

Housing

Mike Tenore@All: Do we know which area the girl troops will be in yet?

Alan Troop#449@All: I have a car battery to power my CPAP How far will I typically have to lug that to charge it?

Viewer 43@All: So leaders have a 2 person bunk house? How many are in each site?

Jennie Gardino - 622@All: Will we know camp site assignments in advance?

We are very happy to welcome new Girls Troops to Fire Mountain this summer. We have 2 or 3 Girl Units most weeks of camp. Girl and Boy Troops will not share a site (not even linked troops), but we are not otherwise segregating Troops in different parts of the camp.

Our farthest campsites, measured from the main camp area, are about 0.9 miles out. This is the furthest you can expect to need to move gear on a daily basis. If you have concerns about your ability to transport your equipment, we recommend bringing a small cart or dolly for that purpose. If you have further concerns, please note them on a Special Needs Request Form, and we will do our best to assist with the issue.

Most campsites have 2 Stents that are identified as Leader Stents (Duckett and Mt. Ranier have only 1 Leader Stent). These structures have two bunks that are placed higher off the floor than the standard arrangement. If you have more than 4 adults coming, or are sharing a campsite with another troop, you may need to bring additional tenting for adults, or else dedicate a standard Adirondack or Stent for adult use. We will communicate with you directly if we believe there may be such an issue.

Campsite assignments will be announced prior to your arrival at camp. While we are doing our best to accommodate your requests, we are still experiencing some shifts in numbers, and making adjustments at this time.

Merit Badges and Advancement

PatP@All: how often are lotteries needed and for which MBs?

Viewer 45@All: can you explain merit badge schedule, for example ART? It shows M-Tu AM and Th-F PM, what does that mean?

Lisa@All: Art MB schedule? Listed as Mon-Tues AM and Thurs-Fri PM. Is that correct? Woodcarving has a PM and AM schedule as well.

Viewer 45@All: so lifesaving for example can be completed M-Tu in one AM session?

Lisa@All: Do we need to update ranks that we entered when registering the Scouts?

Kami 525 GT@All: If scouts are working on TTFC, can they also do merit badges?

Tyler, Jim, Connor & Declan@All: Can first class scouts under the age of 13 do age restricted merit badges?

Kami 525 GT@All: Is a scout finishes a MB more quickly than expected, what do they do in the extra time? Could they do another merit badge that they're weren't previously signed up for?

Viewer 43@All: Will you be offering any additional eagle required MB?

Lisa@All: First Aid is also listed as 13+ or First Class. If they have all of their first aid related rank requirements signed off in their Scouts BSA Handbook, can an 11 or 12 YO do first aid. This is one typically done in first year in our troop.

Viewer 45@All: are there any MBs that require more than one time slot, if so which ones?

At present, we have no plans for MB lotteries for specialty programs. If we are able to offer last-minute programs that are not available for regular sign-ups, we will hold these lotteries on arrival at camp. Based on high-demand of particular programs with limited space, we may also elect to hold a lottery on arrival.

The merit badge schedule this year is modelled on a school district “block schedule”. Scouts will take merit badge classes in Block 1 (M-T AM), Block 2 (M-T PM), Block 3 (Th-F AM), and Block 4 (Th-F PM). AM classes run 9:30-11:45, and PM classes run 1:30-3:45. Taking the Art merit badge as an example, it is offered during Block 1 and Block 4. These are 2 sections of the same class, a Scout should not sign up for both timeslots.

We have discovered that the change to a block schedule has added nearly an hour of effective instructional time to our sessions, allowing for higher quality teaching and learning in all of our classes. Our merit badge instructors plan to fill these times completely with worthwhile learning experiences for your Scouts.

The only programs that require more than 1 block are the COPE and Climbing MB programs. Each of these are offered as Morning (Block 1 and 3) or Afternoon (Block 2 and 4) classes.

We do not expect to add additional Eagle Required merit badges to our schedule. In fact, we removed some of these badges this year to open up our schedule for other opportunities. While badges like Camping and Cooking are offered at many camps, we believe that their requirements are best completed over time within a Troop’s yearly program, rather than in the artificial setting of summer camp. If you have suggestions for Eagle-Required badges that you believe can be authentically completed at summer camp, we welcome your input for future planning.

Pathfinders, our Trail to First Class program, is being offered this year in rank sections. Tenderfoot is available during Block 1, Second Class during Block 2, First Class during Block 3. A new Scout may be best served by attending all 3. And, a 2nd or 3rd year scout who only have a few requirements for First Class might consider attending just that rank-specific session. We are also offering a Pathfinder-Trailblazer session, intended for older (14+) Scouts who are new to the program. This will address requirements across all 3 ranks, and will move at a significantly faster pace. Scouts are encouraged to sign up for merit badges during all un-used time blocks.

Our age-restricted classes have been selected in the spirit of age-appropriate programming, and with an eye towards ensuring that older scouts with specific merit badge needs have the opportunities to take these programs first. If there is space, exceptions can be made on a case by case basis at camp during the Merit Badge Scramble on Sunday night.

Merit Badge Registration: One note for the upcoming registration. We’ve noticed that many troops have not included ages or ranks in their Scouts’ details. Without that information in place, the scout will not be allowed to sign-up for restricted classes. Please be sure to add that information if your Scout is seeking one of these programs.

Other Programs

Tyler, Jim, Connor & Declan@All: Can you go over shooting sports again?

Gabe Troop 288@All: Will white water rafting be available this year?

Gabe Troop 288@All: How will zip line work this year?

Lisa@All: Is the low cope advanced sign up before camp or on the first day?

Tyler, Jim, Connor & Declan@All: Can you cover shooting sports again? What Shooting Sports are offered? Do they need a sign up?

Viewer 43@All: Will there be blackpowder rifles?

Fire Mountain is proud to offer Archery, Rifle Shooting, and Shotgun Shooting merit badges. Each of these programs is available during open program time as well for casual shooting. We additionally offer our Cowboy Action Range for older scouts (14+), Venturers, and Adult Scouters. We are not able to offer Blackpowder shooting at this time, but are actively seeking to add this program feature back to camp in the future. We welcome input on this or any shooting-sport related topic.

White-water rafting is not being offered as a guided activity. However, there are a number of wonderful river guide services in Skagit Valley, and your troop is certainly able to contract a rafting trip with them on Wednesday, Adventure Day.

Every Scout at Fire Mountain will have 2 opportunities to ride our Zip Line. Once during the week on Monday, Tuesday, or Thursday evening, and again on Friday night, following campfire. Your campsite will be assigned an evening slot during the week. The order of troops for Night Zip will be randomly drawn during the campfire on Friday night.

Low COPE and other patrol activities will be available for sign-up during the daily Senior Patrol Leader meetings during the week.

Special Needs

Viewer 44@All: Should we expect to hear back about our special needs request, so we know if we need to make alternate plans?

Special Needs forms are being collected until June 15. After that point, we will reach out to anyone with extraordinary needs and discuss how we can work to meet them. If you do not hear from us before you arrive at camp, then you can expect that we are fully able to meet your special needs.

Weekly Schedule

PatP@All: signup and participation in cultus games happens at arrival or wed morning?

Lisa@All: Do chicken bbq guest stay for Friday campfire?

Sign up for the Cultus Games will happen during the daily Senior Patrol Leader meetings at camp.

Chicken BBQ guests are welcome and invited to stay for the Friday campfire. We are not able to offer guests overnight accommodations, or the opportunity to ride the Zip Line.

Logistics

Lisa@All: Will the health forms be returned at the end of the week?

Lisa@All: Can a troop trailer w/gear get to campsites if it is the vehicle that everything is consolidated in?

Michelle Riddle Troop 203@All: If we do not have a trailer and have too many scouts to compile to one vehicle are we able to have a vehicle go back and forth?

Viewer 43@All: will merit badges and forms be returned on Friday night or Saturday morning?

Viewer 36@All: do we need to bring Blue Cards for merit badges?

Health forms will be returned along with Merit Badge paperwork, camp patches, and other materials at the end of the week. These packets are typically completed very late Friday night or early Saturday morning (2-3am), and are thus available for review and pickup on Saturday morning at Breakfast.

Fire Mountain will provide blue cards for your scouts, troops do not need to provide them. And, because of our registration system, should a card be lost, you will also be able to visit your registration page and print a replacement card on your own.

On your arrival at camp, you will be able to consolidate your gear into one vehicle (often a truck or a trailer) and drive that into camp. We encourage you to have your Scouts pack in their personal gear, but troop gear can be transported by vehicle. That vehicle should be immediately unloaded and returned to the parking lot. If you don't arrive at camp with a vehicle large enough to transport gear in a single trip, you will be able to make multiple trips.

After initial unloading, vehicles will not be allowed in camp until the end of the week as you prepare for departure. Please plan accordingly.