Camp Road at Waubeeka Lake

| | | | | | |
|---------|--|------------|--|-----------|--|
| FISHING | Minimal fishing equipment available at camp, strongly recommend bringing your own. Classes are 1 1/2 hours. | 9:00-10:30 | | 2:00-3:30 | |
|---------|--|------------|--|-----------|--|

2026 Camp Waubeeka Merit Badge Schedule

Camp weeks 1 thru 4

| Merit Badge | Requirements & Notes | 9:00-9:50 | 10:00-10:50 | 11:00-11:50 | 2:00-2:50 | 3:00-3:50 |
|---|--|------------|-------------|-------------|-----------|-----------|
| Handicraft | | | | | | |
| <i>Projects are done in most classes that you can take home</i> | | | | | | |
| ART / FINGERPRINTING | RNT: for Art Requirement #6, a written report signed by parent or scoutmaster. Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required. Class max: 12 *only held in Waubeeka | | | | | |
| BASKETRY | Scout needs to purchase kits and materials, estimate around \$25. Class max: 12 | | | | | |
| CHESS | | | | | | |
| GAME DESIGN (12+) | RNT: Scouts must bring on the first day or switch out of the badge: Req. 1a - bring copies of rules for 4 games, Req. 4 - complete & document (including rules) or bring a game with copy of rules and items to play, Req. 6 - bring notebook for game design process, Req. 8 - complete & document. Class max: 10 Classes are 1 1/2 hours. *only held in Waubeeka | | | 10:30-12:00 | | |
| LEATHERWORK | Scout needs to purchase kits and materials, estimate around \$25. Class max: 12 | | | | | |
| PHOTOGRAPHY (14+) | RNT: Requirement#1b. Class max: 12 | | | | | |
| SCULPTURE | Class max: 12 | | | | | |
| WOOD CARVING | A good carving knife is recommended. Scout needs to purchase carving kits, estimate \$10-\$15. Class max: 12 | | | | | |
| Scoutcraft | | | | | | |
| <i>(Totin' Chip, Firem'n Chit, & Paul Bunyon Woodsman also available)</i> | | | | | | |
| CAMPING | RNT: Requirements #4b, #8c, #8d, 9a, 9b. See form on website. Scouts recommended to be at least Tenderfoot. | | | | | |
| EXPLORATION / GEOCACHING (12+) | Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required. Will include hiking. RNT: Geocaching: Requirement #7. Class max: 12 | | | | | |
| ORIENTEERING | Knowledge of orienteering basics needed. | | | | | |
| PIONEERING | Should not be attempted by Scouts below rank of 1st Class. **There is an additional required session on Monday from 4-5:30pm in addition to the daily class. *only held in Waubeeka | | | 10:30-12:00 | | |
| WILDERNESS SURVIVAL | RNT: Requirement #4, bring both kits. Requires Wednesday overnight in survival shelter. Class max: 14 | | | | | |
| Range & Target Activities | | | | | | |
| <i>(Instruction will take place at the appropriate range in Camp. Recommend only 1 type of shooting class at a time. Open-Shoot times to be announced at Camp.)</i> | | | | | | |
| ARCHERY | Class max: 12 | | | | | |
| RIFLE SHOOTING (12+) (option A, Modern) | Skill with a rifle is a must. Scouts need to read the pamphlet ahead of time and familiarize themselves with the requirements. Classes are 1 1/2 hours. | 9:00-10:30 | 10:30-12:00 | | 2:00-3:30 | |
| SHOTGUN SHOOTING (13+) | Class fee of \$30.00. Skill with a shotgun is a must. Scouts need to read the pamphlet ahead of time and familiarize themselves with the requirements. Classes are 1 1/2 hours. Class max: 9 *only held in Waubeeka | 9:00-10:30 | 10:30-12:00 | | 2:00-3:30 | |

White areas indicate the class time.

RNT: Requirements Not Taught at Camp

2026 Camp Buckskin Merit Badge Schedule

Camp weeks 1 thru 5

White areas indicate the class time.

RNT: Requirements Not Taught at Camp

| Merit Badge | Requirements & Notes | 9:00-9:50 | 10:00-10:50 | 11:00-11:50 | 2:00-2:50 | 3:00-3:50 |
|---|---|------------|-------------|-------------|-----------|-----------|
| Aquatics <i>(Must pass Swimmer's test on opening day to participate in and complete any of the below badges)</i> | | | | | | |
| CANOEING | Some knowledge of strokes is helpful. Class max: 8 | | | | | |
| KAYAKING | Class max: 10 | | | | | |
| LIFESAVING (14+) | Prerequisite - #2a Swimming MB - must be earned PRIOR to starting this badge. See Form. Scout needs to complete #2b on 1st day or switch out. Class max: 10 *only held in Buckskin | | | | 2:00-4:00 | |
| ROWING | Class max: 8 *only held in Buckskin | | | | | |
| SWIMMING | RNT: This is a difficult badge. If in the Aquatic Director's judgement, the Scout is not a strong enough swimmer, they will be asked to switch out. Classes are 1 1/2 hours. Class max: 10 | 9:00-10:30 | 10:30-12:00 | | | |
| Ecology <i>(At Ecology Pavilion, exhibits, nature trails)</i> | | | | | | |
| ASTRONOMY | Weather conditions frequently interfere with the completion of this badge. Requires study and observation 9:30pm T/W/Th. | | | | | |
| CHESS | | | | | | |
| ENVIRONMENTAL SCIENCE (12+) | Bring a small notebook. Class max: 12 Classes are 2 hrs. | 9:00-11:00 | | | 2:00-4:00 | |
| FORESTRY | RNT: Requirement #5 *only held in Buckskin | | | | | |
| MAMMAL STUDY / NATURE (2 MBs) | Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required. | | | | | |
| OCEANOGRAPHY | | | | | | |
| REPTILE AND AMPHIBIAN STUDY | RNT: Requirement #8. *only held in Buckskin | | | | | |
| SOIL & WATER CONSERVATION / PLANT SCIENCE (12+) (2 MBs) | Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required. | | | | | |
| WEATHER | | | | | | |
| Range & Target Activities <i>(Instruction will take place at the appropriate range in Camp. Recommend only 1 type of shooting class at a time. Open-Shoot times to be announced at Camp.)</i> | | | | | | |
| ARCHERY | Class max: 12 | | | | | |
| RIFLE SHOOTING (12+) (option A, Modern) | Skill with a rifle is a must. Scouts need to read the pamphlet ahead of time and familiarize themselves with the requirements. Classes are 1 1/2 hours. | 9:00-10:30 | 10:30-12:00 | | 2:00-3:30 | |
| Other Programs <i>Classes take place at the Anthony Long Pavilion</i> | | | | | | |
| TRAIL TO FIRST CLASS | New Design! We will immerse new Scouts in the Scouting program and help them walk the path to Tenderfoot, Second Class, and First Class. | 9:00-12:00 | | | | |

2026 Camp Buckskin Merit Badge Schedule

Camp weeks 1 thru 5

| Merit Badge | Requirements & Notes | 9:00-9:50 | 10:00-10:50 | 11:00-11:50 | 2:00-2:50 | 3:00-3:50 |
|---|---|-----------|-------------|-------------|-----------|-----------|
| Handicraft | | | | | | |
| <i>Projects are done in most classes that you can take home</i> | | | | | | |
| AMERICAN INDIAN CULTURE | *only held in Buckskin | | | | | |
| ANIMATION | *only held in Buckskin | | | | | |
| BASKETRY | Scout needs to purchase kits and materials, estimate around \$25. Class max: 12 | | | | | |
| LEATHERWORK | Scout needs to purchase kits and materials, estimate around \$25. Class max: 12 | | | | | |
| PAINTING | Class max: 12 *only held in Buckskin | | | | | |
| PHOTOGRAPHY (14+) | RNT: Requirement#1b. Class max: 12 | | | | | |
| SCULPTURE | Class max: 12 | | | | | |
| WOOD CARVING | A good carving knife is recommended. Scout needs to purchase carving kits, estimate \$10-\$15. Class max: 12 | | | | | |
| Scoutcraft | | | | | | |
| <i>(Totin' Chip, Firem'n Chit, & Paul Bunyon Woodsman also available)</i> | | | | | | |
| CAMPING | RNT - see form on website: Requirements #4b, #8c, #8d, 9a, 9b. Scouts recommended to be at least Tenderfoot. | | | | | |
| EXPLORATION / GEOCACHING (12+) | Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required. Will include hiking. RNT: Geocaching: Requirement #7. Class max: 12 | | | | | |
| ORIENTEERING | Knowledge of orienteering basics needed. | | | | | |
| SIGNS, SIGNALS, AND CODES | RNT: Requirement #7. Class max: 12 *only held in Buckskin | | | | | |
| WILDERNESS SURVIVAL | RNT: Requirement #4, bring both kits. Requires Wednesday overnight in survival shelter. Class max: 14 | | | | | |

Reservation-Wide Classes held at Camp Buckskin

| Only available at the Anthony Long Pavilion in Buckskin | | | | | | |
|---|---|------------|-------------|-----------|--|--|
| EMERGENCY PREPAREDNESS (13+) | RNT: see form on website. Req. #1a, #1b, #1c, #2a, #2b, #2c (bring printed pictures), #9, #10a-c (do 1) | | | | | |
| FIRST AID (12+) | RNT: #1 - bring kit to camp, #2b, #15 Classes are 1 1/2 hrs. | 9:00-10:30 | 10:30-12:00 | 2:00-3:30 | | |
| Meet at the Anthony Long Pavilion on Monday, classes will be mobile | | | | | | |
| COMMUNICATION (13+) | RNT: Read all requirements. Class max: 8 | | | | | |
| PUBLIC SPEAKING (14+) | Class max: 8 | | | | | |
| SEARCH & RESCUE (13+) | RNT: Requirement #6a. Class max: 12 | | | | | |
| THEATER (12+) | RNT: Requirement #1. Class max: 8 | | | | | |

White areas indicate the class time.

RNT: Requirements Not Taught at Camp

2026 Additional Merit Badges for Week 5

(these were the Waubeeka-Only badges)

White areas indicate the class time.

RNT: Requirements Not Taught at Camp

| Merit Badge | Requirements & Notes | 9:00-9:50 | 10:00-10:50 | 11:00-11:50 | 2:00-2:50 | 3:00-3:50 |
|---|--|------------|-------------|-------------|-----------|-----------|
| Aquatics ~ STILL AT WAUBEEKA Waterfront | | | | | | |
| SMALL BOAT SAILING (recommended for older scouts) | Scout must be a swimmer on opening day. Sailing knowledge is useful. Completion is contingent on wind conditions. Class max: 10 Classes are 2 hours. | | | | 2:00-4:00 | |
| Available Week 5 at Buckskin Ecology | | | | | | |
| GEOLOGY / MINING IN SOCIETY (2 MBs) | Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required. | | | | | |
| INSECT STUDY | RNT: #3b, #4b, #4c, #4d Class max: 12 | | | | | |
| SPACE EXPLORATION | Class fee of \$20 for rockets and supplies. Class max: 12 | | | | | |
| Available Week 5 at Buckskin Handicraft | | | | | | |
| ART / FINGERPRINTING | RNT: for Art Requirement #6, a written report signed by parent or scoutmaster. Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required. Class max: 12 | | | | | |
| GAME DESIGN (12+) | RNT: Scouts must bring on the first day or switch out of the badge: Req. 1a - bring copies of rules for 4 games, Req. 4 - complete & document (including rules) or bring a game with copy of rules and items to play, Req. 6 - bring notebook for game design process, Req. 8 - complete & document. Class max: 10 Classes are 1 1/2 hours. | | | 10:30-12:00 | | |
| Available Week 5 at Buckskin Scoutcraft | | | | | | |
| PIONEERING | Should not be attempted by Scouts below rank of 1st Class. **There is an additional required session on Monday from 4-5:30pm in addition to the daily class. | | | 10:30-12:00 | | |
| Fishing Dock ~ Camp Road at Waubeeka Lake | | | | | | |
| FISHING | Minimal fishing equipment available at camp, strongly recommend bringing your own. Classes are 1 1/2 hours. | 9:00-10:30 | | | 2:00-3:30 | |
| Range & Target Activities ~ STILL AT WAUBEEKA SHOTGUN RANGE <i>(Instruction will take place at the appropriate range in Camp. Recommend only 1 type of shooting class at a time. Open-Shoot times to be announced at Camp.)</i> | | | | | | |
| SHOTGUN SHOOTING (13+) | Class fee of \$30.00. Skill with a shotgun is a must. Scouts need to read the pamphlet ahead of time and familiarize themselves with the requirements. Classes are 1 1/2 hours. Class max: 9 | 9:00-10:30 | | | 2:00-3:30 | |

2026 Specialty Camp Merit Badge Schedule

Camp weeks 1 thru 5

White areas indicate the class time.

RNT: Requirements Not Taught at Camp

| Merit Badge | Requirements & Notes | 9:00-9:50 | 10:00-10:50 | 11:00-11:50 | 2:00-2:50 | 3:00-3:50 |
|---|---|-----------|-------------|-------------|-----------|-----------|
| STEM Ranch ~ end of Rose Drive | | | | | | |
| Welcome to "Imakanation", a combination of the words imagination, making, and national citizenship. It is designed to prepare Scouts for a world that will require innovation, practical skills, as well as the ability to solve problems and make new ideas reality. | | | | | | |
| Attendance is required for Monday, and any classes missed MUST be made up during open program to earn the badge. | | | | | | |
| PANTS and closed toed shoes are required in order to participate , along with water bottle, merit badge pamphlet, and worksheets. | | | | | | |
| Scouts should review all merit badge requirements for all badges. | | | | | | |
| Find the most up-to-date merit badge requirements at https://www.scouting.org/skills/merit-badges/all/ | | | | | | |
| Building Barn: | | | | | | |
| ELECTRICITY (13+) | RNT: Do #2 - then bring your checklist to discuss, #7 - bring a printed picture of your labeled circuit breaker, #8 - bring copy of home utility/electrical bill and a printed picture of the meter, #11. Please see dress code for all of STEM Ranch. Class max: 8 | | | | | |
| HOME REPAIRS (14+) | Very busy class. Please see dress code for all of STEM Ranch. Class max: 8 | | | | | |
| Griffin Garage: | | | | | | |
| METALWORK (13+) | RNT: Requirement #4, hand in on first day. *Non-synthetic clothing (like cotton blue jeans), long pants are required. Class fee of \$20. Class max: 8 | | | | | |
| WELDING (14+) | RNT: Requirement #7a, hand in on first day. *Non-synthetic clothing (like cotton blue jeans), long pants are required. Class fee of \$20. Class max: 8 | | | | | |
| STEM Center: | | | | | | |
| ELECTRONICS (11+) | RNT: Requirements #6. Hand all in on first day. Please see dress code for all of STEM Ranch. Class max: 8 | | | | | |
| Horse Barn: | | | | | | |
| HORSEMANSHIP | General study of merit badge pamphlet is suggested. Class fee of \$55. One session feeding the horses at 6:30am is required. Riding days require pants covering the ankles. Sneakers or boots EVERY day, no open heels or toes. Class max: 9 | | | | | |
| See notes: PANTS and closed toed shoes are required in order to participate. | | | | | | |

Summit Base ~ end of Camp Road

| | | | | | | |
|----------|--|--|--|--|--|--|
| CLIMBING | RNT: Requirement #7, familiarize with all knots. Closed toed shoes required. Held on climbing tower and natural rock wall. Class max: 12 | | | | | |
|----------|--|--|--|--|--|--|

Fun things to do! (non-merit badge)

~ PLEASE NOTE: activity schedules are subject to change based on the weather FOR THE WEEK and not just that afternoon ~
 (for example, so that a rainy night would have indoor activities and the non-rainy night be outdoors)
 Registration for the below is similar to Merit Badge registration, where noted that sign-up ahead is required.

ALRAP / 1ST YEAR CAMPER ACTIVITIES

| Activity | Description | Availability | Sign-up online? |
|--|---|--|-----------------|
| FIELD GAMES / FRISBEE / BALL (Leaders, all Scouts) | Missing field day at school? Come to the parade field where a variety of friendly outdoor games & activities will be set up for Scouts and leaders alike to participate in. | Time/day/location be announced at camp | No |
| SCOUTING TRIVIA | Scouts can test their knowledge against each other in trivia! Different topics each time! | Time/day/location be announced at camp | No |

AQUATIC ACTIVITIES

| Activity | Description | Availability | Sign-up online? |
|--|---|---|-----------------|
| INSTRUCTIONAL SWIM (Leaders, all scouts) | Build your confidence in the water! Scouts can improve their swimming skills with guidance from the Waterfront Staff. Instruction is tailored to the individual's needs, from basic water comfort to stroke refinement. Schedule will be created based on interest and availability of staff. | This must be signed up for online for scheduling. | YES |
| MILE SWIM (Leaders, all scouts) | Challenge yourself with this endurance swim! Scouts and leaders can complete a full mile in the water. Speak with the Waterfront Director in your camp on Sunday. | Discuss with Waterfront | No |
| OPEN BOATING (Leaders, all scouts) | Hit the water at your own pace! Scouts and leaders can use rowboats, canoes, and kayaks during open boating hours. This is a chance to explore the waterfront, practice boating skills, or just enjoy the lake. | Time/days/locations will be announced at camp | No |
| OPEN SWIM (Leaders, all scouts) | Open Swim allows Scouts and leaders to enjoy free swim time in the designated swimming area. Whether you want to cool off in the water around or practice your strokes, it's a great way to relax after a full day of camp activities. | Time/days/locations will be announced at camp | No |
| POLAR BEAR SWIM (Leaders, all scouts) | Start your morning with a splash! The Polar Bear Swim takes place at 6:45 AM, giving Scouts and leaders the chance to brave the chilly water and earn a special Polar Bear Patch (must attend <u>both</u> sessions to earn the patch). | Tuesday and Thursday AM Buckskin and Waubeeka | No |

ECOLOGY ACTIVITIES

| Activity | Description | Availability | Sign-up online? |
|--|--|--|-----------------|
| CAVING (Leaders, all Scouts) | Dry cave and wet cave (involves submersion in water for a few feet). No cost. You will get wet ~ headlamps recommended. Max group: 20. | Camp Waubeeka, 4-5pm, M-Th | Yes |
| CHESS TOURNAMENTS (these are held at Ecology in Buckskin, and at Handicraft in Waubeeka) | Scouts encouraged to both join the tournament as well as come and watch the games, with the winner of the tournament receiving a prize at the end of the week | Evening TBD | No |
| ECOLOGY JEOPARDY | Test your nature knowledge! This interactive trivia challenge, inspired by the classic game show, features questions on plants, animals, geology, and environmental science. Scouts can compete solo or as part of a team to show off their Econ Knowledge | Waubeeka, time/day to be announced | No |
| NATURE HIKES | Are you curious to learn more about Camp Read's woods? Come along for themed nature hikes! There will be three hikes on various days of the week ranging from thirty minutes to an hour long. The hikes are based on tree identification, edible foraging, and mushroom identification depending on the day. Scouts and Adult Leaders both welcome to learn. Max group: 14 | Buckskin, time/day to be announced | Yes |
| NATURE PIT ASSEMBLY | Max group: 14 | Buckskin, time/day to be announced | No |
| STAR PARTIES | Star viewing session run by econ staff, required for those in Astronomy merit badge, but all are welcome! (Astronomy MB students must attend 2 sessions, note that even overcast skies may interfere, would need to attend Thursday) | Meet at your camp's parade field on Tuesday & Wednesday at 9pm | No |
| TERRARIUM DESIGN | Scouts have the chance to design a mini-ecosystems or improve habitats for animals found around camp. This hands-on activity teaches environmental stewardship and the basics of habitat conservation. Materials are provided. | Time/days/locations will be announced at camp | No |

~ Out-of-camp ~

| | | | |
|--|---|-----------------|-----|
| WHITewater RAFTING (Leaders, all scouts) | Sign up will be through a special form available online at least 2 weeks prior to your week at camp. Troops provide their own transportation. Final WWR roster confirmed upon arrival at camp (names required). | \$40 per person | Yes |
|--|---|-----------------|-----|

HANDICRAFT ACTIVITIES

| Activity | Description | Availability | Sign-up online? |
|---|---|---|-----------------|
| FRIENDSHIP BRACELET MAKING | Purchase a ticket at the trading post and come create colorful friendship bracelets taught by the Handicraft Staff. This activity is open to all Scouts who want to craft a keepsake to share with a friend or keep as a personal memento. | Time/days/locations will be announced at camp | No |
| LANYARD MAKING | Purchase Lanyard Strands from the Trading Post and come to get Instructed on how to make Lanyards by the Handicraft Staff. Open to Scouts interested in making a lanyard or those working on a lanyard for the Leatherwork Merit Badge | Time/days/locations will be announced at camp | No |
| PATROL FLAG COMPETITION | Come with your Troop/Patrol and create a Scout Appropriate design that represents your Troop, and then paint that design on a piece of canvas to be judged by the staff later in the week | Time/days/locations will be announced at camp | No |
| PET ROCK DESIGN | Bring a rock to handicraft to design and paint, to be displayed around Handicraft for the rest of the week | Time/days/locations will be announced at camp | No |
| Tie Dye (Leaders, all Scouts) | Purchase your Camp Read T's at the Trading Post, or pay \$5 and bring your ticket to tie-dye something of your own that you brought to camp! Held at each camp's Handicraft Pavilion. Check your May newsletters, you will be able to purchase T's ahead! | Day TBD, 4-5:30pm Buckskin and Waubeeka | No |

RANGE & TARGET ACTIVITIES

****All of the below will be affected by weather****

| Activity | Description | Availability | Sign-up online? |
|---|---|--|-----------------|
| ACTION ARCHERY (Scouts 14+) | Sporting arrows (special ones called flu-flus!) are centered around automatic target launchers that throw 10-inch diameter foam targets into the air. Session max: 12 | Buckskin Pawnee Field, Tuesday/Thursday 4-5:30pm | Yes |
| CAMP-WIDE TRIATHLON (Leaders, all scouts) | Team up and take on the ultimate camp-wide challenge! The Triathlon is a fast-paced, three-part relay event featuring archery, running, and swimming. Troops must form teams of three, with each member being assigned either Archer, Runner, or Swimmer. Multiple teams from each troop may sign up. ALL SWIMMERS MUST PASS SWIM TEST ON FIRST DAY | Tuesday Evening | No |
| GOLDEN ARROW | Archery Shooting Competition | Time/days/locations will be announced at camp | No |
| OPEN SHOOT - ARCHERY, RIFLE (Leaders, all scouts) | Archery has no age requirement. Rifle Shooting, you must be 12 or older. | Time/days/locations will be announced at camp | No |
| OPEN SHOOT - SHOTGUN (Leaders, all scouts ages 13+) | Purchase tickets for Shotgun shells at Trading Post prior to heading over to the Range. 75cents per shell, \$18 for 30/pack | Time/days will be announced at camp | No |
| SILVER BULLET (Scouts 12+) | Rifle Shooting Competition | Time/days/locations will be announced at camp | No |
| GOLDEN PIGEON (Scouts 13+) | Shotgun Shooting Competition (Waubeeka Shotgun Range). Purchase tickets for Shotgun shells at Trading Post prior to heading over to the Range. 75cents per shell, \$18 for 30/pack | Time/days/locations will be announced at camp | No |
| TOMAHAWKS (Leaders, all scouts) | Held at Buckskin Shooting Sports Range. Groups of 12-18 participants. Group must have adult over 21 present to participate. | Buckskin Shooting Range, Monday/Wednesday 4-5:30pm | Yes |

SCOUTCRAFT ACTIVITIES

| Activity | Description | Availability | Sign-up online? |
|--|--|---|-----------------|
| FIREM'N CHIT & TOTIN' CHIP CERTIFICATIONS | Useful for younger scouts who need to learn proper knife and fire safety to advance in rank. | Mondays 4-5:30 | No |
| OPEN GEOCACHING | Scouts explore camp in search of hidden geocaches, lead by the scoutcraft staff. Each geocache contains clues, trinkets, or logbooks to sign. It's a self-guided adventure that promotes navigation skills, problem-solving, and exploration. | Time/days/locations will be announced at camp | No |
| SHELTER BUILDING | Practice the crucial wilderness survival skill of shelter building, either in preparation for the overnight, or just to gain knowledge about wilderness survival | Time/days/locations will be announced at camp | No |
| HISTORY & OTHER TOPIC HIKES | Take a walk through history! Join the Scoutcraft Staff on guided hikes focused on camp history, local lore, and other special topics. Each hike covers a unique theme, giving Scouts an opportunity to learn more about the camp environment, local wildlife, and cultural history | Time/days/locations will be announced at camp | No |
| KNOT TYING COMPETITION | Send your best Knot-tyers up to scoutcraft to compete in a Knot-Tying gauntlet, with the winner receiving a special prize at the end of the week | Time/days/locations will be announced at camp | No |

Fun things to do at STEM Ranch & Summit Base

~ PLEASE NOTE: activity schedules are subject to change based on the weather FOR THE WEEK and not just that afternoon ~
 (for example, so that a rainy night would have indoor activities and the non-rainy night be outdoors)
 Registration for the below is similar to Merit Badge registration, where noted that sign-up ahead is required.

STEM RANCH ACTIVITIES

| Activity | Description | Availability | Sign-up online? |
|--|--|---|-----------------|
| HORSE TRAIL RIDES (Leaders, all scouts) | 1 hour session includes basic instruction and riding. Closed toed shoes and long pants that cover the ankles are required. PARTICIPANTS MUST BE EARLY/ON TIME. 24 hours notice required for refunds, all others will still be charged. \$40/pp . Session max: 9 | Most days 11-12noon or 4-5pm | Yes |
| STEM String Art (Leaders, all scouts) | Make a sign for your room, a string art gift for someone at home, or you. Prepare wood background, layout pattern, hammer nails, and tie string to outline and fill in shapes of your design. Session max: 8 ST - Experience the physics of carpentry work using basic tools, E - design with lines and geometric shapes, M - layout coordinate grid design and calculate string-work | Pick your day: Monday, Tuesday, Wednesday 4-5:30pm | No |

SUMMIT BASE / HIGH ADVENTURE ACTIVITIES

| Activity | Description | Availability | Sign-up ahead? |
|--|--|---|----------------|
| HIKE FIRST BROTHER (Scouts, with leaders) | This hike is out of Waubeeka, and starts across the road from the Office. Shorter than the Mount Stevens hike, but still has amazing views. Groups of 8, multiple groups will need to leave 30 minutes apart. *Book your hike during siesta and we may have a guide available to lead you. | Sign out at the Waubeeka office | Yes |
| HIKE MOUNT STEVENS (Scouts, with leaders) | Groups of 8, multiple groups will need to leave 30 minutes apart. Overnights to watch the sunrise must be scheduled with Summit Base Director. Discuss during Sunday check-in, guides may be available depending on other activity schedules. | Sign out at the Summit Base office | Yes |
| LOW COPE (all Scouts) | Challenging Outdoor Personal Experience (COPE) Course. Groups work together to complete each element and help/spot each other. Sessions are 1 1/2 hours each. Groups of 5-12 participants. | Most days 4-5:30pm or 7:15-8:45pm | Yes |
| MOUNTAIN BIKING (Scouts, 12+) | Rentals, include 1 - open program session , schedule upon bike pickup. \$25 for a single day, \$50 for 2 days, \$60 for full week. Includes helmet. Waiver requires signature of Parent and Scout. | 1 day, 2 day, or full week | Yes |
| ALL CYCLISTS in camp are REQUIRED to wear a helmet AT ALL TIMES, regardless of AGE. All riders should bring a full water bottle. NOT A MERIT BADGE CLASS. | Open program session: Scouts should have previous experience and be skilled on single-track terrain. Sessions will focus on honing biking skills while tackling off-road terrain. \$5/pp for riding session, includes helmet. | Monday, Tuesday, or Wednesday 4-5:30pm | Yes |
| | Adults Session: Must meet height/weight standards for high adventure activities. \$5/pp for riding session, includes helmet. | Tuesday, 7:15pm-8:45pm | Yes |
| OPERATION NIGHTHAWK (Scouts 15+) | Night climbing. Scouts must be comfortable with both darkness and heights. Session max: 15 | Wednesday, 8:45pm-10pm | Yes |
| ROCK CLIMBING Tower or Natural (Leaders, all Scouts) | Discuss with Summit at Check-in for option of Natural Rock or Climbing Tower. Closed toed shoes are required. Groups of 5-15 participants. | Most days 4-5:30pm or 7:15-8:45pm | Yes |
| ROPES COURSE (High) (Scouts 13+) | Ropes course 35 feet in the air. Changing - keep an eye on our newsletters! Group of 10 participants max. | Thursday 2-5pm | Yes |
| ZIP LINE (Leaders, all scouts) | Blue Swimmers only. Groups of 5-25 participants. Group must have adult over 21 present to participate. | Most days 4-5pm or 7:15-8:15pm | Yes |

Camp Wide Activities

There is always something for your Scouts to do! We have changed our schedule to allow more free time for Scouts to enjoy all of things that Summer Camp has to offer.

During the new activity time slot of 4pm – 5:15pm, there will be:

- Open boating OR Open swimming every day
- Open target range activities daily, ranges to rotate.
- More fun at Program areas!

For evening activities beginning after dinner, see below. These of course may change, and we will keep you posted during Leaders Meetings and Retreat announcements:

Sunday & Friday ~ Opening/Closing Campfires

Monday ~ Staff Hunt

Tuesday ~ Triathlon

Wednesday ~ Troop Night In

Thursday ~ Camp Olympics

Have suggestions for something different? Let us know! Keep an eye on Newsletters as well, for more opportunities that may be added to the online registration offers!!

A program schedule will be provided during the Sunday Leaders' Meeting detailing all of the fun things that are lined up for each day!

Adult Fun while helping Camp!

There is always something for you, the Leaders, to do! Every day during Siesta, there will be available Adult fun activities ~ a schedule will be provided during the Sunday Leaders' Meeting. And don't forget to check them off on your Scoutmaster merit badge application!

As per the Board of Health, many program areas require an adult to be present during our class sessions. Your help with this allows our staff to continue leading the great programs that we provide for your Scouts.

Since we know that you want to take pictures of your Scouts in action during the week anyway, this is a great way to get there to do it! Sign-up will be available starting on Sunday during the Leader's meeting.

Aquatics:

~ 2 adults over 18 at Buckskin ~ 1 adult over 18 at Waubeeka

Archery:

~ 1 adult over 18 at Buckskin ~ 1 adult over 18 at Waubeeka

Scoutcraft:

~ 2 adults over 21 during the Overnight for Wilderness Survival (1 male, 1 female)

And of course, there's always great fun to be had driving the School Buses! Opportunities as well if you prefer driving with air conditioning ~ we love for volunteers to assist with driving our Treks out and back.

2026 Updates – did you catch them all??

Page 3 ~ Arrival time change:

Troops will be allowed to enter Camp beginning at 1:00pm, and all members of the Troop should plan to arrive together. **PLEASE DO NOT ARRIVE BEFORE 1:00pm.**

Page 9

Troop leaders will be required to provide a copy of their My.Scouting.Org roster prior to camp, to confirm all Scouts and Leaders attending camp are registered members of the troop.

Page 10

Camp awards are distributed during Friday night flag ceremonies and NOT on Saturday mornings.

Page 14

Adult leaders now have a fee, in lieu of raising Scout fees, to ensure that Food costs are covered. There is a Deposit required by March 31st with full payment due by May 15th, the same dates that we have for the Scouts to avoid a Late Fee. Please email ghv.camping@scouting.org if you have questions.

Page 15

Please be familiar with our refund policy.

Schedules

New & Changed Merit Badges! **Please remember to try and schedule AM or PM sessions in the same camp. Like Oceanography in Buckskin!

We have moved some classes around as well, based on popularity, to fit in the new badges, etc.

Due to a special program during Week 5 at Waubeeka, we have moved classes to Buckskin for that week (other than Small Boat Sailing and Shotgun). Please see the additional page of Merit Badges noting these.

Updated Activity Schedules!! Although there is no Adirondack Challenge at this time, there are many new programs!

& Definitely don't miss the information on Bike Rentals in the Summit Base Activity page

We have also been directed by the DOH to share an updated document with you. This is the **NYS DOH Children's Camp Publication form #3601** that can be found in the Special Forms (non-medical) section of www.ghvscouting.org/read/forms.

For any and all questions, please email anytime: ghv.camping@scouting.org

CURTIS S. READ SCOUT UNIT REWARDS PROGRAM



| | YEAR 1 | YEAR 2 | YEAR 3 | YEAR 4 | YEAR 5 | YEAR 6 |
|---|-----------|-----------|-----------|-----------|-----------|-----------|
| ENROLLED IN THE PROGRAM | ★ | | | | | |
| EARLY MB SIGN UPS for 2026 - this will be 3/26/26 | | ★ | ★ | ★ | ★ | ★ |
| 5% DISCOUNT ALL PARTICIPANTS | | | ★ | ★ | ★ | |
| FREE ICE CREAM CRANK SESSION & FREE READ MARKETING ITEM | | | | ★ | | |
| FREE CABIN AT A GHV COUNCIL PROPERTY | | | | | ★ | |
| 15% DISCOUNT ALL PARTICIPANTS | | | | | | ★ |

THESE ARE PROGRESSIVE AND YOU MUST COME TO CAMP FOR CONCURRENT YEARS TO KEEP ACTIVE.
The Year noted must be completed for the STAR to be earned, this program started in 2024.
FOR EXAMPLE: The first year available for Early Merit Badge sign-ups is 2026,
for units that attended Camp Read in 2024 and 2025!



Looking for something different for your older Scouts?

How about a Summit Base Trek?

Choose from Canoe or Backpack!

For more detailed information, as well as a
Trek Reservation Form, go to

www.ghvscouting.org/summitbase

