



FLAMING ARROW | DECEMBER 27TH – 30TH

IT'S LIKE SUMMER CAMP
BUT WAY COOLER



BOY SCOUTS OF AMERICA®
GREATER TAMPA BAY AREA COUNCIL

Participant Guide

Introduction

Thank you for your interest in GTBAC's 2023 Winter camp. This guide will help you with all answers and information needed in the following pages. We have worked hard to make the participants guide as concise as possible. We look forward to meeting you in December.

If there are any questions, feel free to direct them to me at Jaysheri1976@yahoo.com

In Scouting,

Jay Sheridan
2023 Winter Camp Director

Paul McColgan
2023 Winter Camp Program Director

Event Dates & Location

December 27-30, 2023

Flaming Arrow Scout Reservation

1201 Boy Scout Rd, Lake Wales, FL 33898

Theme

The Battle of Hues: A Tinge of Cold

The competition between Red, Blue, Green, and Yellow continues. After a literally heated battle this summer, the contest for the "Top Tint" continues into the frigid months. **Scouts will be assigned a color faction upon their arrival at camp, and can earn points alongside their fellow "tincture troops"** by playing games, participating in activities and events, and generally being good Scouts. The top tone at the end of the event will be rewarded!

Camp Fees

Fee for Winter Camp

Youth \$185 (\$105 after Nov. 29th)

All Adults \$95 (\$105 after Nov. 29th)

Provisional Scouts \$210 (\$ 235 after Nov. 29th)

Provisional Campers

Provisional campers are youth coming to camp without the traditional formation of a Scout Unit. If your unit is not coming to Winter Camp, individuals can come as provisional participants. Please register as a provisional Camper. There will be a \$25 fee added to cover the expense of extra staff to lead these Scouts. Registration online can be done by individuals in the same unit. Units will be placed together. Proper leadership is defined as two BSA registered adults. Parent/ Scout pairs are provisional.

Leaders

All units must have at least two leaders with each unit as guided by BSA Youth Protection policies, including having one registered female adult, age 21 or older in every unit serving female youth. These standards are in line with NCAP standard HS-502. All adults attending camp must be registered with the BSA.

Emergency Calls

Personal communications should be handled through unit leadership. If there are any questions or concerns that are not being answered by unit leadership, here are Camp Staff contacts:

GTBAC Council Office: 813-872-2691

Camp Director, Jay Sheridan 813-601-4039

Program Director, Paul McColgan 813-765-2848

Professional Advisor, Matthew Hall 813-557-3866

Camp Ranger 863-632-0389



2023 WINTER CAMP SCHEDULE

Time	Wednesday, December 27	Thursday, December 28	Friday, December 29	Saturday, December 30
7:20		Flag Ceremony		
7:30 – 8:30		Breakfast		
8:45 – 10:00		Session 1	Session 1	Session 1
10:15 – 11:30	10:00 AM Check-In Begins Camp setup	Session 2	Session 2	Session 2
11:45 – 12:45	Lunch			
1:00 - 2:00	The Safety Brief @ Wood	Afternoon Activity	Afternoon Activity	Closing Awards
2:15 – 3:30	Session 3	Session 3	Session 3	Check-Out Begins
3:45 – 5:00	Session 3	Session 3	Session 3	
5:30	Flag Ceremony			
5:40 – 6:45	Dinner			
7:00 – 8:30	Opening Campfire	Twilight Time	Twilight Time	
8:30 – 10:00	Evening Activity	Evening Activity	Evening Activity	
10:00- 11:00	Troop Time	Troop Time	Troop Time	
11:00	Lights Out			

CLASS SCHEDULE AT-A-GLANCE

Period	THE ATHLETE	THE SOCIAL SCIENTIST	THE ARTIST
Class 1	COPE 1&2 Fishing Personal Fitness	Communications Chemistry Signs, Signals, Codes	Art Digital Technology Electricity Movie Making
Class 2	COPE 1&2 Athletics Chess Fly Fishing	Cit in the Nation Space Ex Signs, Signals, Codes	Automotive Maintenance Game Design Wood Carving
Class 3	Climbing 3&4 Personal Fitness Geocaching	Communications Chemistry	Digital Technology Sculpture Indian Lore Movie Making
Class 4	Climbing 3&4 Chess Search and Rescue	Cit in the Nation Space Ex	Basketry Game Design Leather working

Period	THE ECOLOGIST	THE SCOUT	THE SHARPSHOOTER
Class 1	Astronomy Plant Science Geology	Pioneering Wild Surv. Cooking (1&2)	Shotgun 1&2 Archery 1&2
Class 2	Env Science Sustainability Fish and Wildlife Management	Orienteering First Aid Cooking (1&2)	Shotgun 1&2 Archery 1&2
Class 3	Exploration Soil and Water Conservation Env Science	First Aid E. Prep. Orienteering	Shotgun 3&4 Rifle 3&4
Class 4	Weather Sustainability	Camping First Aid Pioneering	Shotgun 3&4 Rifle 3&4

BATTLE OF HUES: COMPETITIONS

Merry Monstrosities

Each Group that signs up will be given two strings of holiday lights and a bag of zip-ties after the first dinner on the 27th. Using those lights and any other found items, they must create a holiday "Monstrosity" by Dinner time on the 29th and bring it to Wood Hall. It must be free-standing and be able to be plugged in. Judging will take place that evening and the winner will be announced at the awards ceremony, and score points for their faction.

Hot Cocoa Competition

Each Troop will be given 3 packets of a Hot Cocoa mix, which must be the base of their drink. Using those packets and any other safely consumable items they wish, Troops must create 3 copies of the same beverage (one for each judge) and their SPL must present them to the panel. Entries will be judged upon Drinkability, Presentation, and Originality, and the winners will be announced at the awards ceremony, and score points for their faction.

Cast Iron Chef

The Classic competition for Adults returns. At breakfast on the 28th, the secret ingredient will be revealed. After that point, all competitors will have approximately 30 hours to create, cook, and present their dishes to the panel of judges. The dish must be cooked in a cast iron vessel, using charcoal heating. All competitors will receive equal portions of the secret ingredient, and a bag of charcoal. Presentation and tasting will occur during Session 4 on December 29th. Entries will be judged on Taste, Appearance, and use of the Secret Ingredient. The winners will be announced at the awards ceremony, and score points for their faction.

Life Size Board Games

Battleship, Chess, Hungry Hungry Hippos - but FULL SIZE.

Battleship

Teams of 12, Max per faction - 2

Scouts will arrange themselves in ship formations and take turns lobbing volleys over our 8-foot high wall as they try to take out the opposing ships.

Hungry Hungry Hippos

Teams of 3, Max per faction - 6

A perfect blend of Scouting ingenuity and chaos, teams will roll their hippos into the center of the arena, gobble up as many snacks as possible, and return with them.

Chess Tournament

Any Individual Scout can sign up to participate in the chess tournament. As it progresses, a champion from each color faction will be found. The top two champions will be decided by match play, and they must each assemble their army! The champions will find 16 Scouts each to represent the pieces on their side of the board, and the life-size chess match will take place. Try your best to become one of the champions, but if not, you could still be a piece on the final board!

AFTERNOON ACTIVITY/PROGRAM TIME

1 PM–2PM

	Wednesday	Thursday	Friday	Saturday
Badges	Welcome & the Safety Brief at Wood Hall All MUST attend. Will go over camp safety procedures and the first aid reqs. for badges	Fingerprinting	Makeup Time	Closing Awards Ceremony @ Wood Hall
Battle of the Hues		Snowball Fight		
General			Open Zip (16 & Up limited spots)	

TWILIGHT ACTIVITY/PROGRAM TIME

7 PM–8:30 PM

	Wednesday	Thursday	Friday
Battle of the Hues	Opening Campfire	Chess Tournament	Chess Tournament
General		OA Social	Hot Cocoa Competition

NIGHT ACTIVITY/PROGRAM TIME

8:30 PM–10 PM

	Wednesday	Thursday	Friday
Battle of the Hues		Life Size Board Games Hippos & Battleship	Life Size Board Games Chess Finale
General	Cracker Barrel & Board Games at Wood Hall	OA Social Open Climb	

[THE ATHLETE]

Merit Badge	Offered in	Materials	Pre-Reqs/Notes	Enroll Cap
Athletics	2	Athletic Shoes	Post-Req - Complete the 12 week Fitness plan. Recommend to take with Personal Fitness	12
Chess	2, 4			16
Climbing	3&4	Watch and practice <u>How to Tie: Knots for the Climbing Merit Badge</u>	Digital Technology Sculpture Indian Lore Movie Making	12
COPE Experience	1&2		Not a Merit Badge	18
Fishing	1	Personal Rod/Gear if preferred over the camps provided tackle	Recommend to take with Fly Fishing	12
Fly Fishing	2		Recommend to take with Fishing	12
Geocaching	3	Mobile phone with the Geocaching.com App loaded and sign on credentials	Pre-Req #7: Parental permission for the Geocaching.com account	12
Personal Fitness	1, 3		Post-Req - Complete the 12 week Fitness plan.	12
Search and Rescue	4			12

[THE ARTIST]

Merit Badge	Offered in	Materials	Pre-Reqs/Notes	Enroll Cap
Art	1			15
Automotive Maintenance	2	Will need some leaders with vehicles willing to help		12
Basketry	4	Material cost will be added to registration fee. Kits will be provided at start of class.	Campers will have to work independently on projects to complete the badge.	15
Digital Technology	1&3	Will need to bring a laptop with Microsoft applications. Laptop will be secured at check in.		10
Electricity			Req 2 and 8 need to be completed at home and brought to camp	12
Game Design	1			12
Fingerprinting	2&4			N/A
Indian Lore	Open	Material cost will be added to registration fee. Kits will be provided at start of class.		12
Leatherworking	3	Material cost will be added to registration fee. Kits will be provided at start of class.	Campers will have to work independently on projects to complete the badge.	15
Movie Making	4	TBD	TBD	12
Sculpture	1&3			8
Wood Carving	3	Material cost will be added to registration fee. Kits will be provided at start of class.	Campers will have to work independently on projects to complete the badge.	15

[THE SOCIAL SCIENTIST]

Merit Badge	Offered in	Materials	Pre-Reqs/Notes	Enroll Cap
Communications	1,3		PreReq - #5	15
Chemistry	1,3			12
Citizenship in the Nation	2,4		PreReq - 2a, 2b, OR 2c. (2d done at camp)	15
Space Exploration	2,4			
Signs, Signals, & Codes	1,2			15

[THE SCOUT]

Merit Badge	Offered in	Materials	Pre-Reqs/Notes	Enroll Cap
Pioneering	1,2			16
Wilderness Survival	1	Bring personal survival kit for req #5	Scouts will spend one night in their shelters	16
Cooking	block class, 1&2		Req 2c and req 4 can not be completed at camp	20
Orienteering	2,3			16
First Aid	2,3,4	Home & Troop first aid kit for req #5		12
Emergency Preparedness	3		Must complete #2c at home. Must have earned First Aid MB	
Camping	4			

[THE ECOLOGIST]

Merit Badge	Offered in	Materials	Pre-Reqs/Notes	Enroll Cap
Astronomy	1			16
Plant Science	1			16
Geology	1			20
Environmental Science	2,3			16
Sustainability	2,4		PreReq-#1 -Bring meeting notes to camp	12
Fish and Wildlife Management	2			
Exploration	3	Good Walking/Hiking Footwear	Scouts will travel to the outer boundaries of camp	
Soil and Water Conservation	3			
Weather	4			

[THE SHARPSHOOTER]

Merit Badge	Offered in	Materials	Pre-Reqs/Notes	Enroll Cap
Shotgun	1&2, 3&4		Recommended for ages 14+	8
Rifle	3&4			16
Archery	1&2			16

GENERAL CAMP INFORMATION AND SAFETY

Camp Trading Post

The Flaming Arrow trading post is open daily and the schedule will be posted once camp has commenced. Scouts and parents should plan on having some spending money for camp gear and snacks. The Trading Post accepts cash, checks, and MasterCard/Visa.

Visitors

- Visitors are always welcome at Flaming Arrow; all will have to be screened and sign the appropriate paperwork.
- No visitors may stay overnight in camp. Any adult staying onsite must be a registered leader
- Visitors must sign in and out at Saunders Hall.
- Pets are not allowed on camp property.
- Vehicles will need to stay in the main parking area.
- Visitor policies subject to change at any time.

Coffee with the Camp Director

Every Morning @ 9:00 in Wood Hall, Adult Leaders are invited to sit with the camp administration and chat about how camp is going so far, offer any feedback and suggestions, and talk about plans for the future! There will be fresh coffee and snacks available.

Leader Meetings

There will be an adult leader meeting at 2:00PM immediately following the Safety Brief on the 27th at Wood Hall. Other meetings will be scheduled and announced as needed.

Buddy System

The buddy system is simply a pairing of Scouts that go to places together. The buddy system should be used at all times during camp. Everywhere the Scouts go they should be with their buddy. No Scout should be seen alone in camp. As outlined in NCAP Standard HS-511.

Leaving Camp

Any Scout or leader who leaves the camp property, must checkout at Saunders Hall. If a Scout is planning to leave camp, a "Permission to Leave Camp Form" (available by request) must be on file in the camp office. Scouts will only be released to adults listed on the form.

Program Areas

All program areas: C.O.P.E. courses, climbing tower, rappelling tower, and rifle, shot-gun and archery ranges are off-limits when closed. Furthermore, no one is permitted to swim in, wade, or cross any undesignated body of water on the property.

Tents

All campers - Youth and Adult alike are strongly encouraged to bring their own Tent for Winter Camp. Should you require a tent please let the Camp Director know ahead of time so that arrangements can be made

Footwear

Closed-toe shoes must be worn in camp except when showering or on the waterfront.

MEDICATION PROCEDURES

All campers who will be taking any kind of medication while at camp (prescription or nonprescription) need to complete the Allergies/Medications section on Part B of the Annual BSA Health and Medical Record.

-Please enclose all medications (enough for the days your Scout is at camp) in a sealed bag and send this with your Scoutmaster to camp.

-All prescription medications must be in a pharmacy-labeled container with your child's name or their over the counter packaging.

ALL MEDICATIONS MUST BE IN A PHARMACY LABELED CONTAINER WITH YOUR SCOUT'S NAME OR THEIR ORIGINAL OVER THE COUNTER PACKAGING OR WE WILL NOT BE ABLE TO ADMINISTER THAT MEDICATION TO YOUR CHILD!

TO ATTEND RESIDENT CAMP ALL YOUTH AND ADULTS ARE REQUIRED TO HAVE A CURRENT ANNUAL BSA HEALTH AND MEDICAL RECORD COMPLETELY FILLED OUT AND SIGNED BY a certified and licensed physicians [MD, DO], nurse practitioners, or physician's assistants and a parent or guardian if under 18. Thank you for your attention to these important matters as we help keep your Scout Healthy and Safe!

What to Bring To Camp

Each camper should take care of and safeguard their personal property. Clothing and personal items should be marked with the Scout's name and unit number.

Recommended items to be brought to camp include:

- B.S.A. Physical, signed by a licensed medical professional (New BSA Medical Form)
- B.S.A. uniform which includes an official shirt, shorts or pants, socks, and belt.
- 4-6 pairs of socks, including B.S.A. uniform socks
- T-shirts
- Shorts
- Underwear
- Socks
- Sneakers or boots
- Belt
- Footlocker, pack or duffle bag
- Flashlight and extra batteries
- Raincoat or poncho
- Bath towels
- Hat
- Scout Book
- Battery powered alarm clock
- Sun block
- Personal hygiene gear (including comb/brush, toothbrush/toothpaste, soap, shampoo, Talcum powder)
- Paper/pen/pencil/notebook for classes
- Canteen or water bottle
- Spending money
- Sleeping gear
- Tent
- Scout knife (NO SHEATH KNIVES)
- Camera

Information for Parents

Please review the following information to help Flaming Arrow Scout Reservation ensure that your Scout's summer camp experience is fun, safe and successful! A list of suggested equipment can be found in this Leader's Guide to assist you in planning for summer camp. Before your Scout leaves for Flaming Arrow Scout Reservation make sure that you have completed the following:

- ✓ Your Scout has discussed with their Scoutmaster the merit badges and activities that they want to participate in at camp.
- ✓ Make sure that your Scout has a current physical examination. You must use the BSA Health and Medical Record form #680-001. Which can be found here: <https://www.scouting.org/health-and-safety/ahmr/>
- ✓ If your scout is taking prescribed medications, please have them in correctly labeled containers, and in a ziplock bag with the camper's name on it. They will be turned into the Health Officer at check in.
- ✓ Food allergies or special dietary needs must be noted in registration.
- ✓ Make sure that your Scout completed any prerequisites required for completing merit badges at camp. Prerequisites are noted in the section detailing each merit badge.
- ✓ Review any additional program fees required for merit badges and discuss with your Scoutmaster how these fees will be paid for at camp. Please be aware that ALL additional fees must be paid for when your Scout's Troop checks in on Wednesday.
- ✓ Flaming Arrow Scout Reservation and Greater Tampa Bay Area Council are not responsible for theft, damage or loss of your Scout's personal equipment.

Mail is delivered daily to Flaming Arrow and should be addressed as below

Scouts Name & Unit Number
Flaming Arrow Scout Reservation
1201 Boy Scout Rd.
Lake Wales, FL 33898

Information for Adult Leaders Before Coming to Camp:

- ✓ Read and review this Participant's Guide
- ✓ Register and pay online.
- ✓ Arrange qualified leadership for Winter Camp. Call a troop committee meeting to determine who will camp with the troop.
- ✓ Make sure that all Scouts and leaders have a current physical examination and medical form.
- ✓ Make a list of troop and personal gear you have and want to bring. Plan to bring these items to camp.
- ✓ Help each Scout decide on their class schedule and register online.

While at Camp:

- ✓ Plan to arrive at camp on December 27th, no earlier than 10 AM, but no later than 12:00 PM. This will allow sufficient time for check-in, tours, and lunch prior to the start of class.
- ✓ Monitor your Scout's progress. Help them get the most out of their camp experience.
- ✓ Have at least one or more Leaders attend any announced Leaders meetings.
- ✓ Explore and enjoy your camp.
- ✓ Speak with the Camp Director and Program Director about what would bring your Troop back for Future Resident Camps
- ✓ Fill out Camp Evaluation forms at the end of the week.

Check-In Procedures

Check-In Schedule at a Glance:

10:00 am: Arrivals, check-in, and medical re-check, camp tour

1:00 pm: All Troops meet at Wood Hall for Safety Brief then get dismissed for classes

5:30 pm: pm Flag

When you arrive

- Check-in begins in Saunders Hall at 10 AM and runs through 12 PM on Wednesday December 27th. You should plan your arrival accordingly. DO NOT ARRIVE BEFORE 10AM. YOU MUST CHECK-IN AS A TROOP.
- A Camp Staff Guide will greet the Troop upon arrival at camp. One leader will check the Troop in at Saunders Hall. At this station the Troop roster will be checked, all fees confirmed paid, and the campsite will be assigned. All Scouts, leaders and parents who are staying at camp will meet with the health officer to do a medical re-check. EVERY SCOUT AND ADULT MUST HAVE A HEALTH FORM SIGNED BY A DOCTOR AND A PARENT OR GUARDIAN.
- No one will be allowed to unload at the campsite until the Troop leader and the Camp Staff Guide have inspected the campsite. Two vehicles per unit can be loaded with equipment and unloaded at the campsite and returned to the parking lot. All vehicles must be parked in the parking lot.
- At check-in, the Troop leader will need the following: Be prepared to pay for additional leaders or Scouts. Checks should be made payable to the Greater Tampa Bay Area Council. Have medical forms signed by a doctor and parent or guardian for each person staying in camp.
- Once at your campsite, the Scouts and leaders should:
 - Inspect the tents and tarps
 - Place gear in their tents (do not unpack yet).
- The tour will include: Health Lodge, Dining Hall, Trading Post, Parade Field and flagpole, and Program Areas. After the camp tour, the Troop will return to their campsite, continue to unpack and set up camp.

Check-Out Procedures

Check Out Schedule at a Glance:

11:00 am -Checkout- Adult leader to Saunders for paperwork

1:00 pm - Closing flag ceremony/Awards- Council ring

5:00 pm - Camp cleared

When You Depart

The following procedures should be followed for check-out to prepare your campsite for final inspection by your Camp Staff Guide:

- The Leader and Staff Guide will inspect the tents and tarps for damage.
- Pack all personal gear.
- Close all tent laps.
- Remove any Troop items from the bulletin board. Leave the camp schedule and emergency procedures.
- Police the area for trash and set trash bags by the campsite sign.
- Clean the bathroom and showers.
- Two vehicles may be driven to the campsite to load the gear.
- Any camp equipment that is damaged or stolen must be replaced or paid for before the Troop checks out and leaves camp.
- Pick up any medications and medical forms from Saunders Hall.
- Remember – A Scout is Clean. Please try to leave your campsite in better condition than you found it.

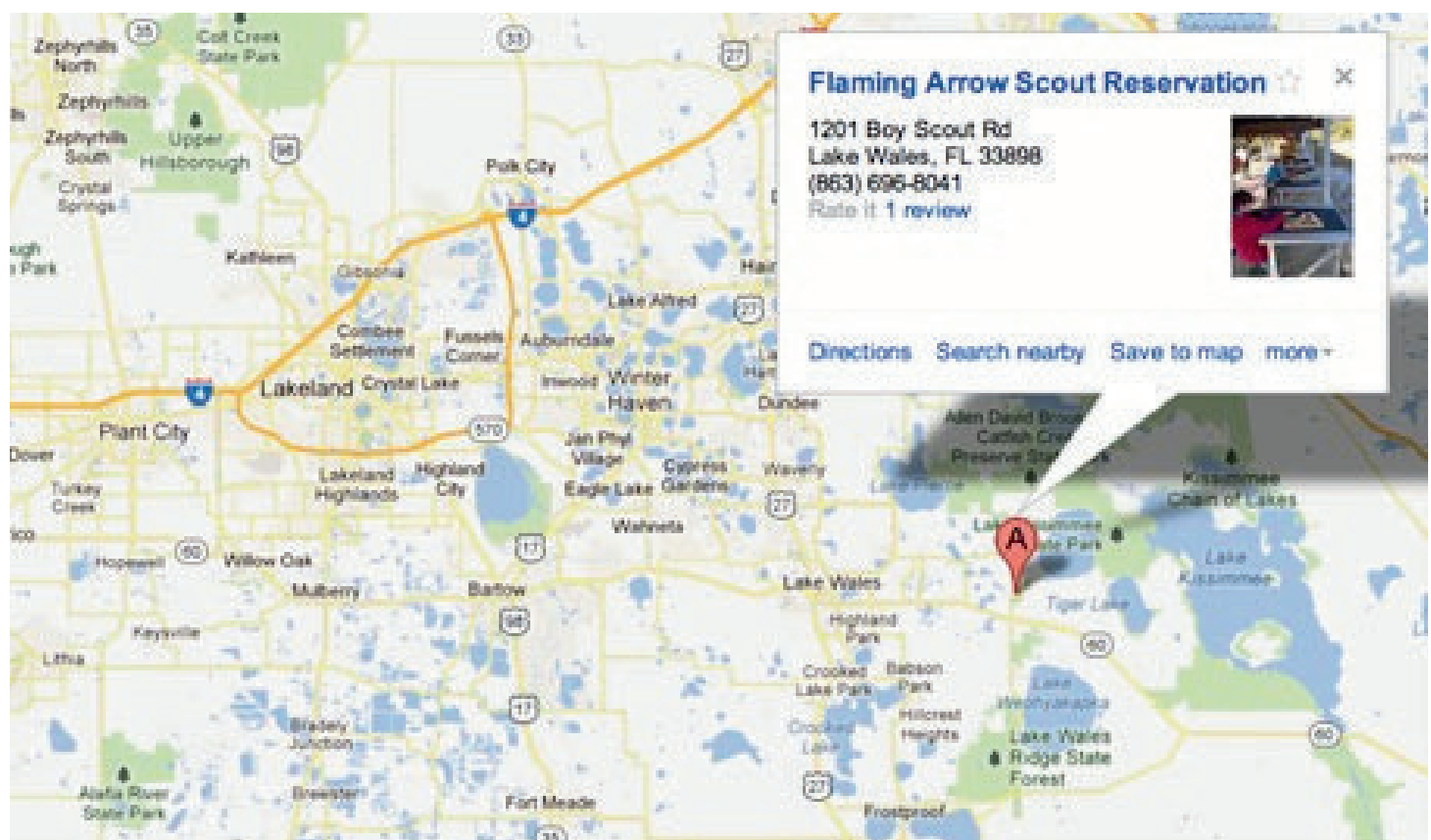
Map and Directions to Flaming Arrow Scout Reservation

Flaming Arrow Scout Reservation | 1201

Boy Scout Road, Lake Wales, FL 33898

Google Maps: <http://g.co/maps/8y737>

Bing Maps: <http://binged.it/IX0QBZ>



FLAMING ARROW SCOUT RESERVATION

1201 Boy Scout Road Lake Wales, FL 33898
Not to Scale



Key

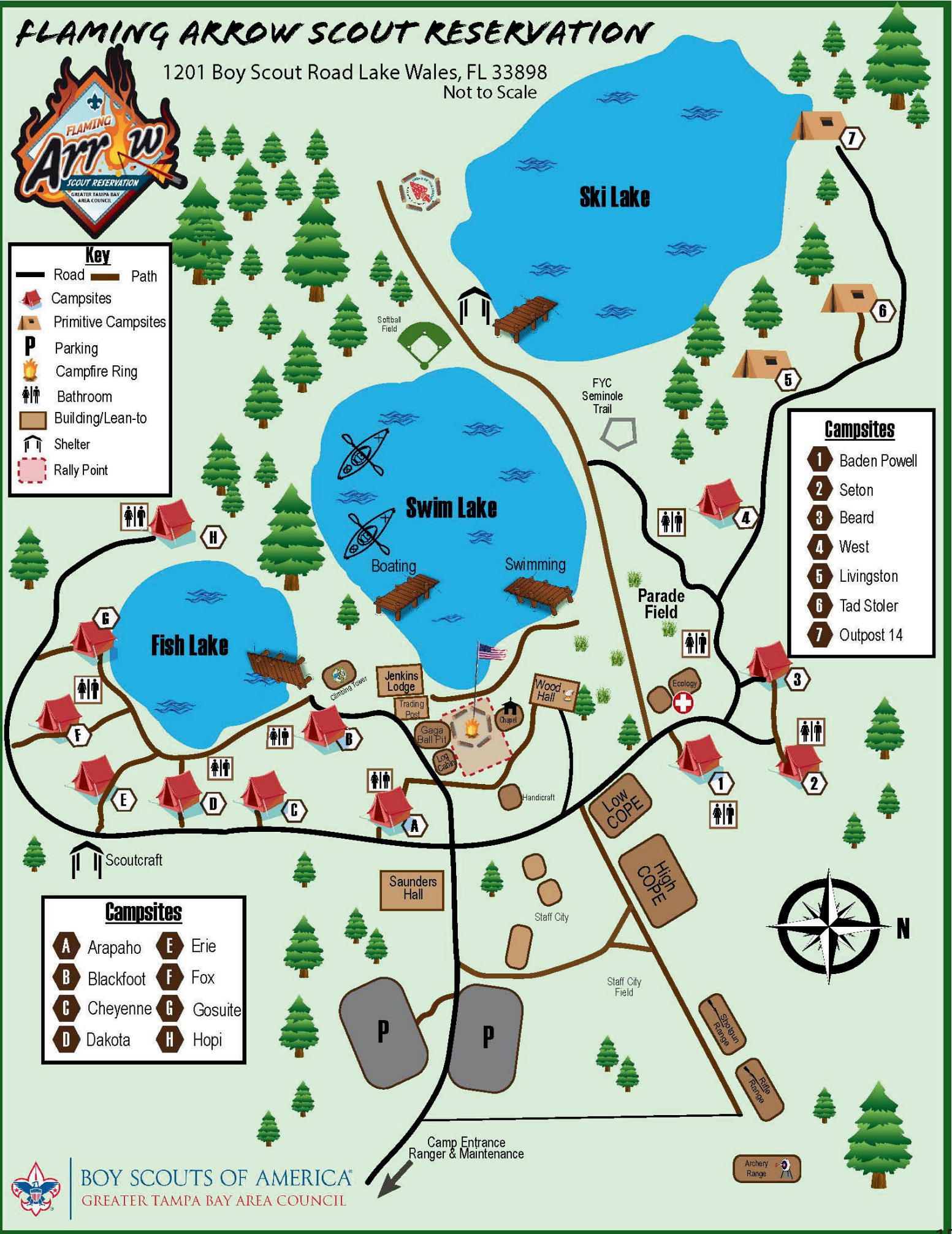
- Road
- Path
- Campsites
- Primitive Campsites
- P** Parking
- Campfire Ring
- Bathroom
- Building/Lean-to
- Shelter
- Rally Point

Campsites

- 1** Baden Powell
- 2** Seton
- 3** Beard
- 4** West
- 5** Livingston
- 6** Tad Stoler
- 7** Outpost 14

Campsites

- A** Arapaho
- B** Blackfoot
- C** Cheyenne
- D** Dakota
- E** Erie
- F** Fox
- G** Gosuite
- H** Hopi



BOY SCOUTS OF AMERICA
GREATER TAMPA BAY AREA COUNCIL