

# 2026 Parent'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 2-9

## Welcome!

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Dear Parents,

Thank you for choosing the Curtis S. Read Scout Reservation for summer camp. We hope your Scout has the best experience this summer, enjoying our 1000-acre facility in one of our 4 camps. Our philosophy at Read is *"Four camps, one Reservation!"*. That means our top-rated reservation staff will go the extra mile for your Scout, no matter what camp they work in.

We know first-hand, because we have troops that have been consistently coming to Camp Read for over 30 years. They come to us for 3 reasons: the outstanding staff, the amazing facilities and top-notch programs. Camp Read is rated the #1 camp in the North East by the National Camp Accreditation Program of Scouting America.

Our staff is National Camp School Accredited, led by our council Scout Executive, Rich Stockton. Rich has 25 years of experience directing camps and has taught and led a number of national camp schools. Many staffers return year after year because of their dedication to Camp Read and its campers. They are highly trained, and in addition to Youth Protection Training and Weather Hazards, many hold a number of additional certifications including: CPR, First Aid, Lifeguarding, Climbing and many others. Our staff receives emergency preparedness training, as well as accommodating special needs Scouts.

The health and safety of your Scout is our first priority always. We have a top-notch infirmary on our reservation staffed by an EMT staff. There are a number of urgent care facilities in the area as well as Glens Falls Hospital. Your son or daughter will have a medical check when entering camp to be sure everyone staying at Camp Read is healthy and stays fit.

If your Scout loves camp so much and wants to stay another week, there is our **Super Troopers** program, where he or she would be put in a troop with adult leadership and can continue doing cool things. If your troop doesn't come to Camp Read, he or she can still join Super Troopers!

They will have amazing adventures that they won't have anywhere else.

Each year Camp Read adds new and exciting merit badges and activities. This year, we have added Oceanography, and we offer Mountain Bike Rentals for single days or the full week.

Again, we hope your Scout enjoys his or her experience at Curtis S. Read Scout Reservation this summer. Our team is excited to have you and preparing for a great summer of Scouting!

*Josh*

Josh Davies  
Vice President of Outdoor Program  
GHVC

*Rich*

Richard Stockton  
CSR Reservation Director  
GHVC Scout Executive

## Tips for Parents of First Time Campers

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- You both need time to adjust! One of the **worst** things you can say is “If you don’t like it, call me and I’ll come get you”. If they ask, “Will you miss me?” instead of just saying yes! Say “I can’t wait to hear about all of the amazing things you did!”
- Packing tip ~ each outfit will very likely fit in a gallon-size plastic zip lock bag. This will keep it dry if their bag falls out of the tent on a rainy day, and gives them no excuse not to put on fresh underwear!
- Mail out a letter before they even leave, keeping it positive. Don’t include things like “the house is lonely” or “I’m sad you’re not here”. Reassure them that you can’t wait to hear about their fantastic week.
- Kiss them goodbye and leave quickly. Dragging out your departure is not good for your emotional stability or your Scout’s.
- Your Scout’s summer camp experience is an opportunity for growth and independence! They will be stronger for it.

## Camp Planning in 4 Easy Steps

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**Step 1: Read this Guide entirely.** Even if your Scout has been to Read before, there are many changes and new programs that he or she will need to know about. This guide will explain many of those in detail. If it is your Scout’s first time, this guide will be invaluable!

**Step 2: Get Organized.** Organization before camp is critical! Read offers a complex program - Scouts must make choices regarding what they want to accomplish during their time in camp and let their unit leader know early.

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

**Step 4: Help us help you.** The Read staff has built the camp’s reputation based on a very cooperative working relationship with parents and leaders. We will all work together to give your Scout the best possible experience at summer camp.

### How to Contact Us

Due to the sheer volume of phone calls that come into our camping office, we ask that you attempt to use alternative methods for answering your questions before calling the Council Service Center. **Parents - we ask that you call a leader with questions, not the Service Center.** A leader who can ask several questions at once and reduce the number of calls is preferred and is a tremendous help in providing timely service. *As well, if your Scout is attending with his troop, all payments must be made through them. We are not able to take payments via credit card through our office for Camp Reservations.*

If your Scout is coming without his/her troop (attending as a Super Trooper), contact us by:

- Our Web site, [www.ghvscouting.org/read](http://www.ghvscouting.org/read), has extensive information, including this entire guide and more.
- E-mail - The e-mail address of the Camping Department is [ghv.camping@Scouting.org](mailto:ghv.camping@Scouting.org).
- Telephone - The Council Camping Department can be reached at **845-566-7300, extension 2612**.
- Mail - Our Council office address is:  
Att: Camping Dept., Greater Hudson Valley Council, 18 Westage Dr. Suite 19, Fishkill, NY 12524.
- Fax - The Camping Department direct fax number is 914-449-9690.

## Please note that the below is a *suggested* timeline ~ please defer to your Troop's timeline for all payments and forms!

### Camp Planning Checklist

- Early Winter*
  - Attend Summer Camp promotion with your Scout at troop meeting
- Mid-Winter*
  - Troop leaders who will be attending and coordinating Camp identified, make sure you have their contact info.
- Late-Winter*
  - Confirm that your Summer Camp Coordinators have your Scout's up-to-date contact information and correct birthday.
  - Read this **Parent Guide** in full and begin planning summer camp with your Scout.
  - Schedule doctor's appointment for annual physical exam. Scouting America's Annual Health & Medical Record must be filled out and signed by physician and parent (NO subs).
- March 1st*
  - Make sure you have the troop timeline for paying fees and submitting forms
- Early March*
  - Scouts should be reviewing advancement opportunities and making merit badge and activity selections. Use the Merit Badge Schedule Request Form available on our website if your troop does not have a format already for this.
- March 31st*
  - All Scouts should have confirmed with leader that they are attending camp.
- April 1st*
  - Merit badge and activity registrations open for Scouts that have given the info to leaders
- April 15th*
  - Final date for scholarship requests –be sure to have unit leader signature and ALL information on form is filled out before submitting.
- May 15th*
  - **Full payments must be received online for Scouts and Leaders to receive early discount.**
- June*
  - Look over equipment list and assess your Scout's needs, especially specific clothing for specialty classes. And don't miss summer camp specials from the Scout Shop!
  
- 1 month prior*
  - Your Troop will need to submit the below forms to Council: Forms can be downloaded from our website at [www.ghvscouting.org/read/forms](http://www.ghvscouting.org/read/forms).
  - Annual Health & Medical Record, Parts A & B & C for ALL participants (require parent and physician signatures) NO SUBSTITUTIONS
  - Food Allergies & Dietary Needs Form, as needed
  - Meningococcal Meningitis Vaccination Response Form (for Scouts staying more than 10 days)
  - Special Needs Accommodation Form, as needed
  
- 1 week prior*
  - Complete merit badge requirements not taught at camp
  - Leaders and Scouts should be making sure they on their schedules, meeting times for the troop the day of leaving, etc.
  - Last chance for leaders to make changes to schedules, transportations, etc.
  - Mail letters and/or packages to your Scout
  - Double check the Merit Badge Schedules for any packing requirements. For example: taking a merit badge at STEM Ranch? Your Scout must wear long pants and NO CROCS every day here!

# Getting to Camp

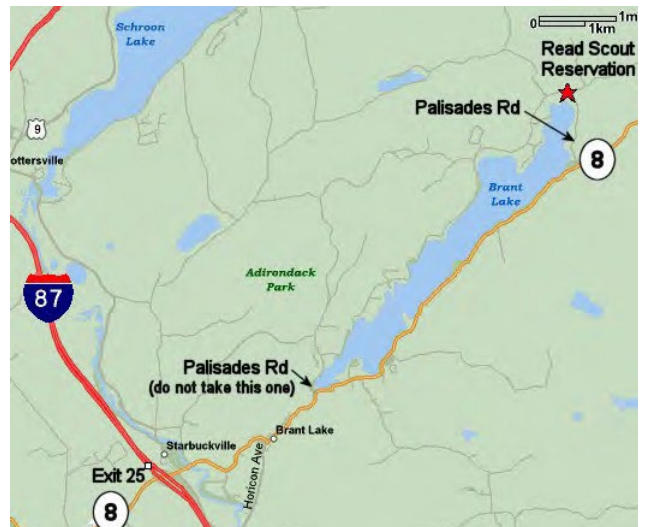
The street address for Curtis S. Read Scout Reservation is:

**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

Scouts are allowed to enter Camp beginning at 1:00pm. Troops should plan to arrive together, carpooling is always suggested. **DO NOT ARRIVE BEFORE 1PM.** 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 tedious process and our available parking areas are limited. To expedite check in, Staff asks that Scouts and Leaders have a meeting place prior to arrival at camp so that you arrive as a troop, with all scouts and leaders staying for the week arriving together. We ask that each troop bring the minimum amount 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. Please see [www.ghvscouting.org/read/forms](http://www.ghvscouting.org/read/forms) for the full pet policy and procedures to be followed.

## Camp Orientation & Tour

Everyone in the Troop (that is staying overnight) is **required by the health department** to participate in the Camp Orientation tour, even if they are veterans of Camp.

Once the tour starts, parents should double check that their car is unloaded and then can leave camp.



### Medical Recheck

The Health Officer or a designee will review all medical forms and any medication during the first few hours the Scouts are in camp. **\*\*Having all medical forms submitted via a Troop Binder sent to the Council Office at least 3 weeks prior to camp will ensure the quickest, smoothest process the day of arrival. Medications (in original containers) must be brought on the tour with the Scout, to be reviewed with the Health Officer at the Waterfront.**

If any Scout or adult has any special needs due to medical or physical disabilities, please notify the Health Officer and Camp Director immediately upon medical check.

### Swim Check & Wristbands

A swim check and explanation of rules will take place at Waterfront. Rules will be enforced by Waterfront staff throughout the week. Buddy Tags will be issued at this time. Scouts and leaders will receive a wristband, which must be worn all week. Late arrivals will need to check in with Central office (before going to campsite), then check in with the Health Officer, and then they may proceed to their campsite.



### Opening Campfire

The opening campfire, put on by the staff, is the final event of the day. Campfires will begin at 8:30pm in Buckskin and Waubeeka at their campfire rings.

## Life in Camp

### Meals

**Sunday dinner is the first meal served at camp.** 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. The Food Allergies & Dietary Needs form should be submitted to your unit leader at least two weeks before your arrival at camp.



These do NOT get submitted with medical forms. We do offer vegetarian and other substitutes based on the forms received ahead of time. We do not offer a separate Kosher menu.

This form can be downloaded from our website: [www.ghvscouting.org/read/forms](http://www.ghvscouting.org/read/forms).



	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

Proposed Summer Menus will be available to view on June 1<sup>st</sup> at [www.ghvscouting.org/read/forms](http://www.ghvscouting.org/read/forms).

### 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.

Our shower houses are newly constructed and feature individual shower stalls with locking doors and a bench. There are plugs in the main area for blow dryers and razors. Separate shower hours will be posted for male and female troops.

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

### Latrines

Near each campsite throughout the reservation has a set of newly constructed latrine units. There are 3 toilet stalls per set, individually locking, as well as a shared sink outside of the stalls. Each unit has holders for toilet paper and all bowls have seats. Camp provides pine cleaner for disinfecting, all paper goods, and hand soap. Units are responsible for cleaning and upkeep of their latrine unit during their stay with us.



### Religious Services

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

### Flag Ceremonies

Camp Buckskin holds flag raising at 7:45am and retreat at 6:00pm daily. Camp Waubeeka holds retreat at 7:15pm daily. Full class “A” uniform is requested at all retreats. Troops are encouraged to participate, important updates and specials programs are announced during these times.

### Trading Post



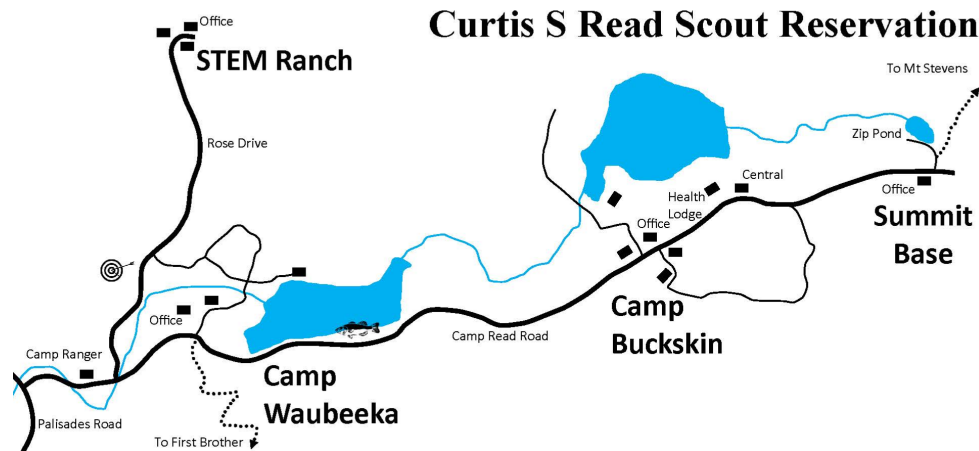
Camp Buckskin’s trading post is located at the Coughlin Center next to the Camp Office. Camp Waubeeka’s trading post is located behind the Commissary. Inventory in both has been significantly expanded and we accept credit cards in both.

There is no specific amount of money a Scout should bring to camp, but on the average, Scouts spend between \$40 and \$60, plus any purchase of supplies for merit badges. No candy or ice cream will be sold just before meals.

### Rainy Day Program

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

## Getting Around Camp



### In Camp Vehicles

Camp mini-Busses are provided to transport Scouts between the 4 camps. We encourage leaders to sign up for driving shifts. Transportation is NOT provided for out-of-camp activities.

### By Bicycle

All are welcome to bring their bicycles to camp, and mountain bikes are now available for rent as well. Scouts and Leaders are required to always wear a helmet while riding, and to follow all guidelines (see Leader Guide for specifics).

Curtis S. Read Scout Reservation will not be held responsible for damage to bikes.

### 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.

**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.**

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

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.

### Leaving Camp During The Week

Anyone leaving camp 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.

## Communications While At Camp

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### Telephone

**Emergency** or Camp business calls only may be made to the reservation office at 518-494-2228. A message will be sent to your Scout's camp office if they receive a call.

### Cell Phones

Parents and Troop leaders should discourage Scouts from bringing cell phones to camp. They can prove to be an unwelcome distraction for your Scout and his/her fellow 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 the Reservation 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 the Camp office for incoming and outgoing mail. Stamps are available for purchase in the Trading Post. 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

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### 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, and must report to Central Office immediately upon arrival to obtain a visitor's wristband and/or pay for a meal if needed.

Meal reservations should be made through Central Office a few days ahead, seating may be limited. Guest Meal fees are \$10 for breakfast and \$15 for lunch/dinner.

The Reservation does not provide overnight family accommodations.

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### Troop Leadership

Each troop must have at least two adults in camp at all times, both over 21 years of age. Troops with female Scouts 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.

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.

At camp for even a single overnight - Every adult (18+) is required to be Registered with Scouting American 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.

### NOTICE

Each adult attending camp must be registered via the online camp registration system with full legal name and DOB BEFORE JUNE 15<sup>th</sup>. Every adult and Scout must be registered members in Scouting America in their troop.

Per NYS Department of Health, we must now check each adult staying overnight on property against **3** separate databases.

Please advise the Reservation Office of any leadership changes ASAP.

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 assure 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 meal-times and at Taps.

Troop Leaders and older Scouts should assist the Camp Director or staff, time permitting, with program 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

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 at Waubeeka Trading Post. No open flames of any type are permitted in any tent. (This includes smoking!)

## Heading Home

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Parents should be in communication with their unit leaders about pick up time, which is generally by 9am on Saturday or at your designated time/place as arranged by your Troop. Scouts must pack their gear and be ready for inspection prior to parent's arrival. In case of issues, please touch base with your unit leader immediately to arrange alternate transportation for your Scout.

## Packing List

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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.

### Recommended Personal Equipment

Face Masks / coverings  
 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 / Sunscreen (non-aerosol only) 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 prerequisites & pamphlets Other essential toiletries  
 Pen / pencil / notebook  
 Personal first aid kit  
 Soap / shampoo / deodorant  
 Toothbrush/toothpaste  
 Towels and washcloths  
 Plastic bags (1- or 2- gallon)  
 Spending money  
 Watch  
 Water Bottle / hydro pack

### Optional Gear

Alarm clock  
 Bandana / hat  
 Camera / film / memory cards  
 Compass  
 Cord / clothesline  
 Day Pack  
 Fishing gear  
 Hangers  
 Laundry bag  
 Mosquito netting  
 O/A Sash (worn Thursday evenings)  
 Pillow  
 Pocket knife (no sheath knives)  
 Shower shoes/flip flops  
 Scout Handbook

*\*\*Campsites do not have electricity\*\**

**\*\*Taking STEM Ranch badges??**

Don't forget your Long Pants / Jeans!

### A note about the Weather

Your Scout is 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 Scout has warm clothes, a sleeping bag, as well as rain gear.

# Medical Information

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## Medical Forms

All Scouts and adults are required to have a physical examination by a physician within 12 months prior to attending camp. Submitted forms must include immunization history, with inoculation dates. **Those without a completed Scouting America Annual Health & Medical Record (AHMR) 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 anyone staying in camp at least one night. The most up-to-date AHMR can be found at [www.ghvscouting.org/read/forms](http://www.ghvscouting.org/read/forms).



Substitutions to this form (aka “the doctor’s form”) cannot be accepted. The only exception is that we do accept you attaching the vaccination record from the doctor to the AHMR forms. Please do not attach the full physical forms.

Be sure to fill out the Emergency contact names and phone numbers (that will be valid during the Scout’s time in camp) for each of your Scouts, and that your Scout Leader has them separately for their records as well.

## 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.

## Medications and Allergies

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 given to the Health Officer at the Medical recheck on Sunday.**

While in camp, all medications must be held by the camp health officer and will be locked. Emergency medication, such as heart medication, inhalers, and Epipens can be held by individuals after being logged 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.

The adult leaders going to camp must familiarize themselves with each Scout’s medical information. **Camp leaders must be familiar with any allergies or special health conditions.** 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 OTCs. Due to this fact, we are not allowed to dispense any OTCs to your Scouts. We are only allowed to dispense prescribed medication that is required.

Please note that prescribed “as needed” medications may not be dispensed by our Staff either.

## Insurance

Our Council carries accident and health insurance, through Health Special Risk, Inc. (HSR), on each Scout and adult leader registered 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 Scout 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.

It is the responsibility of the parent/guardian to ensure that their Scout's 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 Council office for information and assistance (845) 566-7300 or [ghv.service@scouting.org](mailto:ghv.service@scouting.org).

## 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](http://www.ghvscouting.org/read/forms). DO NOT SUBMIT WITH MEDICAL FORMS.



## Sunday Check In ~ Help your Scouts start having fun!!

Incomplete or incorrectly filled out medical forms can cause problems at check in time. Please make sure your Scout's fun is not held up by an incomplete form, as he/she will not be able to participate in any activities until everything is in order. Things that our staff will double check on Sunday at medical recheck:

- Did the physician complete and sign Part C of the AHMR forms?
- Was the Medical exam completed within the last 12 months?
- Are the immunization lines filled out with dates of shots clearly indicated?
- Are the emergency contact information lines legible, as well as the insurance information?
- Are all other areas of the medical forms completely filled out and legible?

## 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!**

	<b><u>\$100 Deposit for Scouts</u></b> <b><u>\$50 Deposit for Leaders</u></b> <b>due by 3/31 AND Paid in Full by 5/15</b>	<b><u>With Late Fee</u></b> <i>(Late fee does not apply to Scouts who crossed over from Webelos or joined Scouts BSA in this calendar year)</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 <sup>nd</sup> week \$575
	Adults ~ Revised for 2026	
All Adult Leaders	\$180/week ~ varies for partial week	\$200/wk or \$20 late fee plus partial week rates
Super Troop Adult	\$180/week	\$200/week
High Adventure Treks Scouts/Adults age 13+	Treks are customized for each group. Basic fees can be found at <a href="http://www.ghvscouting.org/summitbase">www.ghvscouting.org/summitbase</a> . Contact us at <a href="mailto:ghv.camping@scouting.org">ghv.camping@scouting.org</a> for more information.	

### 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](http://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](http://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 our website at [www.ghvscouting.org/read/forms](http://www.ghvscouting.org/read/forms). Please utilize the PDF fillable format.

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.

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### Greater Hudson Valley Council Events and Program Refund Policy

The \$200 per site, per week deposit is non-refundable in the event of cancellation. The Deposits per Scout/Adult are non-refundable but may be transferred from one person to another (someone 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). 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 \$50 deposit):

- Death in the family: a note from the parents must be received before Scout is scheduled to arrive at CSR.
- 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* at CSR.

All requests for refunds must be in writing and not via phone call. The email **MUST** be **received prior to the troop checking out at the end of the camp week**. Refunds will NOT be processed once that appointment has been completed for Scouts that did not attend camp. Summer School is no longer an accepted reason for refunds.

All requests for refunds must be in writing by emailing [ghv.camping@scouting.org](mailto:ghv.camping@scouting.org). The email should be received prior as soon as possible and include the appropriate documents attached to the email.

All approved refunds for Scouts attending with a Troop will be refunded to the Troop. Approved refunds for Scouts attending as Super Troopers will be made to the parent of the Scout.

### Cancellation by the Council

If the 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

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**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](http://www.campread.org).

## Join the Camp Read Staff

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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](http://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. Well-qualified 15-year old’s may also be considered, especially if they have completed our Read Renegade program. Most staff spend just over 6.5 weeks at Camp Read, please visit [www.ghvscouting.org/readstaff](http://www.ghvscouting.org/readstaff) for the dates. Exceptions may be made for school-related conflicts, but first-year staff must work opening staff week. Some director-level positions require an additional partial week of 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 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 week would qualify. Renegades are not paid for their time at camp, they receive included room and board in addition to great training for all additional weeks.
- **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, Partial & Prerequisites

The Curtis S. Read Scout Reservation operates merit badge instruction utilizing a class schedule system. This system minimizes the effect upon the scheduling of any in-camp or out-of-camp activities. Evening activity times include badge make-up instruction.

## Merit Badge Program

Merit Badges are offered in 5 program areas within each of the 2 main camps: Aquatics, Handicraft, Ecology, Scoutcraft and Shooting Sports. **The Specialty Reservation program areas are: Summit Base and STEM Ranch.**



### Partials:

Scouts who are finishing partially completed merit badges in camp should not register for the merit badge using the online system. They need to meet and make an appointment with the counselor during the merit badge sign-up session Sunday evening. **A partial blue card will be given to Scouts unable to complete the full badge requirements incamp.**

### Blue Cards:

Each Scout must bring a signed merit badge application (blue card) to his/her counselor on the first day of instruction. **These must be signed by a Scoutmaster.**

## Tips to Help Your Scout with Merit Badges

- **Avoid letting your 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 block; shaded blocks indicate no class available during that session. Where there is no line between time slots, the class runs a double session. No advanced preparation is required unless otherwise stated. Where required or recommended, age restrictions are listed. **Eagle required Merit Badges are in bold.**
- **Ensure your Scout has reviewed requirements for badges he/she will be working on.** Any requirements which are listed as "RNT" or Requirements Not Taught **must be completed prior to camp** for the Scout to complete the badge while in camp.
- Try to **group your 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.
- **All classes are set at a maximum of 16-24 Scouts unless otherwise noted.** These caps are for the safety and quality of instruction.
- If your troop doesn't already have a form for submitting Merit Badge selections, you may use the Merit Badge Schedule Request Form we have created for you. Find this form at [www.ghvscouting.org/read](http://www.ghvscouting.org/read).
- Post-Camp: Yes, we DO keep all records of merit badges both completed and only partially completed. You may contact [ghv.camping@scouting.org](mailto:ghv.camping@scouting.org) for copies of blue cards as well as sending completed work to get the blue card signed off as complete.
- So important we must say it twice:
  - \*Try to group the Scout's morning and afternoon badges in the same camp, so he/she doesn't lose time traveling. They may select classes in either camp to maximize class selection options.\*

## Trail to First Class Program \*\*CHANGED FOR 2026\*\*

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 (in both Waubeeka and Buckskin), but will adventure beyond it to help Scouts learn about all of the cool things there are to do at Read. They will even spend time going on field trips to the other camps on property. The Trail to First Class Program runs for 3 hours each day, from 9am-12pm, to give the Scouts structure time to develop their skills.

They will work on: First Aid, Fire Building & Safety (Fire'n Chit), Map & Compass Skills, Instructional Swim, Tree and Plant Identification, Cooking Safety, Totin' Chip, and much more!

Troop leaders will be able to snapshot the list of requirements each day so that the Scouts may work with them for signing off on the requirements.

As this course runs only in the AM, Scouts are free to take merit badges after lunch. The following are the recommended badges available to them:

- Archery
- Art
- Astronomy
- Basketry
- Chess
- Fingerprinting
- 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 staff will be happy to work on individual requirements with Scouts during open program time.

## Activity Reservations, Cancellations, and Leadership

### Activity Reservations

Reservations are 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. In addition, there are those that take place in camp and those that occur outside the reservation. Please pay particular attention to any additional charges, transportation availability, reservation requirements, and age standards.

### Activity Cancellations

**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 arises within 24 hours of your scheduled activity, please inform Central Office immediately.

### Adult Leadership

Groups participating in an in-camp activity must be under the supervision of an adult leader, with the exception of Mountain Biking, and High COPE which are provisional activities under the supervision of Summit Base staff. All off-camp activities, such as whitewater rafting, require two-deep adult leadership.

# Activities

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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 camp and those that occur outside the reservation. Please pay particular attention to any additional charges, transportation availability, reservation requirements, and age standards.

## Reservation Procedure:

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

Activities may be registered for online prior to camp (recommended) or during Sunday check-in at camp.

Available for online registration are:

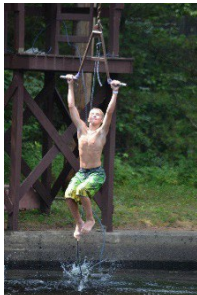
- Zipline
- Rock Climbing
- High Ropes
- Low COPE
- Mountain Biking
- Horse Trail Rides
- Climbing Tower
- Tomahawks
- Operation Nighthawk

## In-Camp Activities

Summit Base, one of the three camps at the Read Scout Reservation, offers a program of activities for all Scouts and their leaders. As these are very popular, registering for a Summit event well before camp is strongly encouraged. Use our website for registration. Please pay close attention to participant requirements and limits.

**Climbing Tower:** Enjoy one of the best views in camp from the top of our 60' climbing tower! In case of rain, groups will climb the indoor wall inside the tower. Scouts are harnessed and belayed at all times while on the tower. All Scouts may participate. Closed toed shoes are required. Maximum group size is 15 participants.

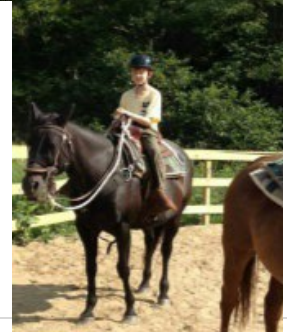
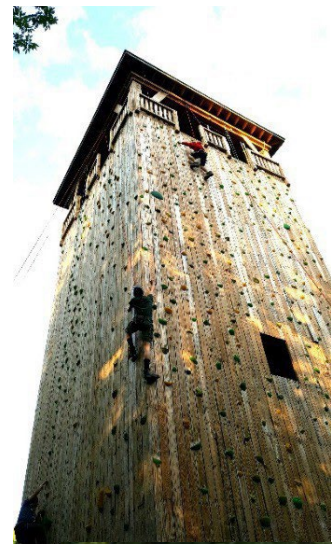
**Project Cope Low Course:** (Low Ropes Course) Elements of the Challenging Outdoor Personal Experience (COPE) Course that involve both group



interaction and personal challenge. The time period of 90 minutes generally allows groups to complete from two to four events. National Council regulations permit all Scouts to participate in groups of up to 12. The minimum number of Scouts is 5.

**Zipline:** A favorite activity involving a trolley on a steel cable that ends with a refreshing plunge into Lester Pond. Scouts who have **earned the Blue Swimmer during the opening swim test** may participate in groups of **up to 25**.

**Horse Trail Rides:** The equestrian center is at the end of Rose Drive, the opposite end from Summit Base, and Trail Rides are another activity for which early registration can be critical. Closed toed shoes are required, and long pants that cover the ankles. There is an additional fee. Up to 8 Scouts/leaders can take part in this hour-long activity, which includes basic instruction and riding.



# 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
<b>Aquatics</b>						
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	
<b>SWIMMING</b>	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		
<b>Ecology</b>						
ASTRONOMY	Weather conditions frequently interfere with the completion of this badge. Requires study and observation 9:30pm T/W/Th.					
<b>ENVIRONMENTAL SCIENCE</b> (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						
<b>Other Programs</b>						
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	
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## 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
<b>Handicraft</b>						
<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					
<b>Scoutcraft</b>						
<i>(Totin' Chip, Firem'n Chit, &amp; Paul Bunyon Woodsman also available)</i>						
<b>CAMPING</b>	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					
<b>Range &amp; Target Activities</b>						
<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
<b>Aquatics</b> <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					
<b>LIFESAVING</b> (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					
<b>SWIMMING</b>	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			
<b>Ecology</b> <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						
<b>ENVIRONMENTAL SCIENCE</b> (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						
<b>Range &amp; Target Activities</b> <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	
<b>Other Programs</b> <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
<b>Handicraft</b>						
<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					
<b>Scoutcraft</b>						
<i>(Totin' Chip, Firem'n Chit, &amp; Paul Bunyon Woodsman also available)</i>						
<b>CAMPING</b>	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						
<b>EMERGENCY PREPAREDNESS</b> (13+)	RNT: see form on website. Req. #1a, #1b, #1c, #2a, #2b, #2c (bring printed pictures), #9, #10a-c (do 1)					
<b>FIRST AID</b> (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						
<b>COMMUNICATION</b> (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
<b>Aquatics ~ STILL AT WAUBEEKA Waterfront</b>						
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
<b>Available Week 5 at Buckskin Ecology</b>						
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					
<b>Available Week 5 at Buckskin Handicraft</b>						
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		
<b>Available Week 5 at Buckskin Scoutcraft</b>						
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		
<b>Fishing Dock ~ Camp Road at Waubeeka Lake</b>						
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
<b>Range &amp; Target Activities ~ STILL AT WAUBEEKA SHOTGUN RANGE</b>						
<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
<b>STEM Ranch ~ end of Rose Drive</b>						
<i>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.</i>						
Attendance is required for Monday, and any classes missed MUST be made up during open program to earn the badge. <b>PANTS and closed toed shoes are required in order to participate</b> , 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 <a href="https://www.scouting.org/skills/merit-badges/all/">https://www.scouting.org/skills/merit-badges/all/</a>						
<b>Building Barn:</b>						
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					
<b>Griffin Garage:</b>						
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					
<b>STEM Center:</b>						
ELECTRONICS (11+)	RNT: Requirements #6. Hand all in on first day. Please see dress code for all of STEM Ranch. Class max: 8					
<b>Horse Barn:</b>						
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					
<b>See notes: PANTS and closed toed shoes are required in order to participate.</b>						

### 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					
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# 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?
<b>FIELD GAMES / FRISBEE / BALL</b> (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
<b>SCOUTING TRIVIA</b>	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?
<b>INSTRUCTIONAL SWIM</b> (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 <b>must be</b> signed up for <b>online</b> for scheduling.	YES
<b>MILE SWIM</b> (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
<b>OPEN BOATING</b> (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
<b>OPEN SWIM</b> (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
<b>POLAR BEAR SWIM</b> (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?
<b>CAVING</b> (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
<b>CHESS TOURNAMENTS</b> (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
<b>ECOLOGY JEOPARDY</b>	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
<b>NATURE HIKES</b>	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
<b>NATURE PIT ASSEMBLY</b>	Max group: 14	Buckskin, time/day to be announced	No
<b>STAR PARTIES</b>	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
<b>TERRARIUM DESIGN</b>	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 ~

<b>WHITewater RAFTING</b> (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
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## HANDICRAFT ACTIVITIES

Activity	Description	Availability	Sign-up online?
<b>FRIENDSHIP BRACELET MAKING</b>	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
<b>LANYARD MAKING</b>	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
<b>PATROL FLAG COMPETITION</b>	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
<b>PET ROCK DESIGN</b>	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
<b>Tie Dye</b> (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?
<b>ACTION ARCHERY</b> (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
<b>CAMP-WIDE TRIATHLON</b> (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. <b>ALL SWIMMERS MUST PASS SWIM TEST ON FIRST DAY</b>	Tuesday Evening	No
<b>GOLDEN ARROW</b>	Archery Shooting Competition	Time/days/locations will be announced at camp	No
<b>OPEN SHOOT - ARCHERY, RIFLE</b> (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
<b>OPEN SHOOT - SHOTGUN</b> (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
<b>SILVER BULLET</b> (Scouts 12+)	Rifle Shooting Competition	Time/days/locations will be announced at camp	No
<b>GOLDEN PIGEON</b> (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
<b>TOMAHAWKS</b> (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?
<b>FIREM'N CHIT &amp; TOTIN' CHIP CERTIFICATIONS</b>	Useful for younger scouts who need to learn proper knife and fire safety to advance in rank.	Mondays 4-5:30	No
<b>OPEN GEOCACHING</b>	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
<b>SHELTER BUILDING</b>	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
<b>HISTORY &amp; OTHER TOPIC HIKES</b>	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
<b>KNOT TYING COMPETITION</b>	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

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 (for example, so that a rainy night would have indoor activities and the non-rainy night be outdoors)  
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## 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. <b>\$40/pp</b> . 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+)	<b>Rentals, include 1 - open program session</b> , 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.	<b>Open program session:</b> Scouts should have previous experience and be skilled on single-track terrain. Sessions will focus on honing biking skills while tackling off-road terrain. <b>\$5/pp for riding session, includes helmet.</b>	Monday, Tuesday, or Wednesday 4-5:30pm	Yes
	<b>Adults Session:</b> Must meet height/weight standards for high adventure activities. <b>\$5/pp for riding session, includes helmet.</b>	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



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