

# OPERATION FIRST CLASS

June 5-8



## Participant Guide

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

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

**Program Director, Cassie Riddick**  
727-222-8128

**Camp Ranger, Kevin Slater**  
727-797-6307

MORE INFORMATION: [SCOUTINGEVENT.COM/089-OFC2025](https://scoutingevent.com/089-OFC2025)



# WELCOME TO

# OPERATION FIRST CLASS

## Introduction

Thank you for your interest in GTBAC's 2025 Operation First Class. 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 June!

Operation First Class is a Mini Camp specifically designed for new crossover Scouts. It is local, shorter, and more laid back than "one of the Big Camps." This will give your crossovers an opportunity to complete a First Year Camper program, earn a couple Merit Badges, and learn their way around a camp program. We have strategically scheduled it at the beginning of the summer. Your Scouts can easily attend a week long summer camp after attending this camp.

Campers will be formed into Patrols, and the entire camp will simulate how a Troop should operate. Staff "Troop Guides" will be assigned to each patrol in addition to any adult leadership that attends.

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)

Jay Sheridan  
2025 Camp Director

Cassie Reddick  
2025 Program Director

## Location and Dates

Camp Soule, 2201 Soule Rd. Clearwater, FL 33759.

**Camp Dates: June 5th-8th, 2025**

## Theme

**Heritage Adventures - A Return to Camp Soule**

## Fees

Fee for Operation First Class - \$110 (\$125 after May 8th)

All Adults \$60

Provisional Scouts \$125 (\$140 after May 8th)

**All fees must be paid in full by May 22nd.**



## Provisional Campers

Provisional campers are youth coming to camp without the traditional formation of a Scout Unit. If your unit is not coming to Camp, individuals can come as provisional participants. Please register as a provisional Camper. There will be a \$15 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 campers.

## 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, Cassie Riddick**

727-222-8128

**Camp Ranger, Kevin Slater**

727-797-6307

## 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.

## 2025 Operation First Class Schedule

Time	Thurs. June 5	Fri. June 6	Sat. June 7	Sun. June 8
7:15	Staff Only	Flag Ceremony		
7:30 – 8:30		Breakfast		
8:45 – 10:00		MB Class 1	MB Class 1	MB Class 1
10:15 – 11:30		MB Class 2	MB Class 2	MB Class 2
12:00 – 12:45		Lunch		
1:00 – 3:00	Check in- Camp setup, tours, Swim tests	Afternoon Activity 1	Afternoon Activity 3	Camp Closing
3:15 – 5:15		Afternoon Activity 2	Afternoon Activity 4	Check-Out Begins
5:45	Flag Ceremony			
6:00 – 7:00	Dinner			
7:00 – 8:00	Camp orientation	Evening Activity		
8:00 – 9:00	Campfire program Cracker Barrel			
9:00- 10:00	Troop Time			
10:00	Light's Out			



## Class Schedule At-A-Glance

Period	
Class 1	<ul style="list-style-type: none"> <li>• Swimming</li> <li>• First Aid</li> <li>• Environmental Science</li> <li>• Space Exploration</li> </ul>
Class 2	<ul style="list-style-type: none"> <li>• Scouting Heritage</li> <li>• Astronomy</li> <li>• Chess</li> <li>• Art</li> </ul>

## Afternoon and Evening Activities

Potential activities include:

- |   |  |
|---|--|
| <ul style="list-style-type: none"> <li>• Pioneering Catapults</li> <li>• Shooting sports</li> <li>• Boating- Canoeing, Paddleboarding</li> <li>• Sailing</li> <li>• Chess Tournament</li> <li>• Life Size Chess</li> <li>• Disc Golf</li> <li>• Fingerprinting Merit Badge</li> </ul> | <ul style="list-style-type: none"> <li>• Orienteering</li> <li>• Geocaching</li> <li>• Open pool/swim</li> <li>• BSA Snorkeling</li> <li>• Movie night</li> <li>• Totin' Chip</li> <li>• Fire Em Chit</li> <li>• Woodcarving</li> <li>• Skits, songs, fun</li> </ul> |
|---|--|

Activities will be dictated by safety and ability. A more structured schedule will be provided at check in. All events are subject to adjustment or cancellation due to weather conditions and staffing availability.

### Pioneering Catapults

This will be a Patrol vs Patrol activity. They will have some instruction on pioneering (tying sticks together) and how a catapult works. They will then have time to build their own catapult. Awards will be presented for furthest shot, and best lashings.

### Chess Tournament

Any Individual Scout can sign up to participate in the chess tournament. As it progresses a champion from each house 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!

## **Life Sized Chess**

The victors of the Chess Tournament will have the opportunity to play in a life sized chess game. Everyone else will be the pieces. Battles WILL occur.

## **Range and Target Sports**

Scouts will have the opportunity to learn how to shoot archery and BB guns safely.

## **Disc Golf**

Learn how to play frisbee golf, and participate in a round.

## **Boating**

Have fun in canoes, kayaks, and stand up paddleboards on historic Lake Chautaugua. Swim tests will be required to participate in all aquatic activities.

## **Open Swim**

Just as named, free time in the beach entry pool. Swim tests will be required to participate in all aquatic activities.

## **Geocaching**

Learning how to use a GPS (Global Positioning System) to locate Caches. Don't let the muggles catch you.

## **Orienteering**

Using a map and compass to find your way along a course, an important Scouting skill.

## **Movie Night**

Watch a Scout appropriate either under the stars, or in the dining hall.

## **BSA Snorkeling**

Learning how to snorkel in the environment of the Camp's pool. If they have the skill, they can earn the BSA Snorkeling award. This is not a merit badge, but a fun activity to get recognized for.

## **Fingerprinting Merit Badge**

The Fingerprinting Merit Badge is the fastest merit badge to complete. When instructed properly, is also interesting.

## **Totin Chip**

Earning the Totin Chip card allows Scouts to carry a knife while at camp. It is a requirement for Tenderfoot Rank, and fun to learn.

## **Fire'm Chit**

Earning the Fire'm Chit card gives Scouts the training necessary to light and build a campfire.

## **Fun**

Most important, all activities will be fun- "Games with a Purpose."

## Merit Badge Pre and Post Requisites

Merit Badge	Offered in	Materials	Pre-Reqs/Notes	Enroll Cap
Swimming	1	Appropriate Swimwear	Must be able to pass Swim Classification test as a Swimmer.	20
First Aid	1			20
Space Exploration	1	\$10 additional fee for rocket building kit		20
Environmental Science	1			20
Scouting Heritage	2		Scouts should work on Req 5 and bring req 6 (or pictures) with them.	20
Astronomy	2		Scouts will need to participate in the star party one night during camp.	20
Chess	2	Download Chess.com Chess clock from App store		20
Art	2			20

## Adult Program

Adult training will be offered as desired and available. In addition to providing supervision, adults in attendance will have some special program opportunities and perks.



# GENERAL CAMP AND SAFETY INFO

## **Camp Trading Post**

The Soule 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 Soule; 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 with Camp Management.
- 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 with Camp Management. 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 a brief adult leader meeting after dinner on the 5th. Other meetings will be scheduled and announced as needed. Patrol Leader Councils (PLCs) will be scheduled as needed.

## **Coffee with the Camp Director**

Every Morning after breakfast on the Dining Hall porch, 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

## **Program Areas**

All program areas: Pool, Waterfront and 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.

## **Footwear**

Closed toe shoes are required in all areas of camp. No flip flops around camp. Ever.



# 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 Camp Soule 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 Camp Soule 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.
- ✓ Camp Soule 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 Camp Soule and should be addressed as below:

**Scouts Name & Unit Number**  
**Camp Soule**  
**2201 Soule Rd. Clearwater, FL 33759**



# LEADER INFORMATION

## Before Coming to Camp:

- ✓ Read and review this Participant's Guide
- ✓ Register and pay online.
- ✓ Arrange qualified leadership for Operation First Class. 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 June 5th, no earlier than 1 PM, but no later than 4:00 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:

1:00 PM Arrivals, check-in and medical re-check, camp tour, set-up and swim tests  
5:45 PM Flag Ceremony in Council Ring.

## When you arrive

- Check-in begins in front of camp at 1:00 PM and runs through 4:30 on Thursday, June 5th. You should plan your arrival accordingly. DO NOT ARRIVE BEFORE 1:00 PM. YOU MUST CHECK-IN AS A TROOP.
- Lunch will not be provided, you may eat before arriving, or bring your own food. Meals will be provided starting with dinner on the 5th, until lunch on the 8th.
- A Camp Staff Guide will greet the Troop upon arrival at camp. One leader will check the Troop in at the front of camp. 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.

## Check-Out Procedures

### Check Out Schedule at a Glance:

Camp checkout begins immediately after the Closing Ceremonies. These are immediately after lunch on June 8th. Program area staff will be available as soon as possible after lunch and closing 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 the Checkout location.

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/Soule2025>. Staff members must be at least 14 years old prior to the start of this camp. They must be good Scouts, and mature. They are expected to uphold and exemplify the Scout Oath and Law in everything they do. They must be approved by their troop leader and parent (if under 18), and must display talent, patience, Scouting values, and enthusiasm. This camp will be exclusively volunteer-based.

## 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>

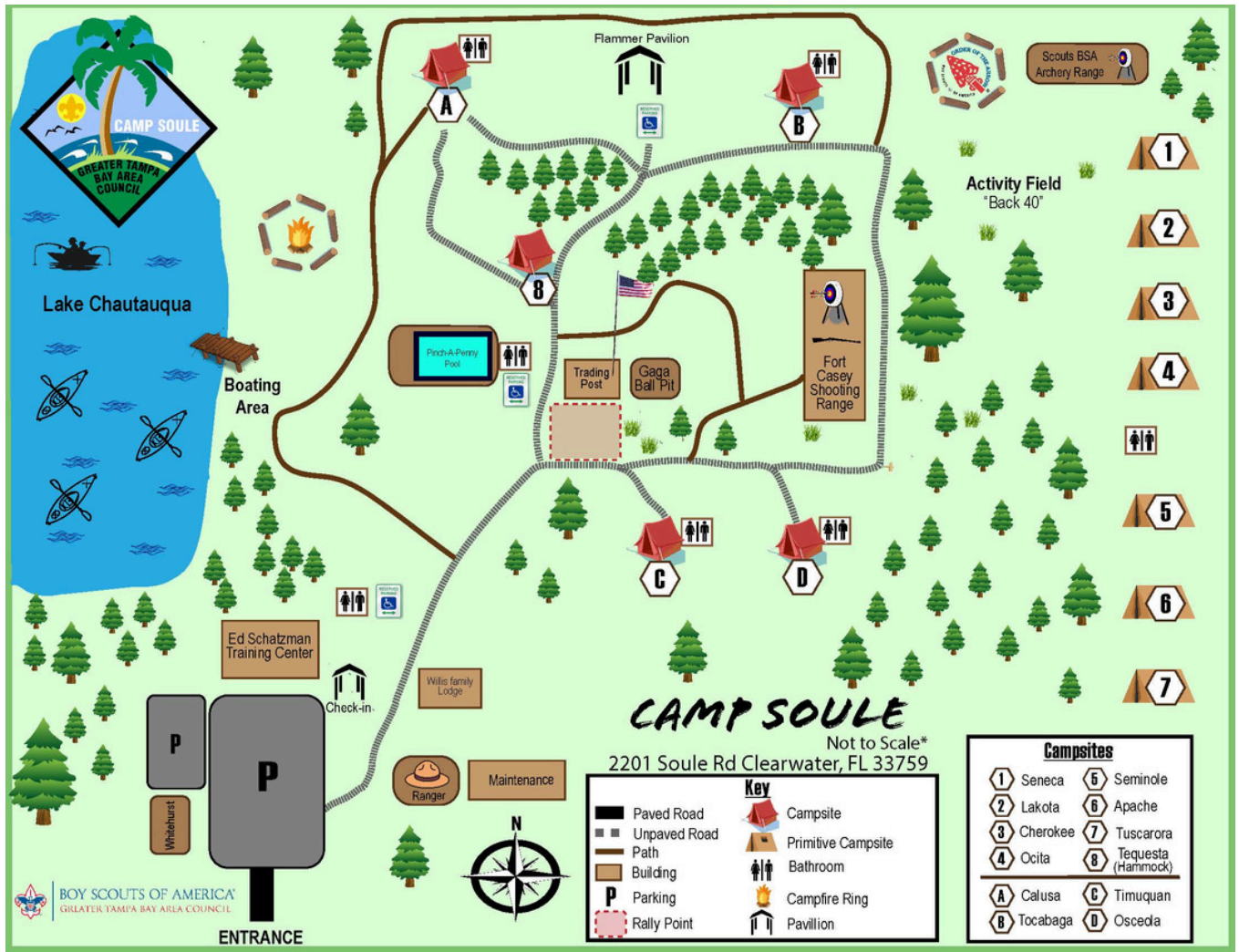
- **MEDICATION PROCEDURES** All campers taking any medication while at camp (prescription or nonprescription) need to complete the Allergies/Medications section on Part B of the Annual BSA Health and Medical Record.
- Please enclose all medications (enough for the days your Scout is at camp) in a sealed 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!

# Map of Camp Soule



## Camp Soule

2201 Soule Rd. Clearwater, FL 33759