

Flight of the Thunderbird - 2023

District Scout Festival

Leader and Participants Guide

Sep 8 - 10, 2023

Flaming Arrow Scout Reservation

1201 Boy Scout Camp Rd

Lake Wales, Florida 33898

Greater Tampa Bay Area Council



Early Registration Date: Aug 15, 2023

**Event Registration Closes:
Aug 25, 2023, at 11:59 PM**

Registration at <https://scoutingevent.com/089-FlightoftheThunderbird23>

Dear Scouts and Scouters,

On behalf of the Thunderbird District, we invite you to a one-of-a-kind Scouting festival - ***The Flight of the Thunderbird***. This event will focus on these three components:

- Scout Skills >> Fun Competition!
- Bring a Buddy Peer to Peer Recruiting Opportunity
- An Opportunity to Complete Qualifying Rounds Needed for Merit Badges

The festival will be an awesome opportunity for youth to connect with other Scouts from across the council to gather in friendship and fellowship in a safe and fun environment. Adults will also be able to participate in each activity. Connect with like-minded volunteers involved in various levels of service through the Scouting programs.

The purpose of the festival is to showcase all the fun and adventurous activities that the Scouts can take part in. Scouts are encouraged to invite a friend to join them for the day on Saturday so they can see Scouting in action and participate alongside their Scout friend.

The following pages of this Leaders Guide includes additional information about the skills competition, bring a friend program, and logistical details. If we missed any details, please feel free to contact us via email or the Facebook page.

We look forward to seeing each of you and your units with as many Scouts and their “Scout Buddies” at ***Flaming Arrow Scout Reservation*** on **Sep 8-10, 2023!**

Yours In Scouting,

The Flight of the Thunderbird Team

Event Director:

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Staff Advisor:

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Event Registration Page: <https://scoutingevent.com/089-FlightoftheThunderbird23>

Event Facebook Page: [Flight of the Thunderbird - 2023](#)

Emergency Procedures for Flaming Arrow Scout Reservation:

<https://tampabayscouting.org/council-emergency-action-plans>

Tentative Schedule

Activity uniform recommended for Saturday. Field uniform should be worn Sunday. Unit's option on Friday. Scheduled events are subject to change.

Friday - Sep 8th, 2023		
Time	Activity	Location
from 4:30pm	Camp Check In begins	Parking Lot/ Saunders Hall
till 9:00pm	Campsite Setup	Assigned locations
9:00pm to 10:00pm	Unit Leaders/ SPL meeting	Wood Hall
by 11:00pm	Lights Out	

Saturday - Sep 9th, 2023		
Time	Activity	Location
6:30 AM	Wakeup/ Breakfast etc.	respective campsites
7:45 AM	Flag ceremony**	Council Ring
8:00am to 12:00pm	Program Round robins	Program areas
12:00pm to 1:00pm	LUNCH	respective campsites
1:00pm to 5:00pm	Program Round robins	Program areas
5:00pm to 6:00pm	DINNER	respective campsites
6:00pm to 8:00pm	Program Round robins	Program areas
8:00pm to 10:00pm	Open Time activities	Program areas
10:00 PM	Units may have Campfires at respective campsites	
11:00 PM	Lights Out	

** Field uniform required

Sunday - Sep 10th, 2023		
Time	Activity	Location
7:00 AM	Breakfast	Respective Campsites
8:00 AM	Campsite/ Gadget inspections	Respective Campsites
9:30 AM	Flag Ceremony/ Interfaith worship**	Council Ring
10:00 AM	Awards/ Recognition	Council Ring
11:00 AM	Checkout/ Break camp/ departure	

** Field uniform required

Check-In Procedures

1. The parking lot will be open at 3:30 p.m. on Friday; however, no participants will be allowed to enter camp until their unit has checked in.
2. Check-in will begin at 4:30 p.m.
3. All unit leaders must check in with the event staff at the check-in station in the parking lot/ Saunders.
4. Unit leaders to ensure they have the following forms up to date for all the participants:
 - a. Current YPT certificates for participating adults
 - b. Med forms A/B1/B2/C for all participants
 - c. Swim test certificates for all participants partaking in aquatic events.
 - d. List of any invitees expected as a "Scout Buddy."
 - e. A copy of a completed youth application (no payment necessary) for each buddy. This form can be downloaded from <https://filestore.scouting.org/filestore/pdf/524-406.pdf>
5. Unit leaders make sure to collect the following items during **check-in**.
 - a. Event wristbands for each registered participant
 - b. Any event t-shirts or other add-on items ordered.
 - c. Event round robin list (additional details to be provided at the leaders meeting)
 - d. Camp assignment, map, etc.
6. No personal vehicles will be allowed into camp after 9:00pm for safety reasons.
7. Drivers will be given a contact card that should be filled out and placed on their dash after parking. This is so event staff can contact the driver in the event a vehicle needed to be moved during the weekend.
8. Remember that multiple units could be sharing a site, so be courteous when setting up.

Check-Out Procedures

1. Clean up campsites and bathhouses in your respective areas, make sure all lights/ fans/ and water faucets are turned off and secured.
2. All trash should be bagged and placed at the entrance to the campsite for pickup by camp staff.
3. LEAVE NO TRACE—all sites should be left in better shape than you found them.
4. Staff members will check the site for any damage and report it to the camp master.
5. Unit leaders collect the following items from the checkout station after the awards ceremony and after cleanup.
 - a. Event patch for all registered participants.
 - b. Any missing swag items.
6. All units should be cleared from Camp by 12:30pm on Sunday, September 10th.

Scout Skills Competition & Schedule

Lots of exciting activities have been built into the skills competition! A round-robin system will be used to ensure every Scout has an opportunity to participate in every event. Activities are grouped together into two-hour blocks of time. After the allotted time for a grouping of activities is over, Scouts will move to the next grouping of activities on their schedule. There are five different, pre-determined overall rotations which we are referring to as 'treks.'

Participants will be asked to select the *trek* they wish to be assigned to during the registration process. Every trek is scheduled to visit every area for an equal amount of time; therefore, there is no added advantage of one Trek over another. This is to give you input regarding your schedule. *Event staff reserve the right to adjust trek assignments as needed to ensure a balanced schedule.*

There are also activities listed as 'open' on the schedule which are not assigned to any specific *trek* during the listed time block. These activities will also count towards the overall points total.

The detailed schedule for each trek has been published as a separate PDF document available for download from the registration page. Please share it with your Scouts so all participating youth and adults are aware of where they need to be based on the trek chosen at the time of registration. Trek availability will be on a first come first served basis. Again, every trek is scheduled to visit every area for an equal amount of time; therefore, there is no added advantage of one Trek over another. This is to give you input regarding your schedule.

Treks Include:

- Acadia Trek
- Denali Trek
- Glacier Trek
- Rocky Trek
- Smoky Trek

A copy of the schedule based on the treks chosen at registration will be provided to unit leaders and senior patrol leaders on Friday at the leaders meeting.

Rules:

1. Scouts will rotate between stations doing activities and will earn points at each station.
2. Most events will be scored on an individual basis. An average total for each unit will be calculated from these scores. This will balance scoring between larger and smaller troops.
3. Points earned by Scout Buddies will be added to their Scout partners' point total.
4. For most events, Scouts who earn the top scores at each event will be recognized individually.
5. An overall trophy will be awarded to the unit with the most points based on an average of points earned by their Scouts at each station.
6. The 1st place overall trophy will be the property of Thunderbird District and will be circulated every year to the new champions.
7. Only one score from an event can be used per scout towards the totals.

Scout Buddies | Invite a friend to join you!

Saturday, September 9th 8:00am - 10:00pm

Scouts are encouraged to invite an age-eligible, non-Scout friend to join them for the day only on Saturday, September 9th. This is a great opportunity to show potential Scouting families the fun and life skills Scouting teaches in a high energy environment.

Eligibility and Requirements:

1. Youth who are not currently registered in Scouting and meet the joining requirements for Scouts BSA.
2. Scout buddies can be accompanied by the buddy's parents. If a parent is not staying with them, a permission form must be signed. An activity permission form may be downloaded from the event registration page.
3. The buddy may only join for the day on Saturday, no overnight camping will be permitted for unregistered youth.
4. A completed BSA youth application form must be completed and submitted to the unit leader including a parent signature; however, payment is not required. This ensures that the non-registered Scout will be covered under our insurance plan if an accident were to occur.
5. Scout buddies and accompanying adults must also complete a BSA medical form.
6. As a reminder, youth protection policies apply to everyone on camp property, including non-Scout youth and adults.
7. Scout buddy / parent must check in at Saunders (first building in camp to the left after you park and begin walking towards the campsites) between 8:00 am - 9:00 am on Saturday, September 9th.
8. Visiting youth and their parents must check-out no later than 10:00 pm on Saturday, September 9th.

Merit Badge Completion

Scouts who are working towards Chess, Archery, Fishing, Rifle Shooting, or Climbing will be able to have requirements signed off by on site merit badge counselors. This is a great opportunity to finish any partials that may have been worked towards during summer camp or another similar event. This is also a great way to demonstrate to their buddy how to work towards a merit badge. Registered merit badge counselors will be available on site to sign off on qualifying rounds. Scouts will have to finish qualifying within their treks' assigned block of time for or wait for open time. *This is **NOT** a Merit Badge Academy; only qualifying round requirements will be signed off by counselors. *

Merit Badges qualifiers offered during the event include (only these qualifying requirements are covered):

1. Chess (req. 6 a)
2. Archery (req. 5 Option A (f)(2), Option B (f)(2))
3. Fishing (req. 9)
4. Rifle Shooting (req. 2 A(L) ; 2 B(k))
5. Climbing (req. 10 a,b; req. 11 a,b,c)

Fee Structure and other costs

Registration fee includes patch and awards. Each unit will be assigned a campsite. Every registered unit gets one 10x10 booth location to set up outside of the trading post for recruiting or information purposes. Every registered youth gets to participate in Merit badge qualifiers for FREE.

Early Registration Fee (Youth and Adults) | \$20

Late Registration Fee (Youth and Adults) | \$25

Non-Registered, Scouts BSA Age-Eligible 'Scout Buddy' | Free

- Both youth and adults will be eligible to participate in all age-appropriate activities offered as part of the program.
- Non-registered, age eligible youth and an accompanying adult may join a Scout for *free* during the day on Saturday only. No overnight camping will be permitted for non-registered youth or adults accompanying them.
- Individual scouts whose Troop is not attending may attend on Saturday only to work on merit badge qualification. Please refer to the merit badge section for details on merit badges that fall under this category. Also, please note that Scouts are not expected to earn the merit badge in full during this time. This is only to provide an opportunity to complete qualifying rounds for specific merit badges.
- T-shirts will be available for purchase at the time of registration for an additional cost.
- Extra event patches will be available for purchase from the event staff.

Unit Accommodations and Parking

1. Units will be allowed to set up at designated areas, as notified at the Check in point on Friday.
2. Only adults will be allowed to use Adirondacks, unless there is any compelling medical condition that demands that a youth member be accommodated. In this case, please notify our event staff prior to the event to ensure an accommodation can be made.
3. All youth from a unit have to pitch their tents within the designated areas of their unit, maintaining YPT requirements.
4. Webelos/ Family camping will be allotted at "Hopi" fields.
5. Any special needs such as power for CPAP machines etc. needs to be brought to our attention ahead of time and we will do our best to accommodate such requests to the best of our abilities.
6. Non-Registered youth and adults will not be permitted overnight camping under any circumstances.
7. Parking will be allowed only in the general parking area and not near the campsites. Unit trailers can be parked near camp-sites.

Vehicles in Camp

NO vehicles will be allowed to be parked in Camp. Any vehicle left in Camp after 9:00 pm on Friday will be towed at the owner's expense. Vehicles needed for handicap reasons need pre-approval of the event director prior to arrival at camp. A window tag will be issued at check-in. Pre-authorized vehicles will only be allowed on the main roads. These policies will be in effect from 9:00 pm Friday until 9:00 am on Sunday for the safety of all campers and staff.

Food Accommodations

All Units are responsible for their own food arrangements. A wide range of snacks and drinks will be available for purchase through the *Trading Post*. Mealtimes are included in the schedule. To maximize the effectiveness of the event for Scouts, it is recommended that adults take charge of the lunch and dinner at the campsites on Saturday. This will allow youth to make the best use of their time at participating in activities.

First Aid Provisions

All Units are responsible for their First aid. Please "Be Prepared" with a first aid kit in your campsite and a personal one to carry with you. In the event of major illness or emergency, contact the first aid officer or event director, contact information will be provided at Check-in.

General Rules

1. All the Events are open to All Council members and friends; however overnight camping will be strictly allowed only for Scouting registered members (Cub Scouts-Webelos 2 only, Scouts BSA, Venturing, Sea Scouts and Exploring).
2. All Events to be Run by the YOUTH (12 and over), under supervision of registered Adult staff.
3. Since all the events are run by youth, and we as adults want to maximize the effectiveness of the event FOR the Youth, it is highly recommended that Adults take charge of the food at the campsites, so the youth can make the best use of their time at the activities.
4. Camping allowed ONLY for BSA registered members and in the designated areas.
5. Youth are expected to follow Buddy System all the time within the YPT guidelines, NO Exceptions.
6. Participation in the Event can be prohibited for YPT violations.
7. Participant Vehicles Need to be Parked in Designated Parking Areas Only.
8. NO Parking In Front of Wood Hall, Except for the Kitchen Staff.
9. Tazers, Straight Knives, Swords, firearms of any sizes are NOT permitted on site during the event.

10. Attendance to Flag Ceremony is Expected to be in Full Field Uniform, (Troop Flags and other regalia highly encouraged)
11. Scout Buddy/ Buddy parents NOT allowed to camp after activities on Saturday (Sep.9)
12. Scout Buddy needs to have a Signed & Completed BSA form. (forms available upon request)
13. All Scouts and participants to have most updated Med forms (A, B & C)
14. All Adults must have up-to-date YPT certification during Check In.
15. All participants engaging in water activities need to have their swim tests done or be ready for a swim test as demanded by the staff on site.
16. Troop trailers will need to be parked close to the camp site allotted.
17. *This is **NOT** a Merit Badge Academy, only qualifying rounds available for the allotted Merit Badges.*
18. Units are responsible for their Own Food - Cook or buy from outside or Trading post.
19. Participants are expected to abide by the rules in place at each of the events/ stations.
20. Participants may be removed from the site for disciplinary or non-compliance issues.
21. 11:00pm - Lights Out for registered overnight campers.