

Mecklenburg County Council Boy Scout of America

Camp Policies for Belk Scout Camp and Mecklenburg Scout Reservation

1. Scouts and leaders are to live up to the Scout Oath and Law at all times
2. The unit leader making the reservation is to insure that all people coming to camp know the camp rules. The unit leader is the one to insure compliance with the camp rules.
3. Campers are not to go into program areas or buildings for which they do not have reservations. Do not enter any areas marked as closed. Camp equipment is not to be moved from one area to another unless approved by the ranger or campmaster in advance. Campers are not allowed to sleep in any buildings used for cooking of food or in shelters. The maximum number of people to sleep in any building, that is available for sleeping, is limited to the number of beds in the building (if there are four beds, up to four people can sleep). Any equipment that is broken is to be reported to the Ranger or Campmaster so that it can be repaired before the next campers need to use it.
4. Leaders need to comply with the Guide to Safe Scouting. There is a link on the website that will take you to the National Boy Scouts of America website for the most current copy. Two deep leadership must be in place at all times.
5. Two Leaders of the unit must check in with the Ranger or Campmaster on arrival. Two Leaders must check out with the Ranger or Campmaster before departing. The Ranger or Campmaster will inspect all facilities and equipment used, to insure it is cleaned and returned before the unit leaves camp.
6. Scouts and Leaders must wear closed toed shoes at all times in camp, except in the shower or inside the fence at the waterfront or inside pool area.
7. Do not hack, scar or cut live trees or shrubs, or disfigure buildings and other camp property. Leave No Trace is always a good policy
8. Do not leave campfires unattended at anytime. All fires must have fire buckets filled with water near the ring. No flames or heater in tents or cabins. Fire may only be built in the fire pits provided. Do not move fire rings or pits.
9. Pack out all garbage. A dumpster is provided on the camp property. Scouts are clean and should pick up any trash seen on camp.
10. No alcoholic beverage, illegal drugs, firearms, or fireworks are allowed on camp property. If guns are to be brought on camp for program use, they must be checked in with the Ranger or Campmaster at time of arrival. They will store them until the time to be used in the program.
11. Pets, of any kind, are not allowed in camp (service dogs excluded). It is not safe for the pet, wild animals or other campers. Wild animals should be watched from a distance.
12. The swimming and boating water front area is off limits to fishing at all times. This eliminates lost hooks and hooked swimmers. All fishing is catch and release.

13. Units wanting to use areas that require certification must provide a copy of a current certification card at time of check in. To use the pool at Belk Camp, one leader must be currently certified in the Safe Swim Defense Plan and at least one must be CPR certified. A certified BSA Lifeguard is required. All shooting range programs must be run under the required certified leaders. Units wanting to use the waterfront must have at least one leader who is certified in Safety Afloat and one in Safe Swim Defense plan.
14. No person is allowed to ride in the back of an open-bed vehicle (truck or trailer).
15. No parking in campsites, around shelters, in front of gates or along the side of all roads. Park only in lots designated. Vehicles can be driven on the road to a campsite or program area to unload, but then must be moved to the parking lot. This is for the protection of campers and to maintain a camp atmosphere. Parking in unauthorized areas can limit access by emergency vehicles if required. Campers are not to drive off road to cabins or other buildings.
16. All drivers must have a valid driver's license and be 18 years of age to operate a vehicle on camp property. Scouts with a valid driver's license under the age of 18 can drive to camp and park in the main parking lot.
17. Persons with Special Needs should check with the ranger or Campmaster who can provide assistance and directions in the best way to move around camp.
18. Only foot traffic is permitted beyond gates. Do not move railroad ties, power poles or logs. Keep your vehicles on the gravel.
19. Helmets are required for all bicycle riders. No bike riding after dark. No non-street motorized two-wheel vehicles or ATV's are allowed on camp property. Only golf carts if pre-arranged with the ranger.
20. Speed limit on all camp roads is **10 MPH**.
21. No washing of pots and pans in the latrines or bath houses.
22. Quiet time is from 11:00 pm to 7:00 am. No loud noise during that time.
23. All non-camping guests are asked to leave camp property prior to 11:00 pm.
24. If anyone notices any unauthorized people in camp, please notify the Ranger or Campmaster immediately.
25. The Ranger or Campmaster will not interfere with any program under the unit leadership except in the case of violations of camp or national policies. The ranger or campmaster will report violations and non-scout conduct to the unit leader for correction.
26. The Ranger or campmaster has the right to expel any group for serious violations, including refusing to follow accepted rules of behavior.
27. Camp closes at 12 noon on Sunday. All units must be out by that time.