



# 2026 Camp Manatoc Summer Camp Guide

For Leaders, Scouts, and Parents



# From the Camp Director...



Welcome to our 103rd year of summer camp at Manatoc Scout Reservation! We are excited to celebrate the United States semiquincentennial birthday with our “Star Spangled Summer” theme celebration. Scouting has changed significantly in the 103 years since Manatoc opened its doors in 1923. What has not changed are the values and mission of our organization. Summer camp is a great opportunity for your scouts to learn new skills, develop leadership and confidence, make new friends, and connect with nature.

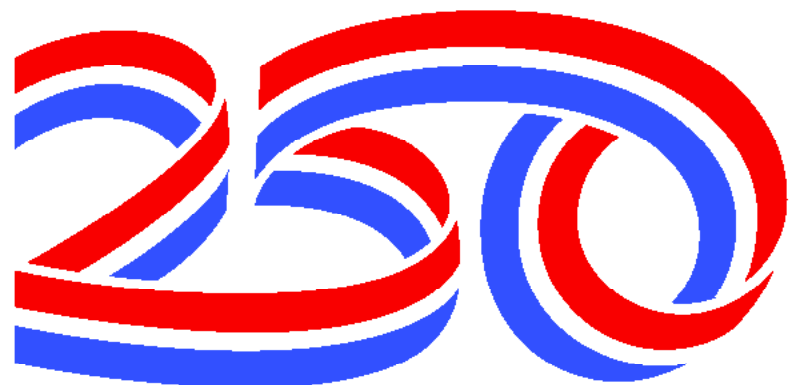
Our goal is to deliver the scouting values and mission in a way that is fun and exciting for you and your scouts. This year we have several exciting new program activities, including new out-trips as well as programs being delivered out of our brand new Trades Building. Come spend a week with us in the beautiful Cuyahoga Valley National Park. Have questions or comments? Feel free to reach out; my door is always open. See you this summer at Camp Manatoc!

Yours in Scouting,

*Al Fazzenbaker*

Al Fazzenbaker  
Camp Director

# AMERICA



# 2026 Summer Camp Fees

Date	Dining Hall	Patrol Cooking
"Early Bird" Fee -This is the fee you pay, if paid by April 19, 2026	\$470.00	\$325.00
Basic Fee - April 20 and the Friday 9 days before your arrival	\$485.00	\$335.00
Late Fee begins the Saturday 8 days before your arrival	\$500.00	\$345.00
Adult Leaders	\$150.00	\$125.00
Part Time Adult Leaders per day	\$27.50	\$22.00

**Great Trail Council Scouts receive a \$25.00 discount from any of the above fees as part of the Adventure Fee Program.**

Fees must be "Paid in Full" by 11:59pm on the day listed above to receive the posted discount.

In order to check out when using the reservation system, after April 19, 2026 you are required to make a payment in full.



# Registration Information

**Register today!**

**<https://scoutingevent.com/433-manatoc2026>**

## **Summer Camp Dates:**

**June 21 – June 27, 2026 (Week 1)**

**June 28 – July 4, 2026 (Week 2)**

**July 5 – July 11, 2026 (Week 3)**

**July 12 – July 18, 2026 (Week 4)**

**July 19 – July 25, 2026 (Week 5)**

## **Payment Schedule**

- On 2/3/2026 you may begin making payments for individual campers (youth and adults).
- Early bird payments are due 4/19/2026.
- Late payments are assessed after the Friday a week before you arrive at camp (9 days before your arrival).

## **Cancellation Policy**

Campers removed from your roster from 9/9/2025 through 4/18/2026 are not charged a cancellation fee. Campers removed from your roster from 4/19/2026 to the Friday before your arrival (nine days prior to the start of camp) are charged \$250.00 for dining hall youth, and \$100.00 for patrol cooking youth. There are NO refunds for cancellations from the Saturday (8 days) before your arrival through your week at camp. Any exception must be directed to the Outdoor Adventures Director. There are NO cancellation fees for Adult Leaders.



### Other Important Dates:

**Monday, May 4, 2026:** First year summer camper parents meeting.

[Register here.](#)

**Monday, May 4, 2026:** Counselor-In-Training Parent Information Meeting.

[Register here.](#)

**Saturday, June 6, 2026:** Adult Leaders' Meeting. [Register here.](#)

**Sunday, June 7, 2026:** Pre-camp swim checks. [Register here.](#)

**Wednesday, July 1, 2026:** Adult Leaders' Meeting (online). [Register here.](#)

Units are encouraged to use properly trained personnel to conduct their own pre-camp swim tests.

### Provisional and Repeat Campers

A Provisional Camper is a Scout who attends summer camp without their unit and can join any week of camp. A Repeat Camper is a Scout who wants a second week of action-packed adventures after attending camp with their unit. However it is at a discounted rate of \$430! Scouts who can't stay the full week can still experience camp as a Day Camper, attending either Monday and Tuesday or Thursday and Friday to work on merit badges and enjoy camp activities. All provisional, repeat, and day camp arrangements should be coordinated by contacting Jess Weaver at the Great Trail Council office, ensuring every Scout has a safe, fun, and unforgettable summer adventure!

### Health Forms

Parts A, B & C of the Scouting America Annual Health and Medical Record (AHMR) are required for ALL participants regardless of length of stay at camp. [Click here](#) to download the form which requires the signature of one of these licensed healthcare providers: medical doctor (MD), doctor of osteopathic medicine (DO), nurse practitioner (NP), or physician assistant (PA). [Click here](#) for the AHMR Instructional Handout.

Make your registration here:

<https://scoutingevent.com/433-manatoc2026>

# Contact Us

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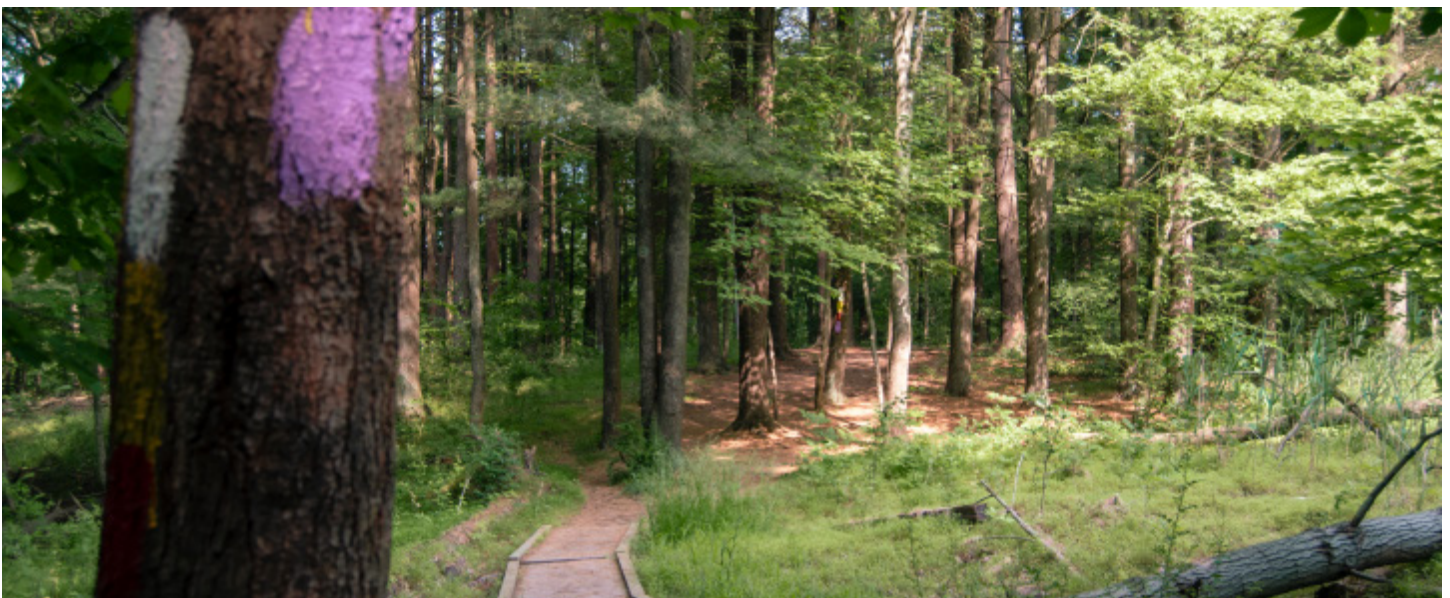
**Manatoc Scout Reservation**

**1075 Truxell Rd.**

**Peninsula, OH 44264**

**(330) 657-2592**

**[www.manatoc.org](http://www.manatoc.org)**



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# The Camp Manatoc Experience

The Manatoc Experience is where young people are empowered through a supportive and fun camping environment, where their physical, social and emotional skills are advanced through an exciting array of outdoor activities.

The Manatoc Experience engages younger scouts through our unique “**Adventure Bound**” program, where young scouts learn practical skills based upon the early Scout ranks. They hone their self-reliance, leadership, and team skills by working with a caring and empowering staff who care deeply about each scout that is at Manatoc.

Older scouts are exposed to more advanced skills development through a variety of merit badge offerings, as well as opportunities to build on those basic leadership skills and social connections by participating in various **out trip adventures**, activities in the **Manatoc Skilled Trades Center**, or by pushing their physical skills and confidence by **cairn hunting** and other advanced skills like **shotgun shooting** and **boating**.

Ultimately, the Manatoc Experience is all of these things plus the opportunity to engage in these important life skills in a nature-positive environment, where scouts can learn not only from each other, but also from the natural world they are immersed in.

## Our Vision

We envision a summer camp where Scouts can build lasting friendships, acquire new skills and embrace the spirit of learning through a combination of outdoor adventures, character development, and leadership opportunities.

# 2026 at a Glance

## Welcome to the Star Spangled Summer!

At breakfast, the dining hall is adorned in red, white, and blue. At the end of breakfast, Teddy Roosevelt invites you to tonight's Backyard Barbeque, this year's version of the campwide game. After breakfast and flags you head off to Outdoor Skills to finish Exploration for the week, and walking in you are still impressed by the creativity of the pioneered creations all around the area. Today, your counselor is taking you out of your class space and on the expedition that you and the rest of the scouts planned. In the afternoon you are taking Welding at the brand new Skilled Trades Building. At dinner you are impressed to see that just like you saw in Outdoor Skills this week, all of the staff have throwback olive green uniforms. You can't wait for the rest of the evening, but even more than that you look forward to tomorrow, where you hear there is going to be a parade through camp put together by the staff.



This is just a glimpse at our vision for camp next year. In 2025, we proved that a theme done well is fun for everyone. We loved seeing the units that came prepared adorned in armor, those that gave us decrees at morning flags, and those that gave everything to get the best camp wide game score they could. We are taking the lessons we learned in 2025 to make 2026 our best season yet, exploring scouting's legacy in the United States and teaching scouting's values through the lens of classic americana. We hope you are as excited as we are over our *Star Spangled Summer*.

## New Adventure Schedule

The daily schedule is changing in 2026! Scouts will take merit badges on Monday, Tuesday, Thursday, and Friday. This is to accommodate the brand new Wednesday Adventure Day, where scouts and scouters will have the opportunity to experience new out trips, take advanced classes in our program areas, take a break at the pool, or plan their own outings for the day with their units.

**For more details, see pages 11 - 13!**

## New Skilled Trades Area

New for 2026, our Skilled Trades area gives Scouts hands-on exposure to careers in the trades. With guidance from industry professionals, the center features training bays for carpentry, plumbing, electrical, HVAC, welding, and 3D design, offering scouts real tools, real skills, and real opportunities. Scouts can take merit badges such as welding, drafting, and woodwork, or experience the area during open afternoon programs.

# Sunday Arrival

On Sundays during resident camp, the Camp Manatoc gates will open at 11:00 AM. Units may not arrive before 11:00 AM. Units are encouraged to drop off their Unit trailers in the parking area nearest to the Unit's assigned campsite on the Saturday before their first day of camp between 11:00 AM and 3:00 PM.

The only units who may park a trailer in a campsite are registered patrol cooking units. A leader from a patrol cooking unit must contact the Camp Director at least a week in advance of the Unit's stay to arrange for parking a trailer in the Unit's campsite.

Traffic on the main camp road is limited to one way on Sundays. Vehicles may only enter through the Main Gate and must exit out the Service Road when leaving. All vehicles should proceed to the parking areas nearest to the Unit's campsite. Vehicles may not be driven directly into campsites.

An adult leader must drop off the Unit's Scouting America Annual Health and Medical Records to the Health Lodge no later than 2:00 PM. The Chief Health Officer and health staff will review all forms to ensure completeness and for all required signatures. If the Chief Health Officer finds any issues with health forms, he or she will contact the leader of record for the Unit for clarifications and to discuss corrective measures needed.

Procedures for unit check-in, unit photos, swim tests and new Scout orientation will be released at the Leaders' Meeting in June.

Sunday Schedule	
11:00am - 1:00pm	Arrival
1:00pm - 3:00pm	Check In
3:00pm	Orientation Trail
5:00pm	Dinner Waiter Call
5:30pm	Dinner
6:00pm	Emergency Siren Test
6:30pm	Retreat
6:45pm	Scouts Own Worship Service
7:15pm	SPL Meeting, Adult Leaders Meeting, Chaplain Aide Meeting, OA Troop Rep. Meeting
8:00pm	Opening Campfire
9:00pm	Intra-Camp Gates Close

# Schedule Change

In 2026, we are switching to a block schedule to accommodate a full day dedicated to out trips, advanced classes, special in-camp activities, and opportunities for troops to plan their own programming. [Details on out trips will be released in the Program and Theme guide in early 2026.](#)

## Merit Badge Structure

Scouts will take merit badges during 4 sessions during the week:

Session 1: Monday & Tuesday Morning 9am-11am

Session 2: Monday & Tuesday Afternoon 1pm-3pm

Session 3: Thursday & Friday Morning 9am-11am

Session 4: Thursday & Friday Afternoon 1pm-3pm

**Most merit badges fit into a single session (2 days × 2 hours)**

## Badges Requiring Two Sessions

Some badges need **both** morning sessions *or* **both** afternoon sessions (4 days × 2 hours): Archery, Rifle, Shotgun, First Aid, Emergency Preparedness, Theatre, Lifesaving, Swimming, Environmental Science, Motorboating, Climbing, and Adventure Bound. These badges run **every morning (Sessions 1 & 3)** *or* **every afternoon (Sessions 2 & 4)**, still having Wednesdays off.

## Example Scout Schedules

The following are example merit badge schedules with different combinations of classes scouts can take:

Example #1 - Only Taking Single Session Badges:

Session 1 Monday/Tuesday 9am-11am: Welding Merit Badge

Session 2 Monday/Tuesday 1pm-3pm: Exploration Merit Badge

Session 3 Thursday/Friday 9am-11am: Chemistry Merit Badge

Session 4 Thursday/Friday 1pm-3pm: Pioneering Merit Badge

Example #2 - Taking One Double Session Badge:

Session 1 Monday/Tuesday 9am-11am: Photography Merit Badge

Session 2 Monday/Tuesday 1pm-3pm: Swimming Merit Badge (Part 1)

Session 3 Thursday/Friday 9am-11am: Fishing Merit Badge

Session 4 Thursday/Friday 1pm-3pm: Swimming Merit Badge (Part 2)

Example #3 - Taking Two Double Session Badges:

Session 1 Monday/Tuesday 9am-11am: Lifesaving Merit Badge (Part 1)

Session 2 Monday/Tuesday 1pm-3pm: Theatre Merit Badge (Part 1)

Session 3 Thursday/Friday 9am-11am: Lifesaving Merit Badge (Part 2)

Session 4 Thursday/Friday 1pm-3pm: Theatre Merit Badge (Part 2)

# Schedule Change Q&A

## Q: Why is the schedule changing?

**A:** There are many reasons we have decided to change the merit badge schedule for 2026:

- **Wednesday Programming.** The new schedule allows for expanded Wednesday programming, where we can offer out trips and advanced classes without scouts needing to worry about missing out on merit badge instruction.
- **Instruction Quality.** Camp Manatoc is dedicated to the quality of our merit badge instruction. The new 2 day class schedule gives most classes four hours of instruction, which is a complete hour more of instruction compared to the same classes in the 2025 schedule. For merit badges that will take 2 sessions (4 days), they have 8 hours of instruction, 30 minutes more than our previous 5 day classes in 2025.
- **Eliminating Commutes.** In the past, long commutes between classes, especially for younger scouts, was a challenge. The block schedule removes these extra commute times.
- **Simplification.** Past schedules had multiple different times and lengths for classes. The new block schedule removes confusion brought by overlapping class periods.
- **Adventure Bound.** In order to create a first year program that allows for scouts to visit every area of camp while still completing rank advancement, the schedule needed to be built to specifically accommodate having staff available in each area to facilitate Adventure Bound programming.

## Q: How many merit badges can my scout take?

**A:** Scouts can take up to 4 sessions of merit badges, or up to 4 merit badges during the week. This does not include 1 day merit badges delivered during the open programming blocks which scouts can take in addition to the 4 sessions. Most scouts will likely leave camp with 3-5 merit badges. 2 single session badges, 1 double session badge, and 1-2 “one day” merit badges.

## Q: How will classes change to adjust to longer instruction times?

**A:** Our staff in 2026 are enhancing all of our lesson plans from the ground up to make merit badges more engaging to accommodate longer class sessions. This will take the form of more active learning: going on hikes during classes, games that serve to also complete requirements, and more internal time to be able to complete requirements in class rather than having “homework”.

## Q: Do scouts have to take a class every session?

**A:** It is not required for scouts to take a merit badge during every session, but there is no other staffed programming that scouts can undertake during these times. It is recommended scouts take a class during each session, but some scouts may wish to cairn hunt, fish, hike, work on a service project, or take a break in camp instead. Unit leaders should speak to their scouts to determine what combination of classes and breaks will best suit them.

# Daily Schedule

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7:10am	Breakfast Waiter Call				
7:30am	Breakfast				
8:15am	Flag Raising				
9:00am - 11:00am	<b>Session 1</b> Merit Badges & Classes		Adventure Day		<b>Session 3</b> Merit Badges & Classes
11:00am - 12:00pm	Grab and Go Lunch				
12:00pm - 1:00pm	Lunch Time Meetings/Activities				
1:00pm - 3:00pm	<b>Session 2</b> Merit Badges & Classes		Adventure Day		<b>Session 4</b> Merit Badges & Classes
3:00pm - 5:00pm	Afternoon Program				
5:10pm	Dinner Waiter Call				
5:30pm	Dinner				
6:30pm	Evening Retreat				
7:15pm - 9:00pm	Evening Program				
10:30pm	Curfew, Youth Showers Close				
11:00pm	Lights out				



# Dining Experience

Meals in the historic Dining Hall are among the things Camp Manatoc does best. Our meals are expertly prepared by Heathland Food Services, which is back for its second year at Camp Manatoc. Camp Administration has worked closely with Heathland to select menus and preparations that are sure to please our campers. Program staff ensure that each meal in the Dining Hall is accompanied by entertainment including a song-of-the-meal, on-theme skits, and the “Gizmo Game Show.”

Many years of tradition are stored in this historical building and many of the tables and chairs date back to 1932. Backpacks and rain gear must remain outside of the Dining Hall during meals. Good table manners are expected at all times. Units who are new to Camp Manatoc are invited to create a Unit Totem for display in the Dining Hall. Our staff traditionally eat alongside scouts at seats reserved for them at each table.

## Meals

Breakfast and dinner are served “cafeteria style” except for Sunday and Friday night dinners which are served “family-style.” For all breakfasts and dinners, Units are required to send one Scout per assigned table to serve as a waiter both before and after those meals. Lunch is “grab and go.” Campers may choose to eat their lunch in the Dining Hall or elsewhere in camp.

## Allergies and Dietary Accommodations

We make all efforts to accommodate dietary restrictions and have a dedicated person-in-charge of coordinating special diets assigned for each meal. **We ask that allergies, sensitivities, and restrictions be declared in campers’ registrations so that we may work with the chefs to be prepared and have suitable substitutions for each menu item.** When adherence to particular products or routines is sought, campers may be allotted fridge, freezer, and pantry space for storage of personal foods and utilize the microwave in the dining hall. Please notify us ahead of time.



# Evening Retreat

For over 100 years, Units attending summer camp at Camp Manatoc have paid respect to our Nation with evening retreat. Since the current camp opened in 1932, Units line-up on the Parade Field and report to the Program Director. A bugler plays “Retreat” and then the large American flag is lowered from our 99 1/2-foot flagpole as “To The Colors” is played. Units then pass in review in front of the Butler Memorial. While marching directly in front of the Memorial, Scouts render a Scout salute paying respect to our camp’s founder, H. Karl Butler, who donated or bequeathed most of the camp property to the then Akron Area Council.

**In inclement weather or under a Health Lodge red flag, Evening Retreat is shortened to the lowering of the flags. Retreat will be canceled in black flag weather. Status of whether retreat will be held that evening will be announced at dinner.**

Units that are new to camp, or otherwise need help navigating retreat, are encouraged to ask their guide during check-in for a staff guide for retreat.

## Retreat Banner

Since 1923, members of camp staff have chosen one Unit to receive the daily Retreat Banner. The winning unit is chosen based on their level of esprit de corps, Scout Spirit, presentation, and adherence to our Retreat traditions such as marching in step and saluting sharply at the proper time when passing in front of the Butler Memorial.



# Manatoc Now & Camp Website

## Manatoc Now

In this digital age, the best way to keep up on the daily activities at Camp Manatoc is by visiting [Manatoc Now](#), our online place for all things related to summer camp. At Manatoc Now, leaders will be able to find all the documentation historically distributed at the Ten-Day Meetings and at Sunday Check-In as well as weekly schedules, a digital version of the Gizmo Gazette (our daily camp newsletter), and other resources by using a smart phone or other digital device. The color flag which flies outside of the Health Lodge is also updated in real time on [now.manatoc.org](http://now.manatoc.org). Click [here](#) to bookmark the site.

Manatoc Now is updated in real time, and changes may occur during the week of camp.



# Facilities and Amenities

## Basa Chapel

The Father Frank Basa Chapel is a place for worship, reflection, and prayer. Named after the Senior Parochial Vicar (Retired) of Akron's St. Bernard Parish and long-time supporter of the Great Trail Council, campers are encouraged to use the Chapel at any time as a personal reflection place. The Chapel is not to be used for general purposes or as a place to play.

## Trading Post

The Trading Post is the go-to place for Camp Manatoc merchandise; a well-stocked store that has supplies for merit badges, uniform parts, camp and Scouting themed clothing, as well as snack foods and the always popular Slushies. Operating hours vary throughout the week. Parents should be sure to send money for the trading post for their scout to use during their week at camp.

## Harold Funk Health Lodge

A Health Officer is available 24 hours a day. All injuries or illnesses at camp requiring attention beyond Scout-rendered first aid, must be reported to the Health Lodge. The Health Lodge will administer over-the-counter medications only if parent/guardian permission is indicated on the campers Annual Health and Medical Record for those campers under the age of 18.

## George Missig Administration Building & Leaders' Lounge

Named after a longtime chairperson of the Council Camping Committee, the Admin Building is the location of the camp administration, the Leaders' Lounge, and the Manatoc Museum. Leaders will find their camp mailboxes in the Leaders' Lounge, which should be checked daily while at camp. Visitors at camp must register at the Administration Building upon arrival and check-out when leaving camp property. The camp's lost and found is located in the Administration Building.

## Lodges & Cabins

Our rustic lodges and cabins are available during a Unit's week of camp for an added fee. Rented lodges or cabins are still designated emergency shelters for other units in the vicinity. Units that are renting a lodge or cabin should be mindful of this when leaving valuable items unattended inside these facilities. Units not renting a building must refrain from using it unless there is an emergency warning requiring Units to shelter in that building. Leaders may bring a small refrigerator for the lodge or cabin to store medications, but air conditioning units are prohibited. Camp stoves, other than those provided by Camp Manatoc, are prohibited inside lodges and cabins.

## Showers

Shower facilities are found at the pool. There are separate facilities for male youth under 18, female youth under 18, male leaders over 18, and female leaders over 18. The under 18 showers are closed from 10:30 PM to 6:00 AM (camp curfew) but the leaders' showers are open 24 hours with the exception that all showers are closed daily from 6:45 AM to 8:00 AM for cleaning. Leaders shall discourage Scouts from taking any money or valuables to the pool. Lockers are available at the pool. All locks must be removed after use, or they will be cut off. The four Family Restrooms and Showers are reserved for adults only.

## Camp Manatoc Council Ring

The Council Ring is reserved for dignified and purposeful events. Cutting through or playing in the pines or the Council Ring is discouraged.

## Gaga Ball Pits

There are two gaga ball pits located near the Administration Building. Due to behavior issues during earlier summer camp seasons, Scouts may not use the gaga ball pits without direct adult unit leader supervision. The use of non-camp owned balls in the pits is prohibited. Only adult leaders are allowed to check out camp balls from the Administration Building Office. The gaga ball pits are closed during meals, vespers, and from 9:00 PM to 9:00 AM every day. The Camp Director may close the gaga ball pits at his discretion.



# Advancement at Camp

One of the goals of Scouting is to foster healthy association with proper role models. The genius of Scout advancement stems from the opportunity to visit with a counselor and share in the friendship, encouragement, and expertise they may offer the Scout. Supporting Scouting's advancement philosophy, opportunities offered at camp are geared principally to rank advancement and merit badge subjects related to the outdoors where resources are more readily available than at home.

Advancement is not the principal objective of the summer camp program. There needs to be time for fun and to bring a positive, successful, outdoor camping experience to all Scouts and leaders. If a Scout comes to camp and does nothing but work towards advancement, the program is certainly incomplete.

Unit leaders should be sensitive to the capacity of the individual and ensure that the program a Scout pursues is appropriate to rank and age. A first-year camper could work on a few merit badges such as Leatherwork, Fingerprinting, Fish and Wildlife, or Mammal Study. Scouts can also work towards advancement related to the first three ranks at the Adventure Bound program.

Unit leaders with skills in offered merit badge topics are encouraged to share their talents at the program areas. Remember, the camp staff remains responsible for the certification of the requirements.

## Advancement and Your Program

Advancement is not an end unto itself. Advancement is the result of a good program. It should be achieved through a natural experience. We should therefore plan activities which will give a Scout opportunities to use skills for a functional purpose and to demonstrate proficiency naturally. A Scout advances by doing things with the patrol, the unit, the leaders, and individually. A natural experience should have these four elements: the Scout prepares; the Scout qualifies; the Scout is reviewed; and the Scout receives recognition.

The summer camp advancement program is a unit responsibility. The camp staff will guide, counsel, and instruct, but is not responsible for planning or directing a unit's program. Unit leadership should work with their Scouts to prepare a detailed advancement plan before arrival. This plan should include:

- Setting realistic goals for each Scout. Making the number of merit badges earned a primary summer camp objective is an incorrect method of unit program development. Three to four merit badges are a reasonable goal for an average 13-year-old Scout.
- Reviewing with each Scout the advancement path they plan to take. Scouts should be familiar with the requirements in advance. We recommend that they have the merit badge pamphlet for each badge, which can now be found for free online.
- Scheduling Scouts as buddies. Traveling to and from merit badge classes should be done while utilizing the buddy system to help keep Scouts safe.

# Merit Badges

## Merit Badges

Camp Manatoc offers over 60 merit badges during our resident camp program. Our focus is ensuring that our participants receive quality instruction, and leave camp with all of their merit badges complete with few or no partials for the week. As such, the staff has chosen merit badges that are best offered in a summer camp setting and can be completed during the week IF a Scout prepares for the badge before arrival. Leaders should guide Scouts in reviewing the merit badges available at camp and communicating the requirements that must be completed before arrival to successfully complete the badge at camp.

## 2026 Merit Badges

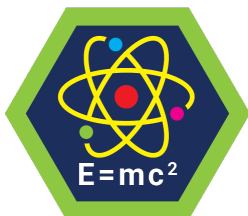
\* = Eagle Required

Blue = New in 2026

<b>American Cultures</b>	<b>Emergency Preparedness*</b>	<b>Motorboating</b>
<b>American Heritage</b>	<b>Entrepreneurship</b>	<b>Movie Making</b>
<b>Animal Science</b>	<b>Environmental Science*</b>	<b>Music</b>
<b>Animation</b>	<b>Exploration</b>	<b>Nature</b>
<b>Archeology</b>	<b>Fingerprinting</b>	<b>Painting</b>
<b>Archery</b>	<b>First Aid*</b>	<b>Photography</b>
<b>Art</b>	<b>Fish &amp; Wildlife</b>	<b>Pioneering</b>
<b>Artificial Intelligence</b>	<b>Fishing</b>	<b>Plumbing</b>
<b>Astronomy</b>	<b>Fly Fishing</b>	<b>Public Speaking</b>
<b>Basketry</b>	<b>Game Design</b>	<b>Rifle Shooting</b>
<b>Canoeing</b>	<b>Geology/Mining in Society</b>	<b>Robotics</b>
<b>Chemistry</b>	<b>Golf</b>	<b>Rowing</b>
<b>Citizenship in the Nation*</b>	<b>Home Repairs</b>	<b>Salesmanship</b>
<b>Citizenship in the World*</b>	<b>Inventing</b>	<b>Scouting Heritage</b>
<b>Climbing</b>	<b>Kayaking</b>	<b>Search and Rescue</b>
<b>Collections</b>	<b>Landscape Architecture</b>	<b>Shotgun Shooting</b>
<b>Communication*</b>	<b>Law</b>	<b>Swimming*</b>
<b>Cyber Security</b>	<b>Leatherwork</b>	<b>Theater</b>
<b>Digital Technology</b>	<b>Lifesaving</b>	<b>Veterinary Medicine</b>
<b>Drafting</b>	<b>Mammal Study</b>	<b>Welding</b>
<b>Electricity</b>	<b>Metalwork</b>	<b>Wilderness Survival</b>
<b>Electronics</b>		<b>Woodcarving</b>
		<b>Woodwork</b>

## Scouts BSA Test Lab Badges

The Scouts BSA Test Lab is an exciting way to help in the development of fun and interesting new topics unique to the Scouts BSA program. We offer three test merit badges this summer, physics, sewing & needlework, and dance. You will find links to digital resources to help you complete the requirements. Scouts will work on these just like merit badges with Manatoc Staff. For requirements and more information about Test Lab badges, visit the website [here](#).



## All About Pre-Camp Work

The final list of merit badges offered for 2026 including starting requirements, pre-camp work, difficulties, and class sizes will be released in late February, 2026. Merit Badge registration will open early April, 2026.

**Starting Requirements (SR)** - These are requirements that the Scout needs to complete before taking the merit badge/activity. For example, a Scout must pass the swimmer classification test before working on any Aquatics merit badge. If the Scout has not completed these starting requirements, shown with an (SR) before coming to camp, they will not be able to attend the merit badge/activity.

**Pre-Camp Work (P)** - These are requirements that the Scout must complete before camp if they want to earn the merit badge/activity while at camp. For example, a Scout must complete requirement 1b of Photography before coming to Camp Manatoc if they want to complete it while at camp. Pre-camp requirements are shown under the (P) column. The Scout must bring evidence of work completed, either a merit badge card or Scoutbook printout with completed requirements acknowledged by a counselor, a note from a unit leader, or a photo showing what the Scout has completed.

**Levels of Difficulty** - Listed in parentheses after each merit badge/activity is a letter that indicates its difficulty.

(A) - Difficult merit badge/activity, Recommended for older Scouts with three or more years in Scouting.

(B) - Appropriate for advancing Scouts with two or more years in Scouting.

(C) - Easy merit badge/activity, appropriate for all Scouts.

**Comments** - Comments listed for each merit badge/activity provide additional details that will help you in your planning and preparations.

**Badges with CPR Requirements** - Several merit badges require Scouts to demonstrate CPR knowledge and skills. Unless the requirement specifically says a Scout must be certified, they will not be required to be certified in CPR to complete the requirement. If a Scout is currently certified, presenting their counselor with proof of current certification will meet CPR related requirements. A demonstration will be held on Friday morning that will satisfy the CPR requirement of some merit badges.

## Preparation Prior to Camp

Scouts should work to complete as many badge requirements before camp as possible. Many badges cannot be completed at camp without some prior work or preparation. If this prior work is not done, the Scout can only earn a partial in those merit badges at camp. Scouts must bring evidence of work completed, such as a merit badge card with requirements signed off OR a photo showing completion. Scouts are taught as a group but are reviewed individually for knowledge and skill.

- For some badges, Scouts may start requirements or projects in class then need to spend time outside of class completing the requirement or project, returning to their counselor to show completion.
- Evidence of prior partial merit badge completions from the Scout's local "home" counselor or complete "pre-requisites" must be presented to the camp counselor. This could be a partial blue card, a photo evidencing completion, or a signed note from a unit leader.
- Unit leaders are encouraged to monitor the progress of their Scouts in each merit badge. Reports will be available through your unit's camp registration to stay up to date, as well as available in the admin building.
- Counselors maintain instruction records for each badge, including attendance and completion progress. These records are retained at Great Trail Council Service Center after camp and will be available by signing back into your summer camp registration.
- Senior Staff are available at the Admin Building to discuss course completion and requirement completion discrepancies.

## Completing Requirements After Camp

Sometimes it is not possible to complete all the merit badge requirements at camp due to time requirements, approvals, and/or proper instruction. As a result, Scouts will receive a partial at camp and are encouraged to find an approved Unit or district counselor to finish at home. Unit leadership should remind Scouts that a partial is not a failure, it simply means they have a bit more work to do.

**Contact information for summer camp merit badge counselors will not be provided after camp.** Scouts should work with unit leadership to identify and engage a local, approved counselor to complete any partials received while at camp.

The requirements posted at the [Scouting America Merit Badge Hub](#) are the most current, accurate, and official. The Merit Badge Hub will always be the best place to find the most up-to-date requirements. The U.S. Scouting Service Project has online worksheets for each merit badge. These worksheets are optional resources for Scouts as they work towards completing merit badges. Click [here](#) if you wish to access the worksheets.

The program staff reserves the right to set limits on the number of Scouts in any class, place age restrictions on specific merit badges, or cancel a merit badge offering if there are fewer than five Scouts registered, or a qualified counselor is not available.

# Adventure Bound

Ensuring new Scouts have a successful first summer at camp can mean the difference in them staying in Scouting for the long haul. Adventure Bound focuses on the patrol method, advancement, and experiencing everything Camp Manatoc has to offer.

Emphasizing the patrol method, Scouts and their patrols will have the opportunity to visit each of Manatoc's program areas to work on relevant rank requirements and have fun experiences exclusive to first year scouts! On any given day, scouts may start the day visiting nature and working on plant identification requirements before moving to the climbing tower to work on knots and get the chance to climb and repel. Our Adventure Bound program is dedicated to outdoor education delivered not at a table, but at our many unique program areas.

For scouts who want to work more in depth on rank requirements, there are additional opportunities for daily rank workshops during the afternoon merit badge block.

While the Adventure Bound program will introduce Scouts to skills and help them practice those skills, Scouts will not master these skills during the time allowed. Following the week of camp, unit leaders should continue to work with Scouts to review skills and gauge proficiency before signing off requirements in a Scout's handbook. **Adventure Bound staff will not directly sign handbooks, but unit leaders will receive a list of requirements that were covered with their Scouts at the end of the week of camp.**

Leaders' assistance in the Adventure Bound area is always welcome, and units that send more than five Scouts are expected to send at least one leader to actively assist the staff. **All Scouts participating in the Adventure Bound program will receive a program patch.**

*Adventure Bound will run during sessions 1 & 3 (i.e. all morning Monday, Tuesday, Thursday, and Friday), giving scouts an opportunity to still take merit badges in the afternoon and experience Wednesday Adventure day!*



# Training Opportunities

## Adult

### **Scouting America Aquatics Supervision: Swimming & Water Rescue**

This course provides leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. This course is designed for leaders age 16 and older and will take approximately 8 hours to complete. This course is the prerequisite for units that wish to conduct swim tests before summer camp. Successful completion of Safe Swim Defense is required to take this course. Certification is valid for three years.

### **Scouting America Aquatics Supervision: Paddle Craft Safety**

This course provides leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit boating trips and activities. It expands on the Scouting America Safety Afloat training which must be successfully completed before taking this course. Two courses are offered, basic canoeing and basic kayaking.

### **Introduction to Outdoor Leader Skills (IOLS) Training**

This hands-on course provides adult leaders with the practical skills they need to lead Scouts out-of-doors. Upon completion, leaders should feel comfortable teaching Scouts the basic skills required to obtain the First Class rank. Scoutmasters and Assistant Scoutmasters who complete this course plus Leader Position Specific training, Hazardous Weather training (on-line) and Safeguarding Youth training are considered fully trained.

### **Scoutmaster/Assistant Scoutmaster Leader Specific Training**

The course will provide Scoutmasters and Assistant Scoutmasters with the basic information and tools they need to lead successful units. Scoutmasters and Assistant Scoutmasters who complete this course, Introduction to Outdoor Leader Skills, Hazardous Weather Training (online) and Safeguarding Youth training are considered trained for those positions.

## Youth

### **Chaplain Aide Training**

The Chaplain Aide Training program is offered on Sunday evenings at the Basa Chapel. Scouts will learn how a Chaplain Aide serves a Unit.

### **Den Chief Training**

More than ever, Scouting needs enthusiastic, well-trained Den Chiefs to encourage Cub Scouts to continue their Scouting journey by joining a unit. Den Chiefs are Scouts who aid Den Leaders. They are selected by the senior patrol leader and Scoutmaster and approved by the cubmaster and the pack committee for recommendation to the Den Leader. Den Chiefs help Cub Scouts advance through Cub Scout ranks and encourage Cub Scouts to join a unit upon graduation. This training will help new Den Chiefs to understand their role and responsibilities.

# Program Areas

With this year's introduction of our Skilled Trades area, there are now twelve program areas at Camp Manatoc. Most merit badge classes and other training courses are held in these areas. Each program area is led by an area director and has open hours each day for Scouts and adult leaders to learn about and develop new skills, and experience the diverse programming scouting has to offer.

The following pages detail our twelve areas, and showcase some of the activities that will be offered in the 2026 season.



## Skilled Trades

New in 2026 is our Skilled Trades area. Scouts from all backgrounds can explore careers in the trades through guided instruction, hands-on experience, and mentorship. Designed with input from industry professionals, the Skilled Trades Education Center will include fully equipped training bays for carpentry, plumbing, electrical, HVAC, welding, and 3D design—giving scouts practical exposure to real tools, real challenges, and real opportunities.

**Offered Merit Badges:** Drafting, Electronics, Electricity, Home Repairs, Plumbing, Welding, Woodwork

For more information on the Great Trail Council Skilled Trades Education Program, visit [www.stepneo.com](http://www.stepneo.com).



# Range & Target Activities

Camp Manatoc has archery, rifle, shotgun, and tomahawk ranges. Scouts can not only earn merit badges but compete in friendly competitions and earn marksmanship awards.

The archery, rifle, and shotgun ranges are open during afternoon program each day from 3pm to 5pm, as well as select evenings during the week. Scouts can buy “chits” for rifle and shotgun from the trading post. Archery has no additional cost for open program.

Scouts can also sign up for the Wednesday evening [Cowboy Action Shoot](#) at the Rifle Range. Participants will have the opportunity to shoot a .22 caliber revolver, a .22 caliber lever action rifle, a double-barreled shotgun, and a black powder musket. Pre-camp signup for this event is available through the Troop’s online account.

**Offered Merit Badges:** Archery, Rifle, Shotgun



# Tower

Scouts can learn how to climb and rappel on our climbing tower. Not only do campers learn the physical skills of climbing, but they develop confidence in themselves through the climbing experience.

**Open climb and rappel** is open at the tower each day during afternoon program from 3pm to 5pm, and allows all scouts to enjoy the climbing wall. Scouts do not need to be in the merit badge, and scouts in the merit badge are encouraged to come and finish their required climbs.

**Adventure Bound Climb** allows first year scouts to have first priority at the climbing tower to climb and rappel, putting them in the front of the queue for the tower. Adventure Bound Climb is open to all scouts, but first year scouts go first.

**Challenge Routes** are set for scouts to compete for who can climb the hardest courses the fastest throughout the week.

**Offered Merit Badges:** Climbing



# STEM

STEM (science, technology, engineering and math) focuses on innovation, problem solving, and critical thinking. Scouts will have the opportunity to challenge themselves in these areas through practical, hands on experience. Scouts can also use various technologies in the area, such as 3D printers, robotics kits, and more.

**Offered Merit Badges:** Artificial Intelligence, Chemistry, Cyber Security, Digital Technology, Fingerprinting, Game Design, Inventing, Movie Making, Photography, Robotics

**Test Lab Badges:** Physics



# Personal Development

Moved to Gilwell Lodge, the personal development program offers an opportunity for Scouts to start or complete Eagle required merit badges as well as have an opportunity to attempt non-camp traditional merit badges, participate in skill demonstrations, and develop leadership skills through advanced training opportunities.

**Offered Merit Badges:** American Cultures, American Heritage, Citizenship in the Nation, Citizenship in the World, Communication, Chess, Entrepreneurship, Law, Public Speaking



# The Forge

Camp Manatoc operates a working forge where campers can learn the art of shaping metal by heating and hammering.

The Forge also offers **metalworking and smithing demos** throughout the week, where Scouts have the opportunity to work and learn alongside an experienced blacksmith. Demos are held during various afternoons and evenings.

**Offered Merit Badges:** Metalwork



# Outdoor Skills

The outdoor skills are the foundation of the Scouting experience. In 2026, Outdoor Skills will be the hub for scouts to experience our semiquincentennial celebration. Similar to the Manatoc 100th Camporee, Outdoor Skills will be a throwback area in 2026, except instead of being themed around the founding of our camp, we will be “throwing it back” to the bicentennial of the United States and embracing scouting in the 70s.

**Offered Merit Badges:** Collections, Emergency Preparedness, Exploration, First Aid, Golf, Pioneering, Scouting Heritage, Search and Rescue, Wilderness Survival



# Aquatics

## The Pool

Swimming has always been a central part of summer camp at Camp Manatoc. In addition to offering both the Swimming and Lifesaving merit badges, Scouts and adult leaders can take part in the Scouting America Aquatics Supervision course. Staff members are also available to help Scouts develop their swimming skills.

There is **open swim** daily during afternoon program from 3pm to 5pm. Scouts and leaders can also enjoy the **Pool Party** Monday night.

**Instructional Swim** is offered during afternoon merit badge time. One of the requirements to complete the rank of First Class Scout is to successfully complete the Scouting America swim test. While learning to swim takes time and steady practice, the pool staff offers a hands-on opportunity for swimmers of all levels to improve their skills in the water.

**The Mile Swim** is the ultimate Scouting America swimming challenge; swimmers can take up the challenge Thursday morning at the swimming pool. In order to qualify for the Mile Swim, interested participants will have to attend scheduled practices and show the ability to swim a half mile to qualify for the Mile Swim on Thursday. The event is open to scouts and adult swimmers

**Offered Merit Badges:** Swimming, Lifesaving

## The Lake

2026 marks the 50th anniversary of the dedication of Lake Litchfield, the location of our lakefront where campers can learn and practice their watercraft skills.

The lake is open for **open boating** during afternoon program from 3pm to 5pm, where scouts can use any of the boats or stand up paddle boards.

Scouts can also fish at the lakefront, with rods being available to borrow from the Red Oak Nature Center.

**Offered Merit Badges:** Canoeing, Kayaking, Rowing, Motorboating



# Handicraft

Our Handicraft staff are skilled in working with the newest and youngest Scouts as they learn to work with their hands in areas such as wood carving, sculpture, and basketry.

Handicraft is open during afternoon program from 3pm to 5pm where scouts can work on projects, one day merit badges, and use the wealth of craft materials kept in the area.

New in 2026 is the **Weeklong Art Contest**, where scouts will have the opportunity to win awards for projects created during the week of summer camp. Prompts and information will be given on Monday during camp.

**Offered Merit Badges:** Animation, Art, Basketry, Leatherwork, Music, Painting, Theater, Woodcarving

**Test Lab Badges:** Sewing & Needlework, Dance



# Nature

Opened in 2022, the Red Oak Nature Center is the hub for the camp's sustainability, conservation, and ecology programs, and for nature-themed merit badges.

**The Critter Contest** is a long time Camp Manatoc summer camp tradition. In the spirit of our commitment to sustainability and conservation, participants in the Critter Contest will use the [iNaturalist](#) app to record the animals they observe. Points are awarded to a unit for observing any mammal, reptile, bird or insect recorded on the iNaturalist app. The winning units receive a trophy at the end of the week. More details will be available at the Pre-Camp Leaders' meeting.

**Service opportunities** are also available at camp through the Nature area and projects are available upon request.

Award paperwork for the **Cairn program** and **Manatoc Environmentalist award** is also found at Nature.

**Offered Merit Badges:** Archeology, Astronomy, Animal Science, Environmental Science, Fishing, Fish & Wildlife Management, Fly Fishing, Geology, Landscape Architecture, Mammal Study, Mining in Society, Nature, Veterinary Medicine



# Awards & Activities



## Cairn Awards Program

The Manatoc Cairns (pronounced “karens”) are historical landmarks found throughout the entire Manatoc Reservation. Back in the 1920’s and 30’s these were marked by heaps of stones the Scouts would leave. Today they are marked with Native-American symbols and there are more than fifty cairns. The program is designed for all scouts and adult leaders. There are four award levels, and the Cairn Awards must be earned in order: Brave, Chief, Spirit, Cairn Master. A booklet defining the requirements for each level and for recording a participant’s progress is available at the Administration Building or the Red Oak Nature Center. Booklets are due at 12:00 PM Friday afternoon, but can be submitted at the Red Oak Nature Center early for early review Thursday evening. Cairn location maps are available for purchase in the Trading Post. **Those campers interested in the Cairn Awards will meet on Monday afternoon at the Nature Center for program orientation.**

## Environmental Award

The Manatoc Environmentalist Award is open to all Scouts and adult leaders in residence at Camp Manatoc for six or more consecutive days. It may take up to two years to complete the requirements for the award. All requirements must be verified. To earn the award, an individual must complete six (6) of the listed requirements. The Camp Manatoc Nature Director shall evaluate all submissions and decide whether they meet the criteria. A list of requirements is available at the Red Oak Nature Center.



## Color Trails and Nature Trail

There are six color trails found in the Manatoc Scout Reservation. These trails were established beginning in the 1960's and are a challenging and fun way for Scouts to explore the over 600 acres of reservation property. Each trail is blazed with a color (red, white, blue, yellow, green and orange) in both directions. Color trail maps and hiking staff stickers for each color trail are available at the Trading Post. Additionally, campers can learn about modern conservation and sustainability practices by hiking the interactive Leave No Trace Nature Trail that begins and ends at the Red Oak Nature Center. All Color Trails begin at the kiosk found near the parking area for Forester Lodge.

Scouts can also earn the Trail Keeper Award by hiking each of Manatoc's color trails and participating in some additional service. Requirements can be found at the Red Oak Nature Center or the Admin Building.



## Duty to God Award

The Duty to God Promotion Patch is a four-segment "puzzle" type patch. Only one segment is offered in any given year. Participants are encouraged to earn all four segments over a four-year span. The Unit Chaplain Aide is provided with a book of suggested daily devotions and the requirements for each scout and adult in the units to earn the Duty to God award.

## Unit Campsite Gateway Contest

Campsite gateways have always played a big part in the traditions of Camp Manatoc. Showing Units from other cities and states what is unique or interesting about your Unit or hometown is a time-honored Scouting tradition and gateways are one of the most visible ways to do that. Leaders and Scouts should allow their imaginations to go wild to create a winning gateway. Site Commissioners will judge Unit gateways on Thursday morning and gateways are judged on appeal, demonstration of Scout skills (knots and lashings are tied correctly, gateway adheres to the Guide to Safe Scouting policies), and creativity in relation to our annual summer camp theme. The rules for the Gateway Contest are found in the unit Orientation Packet.





## Camp Wide Game

The camp-wide game at Manatoc encourages scouts and their patrols to complete a series of weeklong activities and participate in the Thursday evening “Backyard Barbeque” to be declared the campwide champions for 2026. Scouts will be given opportunities to gain points throughout the week, and the winners will receive a special trophy at the Friday night campfire. SPLs will be given information about this year’s game at the Sunday night SPL meeting, and scouts should pay special attention during meals for opportunities to earn points throughout the week. Bonus points are awarded to patrols that go above and beyond to participate in the summer’s theme: “Star Spangled Summer”

## 250th Cairn Course

We are celebrating the 250th anniversary of the United States with a special cairn course. The course will require Scouts to find 13 special semiquincentennial cairns based on scouting and American history, as well as hike the red, white, and blue trails. Requirements will be released in the Program and Theme guide in early 2026, as well as will be available in the Admin Building.



## 250th Heritage Award

We are also celebrating the semiquincentennial with a special 250th Heritage Award. Scouts will need to complete different merit badges and requirements throughout the week focused on American heritage and good citizenship, as well as some service. Adults will be able to earn the award as well and substitute youth advancement requirements with various service opportunities. Requirements will be released in the Program and Theme guide in early 2026, as well as will be available in the Admin Building.

# Adult Specific Programming

While adult Scouters are encouraged to participate in most of the programs we offer at Camp Manatoc, there are some awards and activities reserved exclusively for adults!

## Medicine Man Adult Engagement Award

For adult leaders who come to camp, the Medicine Man award is designed with four accomplishments in mind: relaxation, learning, fellowship, and fun. Different tasks earn different points and participants who earn 300 points receive a commemorative patch which is different each year. Task lists/scoresheets are available at the Administration Building.

## Leaders' Lunch

On Thursday, join the Scout Executive and members of the Great Trail Council Executive Board in the Lewis Family Conference Center for lunch and fellowship. This lunch is a way of thanking those adult volunteers spending the week at camp for supporting youth and Scouting America.

## Leaders' Shootout Challenges

Adult leaders are invited to take part in friendly shooting competitions at the Rifle, Shotgun, and Archery ranges all week during open program area times. Awards will be given out at the Friday Night Campfire. Adult leaders are encouraged to shoot for scores early in the week when range time is more available. The deadline for competing is Thursday at the end of open program time, with tiebreakers potentially happening Friday afternoon.

## Dutch Oven Cook-Off

Another long-time Camp Manatoc Summer Camp tradition, on Monday evening, the Scout Leader Dutch oven cook-off pits our Unit leaders and their best Dutch Oven concoctions. You don't have to cook to enjoy this event. Bring a copy of your recipe to share with your fellow leaders and enjoy the fellowship time.



# Friday Night Ceremonies

One of Camp Manatoc's oldest traditions are the Friday night honor camper ceremonies. Since 1923, Scouts and Scouters at Camp Manatoc have concluded the week with reflective ceremonies which give them the opportunity to leave camp with a quiet, meaningful close to their week. Scouts gather in a calm, wooded setting to pause, reflect on their experiences, and appreciate the growth, challenges, and friendships formed during camp, as well as learn some of the rich history of Camp Manatoc. The ceremonies are simple and respectful, creating a peaceful moment for Scouts to center themselves and carry the spirit of Scouting forward.

Camper ceremonies will start at the conclusion of the Friday night campfire, where scouts will be dismissed by year of camp for their ceremony sites. Field uniforms are highly encouraged for both the closing campfire and the following ceremonies. At the conclusion of each ceremony, scouts will be released back to their sites where they are encouraged to remain with a reverent attitude for the rest of the evening. Scouts will receive their year's patch at the conclusion of each ceremony, and are encouraged to wear it on their uniform for their remaining time at camp.





# Order of the Arrow

For many years, Camp Manatoc made an outstanding camper a member of its “Honor Patrol”. The Honor Patrol had many of the same types of requirements and values of the Order of the Arrow. In 1938, the Honor Patrol applied for conversion to a Lodge status in the OA; permission was granted, and in 1939 Marnoc Lodge received its first charter. The Order of the Arrow was founded in 1915 to serve a useful purpose: to forge lifelong bonds among the leaders in Scouting and recognize those who exemplify the Scout Oath and Law in their daily lives and, through that recognition, cause others to act in the same way. To this day, the Order of the Arrow is dedicated to this high purpose. As such, Marnoc Lodge is dedicated to providing service and fellowship during the week of summer camp.

## Order of the Arrow Call-Out Ceremony and Ice Cream Social

On Wednesday night, Marnoc Lodge will conduct a call-out ceremony to recognize those who have been elected to the Order of the Arrow in 2026 whether or not those elected have already completed the Ordeal. The ceremony is held in the Manatoc Council Ring. No paperwork is required. All Scouts and Scouters are invited to attend the call-out ceremony. Out of council/lodge individuals who have been elected to the OA in their home council are also welcome to join us for the ceremony,

All adult leaders in camp and youth members of the Order of the Arrow (including those just called-out/elected) are invited to the OA Ice Cream Social on Wednesday nights for dessert and fellowship. Members of Marnoc Lodge can pay their annual membership renewal at this event. The Marnoc Lodge trading post will also be open.

## Patch Trading

Marnoc Lodge sponsors a favorite activity among Scouts and adult leaders, patch trading. Wednesday night prior to and during the ice cream social, patch traders can bring their collections to trade patches with fellow collectors. Those without patches are also welcome, as well as those interested in learning more about the patch collecting hobby. You do not have to be a member of the OA to attend.



# Camp Staff

## Manatoc Staff

Each summer, the staff at Camp Manatoc step away from their day-to-day lives and spend several weeks living and working in the Cuyahoga Valley. During that time, they are fully committed to giving every Scout a fun, safe, and memorable week at camp. Our hiring focuses on finding people who bring enthusiasm, responsibility, and a genuine passion for helping youth grow.

Manatoc's staff members teach merit badges, lead activities, guide campers, and support units throughout the week. Their job is to help your Scouts succeed and to make sure your experience at camp is smooth and enjoyable. If you need anything at all, any staff member will be glad to help or point you in the right direction.

## Organization

All staff at Camp Manatoc report to the Camp Director. Staff are divided then by program areas, each led by an Area Director who reports to the Program Director. Area Directors lead Area Staff, who are directly responsible for teaching merit badges and running area specific programming.

## Identifying Staff

Staff will always have a staff ID badge on them, as well as wearing that year's staff specific shirt. Depending on the day, staff may be seen in other scouting apparel, such as OA shirts on Wednesday or throwback shirts on Thursday. While in field uniform, each staff member will also wear a staff specific neckerchief to help with identification.

## Joining Camp Staff

Anyone 16 or older can apply to join Camp Manatoc Staff by filling out [this application!](#)



# Camp Policies

## Severe Weather Emergencies

Designated members of the Camp Manatoc staff are responsible for monitoring weather conditions. When the National Weather Service (NWS) issues a severe thunderstorm warning or tornado warning, a member of the Camp Management Team or a designee will immediately notify the camp, first by activating the camp warning siren system then via the camp's text messaging system. In any event, when the siren sounds, adult unit leaders shall take action to shelter their units. A list of shelters is provided in the unit orientation packet.

## Other Emergencies

Anyone coming upon an unreported incident should report the information to the nearest staff member or unit leader. The camp office phone number is (330) 657-2592. Upon activation of the emergency siren, all campers are to proceed to the nearest shelter, remain there, and wait for instructions.

If a fire is threatening tents and, if practical and safe, units should drop tents that are away from the fire and evacuate the campsite at once. Notify the camp office immediately.

## Medication Administration

Each unit handles the distribution of medications to their Scouts. Medications are to be kept in a locked box in the Unit's campsite. Lock boxes are available at the Health Lodge if needed. Medications requiring refrigeration may be stored at the Health Lodge. Leaders will need to summarize the medication for each Scout to aid in tracking the dosage.

## Non-Standard Medical Treatment

If, due to religious or other beliefs, the process of medical attention that a parent/guardian or a Scout wishes to receive differs from what is commonly accepted, the parent/guardian must supply a signed letter detailing the proper instructions during check-in. This letter will remain on file with the Health Officer and shared with the medical staff.

## Camper and Staff Identification

Each camper (youth and adult) will be issued an identification wristband to wear during the week. All visitors are required to stop at the Administration Building upon arrival to camp, sign in, and receive a visitor's identification wristband. All staff will wear an ID badge. Report persons not wearing a wristband or ID badge to a staff member. If a scout or scouter loses their wristband or it breaks, replacements are available at the Administration Building.

## Curfew

Quiet hours begin at 10:00 PM unless a staff-run activity is held. All campers must be in their campsites from 10:30 PM until 6:00 AM. Special requests for Unit events beyond curfew must be approved by the Camp Director.

## Scouting America Clothing Policy

The Scouting America Clothing Guideline aims to foster unity, respect, and safety during Scouting activities. While the official Scouting America field uniform is encouraged, participants can wear an activity uniform as needed during their summer camp activities. First and foremost, all clothing choices should meet safety requirements and reflect the values of the Scout Oath, the Scout Law, and the Scouter Code of Conduct. Clothing should follow Scouting's safety standards and avoid offensive or inappropriate content. For example, swimwear for aquatic activities must be designed for safety, such as fitted swimsuits that won't shift during activity. Additionally, clothing must not contain hate speech, endorsements of illegal merchandise or conduct, or offensive images. Headgear for religious or medical reasons is permitted, but clothing that impedes vision should be avoided for safety reasons.

Units should create clothing guidelines for their unit. This should be done in collaboration with volunteers, parents, and their chartered organization. When developing guidelines, units should ask whether their proposed unit clothing guidelines are based on participant safety, avoid imposing personal values, and accommodate personal needs, religious practices, and cultural dress. If clothing concerns arise, unit leadership is responsible for addressing them. Immediate safety concerns should be addressed first, and youth participants should not be questioned directly by adults outside their unit unless there's an urgent safety issue.

## Scouting America Tenting Policy

As stated in the Guide to Safe Scouting, separate tenting arrangements must be provided for male and female adults as well as for male and female youth. Youth sharing tents must be no more than two years apart in age. Youth siblings of the same gender may share sleeping accommodations regardless of age with permission from their parents or legal guardians. In Cub Scouting, parents and guardians may share a tent with their family. In all other programs, youth and adults tent separately. Spouses may share tents. Campsites must be arranged to separate genders adequately. This separation could be achieved through natural barriers, physical distance, or by the campsite being divided, so long as the separation achieves privacy for both adults and youth, as well as by gender. Adult leaders are responsible for establishing the barriers and reminding Scouts that members of one gender must not enter the tent/housing of another.

## Liquid Fuel Use & Storage

Adult leaders should supervise any use of liquid fuels in your campsite. Refer to the policies in the most current Guide to Safe Scouting. Using liquid fuels for starting any type of fire, including lighting damp wood, charcoal, and ceremonial campfires or displays is prohibited. For additional information, visit the Scouting America link at <https://www.scouting.org/health-and-safety/gss/gss06/>

## Scouting America Buddy Policy

The buddy system is designed to provide an additional layer of safeguarding by ensuring no youth member is alone and that a buddy can get help in an emergency.

The buddy system is used whenever youth members are outside the line of sight of qualified adult leadership and specific activities where the buddy system is required for participation. Of note:

- The adult unit leadership oversees and approves buddies.
- Buddies are two and can also be three to prevent youth members from being alone.
- A buddy pair cannot be mixed gender; where appropriate a third youth must be added (for a buddy group of 3).
- Youth siblings of the same gender may serve as buddies regardless of age with permission from their parents or legal guardians.
- Except for siblings, it is recommended that the age gap between buddies be at most three years for all non-sleeping activities but must be no more than two years for all tenting.
- When exceptional circumstances warrant, a parent or legal guardian may serve as a buddy for their child's Scouting activities, but youth buddies meeting the above criteria, if available, are always preferred.

## Scouting America Hammock Policy

Campers must follow the manufacturer's instructions for maximum and minimum hanging distances (the distances between solid supports such as trees). Hammocks must be hung in secure locations, such as large trees or solid posts, and securely fastened with proper knots. If using solid, living trees, special care must be taken not to damage the outer bark.

Hammocks may not be stacked. The lowest point of a hammock cannot exceed three feet. Hammocks may not be hung above water. Swinging or standing on a hammock is prohibited.

Hammocks that have frayed or damaged ropes must not be used. Use only the manufacturer's replacement ropes. Do not put more weight into a hammock than recommended by the manufacturer.

Use tree straps, padding, or material to prevent damage to trees. Do NOT use thin rope, as it cuts into the tree bark and causes damage. Please keep our trees healthy!

## Smoking & Use of Tobacco Products

Smoking, vaping, or use of other tobacco products is not allowed in any building on the Manatoc Scout Reservation. Leaders may not smoke or use tobacco products in the presence of Scouts, and should use the designated smoking area on property, the admin building parking lot.

## Discipline, Hazing & Bullying

Unit leaders are responsible for the conduct of their Scouts. Discipline must be in accordance with applicable rules and policies of Scouting America, state and federal laws, and accepted practice. Abuse will not be tolerated. If you need help from the camp administration, please ask, however unit leaders are expected to file incident reports or “near miss” reports for incidents or “near miss” events per Scouting America and Great Trail Council policies. Unit leaders **MUST IMMEDIATELY** report any threats of, or incidents of, physical violence, or threats of/attempts of self-harm to the Camp Director.

Hazing has no place in Scouting and will not be tolerated by the Great Trail Council. Report any suspected hazing issues to the Camp Director. Hazing in the State of Ohio is a felony charge for each instance and individual involved.

Bullying is not accepted at Camp Manatoc. Scouts or adults that are found to participate in any form of bullying behavior will be removed from camp immediately, possibly removed from Scouting America and/or face legal ramifications for the bullying behaviors.

## Health Lodge Flag System

Camp Manatoc uses a colored flag system to advise campers on the current heat conditions. The colored flags at the Health Lodge are flown from a flagpole in front of the building and on your mobile device at [now.manatoc.org](http://now.manatoc.org). The colors are as follows:

**Green** - Temperature is cool, make sure to drink water.

**Yellow** - Temperature is on the rise, drink water more often.

**Red** - Temperature feels like 95-103. Drink plenty of water. Retreat will be shortened so that scouts are not standing on the parade field for a long time.

**Black** - Temperature feels greater than 103. Drink water every 15 minutes. Seek shade. Areas such as the tower are closed due to the extreme exertion required. Retreat is not held.

## Driving in Camp

Safety in camp is our most important focus. To ensure the safety of our campers throughout the week there are two gates that control traffic inside of camp, one by the Administration Building and one by the Dining Hall. Except for camp vehicles, motor vehicles are prohibited between the Administration Building and Dining Hall gates during camp. Vehicles must be parked in the Dining Hall parking lot from 9:00 PM on Sunday night through approximately 10:00 PM on Friday night. **THERE ARE NO EXCEPTIONS** unless a camper has a qualified disability under the Americans with Disabilities Act that requires the use of a motor vehicle for mobility. You must request a waiver from the Camp Director in writing at or prior to your unit's arrival on Sunday.

## General Policies

- **The Scout Oath and Law are the basis of all that we do as Scouts and adult leaders. The Camp Director and the Outdoor Adventures Director are responsible for the interpretation of camp policy.**
- **All campers must be registered Scouts or unit leaders.**
- **The use of bicycles is restricted to staff members and unit leaders. Helmets are required, and bikers must remain on the roads.**
- **Fires shall be restricted to the designated fire rings in the campsites, fireplaces or stoves in buildings, the camp Council Ring, and ceremony locations. Report any fire out of control promptly. All campsite or building fires shall be monitored by units, or extinguished.**
- **Fireworks are prohibited. Violators will be removed from camp.**
- **Pets are not permitted. Service dogs (also known as “assistance dogs”) that are trained to perform quantifiable tasks that directly ease the challenges associated with their owner’s physical, psychiatric, sensory, and/or developmental disability are permitted by the Americans with Disabilities Act (ADA) which protects the rights of people with disabilities to bring their service dogs with them to most public places, including restaurants, theaters, shops, hotels, government agencies, and non-profit organizations. Emotional support animals are companion animals who help their owners cope with the challenges associated with emotional and mental health conditions. Emotional support animals are not covered by the ADA and are not allowed in camp without first requesting a discussion to have an emotional support animal at camp with the Camp Director at least 30 days prior to the participant’s arrival.**
- **Possession of alcoholic beverages or age restricted drugs, and/or illegal drugs is not permitted by Scouts, leaders, or staff and may result in removal from the Manatoc Scout Reservation.**
- **The cutting of standing timber, alive or dead, is prohibited.**
- **Scouts, leaders, and staff should not enter another unit’s campsite without asking permission of the unit in the site.**
- **During the week, vehicle traffic will be restricted to official camp use. When driving in camp, the speed limit is 10 MPH. Pedestrians should be alert for vehicle, bicycle or tractor traffic and give way.**
- **In accordance with the policy of Scouting America, no one will be transported in the bed of a truck.**
- **Each unit is responsible for and will be charged for any unit-caused damage to camp-owned equipment, including tents and tarps, at the discretion of the Camp Director or the Camp Ranger.**
- **The use of chainsaws, both gasoline and electric powered, is strictly prohibited except by Chainsaw Certified employees of Great Trail Council. This includes mini handheld chainsaws (also known as pruning saws), pole saws, or other similar chain powered devices used to cut wood. If a tree or branch has fallen or otherwise is obstructing the path in your site, notify the Commissioner.**

# Pre-camp Information

## Summer Camp Fee Schedule

Our fee schedule allows for payment of youth or adult fees beginning February 3, 2026. The registration system **REQUIRES** payment of youth fees beginning April 19, 2026 and adult fees 9 days prior to camp. To account for the delay, units who mail or drop off payments at the Great Trail Council Service Center should adjust their camper counts prior to April 14th to avoid the requirement to make on-line payments prior to the unit's major payment (or if a unit plans to pay by check at the Service Center). When making payments to the GTC office, units should indicate their current counts to avoid the automatic addition of late fees.

## Unit Summer Camp Orientation Meeting

One of the most important roles of youth and adult leaders is to set the expectation for a week at summer camp. Veteran youth and adult Manatoc campers are the best salespeople for creating excitement about our summer camp program.

We highly recommend that all units hold a Summer Camp Orientation Meeting in the spring for the parents whose Scouts have recently joined the unit. This is a great opportunity to explain the benefits of attending summer camp, talk about the program areas and activities, and describe the fun their Scouts will have during their week at Camp Manatoc. Topics to cover include:

- Why the unit chooses Camp Manatoc
- Photos and unit achievements from previous years
- Dates, times, and camp fees
- Scouting America Annual Health and Medical Record requirements
- Summer camp packing list

On May 4 2026, the Camp Manatoc Senior Staff will host a parent meeting for parents sending their Scout to summer camp at Camp Manatoc for the first time.

## Field Uniform

The Scouting America uniform makes all Scouts equal; regardless of home, background, or anything else. Pride in the uniform and its history is shown when it is worn properly. The proper uniform includes a khaki shirt, olive green shorts or pants, Scout belt, green socks, and an optional unit approved hat and/or neckerchief. The full uniform is worn for Retreat, Dinner, Vespers, and the Friday Night Ceremonies.

## Daily Wear

At other times, a Scouting "activity uniform" is appropriate. This is a scouting T-shirt, shorts, socks, and shoes. Shoes are required at all times except at the swimming pool or in one's own tent. No open-toed shoes are permitted to be worn. T-shirts must be in good taste, not having sexual innuendo, alcohol promotion, or double entendre.

## What Not to Bring

Camp Manatoc provides refuge in the outdoors. For that reason, we ask for your cooperation and discretion in leaving at home items such as televisions, gaming systems, generators, or anything else that could detract others around your campsite from enjoying their week at camp.

For the safety of all participants, sheath knives, personally owned firearms, fireworks, alcohol, and drugs are not allowed on the camp property. Please consult the Guide to Safe Scouting for more information. <https://www.scouting.org/health-and-safety/gss/>

## Camp Provided Equipment

Each campsite has tents set up for the maximum number of campers for which that campsite is rated. The tents are 7' x 10' canvas wall tents with wooden platforms. Traditional dining tarps are available in campsites. Units may bring tents, tarps, and tables to fit their needs. Scouts and adult leaders must bring their own cots.

## Swimming Tests

Units that have access to swimming facilities and would like to conduct swimming tests on their own may do so provided they meet the following requirements:

- Swimming tests must be conducted in the current calendar year.
- The swimming classification test performed at a unit level must be conducted by one of the following council-approved resource people: Aquatics Instructor; Scouting America Lifeguard; Scouting America Swimming & Water Rescue; or other lifeguard, swimming instructor, etc.
- Swimming test administrators should use Chapter 5 of the Scouting America Aquatics Supervision Guide.
- Results of the tests conducted by a unit must be documented on the Scouting America Swimming Classification Form. A printed copy of the form along with a copy of the tester's valid certificate must be given to the Aquatics Director on the afternoon of the first day of camp.

Questions about this procedure may be addressed to [aquatics@manatoc.org](mailto:aquatics@manatoc.org). Please note: the Aquatics staff reserves the right to retest campers.

You may also complete your swimming test early at camp before the season begins. The Manatoc pool will be available for swim tests provided by our staff on June 7, 2026, from 1-4pm. Please bring each Scout's medical form. The staff will stay until all swimming tests are completed. Online registration for the event is required.

## Scouting America Annual Health and Medical Record

A **CURRENT** Scouting America Annual Health and Medical Record (“Med Form”) (Form 680-001, 2019) is the only medical record form accepted by Camp Manatoc. All participants must submit Parts A, B1, B2 and C of the Med Form regardless of the length of stay. The Med Form must be complete, including insurance information, medications, known allergies, vaccinations, and proper signatures. Vaccination dates must be indicated on the Med Form. For those who object to vaccinations on religious, philosophical or medical grounds, a Scouting America Immunization Exemption Request Form must be attached. Individuals taking medications must bring their medications to camp in the original containers. A Unit leader must sort the Unit’s Med Forms alphabetically. **DO NOT SUBMIT THE ORIGINAL MED FORM TO CAMP MANATOC. PLEASE ONLY SUBMIT COPIES OF THE MED FORM.**

## Unit Roster and Scout Advancement Registration

The name of each camper, both adult and youth, must be uploaded to create a Unit Roster. This allows the unit to register Scouts for merit badges. Complete the Unit roster and pre-plan Scouts’ advancement program during camp by logging into your account ([click here](#)). Leaders should review any prerequisites and/or work that may be completed on merit badges prior to attending camp. All unit online accounts will be locked out at 8:00 on the Sunday morning of your arrival.

## Youth Protection

All Units must have “two-deep” levels of adult leadership for the entire week per Scouting America National policy. Please ensure that all Scouts and leaders are currently registered with Scouting America. Any adult staying at camp must have a valid Safeguarding Youth Training certificate regardless of the number of days spent at camp.

## Spring Leaders’ Meeting

The camp will host a spring leaders’ meeting at 9:00 AM on Saturday, June 6, 2026, in the Dining Hall. This is an opportunity for leaders to learn about the summer ahead, meet the camp staff, and ask questions. We encourage at least one leader from each unit attending summer camp to attend this important meeting.





[Register Here Today!](#)

[www.manatoc.org](http://www.manatoc.org)

[www.gtcsouting.org](http://www.gtcsouting.org)

Instagram: [@Manatoc](#)

[www.facebook.com/manatoc](https://www.facebook.com/manatoc)

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Great Trail Council