CAMP MCKEE
BLUE GRASS COUNCIL



Summer Camp Leader's Guide 2027

WEEK 1	WEEK 2	Mini Week
June 20-26	June 27-July 3	July 7-10

859-498-1328 director@campmckee.org 8695 Levee Road, Jeffersonville, KY

Welcome to Camp McKee!

Imagine your Scouts discovering new skills, building character, and having a blast while exploring the great outdoors. Picture your unit supported by a dedicated, energetic staff in a setting that blends outdoor adventure with modern-day convenience—including reliable internet access in many areas. That's the experience waiting for you at Camp McKee.

This summer, Scouts will embark on an unforgettable journey through the Trials of the Eternal Compass—a camp-wide theme that weaves mystery, challenge, and teamwork into every corner of the experience. From patrol challenges and evening campfires to merit badges and hidden clues, the Eternal Compass will test Scouts' courage, wisdom, and unity as they work together to unlock its secrets.

This Leader's Guide provides everything you need to prepare: key logistics, timelines, merit badge offerings, themed programs, and fee details. You can find even more resources and updates at campmckee.org/summer-camp.

At Camp McKee, our mission is to deliver exceptional experiences for both Scouts and adult leaders. Whether you're a returning unit or considering us for the first time, we're excited to help make Summer Camp 2027 one to remember. If you have any questions along the way, feel free to reach out to director@campmckee.org or call our office at 859-231-7811.

Adventure awaits—may your compass lead you true. We can't wait to welcome your unit to Camp McKee this summer!

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Program Overview

What if your Scouts could design their own epic summer adventure—gaining new skills, earning advancement, and having a blast along the way? At Camp McKee, that's exactly what they get! Our flexible program lets Scouts and units build a week tailored to their interests, advancement goals, and sense of adventure.

Whether they're diving into the Pioneer program, mastering skills through a wide range of merit badges, or pushing limits in high adventure and evening challenges, there's something for everyone. Highlights include our premier shooting sports program led by top-notch instructors, and an exciting mountain biking program that takes full advantage of our newly built trails. And it's not just for Scouts—adult leaders can jump in on the fun too, with training opportunities and specialized sessions to grow their skills and certifications.

Ready to see what's in store? Keep exploring this Leader's Guide and check out campmckee.org/summer-camp for all the details!



Pioneer (First Year)

New Scouts can get a head start on their Scouting journey with the Pioneer Scout program. Scout/ Tenderfoot is an all-day program, while Second and First Class participants pick sessions of their interest. Summer camp makes a huge impact on a new Scout, and the Pioneer staff work hard to ensure it's a positive experience.



Merit Badge Program

Experienced Scouts can customize their camp adventure by choosing merit badges in a wide range of areas, from Aquatics to STEM to Outdoor Skills. Their options include many Eagle-required merit badges, opportunities like our top-tier Shooting Sports program, and uncommon badges that rotate yearly.



High Adventure

Older Scouts can embark on a high adventure journey where they'll experience rock climbing, underground canoeing, ziplining through the Red River Gorge, horsemanship, target shooting, and more. They will camp with their unit during the week and travel off-site with the high adventure program during the day.

Camp History







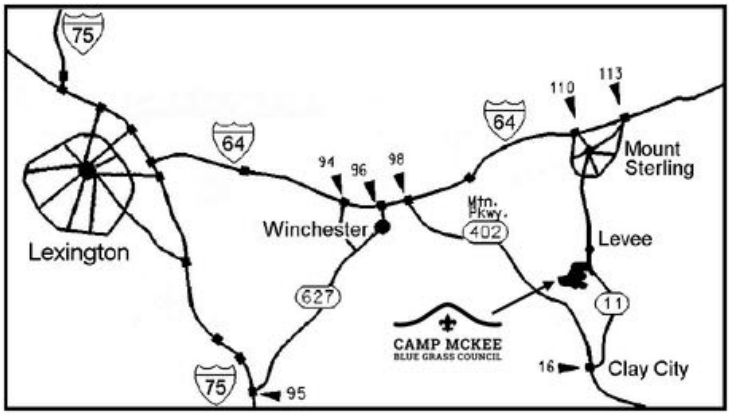
Camp McKee's history is deeply rooted in Kentucky. Native Americans occupied east central Kentucky before the early European settlers arrived. Grape Knob would have offered a good observation point from which Daniel Boone or a Shawnee could view the surrounding land. The courthouse in nearby Mt. Sterling was built with stone mined from Grape Knob when it served as a rock quarry. McKee has a special sense of place.

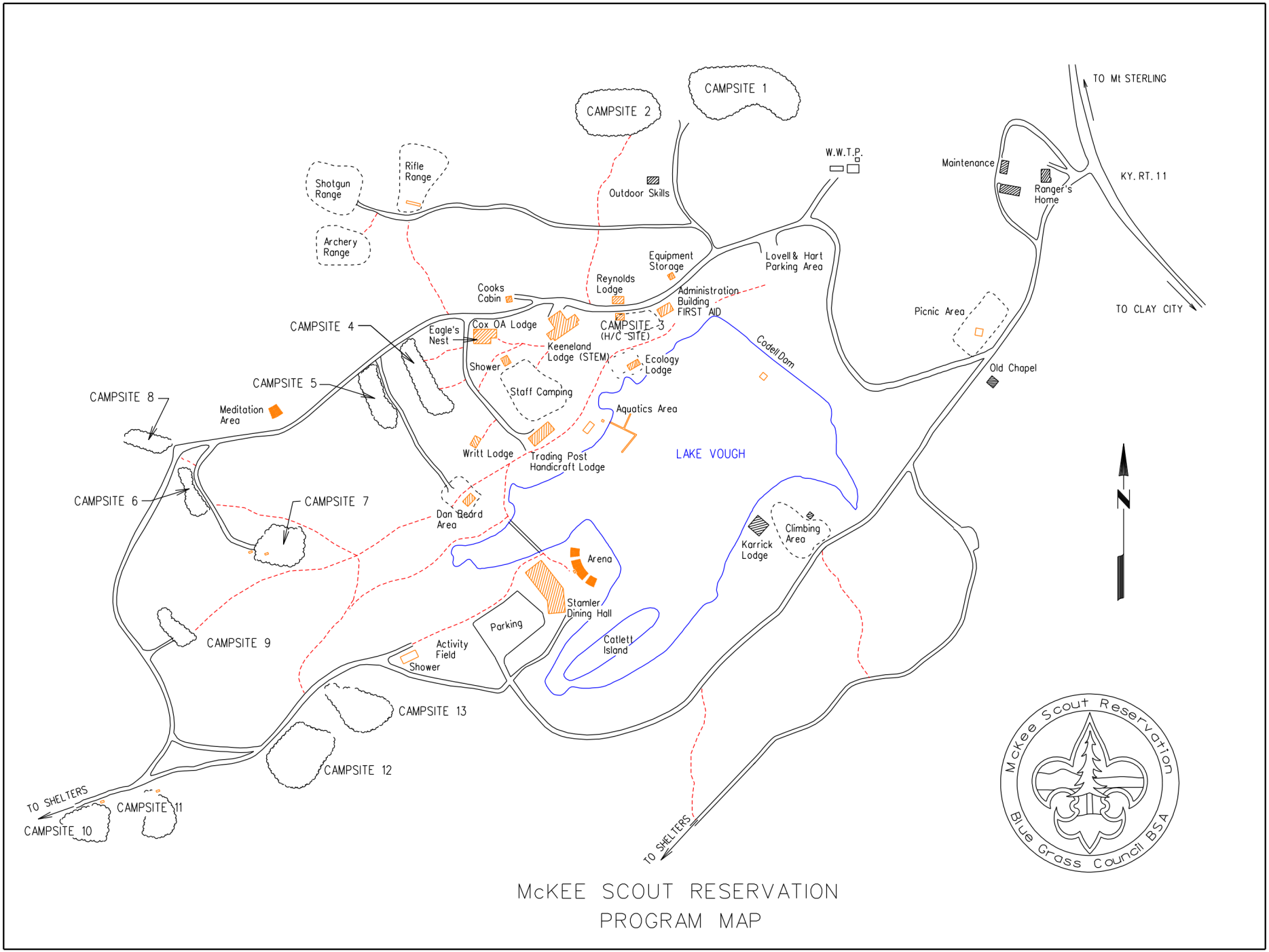
In 1945, seven tracts of land were deeded over to the Blue Grass Council by P.L. and Gertrude McKee for one dollar. The first official camporee was held in 1946, and construction on camp facilities began in early April 1959, with the first summer campers arriving on June 10 of 1960. Since then, tens of thousands of Scouts have experienced the outdoors at Camp McKee. The camp property now consists of more than 800 attractive acres, with many facility and property improvements made over the decades to better serve the Scouts who come for summer camp and throughout the year.

Camp McKee is proud to be a Nationally Accredited Camp by Scouting America. Don't miss the opportunity to learn new skills or hone existing talents at Camp McKee this summer!

Directions to Camp

Camp McKee is located in Eastern Kentucky on Highway 11, 8 miles south of Mount Sterling, and 6 miles north of Clay City. Our address is 8695 Levee Rd, Jeffersonville, KY 40337. The easiest way to get here is to exit from I-64 at Mount Sterling or from the Mountain Parkway at Clay City (exit 16). We do not recommend taking the Kiddville Rd. / Nest Egg Rd. route. If you use Google Maps or Apple Maps, please search for "Camp McKee" instead of using our address, and double-check that the destination matches the map at right.





McKEE SCOUT RESERVATION
PROGRAM MAP

Camp Rules

1. All programs offered by Camp McKee must adhere to the current version of the Guide to Safe Scouting.
2. Camp McKee places an emphasis on the use of the buddy system.
3. Each unit is responsible for providing two-deep adult leadership. Primary adult leaders must be at least 21 years of age and are required to be present day and night.
4. Blazing or cutting live trees is strictly forbidden except under the direct supervision of the ranger.
5. No hunting is allowed and all firearm use will be restricted to the proper ranges under camp staff supervision. Personal firearms or archery equipment are not permitted at camp.
6. The use of alcohol or illegal drugs is strictly forbidden. Failure to follow this regulation will result in removal from camp property as well as notification of parents and/or the appropriate authorities.
7. Smoking is permitted by adults in designated areas only. No smoking is permitted by anyone under the age of 18.
8. Fireworks are not allowed on camp property.
9. Fires may be built only in designated fire rings/areas.
10. Everyone at camp is expected to be respectful of all camp structures. Writing on walls, carving on wood, kicking of walls, etc. will not be tolerated. Your camp deposit will be forfeited for damage to camp property.
11. A Scout is clean! Units are required to clean all areas used and remove any trash to the dumpsters prior to checkout.
12. All individuals participating in boating activities must wear a proper personal floatation device (PFD) at all times. All aquatic activities will be done using the Safe Swim Defense and/or Safety Afloat Plan.
13. Fishing is prohibited in swimming areas and off bridges. All fish caught should be eaten during the stay at camp or released.
14. Sheath, butterfly, and survival type knives are not allowed at camp.
15. Hammock straps are not allowed to be set up more than 5 feet off the ground.
16. Except when at the waterfront or taking a shower, footwear must be worn at all times. For safety reasons, open toed shoes are not to be worn at camp (i.e., sandals, flip flops, etc.).
17. The official Scout field uniform is to be worn by Scouts, adult leaders and staff at flag retreat ceremony and dinner. NOT PERMITTED are caps and t-shirts, etc., that do not represent the best spirit of the Scout Oath and Law.
18. No pets are allowed in camp at any time.

19. Anyone desiring to visit camp at a time other than the designated “Family Night” should contact the camp director at 859-498-1328 or director@campmckee.org to make proper arrangements. **All visitors must check in at the administration building and receive a visitor’s badge. Any youth leaving camp must check out at the administration building with the proper adult.**
20. Failure to abide by these general rules may result in the forfeiture of the security deposit.
21. The management at Camp McKee reserves the right to move a troop from one campsite to another, if the need arises, to best utilize the camp.
22. The Camp Director has the right to remove a Scout from a program area who is causing a disruption, and to send home any Scout or Scouter who behaves in a manner not in keeping with the Scout Oath and Law.

Vehicle Use Policy

Includes ALL motorized vehicles, on and off road, licensed or unlicensed.

1. No motor vehicles will be permitted beyond the parking lot except at the discretion of the Camp Ranger, Camp Master, or the Blue Grass Council Scout Executive or designee.
2. Vehicles with handicapped permits may only be used to transport the disabled Scouts or Scouters for which they are intended.
3. Only one vehicle will be allowed to travel to the campsite to deliver the unit's camping equipment. They must then return to the parking lot. All gear and equipment must be unloaded at the roadside. No vehicles are to be driven into the campsite.
4. It is a violation of National Scouting America policy for drivers under 18 years of age to drive to, from, or on Camp McKee property.
5. Vehicles in unauthorized areas will be towed at the owner’s expense.
6. The posted speed limits must be observed at all times.
7. Council-owned motorized vehicles may only be driven by a licensed driver, 21 years or older, who has been approved by the Camp Ranger, the Blue Grass Council Scout Executive, or their designee.
8. As Camp McKee does not have an approved ATV program, personal ATVs (cycle type 2, 3, or 4 wheeled vehicles) are forbidden.
9. Personal small motorized vehicles (golf carts, gators, mules, etc.) used to transport disabled Scouts or Scouters must be approved upon arrival. The disabled Scout or Scouter must present evidence of his/her disability at that time. The vehicle must be inspected by the Camp Ranger, or his designee, prior to use on the Camp McKee property. The vehicle may only be operated by a licensed driver, 18 years or older, approved by the Camp Ranger or his designee.
10. Decisions by the Camp Ranger or his designee are final.

Before Camp: Registration Process

To register your unit for Camp McKee, you'll first create an account with the Blue Grass Council's online MyCouncil system (mycouncil.bgcscouting.org) or log into an existing MyCouncil account that can manage your unit. You can find tutorials for using MyCouncil, including how to give others access to your unit, at bgcscouting.org/camp-mckee/summer-camp. You'll use MyCouncil for registration and to see requirement progress.

Once you have a MyCouncil account, you can submit a campsite reservation deposit to secure your unit's spot during the week of your choice. You have the option to request a specific campsite, though please note that this is subject to approval and that the camp director may move your unit to a different campsite if deemed necessary. Once you've submitted your deposit, you'll be able to manage camp attendees, enter payments, and sign Scouts up for merit badges once program registration opens in the spring.

In order to ensure quick and accurate processing, all registrations for Summer Camp 2027 will go through MyCouncil. If you have questions or need help, please contact Susan (SusanAnn.Stone@scouting.org) at the council office.

Required Information

This information must be complete in MyCouncil before you can register for programs. **Any t-shirt size received after May 29 cannot be guaranteed,** so try to register your new Scouts before then. Scouts receive one t-shirt for free, and adults can pre-order shirts for a fee.

- Adult leader contact information (including a daytime phone number and email address)
- Complete roster (including full name as it appears on your charter roster, age, rank, t-shirt size, dietary and/or physical restrictions, and emergency contact name/phone)
- Notification of early arrival on Saturday (if applicable)

McKee All in

For generations, Camp McKee has been the place where scouts learned to lead, skills, and created memories for a life time. To show commitment to the future of the camp, any troop who registers for camp by October 31 will gain special perks. All troops that join the All In program will recieve a All In troop banner and induvial scout patch, regonition at council events, and get featured and a shout out on the councils social media pages.

Important Dates (2027)

February 2	Campsite deposits due. Online merit badge registration will begin after this date (you'll receive an email when registration is open).
March 30	Camper deposits and campership applications are due.
May 1	Final balance is due to the council office.
May 29	Final day to make any changes to rosters, merit badge classes, etc. T-shirt sizes can NOT be changed after this date—be sure they are entered correctly online. Final balance for all Scouts and adults (includes program and early arrival fees) must be received in the Blue Grass Council office.

Payments & Fees

Campsite deposits will be credited against the final balance due from the unit. Campsite deposits are not refundable. Reservations are NOT guaranteed without payment, so we encourage you to submit your reservation soon to hold your unit's spot.

Payment Description	Amount	Deadline (2027)
Campsite Reservation Deposit	$100 per unit	Monday, March 1
Camper Deposit	$100 per Scout and extra adult	Monday, March 30
Final Payment	Remaining Balance	Friday, May 1

Individual fees are listed below. Please note that some merit badges and programs may have additional fees to cover supplies and other costs (see next page).

Participant Fee:	Early Bird Before 12/31/27	Regular Price Starting 01/01/2027
Youth Camper (Base Rate)	400	425
Mini Week	200	225
Youth Camper (Attending Additional Week)	275	295
Youth High Adventure	475	495
Adult Leader Fee	75	95

Scholarships

Financial aid is available. To be considered for financial aid, completed Campership Forms (download at bgcscouting.org/camp-mckee/summer-camp) **must be received in the council office by March 29, 2027.**

Provisional Scouts

This is an opportunity for Scouts to attend summer camp for an additional week or without their troop or crew. While at camp, Scouts will be assigned to either an existing unit attending during the same week or a temporary troop led by two or more adult camp staff members. Scouts are expected to follow all rules set by their "adopted troop" while at camp (e.g., eating with the troop, campsite inspections, etc.). Scouts may request a specific troop if they know of one attending the same week; this request must be approved by the "temporary" Scoutmaster before the Scout will be assigned to that troop.

Regular deadline dates and summer camp fees apply. A $100 deposit is due with the application and the remaining balance will be due on May 1, 2027, with a copy of your current medical form. All applications and payments will go through MyCouncil.

Dietary Needs

We take great pride in making sure every person that walks through our dining hall has an opportunity to eat a full meal regardless of additional needs or restrictions. To make sure everyone can receive the same dining experience, or as close to it as possible, we are making all troops submit their dietary needs forms—for both youth and adults—by the night of the third Sunday of May (May 23rd, 2027 at 11:59pm). If the dietary needs form is not submitted at this time, we can NOT guarantee their food needs will be met and this will become the responsibility of the troop. Dietary forms can be found on the McKee website or by emailing the camp director.

Additional Fees and Expenses

Due to the cost of certain program materials, there are additional fees for some programs and activities at camp.

Merit Badge Class and Activity Fees

The following merit badge class fees are not due until the final balance due date of May 1.
Archery - $5 (includes a take-home arrow kit)
Climbing - $30
Cooking - $10
Leatherwork - $15 (includes a take-home project)
Mountain Biking - $20
Pistol Program - $10
Pottery - $5

Additional Program Activity Fees

These activities are optional and can be paid at the camp Trading Post if a Scout chooses to participate.

Rifle Open Shoot: $2 for 10 shots
Shotgun Scout Stand: $7 per 12 shot round
Order of the Arrow Brotherhood Conversion: $20

Merit Badge Class Supplies

For 2027, all necessary supplies for merit badges will be covered by the class fees listed above. Each Scout who pays their fees ahead of time will receive a “coupon” upon the troops check-in which the scout can redeem the coupon for their kits in the trading post.

Pre-Camp Leaders Meeting

Camp McKee holds a yearly pre-camp meeting via Zoom. The goal of this meeting is to allow the Camp and Program Director to relay any “last-minute” information that affects camp events. This is also the best time to get any answers to questions you or your unit may have. This year we are planning to hold the meeting sometime on the second Sunday of May (May 9th, 2027).

Refund Policies

The Blue Grass Council will issue refunds only under the following conditions:

Campsite Deposit: This deposit is non-refundable. If we do not receive your reservation deposit by March 1, your campsite may be given to another unit who has paid their deposit.

Scheduled Payments: The first installment payment ($100 per individual by March 30) is NOT refundable, but may be transferred to another participant.

Individual Camp Fees: Individuals that have paid in full prior to May 1 may receive a partial refund. After May 1, the ONLY valid reason for a refund of camp fees would be a serious illness, transfer, or summer school. All refund requests must be made in writing and include copies of a doctor's excuse or other pertinent documentation. Refund requests must be received in the council office no later than one week after the unit attends camp to be considered.

NO REFUNDS WILL BE GIVEN AT CAMP. Refunds will be issued back after your troop has attended camp. A $30 administrative fee will be retained on all refunds. NO REFUND IS GUARANTEED.

Adult Leader Requirements

Each unit is required to have two-deep adult leadership at all times while at camp. If you need help finding additional leadership, contact the council office. If your unit relies on an adult from a different unit to meet this requirement, the chartering partners of both units must approve the other unit's adult leader to work with their Scouts.

For troops, at least one of your adult leaders must be over 21 years of age. Girl troops must have at least one female adult leader. Linked troops (units that share a single chartering organization) can share a campsite IF they can meet all of Scouting's Barriers to Abuse.

For crews, both adult advisors must be over 21 years of age. Co-ed Venturing crews must have at least one male adult advisor and one female adult advisor.



Check-In Appointments

When you submit your final payment (due May 1), you will have the option to request an appointment time for checking in during your week of camp. Unit check-in appointments begin at 1:00pm on Sunday. You can also request an appointment time by contacting Susan Stone (SusanAnn.Stone@scouting.org, 859-231-7811 x300). If you have not requested a time by May 1, you'll receive an email with an online scheduling link to sign up for any remaining time slots. If you don't schedule a time before camp or arrive later than your scheduled time, you will be worked into the next available open time.

Required Paperwork

Your Scout/adult roster and final payments (including program/early arrival fees) must be paid through MyCouncil **no later than May 1.** Dietary restrictions and other special needs should be submitted through MyCouncil with each individual attendee's registration.

Please mail a copy of the following items to the Council Office **no later than 14 days (2 weeks) before arrival.** Keep copies of all paperwork for yourself and bring them to camp.
____ Completed Health Forms (Parts A, B and C) for ALL Scouts AND Scouters—including adults who will be arriving after check-in or at a later date. Make sure you are using the 2019 form, and don't forget to attach a copy of each individual's insurance card.
____ Unit swim classification record—include classification for EVERYONE on your roster
____ Merit badge class choices (if not previously submitted)
____ Consent for special activity forms for Scouts (original signed copies)
____ Check in time request (if not previously submitted)
____ (Out of council units only) Documentation from your home lodge for any Scouts you want called out during the Friday night Order of the Arrow call-out ceremony.

All forms should be mailed in a sturdy envelope, marked "Confidential" and sent to the attention of the "Camp Registrar", Blue Grass Council, Scouting America, 2134 Nicholasville Road, Suite 3, Lexington, KY 40503.

When you arrive at camp, make sure you bring the following paperwork with you:
____ Any paperwork from the above list if not already submitted
____ Your copy of the completed health forms for all Scouts and Scouters
____ Complete and final roster
____Payment for balance of fees due, if any. This includes any extra program fees, early arrival fees, etc. Late fees will apply.
____ Copy of insurance policy and a claim form for out of council units to be kept on file

Preparation Timeline

Getting Started...

_____ Talk with adult leaders and review the Leader's Guide to plan possible dates for your unit to attend.

_____ Talk with youth leaders and set a date to attend summer camp. Encourage them to "talk it up" among the youth to initiate interest and enthusiasm.

_____ Submit your campsite reservation request and deposit through MyCouncil.

_____ Schedule a parent's camp preview night. Make sure that all of the parents know the dates and costs, and are familiar with the need for a physical examination and uniforms for camp. It is very important to encourage and have good parent attendance. Have blank medical forms for parents in case they request them.

_____ Identify youth who may have a problem paying for their summer camp experience and try to help them find a way to earn money. All the youth in the troop/crew may wish to work together on a money-earning project. An excellent source for Scouts needing assistance is to sell popcorn!

Two-Three Months Before Summer Camp

_____ Set up leadership for camp (remember the two deep adult leadership rule)

_____ Get commitments from each Scout and their family about attending camp

_____ Collect individual attendee information and pass out medical forms (2019 version)

_____ Ensure parents and adults know to schedule an annual medical physical to complete Part C of the medical form.

_____ Youth or adult leader provides "what to bring" lists to all campers

_____ Begin program planning procedure for camp

_____ Begin making travel plans

_____ Prepare troop/crew equipment list

_____ Check each Scout's advancement needs and select merit badge classes. Plan timeline for merit badge prerequisites that need to be done.

_____ Talk with Cubmasters & Den Leaders that have Arrow of Light Scouts crossing over into your troop about promoting summer camp. Encourage parents that it is a positive activity for new Scouts, and impress upon the Arrow of Light Scouts how fun camp really is.



Preparation Timeline (continued)

One-Two Months Before Summer Camp
_____ Check progress on medical exams
_____ Confirm that all fees have been paid
_____ Inventory each Scout's advancement records
_____ Troop Scribe/Crew VP of Administration, SPL/Crew President, and unit adult leader fill out merit badge class registration online (remember, classes are first come, first registered) Complete online registration NO LATER THAN 14 DAYS BEFORE ARRIVING AT CAMP
_____ Counsel Scouts on their personal goals for fun and advancement at camp
_____ Set up swim classification tests if needed
_____ Finalize transportation arrangements
_____ Gather OA information

Three Weeks Before Summer Camp
_____ Final patrol leaders' council or crew leadership council sets troop/crew program
_____ Troop/crew committee meets to tie up loose ends
_____ Final check on transportation
_____ Collect medical forms
_____ Make copies of ALL paperwork for your records and as a backup before sending to the council office
_____ Gather troop/crew gear in one location for loading on day of leaving
_____ Decide on extra food/snack requirements

No later than 14 days before your arrival at Summer Camp
_____ Mail all required forms to the council office for check-in. As a backup, please bring copies with you.

Day of Departure
_____ Check everybody's gear
_____ Check prescribed medicine for Scouts and adults
_____ Load troop/crew equipment
_____ Plan to arrive at camp on Sunday before your check-in time, but no earlier than 1:00 PM.
_____ Have emergency contact information for everybody who is going



Your Week: _____

Your Check-In Time: _____

Packing List

SCOUT

_____ Medical Form
_____ Prescription medicine
_____ Complete Scout Field Uniform (“Class A”)
_____ T-Shirts (x7)
_____ Daily change of socks and underwear (x7)
_____ Swimsuit
_____ Shorts/jeans (x4)
_____ Shoes (tennis & hiking) NOT OPEN TOED
_____ Towels (x2)
_____ Toiletry articles
_____ Rain gear
_____ Scout Handbook
_____ Blankets & sheets / Sleeping bag
_____ Pillow
_____ Footlocker/Plastic Tub (personal storage)
_____ Paper/Pencil/Pen/Notebook
_____ Merit badge pamphlets & material
_____ Flashlight/Headlamp
_____ Batteries
_____ Sunglasses
_____ Sunscreen
_____ Insect Repellant
_____ Duct Tape
_____ Twine/Rope
_____ Compass*
_____ Canteen/Water bottle*
_____ Backpack*
_____ Money for program materials (baskets, leather kits, rocket kits, etc.)
_____ Money for trading post **(bills *smaller* than $20 are preferable!)**
_____ OA Sash
_____ Work Gloves
_____ Ground cloth/Tarp (at least 8' x 11', for Wilderness Survival and Camping MBs)

NOTICE

Sheath, butterfly, and survival type knives, etc., **are not allowed.** If brought, the Scoutmaster should hold them until the Scout returns home.

OPTIONAL

_____ Watch
_____ Laundry bag
_____ Bible or Prayer Book
_____ Pocket Knife
_____ Camp Chair
_____ Hat or Cap
_____ Camera & SD card (or film)

Troop/Crew and Patrol

_____ American Flag
_____ State Flag
_____ Troop/Crew Flag
_____ Patrol Flag
_____ First Aid Kit
_____ Scoutmaster's Handbook
_____ Lantern
_____ Insurance claim forms
_____ Water Hose & Nozzle
_____ Broom
_____ Fire Extinguisher (must be current ABC)
_____ Dining Fly/Tarps
_____ Duct Tape

Other Items

_____

_____

_____

_____

_____

_____

_____

During Camp: Arrival & Check-In

Your roster is complete, your Scouts are signed up for program, all your paperwork is in, and it's finally time for your adventure to begin! As you get ready to head to camp, please plan to arrive **before** your scheduled check-in time on **Sunday** of your week.

When you arrive at camp, you will be directed to park in the lot below the administration building. One vehicle per unit will be allowed to drive to the campsite for unloading your unit's gear. Do not drive into the campsite; unload gear at the road. Unit trailers may remain at the campsite, but vehicles must be unhitched and moved to the parking lot.

A troop guide will meet you and your Scouts at the parking lot to lead you through the check-in/orientation process. Adult leaders will be directed to the administration building for check-in. Bring your registration materials, unit roster, and the balance of any fees due.

After initial registration check-in, your unit will be taken for medical checks. Please have your medical forms (if not turned in previously) ready at this time. After that, if you did not submit swim classifications, your troop guide will take you to your campsite where you can quickly change into swim trunks. Changing should take no more than 15 minutes—this is not the time to unpack your gear (there will be plenty of time for that later). The troop guide will then take you to the waterfront for the safety talk and swim tests.

Following swim tests, your unit will go to the dining hall for orientation and then return to the campsite to set up camp. Your troop guide will return at the appropriate time to take your unit to dinner. Field uniforms ("Class A") should be worn for all flag retreat ceremonies and dinner.

After dinner, one adult leader (Scoutmaster or Crew Advisor) from each unit is required to attend the opening leaders' meeting. It is recommended that one youth leader (Senior Patrol Leader or Crew President) attend the leaders' meeting as well.

All Scouts who have not been to Camp McKee are required to take part in a camp orientation tour, which will meet after dinner as well. This will help them know where to find program areas and will prepare them to have a great week at camp!



Saturday Early Arrival

Due to the distance involved, we recognize that some troops/crews will need to arrive at camp on Saturday. If you wish to do this, the following rules apply: ****You must still check-in at your scheduled time on Sunday.**

- There will be an additional fee ($2.00 per person), for all members of your unit who arrive early. This fee must be submitted via MyCouncil, with the final payment, by May 14. The council office will notify the Camp Director that you will be arriving early.
- Your campsite assignment will be posted in the Administration Building. Please stop and verify your campsite and if you will be sharing that site with another unit. All campsites are numbered and will be marked, so please be sure to set up in the correct site. If your unit sets up in the wrong campsite, you will be required to move to your correct site on Sunday afternoon, **no exceptions.**
- The management of Camp McKee reserves the right to put more than one unit per site, if the need arises. Remember a Scout is kind. If, upon arrival, you see that there is another troop/crew sharing your assigned site, please be courteous and do not set up over the entire site. **Campsite occupancy is based on two person tent occupancy (this includes adult leaders! (if an adult wants to have their own tent, they should bring their own).** If upon the arrival of other troops/crews on Sunday there is insufficient space, you will be required to move some of your unit gear to make space for the others.
- There will not be any staff members or camp leadership personnel on hand to assist you on Saturday evening or Sunday morning. Scouts should not enter any program areas—swimming and boating are not allowed. **Scouts should not be "roaming around" unsupervised** during your early time here, especially after dark.
- Please plan on arriving **AFTER** noon on Saturday to give our staff time to prepare camp for next week. Thanks for being courteous to our staff!

Sending Mail to Camp

When a Scout goes away to camp, one thing they love is getting mail from home. Adult leaders may check for mail in the mailboxes in the administration building. When writing to your child or spouse, please use the following format and **include their full name and unit number on the envelope** to ensure they receive your message quickly and easily.

Scout/Scouter's Full Name
Unit/Troop/Crew Number
Campsite #
Camp McKee
8695 Levee Rd.
Jeffersonville, KY 40337

Camp Security

Everyone in attendance at the camp must wear identification that signifies legitimate participation in the camping program. Wristbands will be the method used at Camp McKee.

Any time a person is spotted in camp without either a visitor's name tag or camp participation identification, that person should be escorted to the office to sign in (and so staff personnel may determine why that person is on camp property).

Visitor Policy

If you have visitors coming to see your unit during camp, please let them know that they will need to stop at the administration building, identify themselves, and sign in to our guest book. Visiting hours are 8:00am - 9:00pm. **Please ensure they know that open-toed shoes are NOT permitted and vehicles are not allowed past the parking areas.**

Upon checking in, they will receive a special visitor name tag that they must wear to identify themselves as a visitor while on camp property. Visitor meal tickets can be purchased at the Trading Post. Upon conclusion of their visit, guests will sign out so that camp administrators will know who is on camp property at all times. Only registered youth and adults listed on the summer camp roster may stay overnight.

Wednesday Night Meals

On Wednesday nights, our kitchen staff gets a mid-week break. There is no meal at the dining hall this evening. Units can choose from the following options:

1. Plan and cook their own meal where the unit provides all necessary ingredients and items.
2. Place a Papa John's Pizza order with the trading post (pizzas are around $12 each).
3. Request supplies for "tin foil dinners" from the dining hall at no additional cost. Supplies include a hamburger patty per person, carrots, potatoes, onions, drink mix, salt, pepper and aluminum foil. Paper products and plasticware are provided upon request. **Charcoal is NOT provided.**

If you decide to choose Option 3, this option will be preselected during the camp registration process. **Food and supplies will be issued from 4:00-5:00pm at the dining hall.**

Health & Safety

All participants are required to have an Annual Health and Medical Record (2019 form, Parts A, B, and C), an immunization record or waiver form, and a proof of insurance card. Medical forms are updated annually and should not expire during your stay at summer camp. Old forms and non-Scouting America forms will not be accepted—no exceptions. The medical form must be signed by the parent or guardian, and must include the immunization record or waiver. Part C must be completed and signed by a certified and licensed health-care provider: physician (M.D. or D.O.), nurse practitioner, or physician assistant. **Any Scout or Scouter who does not have these forms properly filled out and signed will NOT be allowed to stay on Camp McKee property during summer camp.**

Please Note: *We recommend hole punching medical forms and placing them in a 3-ring binder*—adults first, followed by the Scouts alphabetically by last name. This speeds up check-in and helps you know who has and has not given you their forms.

⚠ Make sure you're using the 2019 AMHR forms, available at scouting.org

CPAP Machine Policy

Our campsites do not have power, and only Campsites 13, 12, and 4 can reach power if you bring enough extension cords. This is not guaranteed to work, so we recommend bringing a power source for your machine or visiting cpap.com to purchase a battery powered CPAP machine. If this is unavailable, you may email director@campmckee.org with a request to stay in Campsite 3, which has power and is restricted to Scouts or adults who have a physical need for that campsite. This application does not guarantee space in the campsite for your entire unit unless other exceptions are needed, so please plan accordingly. An adult's need for electricity is not considered a necessity for your entire unit to occupy Campsite 3. If granted, you may be asked to supervise other Scouts staying in that campsite and your unit must still follow two-deep leadership back in their campsite.

Tick Awareness Plan

Ticks transmit various disease-causing agents from animals to humans. All participants on arrival will be cautioned about tick-borne disease and the precautions/procedures to be followed. Signs will be posted throughout camp with information about ticks.

Most people do not feel a tick biting, so campers should check regularly for ticks on their person. All embedded ticks are to be removed/preserved by Health Lodge personnel and properly logged. All exposed persons will receive written information pertaining to the exposure and appropriate follow-up care. For youth, the information will be provided to the responsible adult.

Hammock Safety

Camping in hammocks has gained in popularity over the past 10 years. More camping equipment manufacturers are offering hammock-style tents as a way of reducing the "footprint" on the camping area. This is helpful from a Leave No Trace standpoint. However, hammocks are not without their risks.

The following hammock safety points should be taken into consideration:

- Follow the manufacturer's instructions for maximum and minimum hanging distances (the distances between solid supports such as trees).
- Hang hammocks in secure locations, such as to trees or solid posts. Never attach a hammock to any object that could move, such as vehicle bumpers or trailers.
- Securely fasten and check all knots prior to getting into a hammock.
- Never "stack" hammocks one above another.
- Hammocks should not be hung such that the lowest point is more than 3 feet above the ground. Severe injuries have resulted from elevated falls.
- Do not hang a hammock above water, including at a waterfront, lake, river, or stream.
- Never swing or stand in a hammock. Falls from hammocks can cause serious or fatal injuries.
- Do not use a hammock with frayed or damaged ropes. Use only the manufacturer's replacement ropes.
- Do not put more weight into a hammock than recommended by the manufacturer.

Campsites 1, 5, 12, and 13 have dedicated hammock camping areas that use wooden posts instead of trees. If you are using solid, living trees, special care should be taken not to damage the outer bark. Some hammock-tents have wide bands for securing them around living trees. These bands of material help to spread out the stress of the hammock-tent.

Scout Early Release

We recognize that Scouts sometimes need to leave camp early. For safety purposes, no Scout will be released early without a completed Scout Release Request form. This form requires the signature of a parent or guardian, so if the early departure is known in advance, we recommend securing these signatures beforehand. The completed and signed form must be presented at the administration building when checking out.

Forms are available at bgcscouting.org/camp-mckee/summer-camp

Check-Out Procedures

After a great week at camp, it's finally time to pack up and head home. **Before leaving camp, you must complete a campsite check-out inspection.** Each unit will be accompanied by a staff representative who will examine your campsite for any damage. If they find everything satisfactory, your security deposit will be returned to you before you leave. Your security deposit can be kept if the camp staff finds sufficient evidence that rules have been broken or damage done. If damages exceed the security deposit, your unit will be billed for the remainder of the cost of damages.

At this time, you will also receive a check-out packet containing patches, completion records and medical forms. **Important Note: It is the responsibility of the unit to verify that all medical forms are in the packet.** The council does not maintain medical records for any camp or event once the event is over. All medical documents left behind will be destroyed.

Once the inspection is complete and you've checked out, you're good to go!

Damage Charges

Tents	Tools & Equipment	Cots & Beds
Rips and tears per panel - $25 Writing on canvas per panel - $25 Broken uprights - $18 each Outrigger damage - $100 each Tent replacement - $420 Dining fly - $200 Tent poles - $20 Wire baskets - $12	Bulletin board - $40 Shovel - $20 Broom - $7 Axe - $20 Ridge Pole - $22 Repair picnic table - $50 Replace picnic table - $200	Torn mattress covers - $50 Replace mattress - $67 Ripped cot cover - $30 Broken cot - $60

After Camp

Once you return home, you will still have access to your summer camp records in MyCouncil, including requirement progress and completion details. If you have any questions about accessing this information, please reach out to Susan at 859-231-7811 or SusanAnn.Stone@scouting.org.

Thank you for choosing Camp McKee! We hope you and your unit have a wonderful experience this summer!

Program: 2027 Tentative Daily Schedule

<table>
<tr><th></th><th>Sunday</th><th>Monday</th><th>Tuesday</th><th>Wednesday</th><th>Thursday</th><th>Friday</th></tr>
<tr><td>7:00am</td><td rowspan="6"></td><td colspan="5">Assembly in Arena</td></tr>
<tr><td>7:15am</td><td colspan="5">Breakfast</td></tr>
<tr><td>8:00am</td><td colspan="5">Scoutmaster Meeting in Lounge (Keeneland)</td></tr>
<tr><td>8:30am</td><td colspan="4">Merit Badge Session #1</td><td rowspan="3">Merit Badge Make Up Sessions</td></tr>
<tr><td>9:30am</td><td colspan="4">Merit Badge Session #2</td></tr>
<tr><td>10:30am</td><td colspan="4">Merit Badge Session #3</td></tr>
<tr><td>12:00pm</td><td colspan="5">Lunch (Assemble at Arena)</td></tr>
<tr><td>12:45pm</td><td rowspan="4">Check-in by appointment and Swim Checks</td><td colspan="5">SPL Meeting (Back Porch of Dining Hall)</td></tr>
<tr><td>1:30pm</td><td colspan="4">Merit Badge Session #4</td><td rowspan="4">Open Areas and Field Games</td></tr>
<tr><td>2:30pm</td><td colspan="4">Merit Badge Session #5</td></tr>
<tr><td>3:30pm</td><td colspan="4">Merit Badge Session #6</td></tr>
<tr><td>4:30pm</td><td colspan="4">Free Swim (ends at 5:15pm)</td></tr>
<tr><td>5:30pm</td><td colspan="2">Retreat Ceremony at Arena</td><td rowspan="2">Dinner in Campsites</td><td>Retreat</td><td rowspan="2">Dinner</td></tr>
<tr><td>5:45pm</td><td colspan="2">Dinner</td><td>Dinner</td></tr>
<tr><td>7:00pm</td><td rowspan="2">Leader’s Mtg / New Scout Orientation</td><td colspan="3" rowspan="2">EVENING PROGRAM
(See Schedule)</td><td>Retreat</td></tr>
<tr><td>7:30pm</td><td rowspan="3">Closing Campfire and OA Call-Out (7:15pm)</td></tr>
<tr><td>8:00pm</td><td>Vespers</td></tr>
<tr><td>8:30pm</td><td>Opening Campfire</td><td colspan="3">Free Time</td></tr>
<tr><td>10:30pm</td><td colspan="6">Quiet Time</td></tr>
<tr><td>11:00pm</td><td colspan="6">Lights Out</td></tr>
</table>

***All troops/crews need to be checked out by 10:00am on Saturday to allow the camp staff adequate time to prepare for the next week’s program. We appreciate your help and cooperation regarding this.**

Pioneer Program (First Year Campers)

The Pioneer program is designed for new Scouts or Scouts attending summer camp for the first time. Pioneer focuses on the core requirements and skills needed to complete the Tenderfoot, Second Class, and First Class ranks, along with a variety of merit badges that can usually be completed at camp with no prerequisites.

Scout/Tenderfoot

The Scout/Tenderfoot track is ideal for new Scouts who recently crossed over or are new to Scouting. This is an all-day program where Scouts will go from activity to activity with their Pioneer group. A two hour session per day are dedicated to Scout/Tenderfoot rank skills, and the remaining sessions enable Scouts to earn up to four merit badges that are especially geared towards Pioneer Scouts.

Regarding Swimming merit badge, if a Scout has issues passing the swimmer's test, we encourage them to either sign up for instructional swim or another merit badge. If a Scout has already earned both of the merit badges offered for Pioneer Scouts in a specific session, they may sign up for another merit badge of their choice.

Second Class and First Class

The Second Class and First Class tracks are ideal for Scouts who recently joined but have already earned the Scout/Tenderfoot rank. These tracks enable Scouts to choose from rank skills sessions and merit badges of their choice to customize their camp schedule. Scouts in these tracks will make their own way from session to session rather than traveling with a Pioneer group.

Evening Program

In the evenings, Pioneer Scouts can visit all the program areas and participate in a wide variety of activities. See the Evening Program schedule for more details.



Merit Badge Program

Advancement is a big part of what keeps youth excited and engaged in Scouting—and Camp McKee delivers with a huge selection of merit badges! Whether Scouts are working on Eagle-required badges, exploring unique and lesser-offered options, or returning to camp favorites, there's something for everyone.

Merit badge classes are filled on a first come, first served basis, so encourage your Scouts to register early when program sign-up opens in the spring! Class sizes are limited to ensure high-quality, safe instruction—and some may fill quickly.

Keep in mind: many badges require work outside of class time, whether it's independent study, evening assignments, or requirements that must be completed before or after camp. To help Scouts stay focused and successful, we recommend no more than four merit badges per Scout for the week.

Some merit badges also have prerequisites that must be completed outside of camp. You'll find a list of those in the following pages—make sure to review them with your Scouts while planning their schedule!



High Adventure

Looking for an unforgettable experience for the older Scouts in your unit? The High Adventure program is perfect for Scouts ages 14 and older who are ready to take on new challenges in the outdoors—but still want to stay connected with their unit and the camp community.

Each day, participants will head off-site for thrilling adventures like underground canoeing, rock climbing, horsemanship, and more—all based near the stunning Red River Gorge, just minutes from camp. In the evenings, Scouts return to Camp McKee to camp with their unit or as a provisional camper (see page 10 for details).

Scouts will be grouped into patrols of 8–10 for the week. At least 8 Scouts must be registered to run the program that week. If a patrol fills and additional interest exists, we may be able to open another patrol. Spots are first come, first served, so early registration is encouraged!

This is a one-of-a-kind opportunity for older Scouts to grow, lead, and make memories—while still being part of the overall summer camp experience.

See the flyer at the end of this Leader's Guide for full details and the list of adventure activities!

Program Activities

To better sever our scouts we have decided to postponed releasing our merit badge and evening program schedule until March. We hope by doing so we release the most accurate merit badge schedule closer to the start of camp will allow us to properly reflect our abilities.

Below is the list of merit badges we are planning on offering this year. With each merit badge will be a very brief description of each badge and any other information which is needed for the badge. Please note some of the more high level classes like climbing may not appear in the Program guide due to lack of staff.

Aquatics

All campers must take the Scouting America Swim Test prior to camp or upon arrival at camp before engaging in any aquatic activities. You can report your unit's swim test status with the Swim Test form, available at bgcscouting.org/camp-mckee/summer-camp.

All aquatic merit badges require a knowledge of first aid and CPR, and the demonstration of CPR on an approved device. We recommend that this knowledge be learned prior to camp.



Exceptions are made only for those enrolled in the instructional swim class or special activities under the supervision and permission of the Aquatics Director.

Instructional Swim
This session is for Scouts in the non-swimmer and beginner ability group. The instruction will work to improve their skills and help them progress to the next ability group.



Canoeing

- Must pass swim test.
- Good physical strength and stamina are required to finish this badge.
- Canoeing is a fun skill that is a good introduction to boating.

	**Kayaking** • Recommended for 3rd+ year campers. • Must pass swim test. • This session will focus on completing the Kayaking merit badge.
	**Lifesaving (Eagle-required)** • Recommended for 3rd+ year campers. • Swimming merit badge is required. This is a difficult merit badge and should only be undertaken by Scouts with good swimming skills. • Scouts will complete a 400-yard swim on the first day (Req. 2b). • Scouts will need to bring clothing (long pants, long sleeve shirt, and shoes) for Req. 9.
	**Rowing** • Good physical strength and stamina are required to finish this badge. • Rowing is a fun skill that is a good introduction to boating.
	**Small Boat Sailing** • Recommended for 3rd+ year campers. • Scouts will learn to rig, launch, and sail small sailboats.
	**Swimming (Eagle-required)** • Must pass swim test. • This is a good entry-level aquatics merit badge.
	**Mile Swim Award** • Recommended for 3rd+ year campers. • Scouts will gradually build up towards swimming a non-stop mile.

Climbing

	**Climbing** • Recommended for 3rd+ year campers • $30 fee • This session focuses on climbing safety and basic climbing skills.

Eagle's Nest

	**American Business** • Learn the basics, history, and practical elements of business. • no prerequisites • Recommended for 2nd+ year campers
	**Citizenship in the Nation (Eagle-required) / American Heritage** • Recommended for 2nd+ year campers • American Heritage: Req. 4 should be completed before camp. • Citizenship in the Nation: Homework should be expected. Req. 7a/b/c cannot be completed at camp, but Req. 7d can be.
	**Citizenship in the World (Eagle-required)** • Recommended for 2nd+ year campers. • No prerequisites, but Scouts should expect to have homework to complete. Scouts will learn about other countries' governments and what it takes to be a good citizen of the world.
	**Communication (Eagle-required) / Public Speaking** • Recommended for 3rd+ year campers. • Communication: Req. 5 should be completed outside of camp.

	**Emergency Preparedness (Eagle-required)** • Recommended for 2nd+ year campers. • First Aid merit badge is required. • Req. 2 and 8c cannot be completed at camp. Scouts may choose to bring their personal emergency service pack (Req. 8c) to camp.
	**Personal Fitness (Eagle required)** • Recommended for 2nd+ year campers • Req. 7 cannot be completed at camp. • Scouts will learn what is and how to maintain a health life style.
	**Personal Management (Eagle-required)** • Recommended for 2nd+ year campers. • Req. 2 and 8 cannot be completed at camp.
	**Scouting Heritage** • Recommended for 2nd+ year campers. • Prerequisite to interview two former adult leaders involved with the troop's history.
	**Traffic Safety** • Recommended for 3rd+ year campers. • Scouts will learn what it means and how to make sure how to drive safely

Ecology

Ecology merit badges generally require written work. Scouts in these sessions should be mindful to come to class prepared with paper, pencil, and merit badge book.

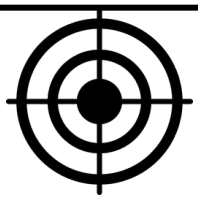
	**Animal Science** • Recommended for 2nd + year campers • Scouts will learn about different type of livestock and how to maintain healthy livestock

	**Environmental Science (Eagle-required)** • This badge involves a great deal of study, observation, note taking, and writing. • No prerequisites.
	**Fish and Wildlife Management** • Req. 5 cannot be completed at camp.
	**Fishing** • Req. 9 may not be completed at camp.
	**Fly Fishing** • No prerequisites. • Must be 14 years of age or older.
	Geology • No prerequisites.
	**Reptile and Amphibian Study** • Req. 8 cannot be completed at camp.
	**Sustainability (Eagle-required)** • No prerequisites.
	**Veterinary Medicine** • Recommended for 2nd+ year campers • Req. 6 cannot be completed at camp

	**Wildland fire management** • Recommended for 2nd+ year campers

Target and Range Activities

Notice: Violation of safety rules will result in immediate dismissal from the following classes. **NO EXCEPTIONS.**

	**Archery** • This badge requires much time and practice to qualify. Scouts should be prepared to spend time outside of class at the range. • $5 fee (includes a take-home arrow kit)
	**Pistol Program** • Must be 14 years of age or older. • $10 fee
	**Rifle Shooting** • Time and practice is necessary to qualify. • Scouts will be using a target rifle (.22 caliber, bolt action) as the primary tool for qualifying.
	**Shotgun Shooting** • Recommended body weight of 100 pounds. • Recommended age of 13 years. • This program will teach the basics of handling and shooting a shotgun as well as safety.

Handicraft

Most handicraft merit badges and projects require the purchase of kits or materials for completion. There are multiple options for Scouts to choose. Each kit varies in price; most are under $15, and can be purchased in the trading post. Please encourage Scouts to purchase these items first thing in the week to ensure proper budgeting of funds.

	**Art** • Req. 6 should be completed outside of camp. • Some drawing or artistic experience is recommended.

	**Basketry** • Requires the purchase of 3 kits at the trading post.
	**Inventing** • No prerequisites.
	**Leatherwork** • This session will teach basic leatherworking techniques. Good badge for younger Scouts. • $15 fee (includes a take-home project)
	**Model Design & Building** • Recommended for 3rd+ year campers.
	**Pottery** • No prerequisites. • $5 fee for clay. Scouts will be able to take home their creations
	**Sculpture** • This is an excellent session for beginner campers.
	**Textile** • Recommended for 2nd+ year campers.
	**Wood Carving** • Scouts may bring their own knives. • Scouts should plan to spend time on their projects in the campsite. • Kits are available for purchase at the trading post.

Outdoor Skills

	**Camping (Eagle-required)** • Recommended for 3rd+ year campers. • Req. 7, 8, and 9 cannot be completed at camp.
	**Cooking (Eagle-required)** • Recommended for 2nd+ year campers. • $10 fee • Req. 4 and 6 cannot be completed at camp
	**Golf** • Recommended for 2nd+ year campers • Frisbee golf option will be used to complete the badge.
	**Mountain Biking (Cycling Eagle-required)** • Recommended for 3rd+ year campers. • Will complete requirements under Option B for mountain biking. • Will not complete Option B (e) (22 mile cycle) • $20 fee
	**Orienteering** • Recommended for 3rd+ year campers. • Long pants and insect repellent are recommended. • Scouts will learn how to use a map and compass; however, the instruction moves quickly from basic to advanced techniques.
	**Pioneering** • Can be completed at camp with a lot of hard work. • Basic understanding of lashings is recommended but not required
	**Search and Rescue** • Recommended for 2nd+ year campers.
	**Sports** • Great for all ages • Learn what it means to be a good healthy athlete. • Requirements 5b, 5g, 5h can not be completed at camp.

	**Wilderness Survival** • Recommended for 3rd+ year campers. • Survival kit should be assembled at home and brought to camp. • There will be an overnight trip during the week for participants.

STEM

Science, Technology, Engineering, and Mathematics—these disciplines are considered by many to be the foundation for academic and professional fields in an advanced society. In many forms—including political, governmental, and academic—the strength of its STEM workforce is viewed as an indicator of a nation's ability to sustain itself.

	**Animation** • Recommended for 2nd+ year campers. • Scouts will learn the history and animation techniques, then put what they learned to use.
	**Artificial Intelligence (AI)** • Scouts will learn basic features, uses, and history of AI. • Great for all ages.
	**Automotive Maintenance** • Must be 14 years of age or older. • Recommended for 3rd+ year campers.
	**Chemistry** • Recommended for 3rd+ year campers. • This introduction to chemistry will cover chemical reactions, pressure, and environmental issues.
	**Competitive Gamming** • Recommended for 2nd+ year campers.

	**Cybersecurity** • **Recommended for 3rd+ year campers as lots of vocab gets used.** • **Scouts will learn basic cybersecurity skills and vocabulary. Growing their knowledge of how to be protected in the digital world**
	**Energy** • Recommended for 2nd+ year campers. • Scouts will learn how the world uses, collects energy, and how to reduce energy waste.
	**Game Design** • Recommended for 2nd+ year campers. • Scouts will learn the concepts behind game development and will design and develop a game on their own.
	**Law** • Recommended for 3nd+ year campers.
	**Moviemaking** • Scouts will learn the concepts behind moviemaking and will create their own short film.
	**Music** • Scouts will make their own musical instrument • Recommended for 2nd+ year campers.
	**Programming** • Recommended for 2nd+ year campers.
	**Railroading** • Recommended for 2nd+ year campers. • Requirement 7 may not be completed at camp.

Other Merit Badges and Programs

	**First Aid (Eagle-required)** • Recommended for 2nd+ year campers. • Should be familiar with knots and basic first aid from rank skills. • Scouts should bring their personal first aid kit to camp (Req. 2b-1). • It is highly recommended that CPR instruction (Req. 7) be completed prior to camp. Req. 7d and 7f cannot be completed at camp.
	**Fingerprinting (Evening Program)** • No prerequisites.

Mini Week Program

Here at Camp McKee we try to better server our older scouts interest that we don't meet during our full week at camp. With this in mind we are proud to announce our Mini Week program. Half the week with all the fun. We will be offering many classes listed above, but not all of the badges. We will also be offering the following badges. for the Mini Week only. For a full list of classes that will be offered as well as the times please check our Program Guide which will be released in the Spring.

	**Plumbing** • Recommend for Scouts age 14+. • Scouts will learn basic vocabulary and skills behind plumbing. Scouts then will gain firsthand experience with some plumbing techniques.
	**Metalwork** • Scouts MUST be 14 years or older. • $10 fee required. • Seats will be limited based on supplies

Honor Recognition Programs

Honor Camper

Each Scout can earn this award by completing 12 of the 25 listed requirements and turning in their signed record card to the Camp Commissioner by noon on Friday. Scouts will be awarded an Honor Camper patch.

Honor Patrol

A patrol can earn this award by completing all of the following. The Scoutmaster must bring the signed record card to the Camp Commissioner by noon on Friday. Patrols will be awarded an Honor Patrol Ribbon.

1. Each patrol member earns the Honor Camper Award
2. Patrol holds a patrol meeting each day at camp
3. Patrol has its own patrol flag at camp and carries it to evening flag ceremonies
4. Patrol does at least two activities as a patrol, separate from troop activities, during the week

Honor Troop/Crew

A troop/crew can earn this award by completing all of the following. The Scoutmaster or Crew Advisor must bring the signed record card to the camp commissioner by noon on Friday. Troops/crews will be awarded an Honor Troop Ribbon.

1. Each patrol in the troop earns the Honor Patrol Award (for crews, crew earns the Honor Patrol Award)
2. Troop/crew completes a service project approved by the Program Director or Ecology Director
3. SPL/Crew President attends and participates in the Senior Patrol Leaders' Council
4. Troop/crew participates fully in both campfire programs at camp
5. Unit leader is certified in Safe Swim Defense Plan and Safety Afloat

Scoutmaster's Merit Badge (open to all adults)

Each adult can earn this award by completing 12 of the 25 listed requirements and turning in their signed record card to the Camp Commissioner by noon on Friday.



Record cards are available at bgcscouting.org/camp-mckee/summer-camp

Other Program Notes

Mountain Biking

This is a high adventure program designed for Scouts 13 and older. During the class, Scouts will learn about bike safety and maintenance, Kentucky State Laws for cyclists. and basic mountain biking. Bikes and helmets will be provided for each Scout's use. There is an additional cost of $20 for this program, paid during registration in MyCouncil.

Vespers and Opening Campfire

Sunday night at 8:00pm there will be an interdenominational vespers service. Following the service will be a campfire program hosted by the camp staff.

Water Carnival

Do you like water? Do you like fun? Come join us on Thursday at 7:00 pm and compete in a variety of events in our Water Carnival. We encourage all campers to come down to the waterfront area and take part in the excitement!

Family Participation Night

ALL GUESTS ARE REQUIRED TO CHECK IN and receive a visitor’s pass. Families are welcome to visit the troops on Friday night. Meal tickets are available from 4:00-5:30 pm at the Trading Post, then at Stamler Dining Hall after 5:30 pm. Cub Scouts in uniform eat FREE!

Dutch Oven Cook-Off

Bring your best Dutch oven dish to Keeneland Hall to be judged. Don't forget to bring your own ingredients to camp for this fun event.

Senior Patrol Leader Activities

Being the Senior Patrol Leader or Crew President at summer camp is a very challenging and important role. In appreciation for your SPL/President’s hard work, we will be offering a variety of special activities. Examples include an SPL/Scoutmaster shoot off and a special SPL gift.

Adult Program Opportunities

Volunteer Opportunities

Scouters, are you tired of sitting around camp while everyone else is out having a good time? If you would like to help teach a merit badge, lifeguard, or help the Camp Ranger, we can always use another set of hands. The Pioneer Scout area can usually use volunteers to help in the instruction and evaluation of Pioneer Scouts.

Just let us know at the Leaders' Meeting on Sunday night where you would like to help. The meeting will be held on the back porch of the dining hall immediately following dinner.

Adult Leader Training Opportunities

- **Aquatics Supervisor Swimming & Water Rescue AND Aquatics Supervisor Paddle Craft Safety.** This course is required if you want to take your troop/crew on any swimming or watercraft type outing. The class will be offered from 10:00am - 4:00 pm Monday-Friday at the waterfront. You must be 16 or older to participate.
- **Safe Swim Defense and Safety Afloat.** The Safe Swim Defense and Safety Afloat courses are held at the waterfront on Monday. This course is a must for adult leaders to ensure that troops/crews have a safe year-round aquatics program.
- The following adult training programs will be offered during summer camp: Climb on Safely, Leave No Trace introduction course, Trek Safely, STEM Orientation. Times will be announced during the Sunday night leaders' meeting.

Camp Commissioner

Your camp commissioner is here to support Scoutmasters and Crew Advisors throughout the week. They're knowledgeable in Scouting skills, the patrol method, and program coordination—including campsite inspections.

Interested in helping? We're looking for experienced adult Scouters to serve as assistant commissioners each week. You'll be part of the Camp McKee staff, helping with Scoutmaster coffee breaks, sharing leadership experience, and more.

Council Commissioner's Appreciation Luncheon

The Council Commissioner invites all adult leaders in camp to the Council Commissioner's Appreciation Luncheon, held Thursday at noon in Keeneland Hall. This special gathering is hosted in recognition of the time, energy, and personal vacation many of you give to make summer camp a reality for your Scouts. There is no cost to attend, and all adult leaders in camp are encouraged to join us as a token of our gratitude for your commitment to Scouting.

To help us prepare, please have one leader from your unit sign up all attending Scouters during the Monday morning leaders' meeting. We look forward to celebrating your service and saying thank you in person!

Order of the Arrow Activities at Summer Camp

The Order of the Arrow is Scouting's National Honor Society, and Kawida Lodge #480 is the Order of the Arrow Lodge in the Blue Grass Council. All year long, OA members work on service projects at Camp McKee, and the lodge holds most of its activities here. Blue Grass Council troops can arrange to have OA elections held during their week at camp.

OA Brotherhood Conversion (weekly)

For Ordeal members of Kawida Lodge, summer camp is the perfect time to seal your membership in the OA. Brotherhood preparation sessions will be held on Tuesday and Wednesday after lunch on the side porch of the dining hall. For the Brotherhood Ceremony, candidates should meet at the dining hall porch at 9:30 pm, while attending members may go to the ceremony grounds at the same time. Additional fee of $20 for a new sash applies. Payments are to be paid at the Trading Post. Please note that, due to national OA policy, only members of units in the Blue Grass Council are eligible to complete their Brotherhood at Camp McKee.

OA Callout Ceremony (weekly)

The weekly callout ceremony will be held on Friday at the closing campfire. Scouts in out-of-council units who have been elected to the Order of the Arrow may also be called out if proper documentation from your home lodge has been presented to the OA Camp Coordinator.

A Message to All Lodge Members

The Order of the Arrow is a service organization, and we are always looking for ways to serve our camps. While at camp, the lodge challenges you to help out in any way you can—whether it be to work on a camp improvement project, help a new Scout learn a skill, or to just come out to one of the ceremonies and watch. Any way that you can serve is a way to show your support to the Order of the Arrow.



Camp McKee Grace

For the lake and the sky above,
For the fellowship of those we love,
For the food that nourishes our soul,
For the trails on which we stroll,
For our shelter and each tree,
For all Your creation at Camp McKee,
We thank you, dear Lord.
Amen.

~Marty Seither



CAMP MCKEE
BLUE GRASS COUNCIL

HIGH ADVENTURE

SUMMER CAMP

RED RIVER GORGE EXCURSIONS AND MORE!

Looking for the ultimate outdoor adventure? Join us for our High Adventure Program, where thrill-seekers and nature lovers unite for an unforgettable experience!

Whether you're scaling rock walls, navigating your canoe, ziplining through the Gorge, learning horsemanship, or spending the day target shooting, this program is designed to ignite your sense of adventure.

With expert staff and a stunning natural setting, every moment is an opportunity to discover new skills and make lasting memories. Don't miss out on the excitement—embrace the wild with our High Adventure Program!



For more information contact the Camp McKee Camp Director at:
director@campmckee.org

High Adventure Program Fee: $475 early bird, $495 after Dec 31, **2027**

Scouts in this program will camp with their unit or camp provisionally during the week and go off site with the High Adventure Program during the day. Transportation, meals, programming gear and two deep leadership are provided by Camp McKee