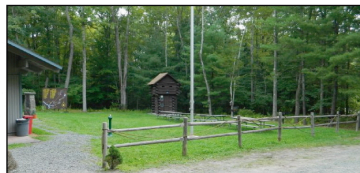


Matinee Museum Lunch

Units planning to spend several hours or the day at the Museum can always eat their lunch in the Museum's picnic area.



This is particularly recommended if you want a Museum Tour and do some geocaching and/or follow the C.C.C. Camp Ten Mile River historic walk or the G.P.S. walk. Here's how to do it:

- Ask your camp's Program Director to call the Museum to reserve time for your Unit and let us know which program(s) you want to do. You can also call us directly to schedule a visit.
- At least 48 hrs. before your Museum visit, submit through your Camp Program Director a requisition form for either a cooking lunch or a bag lunch.
- You can pick up your lunch order from your camp before leaving for the Museum or at the Central Commissary when you first arrive at Headquarters Camp.
- You can use the picnic tables and the three charcoal stoves in the Museum's picnic area.
- Units typically arrive at 11:00 am, tour the Museum, eat a bag lunch or cook their own lunch, then participate in one or more outdoor programs after lunch.

Other Program Opportunities

Plan a day hike along the T.M.R. Trail to the Museum at Headquarters Camp. The Museum has drinking water, a Port-A-San, and picnic tables, perfect for bag lunches.

Transportation to the Museum

Transportation to the T.M.R. Scout Museum can be arranged through your Camp Program Director.

2013 Operating Schedule

- Monday-Friday: 9:00 a.m. - 12:00 Noon, 2:00 p.m. - 5:00 p.m., 7:00 p.m. - 8:30 p.m.
- Saturday: Museum is closed.
- Sunday: 11:00 a.m. - 5:00 p.m.
- Open by special appointment.



Contact the T.M.R. Scout Museum

Mail - Ten Mile River Scout Museum, c/o Greater New York Councils, B.S.A., 350 Fifth Ave., Suite 7820, New York, NY 10118.

Phone - (July & August only):

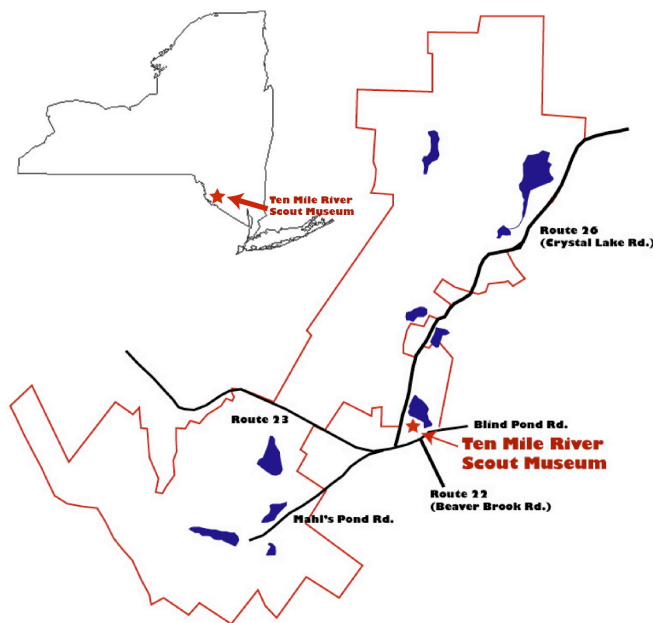
- 845-252-2063 (T.M.R. internal phone system).
- 845-252-3775 (Public phone number).

E-Mail - questions@tmrmuseum.org.

Web Site - www.tmr-museum.org.

Location

The Ten Mile River Scout Museum is located in T.M.R.'s Headquarters Camp, at 1481 County Road 26 (Crystal Lake Road), just north of State Road 23/Blind Pond Road, in Sullivan County, NY. The nearest major town is Narrowsburg, NY.



Location Maps

Visit The Ten Mile River Scout Museum In 2013



The Ten Mile River Scout Museum is dedicated to preserving the history and artifacts of the Ten Mile River Scout Camps and the local area.

Located in T.M.R.'s Headquarters Camp, the Museum has an extensive collection of T.M.R. memorabilia on display, including photographs, patches, neckerchiefs and neckerchief slides, signs, banners, maps, literature and physical artifacts. It also has a variety of early Scout uniforms on mannequins.



The comprehensive video collection includes narrated color slide shows, camp documentaries, home movies and interviews with former campers and staffers. Our mini-theater with wide-screen TV can seat a group of 15 to 20 people. Over 350 staff photos are on display and in the Library. We also have memorabilia from organizations active at T.M.R., such as the Order of the Arrow.

There are exhibits on local history, including the Donut Machine and other items from the Donut Farm. In addition, C.C.C. Camp Ten Mile River memorabilia,



Colonial coins, metal buttons and other early artifacts, dating from the 1700s, are on display.

Museum Tour (60 min.)

First-time visitors typically go on a one-hour tour of the Museum. You will see a nine-minute video on the origin of the Ten Mile River Scout Camps. Find out about the Kanohwahke Scout Camps, where N.Y.C. Scouts camped before T.M.R. See historical memorabilia from all the T.M.R. camps. You will see artifacts from the T.M.R. Rockshelter, a 2,000 year-old Native American encampment. Find out about the Donut Farm and see the Donut Machine. See and touch artifacts from the lumbering and rafting era of the Upper Delaware River Valley.

Outdoor Programs

The Museum has a variety of outdoor programs that your Unit can participate in, depending on your interests and available time. You can do one or more programs during the same visit. Ask your camp's Program Director to call the Museum to reserve time for your group and let us know which program(s) you want to do. You can also schedule a visit for your Unit by calling us directly.

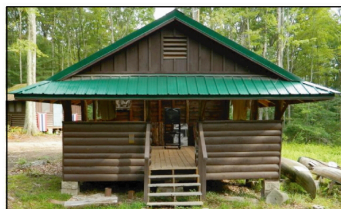
Kernochnan Blockhouse (10-15 min.)

Visit a two-level pioneer-era (1750's) reproduction miniature blockhouse. See copies of common items that were typically used during the pioneering era. Find out how blockhouses were used and what pioneer life was like in the Upper Delaware River Valley.



Cayuga/Kotohke Cabin (20-25 min.)

A recreation of life in an actual Brooklyn Scout Camps open-air cabin from the 1930s and 1940s, complete with bunks and straw ticks. Oversized photos



depicting cabins and tents from this era. A nine-minute video depicts camp life in the Brooklyn Scout Camps. Visit a mini-museum with artifacts from typical camp life and Scout uniforms on mannequins.



C.C.C. Camp Ten Mile River Walking Tour (60+ min.)

See a short video on the history of the Civilian Conservation Corps, a depression-era public relief program that made major physical improvements at T.M.R. during the 1930s. Visit the sites of key buildings of the C.C.C.



Camp Ten Mile River, which operated from 1933-1936. The sites are marked and lead you on a short walk around the back of Headquarters Camp, ending at the Museum. The tour guidebook shows you the tour route and includes history and photos for each stop.



Geocaching (2 hrs. or less)

Geocaches are treasure boxes hidden in the woods, some in plain sight and some very hard to find. Receive a brief introduction at the Museum on how to use a handheld GPS unit and geocaching. Following the list of coordinates, use the GPS units to find geocaches around Turnpike Lake. At each geocache, the group is encouraged to take a trinket out but you must put something in.



Archaeology Merit Badge (1+ Sessions)

Time permitting; your Scouts can complete all of the requirements for Archaeology Merit Badge. Probably more than one visit to the Museum will be necessary. Your Scouts should bring written requirements to the first meeting, if already completed.

Headquarters Camp/C.C.C. Camp GPS Walking Tour (60+ min.)

Receive a brief introduction at the Museum on how to use a handheld GPS unit. Following the list of coordinates, use the GPS units to find various historical landmarks around Headquarters Camp and the C.C.C. Camp Ten Mile River. Return to the Museum when done.



Solar Energy (10 min.)

Part of a Matinee Museum Lunch program. See a display on how solar energy can cook food using the rays of the sun.



Historian & Explorer Patches

The Historian patch can be earned by completing the requirements with just one tour of the Museum. The Explorer patch can be earned by participating in one of our outdoor programs and completing all requirements. Best of all, both patches are free to Scouts.



Museum Store

Our expanded and redesigned Museum Store has a huge variety of Boy Scout memorabilia on sale at rock-bottom prices, including O.A. flaps and backpatches, C.S.P.s, neckerchiefs, Norman Rockwell plates, Scouting posters, bolo ties, mugs, hats, camp patches and Scouting literature, including a variety of Scouting magazines and merit badge pamphlets. We also have lots of old Scout Uniform parts, National Jamboree and Philmont neckerchiefs for sale and the very popular \$1 and \$2 patch boxes. You can also purchase your favorite old-time bottled sodas, including birch bear and sarsaparilla are for sale

