

# WINTER

# CAMP 2024

December  
27-30



**Camp Director, Jay Sheridan**  
813-601-4039

**Professional Advisor, Matthew Hall**  
813-557-3866

**Program Director, Paul McColgan**  
813-601-4039

**Camp Ranger, Mason Knowlton**  
863-632-0389

**MORE INFORMATION: [SCOUTINGEVENT.COM/089-WINTERCAMP2024](https://scoutingevent.com/089-wintercamp2024)**





# WELCOME TO

# WINTER CAMP

## Introduction

Thank you for your interest in GTBAC's 2024 Winter camp. This guide will help you with all answers and information needed in the following pages. We have worked hard to make the participant's guide as concise as possible. We look forward to meeting you in December!

If there are any questions, feel free to direct them to our Camp Director Jay Sheridan who can be reached at [Jaysheri1976@yahoo.com](mailto:Jaysheri1976@yahoo.com)

In Scouting,

Jay Sheridan  
2024 Winter Camp Director

Paul McColgan  
2024 Winter Camp Program Director

## Location and Dates

**Flaming Arrow Scout Reservation, 1201 Boy Scout Camp Rd, Lake Wales, FL 33898.**

**Camp Dates: December 27-30, 2024.**

## Theme

**Medieval Times:** It's like Summer Camp but WAYYY Cooler!

## Fees

Fee for Winter Camp Youth \$205 (\$225 after Nov. 29th)

All Adults \$100 (\$110 after Nov. 29th)

Provisional Scouts \$230 (\$ 250 after Nov. 29th)

**All fees must be paid in full by December 15th.**

## 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.



## 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

**Professional Advisor, Matthew Hall**

813-557-3866

**Program Director, Paul McColgan**

813-601-4039

**Camp Ranger, Mason Knowlton**

863-632-0389

## 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 inline with NCAP standard HS-502. All adults attending camp must be registered with the BSA.

## 2024 Winter Camp Schedule

Time	Friday, December 27	Saturday, December 28	Sunday, December 29	Monday, December 30
7:15		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
12:00 – 12:45	Lunch			
1:00 – 2:15	The Safety Brief @ Wood	Afternoon Activity	Afternoon Activity	Afternoon Activity
2:30 – 3:45	Session 3	Session 3	Session 3	Check-Out Begins
4:00 – 5:15	Session 4	Session 4	Session 4	
5:45	Flag Ceremony			
6:00 – 7:00	Dinner			
7:00 – 8:00	Opening Campfire	Medieval Games	Medieval Games	
8:00 – 10:00	Cracker Barrel	Evening Activity	Evening Activity	
10:00- 11:00	Troop Time	Troop Time	Troop Time	
11:00	Lights Out			





## **Chess Tournament**

Any Individual Scout can sign up to participate in the chess tournament. As it progresses a champion from each [Group] will be found. The top two champions will be decided by match play, and then 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!

## **Seminole Trail – Flaming Arrow’s First Year Camper Program**

If you are new to Scouting, going through our First Year Camper Program Seminole Trail is the perfect option for you to consider. In this full day program Scouts will be able to work on rank advancement requirements ranging from Scout thru First Class. In addition, Scouts will also have the opportunity to work on the following merit badges: First Aid, Collections, Fingerprinting, and Pulp and Paper.

## **Project COPE**

COPE stands for Challenging Outdoor Personal Experience, it is a program in the Boy Scouts of America that consists of tests to develop strength, agility, coordination, reasoning, mutual trust, and group problem-solving. Founded in 1980, by 1991 there were 200 COPE courses offered across the United States. During non-summer camp months, Project COPE courses have been made available to high schools, and to private groups for team building.

Participants in the COPE program will go through a series of games and challenges where they will build trust, communication skills, problem solving opportunities, confidence, and more which culminates with taking on the High COPE elements to include the leap of faith, Giants ladder, and ziplining.

## **Complete Angler Award**

The Complete Angler Recognition is an award that recognizes Scouts who earn all three fishing-related merit badges: Fishing, Fly-Fishing, and Fish and Wildlife Management. The BSA's National Fishing Task Force created the award in 2014 to honor well-rounded young anglers. Scouts have the opportunity to earn this award at Winter Camp and become mentors for younger Scouts and share their knowledge.

To earn the award, Scouts must complete one or more projects in addition to earning the three merit badges.

## THE ATHLETE

Merit Badge	Offered in	Materials	Pre-Reqs/Notes	Enroll Cap
Athletics		Athletic Shoes	Post-Req - Complete the 12 week Fitness plan. Recommend to take with Personal Fitness	12
Chess		Download Chess.com Chess clock from App store		16
Climbing		Watch and practice How to Tie: <a href="#"><u>Knots for the Climbing Merit Badge</u></a>		12
COPE Experience			Not a Merit Badge	18
Cycling Merit Badge		Encouraged to bring personal helmet, gloves, a bike lock, hydration system, and personal Mountain bike that can pass an inspection	Be able to continuously ride 10 miles on a mountain bike	8
Geocaching		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		Athletic Shoes	Post-Req - Complete the 12 week Fitness plan.	12
Search and Rescue				12

**Merit Badges Materials, Notes and Enrollment Cap subject to change.**



## THE ARTIST

<b>Merit Badge</b>	<b>Offered in</b>	<b>Materials</b>	<b>Pre-Reqs/Notes</b>	<b>Cap</b>
Art	4			14
Basketry	2	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.	14
<b>Collections (NEW)</b>	4			14
<b>Graphic Arts (NEW)</b>	3			12
Fingerprinting	Open			N/A
Leatherworking	1&2	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. Class fee \$15 to cover cost of leather kit	14
<b>Movie Making (NEW)</b>	3-4 Block			12
<b>Music (NEW)</b>	1			12
<b>Painting (NEW)</b>	1			14
Wood Carving	2&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. Class fee \$15 to cover cost of kit	14
Art	4			14
Basketry	2	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.	14

**Merit Badges Materials, Notes and Enrollment Cap subject to change.**

## THE ACADEMIC

<b>Merit Badge</b>	<b>Offered in</b>	<b>Materials</b>	<b>Pre-Reqs/Notes</b>	<b>Enroll Cap</b>
Astronomy	1&4			14
Automotive Maintenance	2&4	Will need some leaders with vehicles willing to help		12
Citizenship in the Nation	3		PreReq - 2a, 2b, OR 2c. (2d done at camp)	16
Citizenship in the World	2&3			16
Digital Technology	1	Must bring a laptop with Microsoft applications. Laptop will be secured at check in.		10
Game Design	3-4Block			12
Space Exploration	1&2		Class fee \$10 to cover model rocket kit	16
Merit Badge	Offered in	Materials	Pre-Reqs/Notes	Enroll Cap

**Merit Badges Materials, Notes and Enrollment Cap subject to change.**



## THE ECOLOGIST

<b>Merit Badge</b>	<b>Offered in</b>	<b>Materials</b>	<b>Pre-Reqs/Notes</b>	<b>Enroll Cap</b>
Animal Science	4			14
Environmental Science	1&3			14
Exploration	4	Good Walking/Hiking Footwear	Scouts will travel to the outer boundaries of camp	14
Fishing	2	Personal Rod/Gear if preferred over the camps provided tackle	Recommend to take with Fly Fishing	12
Fly Fishing	3		Recommend to take with Fishing	12
Fish and Wildlife Management	4			14
Geology	1			14
Nature	3			14
<b>Reptile and Amphibian Studies (NEW)</b>	1			14
Soil and Water Conservation	2			14
Weather	2			14

**Merit Badges Materials, Notes and Enrollment Cap subject to change.**

## THE SCOUT

Merit Badge	Offered in	Materials	Pre-Reqs/Notes	Enroll Cap
Cooking	3-4 Block		Req 2c and req 4 can not be completed at camp	14
Emergency Preparedness	2&4		Must complete #2c at home. Must have earned First Aid MB	
First Aid	1,2,&4	Home & Troop first aid kit for req #5		14
Orienteering	3			14
Pioneering	2&4			14
Wilderness Survival	1&3	Bring personal survival kit for req #5	Scouts will spend one night in their shelters	14

## THE SHARPSHOOTER

Merit Badge	Offered in	Materials	Pre-Reqs/Notes	Enroll Cap
Shotgun			Recommended for ages 14+	8
Rifle			Recommended for ages 12+	16
Archery				16

**Merit Badges Materials, Notes and Enrollment Cap subject to change.**





# GENERAL CAMP AND SAFTEY INFO

## **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 must 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 are subject to change at any time.

## **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.

## **Leader Meetings**

There will be an adult leader meeting at 2:00 PM immediately following the Safety Brief on the 27th at Wood Hall. Other meetings will be scheduled and announced as needed. There will be Senior Patrol Leader meetings after Lunch on the 28th & 29th.

## **Coffee with the Camp Director**

Every Morning after breakfast 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.

## **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

## 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.

***Tents will not be provided.*** Each camper should have their own tent, or a plan to tent with a buddy. Please don't make this a reason to not attend. Contact Camp management if tenting is absolutely needed.

### **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
- Bathing suit
- 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
- Scout knife (NO SHEATH KNIVES)
- Phone/Smartphone - There are many positive reasons to have a smartphone at camp. Anybody using a phone, camera, or internet access inappropriately will be subject to disciplinary action, including dismissal from camp.

Each Scout needs to take care of and safeguard their personal property. **ALL CLOTHING AND PERSONAL ITEMS SHOULD BE MARKED WITH THE SCOUTS NAME.** *Camp management is not responsible for missing, lost, or stolen items. We will do our best to help relocate items.*

\*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.

## 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 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/> Part C is required to be signed by a medical professional. This must be complete for entry into camp.
- ✓ 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. The Camp Health
- ✓ 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 Friday.
- ✓ 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**



# LEADER INFORMATION

## 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 forms signed by a medical professional
- ✓ Make a list of troop gear and personal gear that you have and want to bring. Plan to bring these items to camp.
- ✓ Help each Scout decide on their class schedule, and register online for all classes.

## 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:

- 10:00am 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
- 5:30pm Flag



## When you arrive

- Check-in begins in Saunders Hall at 10 AM and runs through 12 PM on Friday December 27th. You should plan your arrival accordingly. **DO NOT ARRIVE BEFORE 10AM. YOU MUST CHECK-IN AS A TROOP.**
- Lunch will be provided during your tour of camp.
- 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 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: set their gear somewhere safe. Troop trailers can be left along the roadway near the campsites. It is not possible to get trailers into the sites. If a vehicle is left attached to the trailer, it must stay parked for the duration of camp.
- The tour will include: Health Lodge, Dining Hall, Trading Post, Parade Field & Flagpole, and Program Areas. After the camp tour, the Troop will return to their campsite, continue to unpack and set up camp.
- There will be additional time on Friday evening to complete camp setup.

## Check-Out Procedures

### Check Out Schedule at a Glance:

Camp checkout begins immediately after the awards. The awards ceremony is immediately after lunch on Dec 30th.

Program area staff will be available at Saunders as soon as possible after lunch and awards to answer any questions.

Camp will be cleared by 5:00.

### 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 campsite for damage.
- Pack all personal gear.
- 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 advancement records, 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.

## Camp Staff and Counselor-in-Training

Camp Staff: Camp Staff applications can be completed online here: <https://tinyurl.com/FASR2024W>  
Staff members must be at least 16 years old prior to employment, be approved by their troop leader and parent (if under 18), and must display talent, patience, Scouting values, and enthusiasm. Scouts with experience as a CIT can apply to be on paid staff at 15.

## Counselor in Training:

A Counselor in Training (CIT) The CIT program provides Scouts an opportunity to learn additional leadership skills and observe the entire camp operation first hand. Graduates of the CIT program often return in subsequent years to be members of the camp staff. Scouts interested in becoming CITs apply with a Staff application available at: <https://tinyurl.com/FASR2024W>

## Camperships

A limited number of partial camperships are available for Greater Tampa Bay Area Council Scouts with financial need. Camperships are available for up to 50% of the camp fee. It is the responsibility of the scout and/or the unit to provide the balance of camper fees. Applications requesting the full camper fee will not be approved. A maximum of five (5) camperships will be awarded each week; no more than two (2) per unit. Unit leaders are encouraged to plan ahead and discuss fees, fundraising opportunities, and/or financial need with parents well in advance of payment deadlines. Camperships must be applied for by December 1st, 2024. Click here to apply: <https://tampabayscouting.org/camp-scholarships>

## GTBAC Refund Policy

Refund Policy information can be found at: <https://tampabayscouting.org/camps>

- **MEDICATION PROCEDURES** All campers taking any 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.

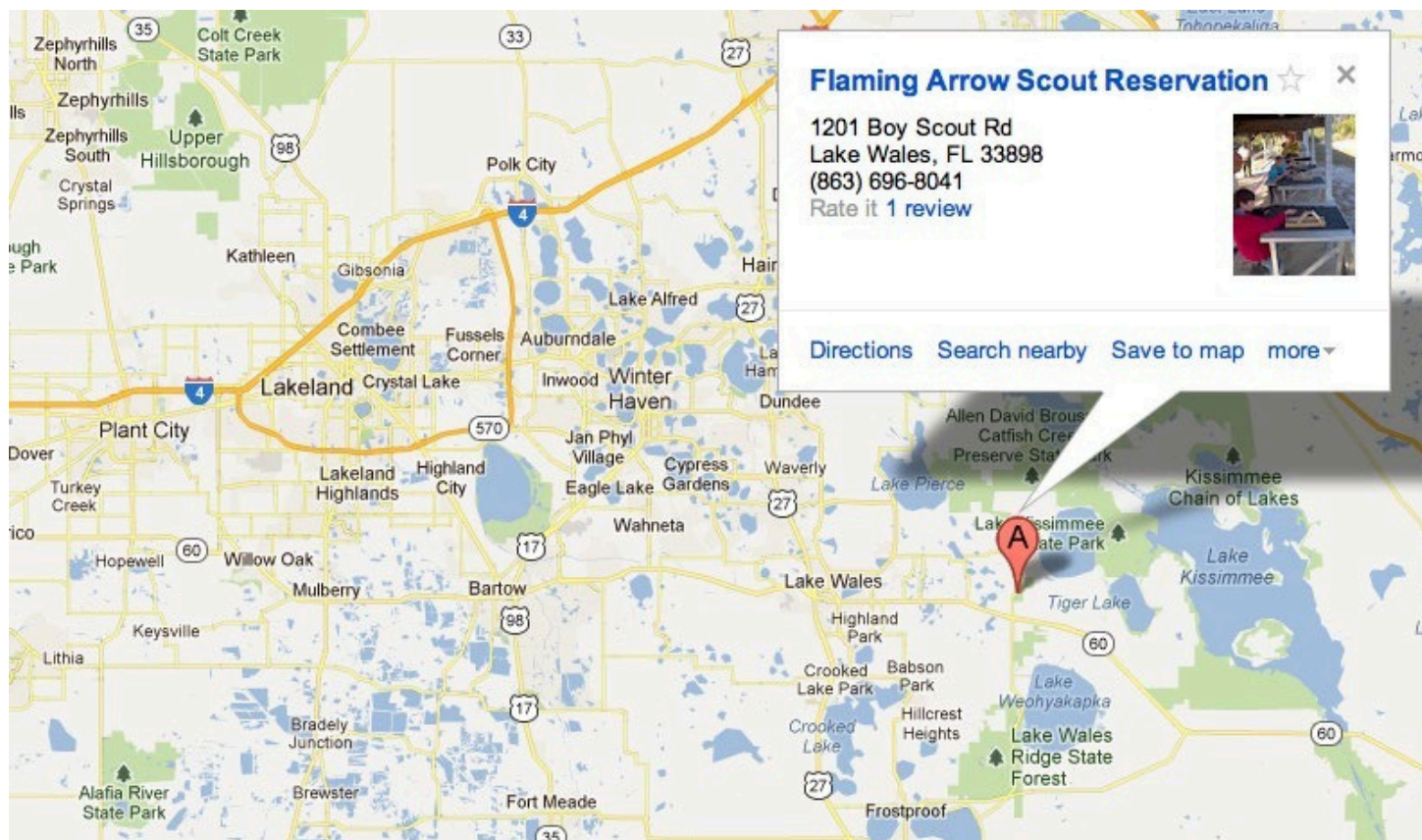
Thank you for your attention to these important matters as we help keep your Scout Healthy and Safe!



**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>





# Map of Flaming Arrow

## FLAMING ARROW SCOUT RESERVATION

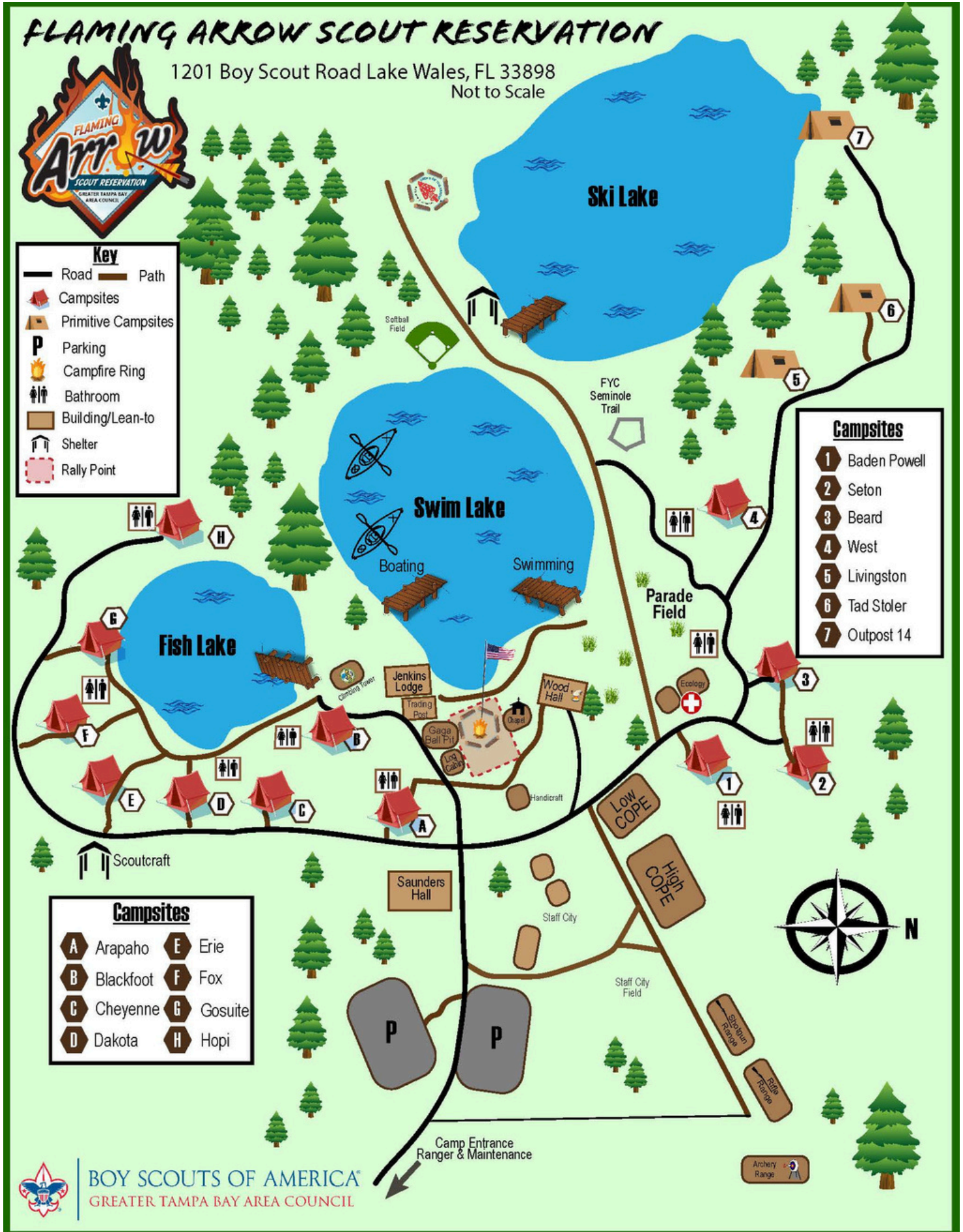
1201 Boy Scout Road Lake Wales, FL 33898  
Not to Scale



Key	
	Road
	Path
	Campsites
	Primitive Campsites
	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		E Erie
	B Blackfoot		F Fox
	C Cheyenne		G Gosuite
	D Dakota		H Hopi



BOY SCOUTS OF AMERICA  
GREATER TAMPA BAY AREA COUNCIL