



Experience New Scout Adventures At

EXPRESS CAMP

Thursday June 27th - Sunday June 30th



BOY SCOUTS OF AMERICA®
GREATER TAMPA BAY AREA COUNCIL

Introduction

Thank you for your interest in GTBAC's 2024 Express Camp. This guide will help you with all answers and information needed in the following pages. We have worked hard to make the leaders' guide as concise as possible. We look forward to meeting you and your Scouts in June. If there are any questions, feel free to direct them to Vierbickas1@gmail.com or paul@hattricktheatre.com.

In Scouting,

Victor Vierbickas Paul McColgan
Camp Director Program Director

Visitors

Visitors are always welcome at Flaming Arrow; all will have to be screened and sign the appropriate paperwork. Inform the Camp Director ahead of visitor arrival. 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.

Emergency Calls

Personal communications should be handled through unit leadership. If there are any further questions or concerns, please contact:

GTBAC Council Office, 813-872-2691
Camp Ranger, Mason Knowlton, 863-632-0389
Camp Director, Victor Vierbickas, 863-327-3585
Program Director, Paul McColgan, 813-765-2848
Professional Advisor, Matthew Hall, 813-557-3886

Mail

If you want to mail* something to your Scout or Leaders at camp, please use the following address:

Scout's Name, Troop #
Flaming Arrow Scout Reservation
1201 Boy Scout Road
Lake Wales, Florida 33898-9224

*Use caution, Mail is slower at camp than at home.

Staff and CITs

Staff and CITs (Counselors in training) will scan the QR code to apply:

CITs must be a minimum of 14 years old, Scouts with a year of service as a CIT can be staff at 15. All other staff must be a minimum of 16 years old.



Camp Fees

Early Bird Cost*

Fee for Express Camp Youth \$205.00 | Provisional Scouts \$230 | All Adults \$100.00

Regular Price

Fee for Express Camp Youth \$225.00 | Provisional Scouts \$250 | All Adults \$110.00

**Full payment due by May 30th to receive the Early Bird Rate. Refunds will follow Council's official policy available at www.tampabayscouting.org/about/refund-and-late-fee-policies*

Provisional Campers

Provisional campers are youth coming to camp without the traditional formation of a Scout Unit. If your unit is not coming to Express 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.

Camp Trading Post

The Flaming Arrow trading post is open daily and the schedule will be posted. Scouts and parents should plan on having \$100 spending allowance for camp gear, snacks, and any kits they may need for their classes. The Trading Post accepts cash, checks, and MasterCard/Visa.

SPL and Adult Leader Meetings

SPL Meetings will be conducted as needed. **There will be an adult leader meeting at 7:00 pm on the 19th in Wood Hall.** Other meetings will be scheduled and announced as needed.

Planning Information

June 27th thru June 30th | Plan to arrive between 10:00 am and 12:00 pm for check-in.

- Bring lunch or eat on the 27th.
- Make your plans early. Notify parents of all information.
- Arrange for qualified two-deep leadership.
- Plan the program your scout wants to achieve. Copy and distribute the Merit Badge choices to your scouts.
- Handicap need requests must be emailed to the Camp Director at Vlerbickas1@gmail.com at least two weeks before arrival.

2024 Express Camp Schedule

Time	Thursday, June 27th	Friday, June 28th	Saturday, June 29th	Sunday, June 30th
7:00		Flag Ceremony		
7:15 – 8:15		Breakfast		
8:30 – 9:45		Session 1		
10:15 – 11:15	Check-In, Camp Tour & Setup, Swim Checks	Session 2		
11:30 – 12:45		Session 3		
1:00 - 2:00	Lunch			
2:15 – 3:30	THE SAFETY BRIEF	Afternoon Activity		Camp Awards
3:45 – 5:00	Session 4			Check-Out
5:45 - 6:00	Flag Ceremony			
6:00 – 7:00	Dinner			
7:30 – 9:30	Evening Activity			
10:00- 11:00	Troop Time			
11:00	Lights Out			

Class Schedule At-A-Glance

Period	Aquatics		Climbing & Sports		COPE	Life Skills	Ecology
Class 1	Swimming Lifesaving Rowing	Water Sport	Athletics Geocaching	Climbing	COPE	Space Ex Cit In Nation Communication	Env. Science Fishing Reptile & Amphib
Class 2	Rowing Canoeing		Chess Search & Rescue			Space Ex Cit. in World Game Design (2&3) Personal Mgmnt	Exploration Fly Fishing Weather
Class 3	Canoeing Swimming Lifesaving		Personal Fitness Sports Cycling 1 of 2			Communication Game Design (2&3) Cit in Nation	Env. Science Exploration Fish & Wildlife
Class 4	Inst. Swim Snorkelling/Paddle Board Free Swim		Chess Personal Fitness Cycling 2 of 2	COPE-ing Scoutmasters	Cit. in World	Soil & Water Weather Veterinary Medicine	

Period	Outdoors Skills	Seminole Trail (First-Year Camper)	Shooting Sports	Art Skills
Class 1	Pioneering Wilderness Survival/ backpacking Orienteering	Seminole Trail Area	Rifle Shotgun	Basketry Art Wood carving
Class 2	Emergency Preparedness First Aid Camping			Leatherwork Movie Making (2&3)
Class 3	Pioneering Wilderness Survival/ backpacking Orienteering		Archery Shotgun	Basketry Art Wood carving Movie Making (2&3)
Class 4	Emergency Preparedness First Aid Camping			Bugling Leatherwork Collections

Merit Badges by Program Area

For the most up to date merit badge offerings please visit the registration page on council website.



THE ATHLETE



Merit Badge	Offered in	Material	Pre-Reqs/Notes	Enroll Cap
Athletics	1	Comfortable Running Shoes and Clothing	#3 - Scouts without 3&5 done will start them at camp. Req 6 may not be completed at camp	12
Chess	2,4			16
Climbing	1-2	Wear Comfortable, non-restrictive clothes, NO Crocs.	Watch and practice How to Tie: Knots for the Climbing Merit Badge	12
COPE	1-3	Wear Comfortable, non-restrictive clothes, NO Crocs.	Challenging Leadership Experience for Older Scouts	8
Cycling	3-4	Bring own Mountain bike, helmet, gloves if owned, otherwise camp will provide. Sunglasses recommended.	2nd Year Scouts and/or ages 16+, will be riding 2 times a day. 22 mile ride must be completed on own after camp. Personal gear will be inspected before use.	12
Geocaching	1	Personal GPS if owned, Camp will provide if not.	Pre-Req #7: Parental permission for the Geocaching.com account. May not complete req #9 at camp	12
Personal Fitness	3&4	Proof of #1b Comfortable running shoes	PreReqs - #1a&b, #7, #8 Scouts without #7 & #8 done will start at camp.	12
Search and Rescue	2			12



THE ARTIST



Merit Badge	Offered in	Material	Pre-Reqs/Notes	Enroll Cap
Art	1 & 3			12
Basketry	1 & 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.	20
Fingerprinting	Open			20
Leatherworking	2 & 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.	20
Movie Making	2 - 3		Class is two periods	16
Wood Carving	1 & 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.	20
Bugling	4	Bring Bugle if owned, the camp will provide if not.	Trumpet or Bugle experience is needed. Req 6- Serve as Bugler for 3 months	5
Collections	4		Campers will need to bring collection or photos of collection	12



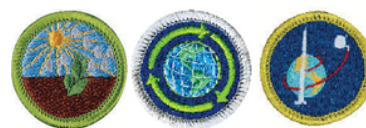
THE SOCIAL SCIENTIST



Merit Badge	Offered in	Material	Pre-Reqs/Notes	Enroll Cap
Communication	1 & 3		PreReq - #5	15
Citizenship in the Nation	1 & 3		PreReq - 2a, 2b, OR 2c. (2d done at camp)	16
Citizenship in the World	2 & 4	Review World Events	Take with (Soil & Water OR Reptile & Amphibian) & Environmental Science for the World Conservation Award	16
Space Exploration	1 & 2			15
Game Design	2 - 3		One class over two periods	16



THE ECOLOGIST



Merit Badge	Offered in	Material	Pre-Reqs/Notes	Enroll Cap
Environmental Science	1 & 3		Take with (Soil & Water OR Reptile & Amphibian) & Citizenship in the World for the World Conservation Award 7	12
Exploration	2 & 3		Scouts will travel to the outer boundaries of the camp	16
Fishing (Available during Open but not for MB)	1	Good Walking/Hiking Footwear	Watch and practice How to Tie: Knots for the Climbing Merit Badge	12
Fly Fishing		Personal Rod/Gear if preferred over the camps provided tackle	Challenging Leadership Experience for Older Scouts	8
Fish and Wildlife Management			2nd Year Scouts and/or ages 16+, will be riding 2 times a day. 22 mile ride must be completed on own after camp. Personal gear will be inspected before use.	12
Reptile & Amphibian Study	2		Pre-Req #7: Parental permission for the Geocaching.com account. May not complete req #9 at camp	12
Soil and Water Conservation	3		PreReqs - #1a&b, #7, #8 Scouts without #7 & #8 done will start at camp.	12
Veterinary Medicine	1			12
Weather	4			



THE SCOUT



Merit Badge	Offered in	Material	Pre-Reqs/Notes	Enroll Cap
Pioneering	1,3			16
Wilderness Survival	1,3	Bring personal survival kit for req #5 Must bring a backpack and water bottle	Scouts will spend one night in their shelters	16
Orienteering	1,3			16
First Aid	2,4	Home & Troop first aid kit for req #5		12
Emergency Preparedness	2,4		Must complete #2c at home. Must have earned First Aid MB	16



THE SHARPSHOOTER



Merit Badge	Offered in	Material	Pre-Reqs/Notes	Enroll Cap
Shotgun	1&2, 3&4		Recommended for ages 14+	8
Rifle	1&2		Recommended for ages 12+	16
Archery	3&4			16



THE AQUATIC



Merit Badge	Offered in	Material	Pre-Reqs/Notes	Enroll Cap
Instructional Swim	4		Not a Merit Badge, swimming instruction for those who need it.	12
Lifesaving	1 & 3		Recommended for 3rd+ year Scout - Prereq #2a - Must have Swimming MB	15
Swimming	1 & 3			20
Canoeing	2 & 3		Review BSA Safety Afloat	12
Rowing	1 & 2		Review BSA Safety Afloat	12
Water Sports	1-2		Recommended for 3rd+ year Scouts	8
Snorkelling - Stand-Up Paddleboard	4	Mask and snorkel if possible. Camp has limited supply	Review BSA Safety Afloat Awards, not Merit Badges	12

Policies for Events at Council Properties

- Follow the Scout Oath and Law
- Youth Protection guidelines must be followed by everyone at all times
- Clothing should be appropriate.
- No explicit or suggestive logos or printing. No suggestive cutouts or rips. Scout "Activity Uniform" is always best
- Boy Scouts Camps are Private Camps: The ranger has the right to stop any activity and remove anyone from camp.
- No Firearms Allowed: Outside firearms and bows are prohibited unless law enforcement is. No concealed firearms are allowed on camp.
- No fireworks: If found you will be asked to leave camp immediately.
- No Alcohol or Illegal Drugs: If Alcohol or illegal drugs are found. Those parties will be asked to leave and the authorities may be notified.
- Tobacco use in designated areas only and out of sight of youth
- No Pets Allowed, Except Service Animals: "Service Animal" means any ADA-recognized animal that is individually trained to do work or perform tasks for an individual with a disability. Pets providing emotional support, well-being, or comfort companionship are not recognized service animals under ADA regulations. Misrepresenting an animal as a service animal is a violation of the Florida State Statute.
- No Personal Vehicles on Camp: Personal golf carts, Utility Vehicles, and ATVs are prohibited on camp property unless authorized in advance.

Camper Safety Plan

If For the complete Camper Safety Plan, please download the Council Emergency Action Plan for the camp and look at appendix c. <https://tampabayscouting.org/council-emergency-procedures>.

Event Entry Procedures

Each event will have a designated registration area. Units should plan on arriving at one time as a single group to the event to facilitate registration and collection of required documents. Participants will be issued wrist bands that must be worn for the duration of your stay. If participants are arriving over time, **a unit leader must remain at the entrance to check in participants as they arrive**. Late arrivals will contact their unit leader to meet them at the event entrance. Event volunteers are **NOT** responsible for waiting at check in for an extended group arrival

Health Forms Staff

Current BSA Annual Health Forms are required for all participants at council events. Depending upon the event, these may be collected by the health officer or left in the care of the unit leadership. You may be asked to show the health forms at check-in.

Leaving Camp

Any Scout or leader who leaves the camp property must check out with the Camp Director. 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.

In case of Emergency

If it is life threatening, call 911 immediately. Then Immediately after go or get someone to call health officer, camp director or ranger so they can guide EMS. If not life threatening, call the health officer or camp director to handle the situation.

Incident Reporting

To report the incidents, there are QR codes located throughout the camp. Here is the QR code below. If the incident occurs at a camp, please contact the scouting professional or ranger. They have forms which get more information and will get your incident processed faster.



Emergency Procedures

In case of an emergency, you will hear the siren go off in camp.

- Long Siren Blast – report to the main flag pole
- Three Short Blasts (repeated) – Shelter in place
- For a complete set of emergency procedures, please scan this QR code -> -> ->



Severe Weather

In case of severe weather, the closest severe weather location is listed at each campsite pavilion and program area. Proceed to those areas if it is safe to do so.

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, and an adult leader. No Scout should be seen alone in camp. Buddy groups should consist of two scouts of the same gender for YPT. As outlined in NCAP Standard HS-511 and the Guide to Safe Scouting.

Youth Protection

The safety of our Scouts is the responsibility of everyone at camp. So please help us watch for the following barriers to abuse:

- 2-deep leadership – there are always 2 leaders present for the camp
- No one on one contact – adults should not be taking single youth aside unless they are their children
- Buddy System – Youth are to be always with same gender buddies within 2 years of age. Adults are encouraged to use the buddy system as well.
- Watch for intruders – everyone in camp should have a wristband.
- If you see something not right, contact the camp director or ranger immediately.

Meal Plan / Dietary Restrictions

The Greater Tampa Bay Area Council recognizes that there are many potential dietary restrictions as well as common diets (e.g., low-calorie and low-carbohydrate) and common food allergies (e.g., to gluten, citrus fruit, dairy, eggs, fish, nuts/peanuts, and shellfish). Individuals will need to consider this and avoid such items in their choices in the dining hall. In addition, remember that the Food Team cannot feasibly plan for all specific dietary needs of all persons attending the event. Therefore, all special dietary needs must be indicated at the time of registration. Depending upon the special food requirements they may be asked to make their own arrangements to meet those needs by bringing their own food – just as they would bring their own medications. Any dietary requests made within 2 weeks of the event will not be able to be honored.

Safety Compliance

Council event attendees, participants and staff, are required to comply with the Council's current safety protocols. Failure to do so will result in removal from Council properties and/or events and forfeiture of registration fees.

INDIVIDUAL CHECKLIST

- Your scout has spoken with their Scoutmaster about merit badges they wish to take.
 - You have completed medical forms A, B and C in their entirety available here: <https://www.scouting.org/health-and-safety/ahmr/>
 - Your scout has completed any prerequisites required for the merit badges they will be taking. This will ensure they're completing those merit badges.
 - Make sure your Scout has all of the appropriate equipment needed for Express Camp.
 - All clothing should be appropriate for camp. No inappropriate graphics or print.
 - Closed toe shoes required at all times in camp. No flip flops, slides, or sandals.
- | | |
|--|--|
| <input type="checkbox"/> Scout uniform* | <input type="checkbox"/> Sleeping bag/bedroll |
| <input type="checkbox"/> 5-7 pairs of socks | <input type="checkbox"/> Air mattress or sleeping pad |
| <input type="checkbox"/> Sweater/jacket | <input type="checkbox"/> Pillow |
| <input type="checkbox"/> Raincoat/poncho | <input type="checkbox"/> Insect repellent |
| <input type="checkbox"/> Extra underwear | <input type="checkbox"/> Water bottle |
| <input type="checkbox"/> T-shirts | <input type="checkbox"/> Sunscreen |
| <input type="checkbox"/> Long sleeved shirt | <input type="checkbox"/> Portable Camp Chair for classes |
| <input type="checkbox"/> Jeans/long pants | <input type="checkbox"/> Medical form completed/signed |
| <input type="checkbox"/> Two pair closed toe shoes | <input type="checkbox"/> Chosen merit badge books |
| <input type="checkbox"/> Hat | <input type="checkbox"/> Individual program needs |
| <input type="checkbox"/> Bath towel/washcloth | <input type="checkbox"/> Face masks |
| <input type="checkbox"/> Toothbrush/toothpaste | <input type="checkbox"/> Scout handbook |
| <input type="checkbox"/> Personal Hygiene supplies | <input type="checkbox"/> \$100 Spending Allowance |
| <input type="checkbox"/> Comb/brush | |

*Scouts and leaders are expected to wear full Field Uniforms (khaki button down shirt, green shorts/pants) at all evening flag ceremonies and evening meals. Full uniform includes: official shirt, shorts, socks, and belt.

Each Scout needs to take care of and safeguard their personal property. ALL CLOTHING AND PERSONAL ITEMS SHOULD BE MARKED WITH THE SCOUTS NAME.

Electronic devices- smartphones and tablets are welcome at camp. There are a lot of valuable uses for them. They need to be used appropriately, at the appropriate time. Camp is not responsible for any damage or loss.

MEDICAL DESCRIPTION FORM



We are asking all campers who will be taking any kind of medication while at camp (prescription or nonprescription) to complete a Medication Description Form. This form is at the bottom of (Part A) of the Annual BSA Health and Medical Record. Please enclose all medications (enough for the time your Scout is at camp) in a sealed bag and send this with your Scout's Scoutmaster to camp. Please note, all prescription medications must be in a pharmacy labeled container with your child's name or their over the counter packaging.

TO ATTEND Express CAMP ALL YOUTH AND ADULTS ARE REQUIRED TO HAVE A CURRENT ANNUAL BSA HEALTH AND MEDICAL RECORD (PARTS A, B and C) COMPLETELY FILLED OUT. Please notice the signature line at the bottom of the page on (Part A) of the Annual BSA Health and Medical Record.

Due to COVID, all participants must have a completed Pre-Event Medical Screening and Hold Harmless Agreement to enter the camp. These can be found at: <https://tampabayscouting.org/covid-mitigation-procedures>

ALL MEDICATIONS MUST BE IN AN ORIGINAL PHARMACY LABELED CONTAINER WITH YOUR SCOUT'S NAME OR THEIR ORIGINAL OVER THE COUNTER PACKAGING.