



WINTER CAMP

Operation Holiday: The Coolest Mission of the Year

Camp Director, Jay Sheridan: 813-601-4039

Program Director, Andrew Vail: 813-713-3253

Professional Advisor, Cassie Riddick: 813-557-3866

Camp Ranger, Mason Knowlton: 863-632-0389

Scouting America
Greater Tampa Bay Area Council



WELCOME TO WINTER CAMP

Introduction

Thank you for your interest in GTBAC's 2025 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 Jaysheril976@yahoo.com

In Scouting,

Jay Sheridan
2025 Winter Camp Director

Andrew Vail
2025 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, 2025.

Theme: Operation Holiday

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 Scouting America 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

Program Director, Andrew Vail

813-713-3253

Professional Advisor, Cassie Riddick

813-557-3866

Camp Ranger, Mason Knowlton

863-632-0389

Leaders

All units must have at least two leaders with each unit as guided by Scouting America 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 Scouting America.

**NEW PATCH
COMING
SOON**

2025 Winter Camp Schedule

Time	Saturday, December 27	Sunday, December 28	Monday, December 29	Tuesday, December 30
7:15 AM		Flag Ceremony		
7:30 – 8:30 AM		Breakfast		
8:45 – 10:00 AM		Session 1	Session 1	Session 1
10:15 – 11:30 AM	10:00 AM Check-In Begins Camp Setup	Session 2	Session 2	Session 2
12:00 – 12:45 PM	Lunch			
1:00 – 2:15 PM	The Safety Brief @ Wood Hall	Afternoon Activity	Afternoon Activity	Closing Flag and Awards
2:30 – 3:45 PM	Session 3	Session 3	Session 3	Check-Out Begins
4:00 – 5:15 PM	Session 4	Session 4	Session 4	
5:45 PM	Flag Ceremony			
6:00 – 7:00 PM	Dinner			
7:00 – 8:00 PM	Opening Campfire	Campwide Games	Campwide Games	
8:00 – 10:00 PM	Cracker Barrel	Evening Activity	Evening Activity	
10:00- 11:00 PM	Troop Time	Troop Time	Troop Time	
11:00 PM	Lights Out			

Class Schedule At-A-Glance

Period	THE ATHLETE	THE ACADEMIC	THE ARTIST
Class 1	<ul style="list-style-type: none"> • Athletics • Chess • COPE 1&2 	<ul style="list-style-type: none"> • Astronomy • Digital Technology • Space Exploration 	<ul style="list-style-type: none"> • Leatherworking • Music (NEW) • Painting (NEW)
Class 2	<ul style="list-style-type: none"> • Personal Fitness • Cycling 2&3 • COPE 1&2 	<ul style="list-style-type: none"> • Automotive Maintenance • Citizenship in the World • Space Exploration 	<ul style="list-style-type: none"> • Leatherworking • Basketry • Woodcarving
Class 3	<ul style="list-style-type: none"> • Personal Fitness • Climbing 3&4 • Geocaching • Cycling 2&3 	<ul style="list-style-type: none"> • Citizenship in the Nation • Citizenship in the World • Game Design 3&4 	<ul style="list-style-type: none"> • Graphic Arts • Moviemaking 3&4 • Woodcarving
Class 4	<ul style="list-style-type: none"> • Chess • Climbing 3&4 • Search and Rescue 	<ul style="list-style-type: none"> • Astronomy • Automotive Maintenance • Game Design 3&4 	<ul style="list-style-type: none"> • Art • Collections • Moviemaking 3&4

Period	THE ECOLOGIST	THE SCOUT	THE SHARPSHOOTER
Class 1	<ul style="list-style-type: none"> • Environmental Science • Geology • Reptile & Amphibian Study 	<ul style="list-style-type: none"> • First Aid • Wilderness Survival 	<ul style="list-style-type: none"> • Rifle • Shotgun
Class 2	<ul style="list-style-type: none"> • Fishing • Soil & Water Conservation • Weather 	<ul style="list-style-type: none"> • Emergency Preparedness • First Aid • Pioneering 	
Class 3	<ul style="list-style-type: none"> • Environmental Science • Fly Fishing • Nature 	<ul style="list-style-type: none"> • Cooking 3&4 • Orienteering • Wilderness Survival 	<ul style="list-style-type: none"> • Archery • Shotgun
Class 4	<ul style="list-style-type: none"> • Animal Science • Exploration • Fish & Wildlife Management 	<ul style="list-style-type: none"> • Cooking 3&4 • Emergency Preparedness • First Aid • Pioneering 	

Afternoon Activity/Program time 1:00 PM – 2:15 PM

Saturday	Sunday	Monday	Tuesday
<p>WELCOME & The Safety Brief @ Wood Hall</p> <p>All Must attend</p> <p>We will go over:</p> <ul style="list-style-type: none"> Camp Safety Procedures The First Aid Reqs for Badges 	<ul style="list-style-type: none"> Fingerprinting @ Wood Hall 		<ul style="list-style-type: none"> Closing Awards Ceremony @ Wood Hall
		<ul style="list-style-type: none"> Sandman Competition@ TDB 	
		<ul style="list-style-type: none"> Open Zip @ High COPE (ages 16-116, limited spots) Scouts Own Service @ Chapel 	

Night Activity/Program time 8:30 PM – 10:30 PM

	Sunday	Monday	Tuesday
	<ul style="list-style-type: none"> N/A 	<ul style="list-style-type: none"> Chess Tournament @ Wood Hall 	<ul style="list-style-type: none"> Chess Finale @ Wood Hall
	<ul style="list-style-type: none"> Cracker Barrel & Board Games @ Wood Hall 	<ul style="list-style-type: none"> OA Social Open Climb (All) (Tower) 	<ul style="list-style-type: none"> Staff Hunt Cowboy shoot (Adult) @ Range

Final program schedules for Afternoon and Night Activity times will be available at Camp.

Adult Program

Adult trainings and activities will be planned and scheduled prior to Camp. These trainings and activities will likely include:

- Cowboy Action shoot (tickets available for purchase at camp.)
- Scoutmaster Specific Training
- Climb on Safely
- Dutch Oven demo and dinner
- Leave No Trace/Outdoor Ethics Demo
- Open Zipline
- Open Climbing and Rapelling
- Black Powder shooting (tickets available for purchase at camp.)
- Dutch Oven competition
- Safety afloat

If any specific trainings or events are desired, please reach out to the Camp Director prior to camp.



Operation First Class – Flaming Arrow’s First Year Camper Program

If you are new to Scouting, going through our First Year Camper Program– Operation First Class 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
- Pulp and Paper.

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!

Operation High Adventure

Finally! An older Scout program designed for veteran campers who are tired of Merit Badge classes. Stay with your unit, eat normal meals, and participate in all the fun activities. When Merit Badge classes start, you’ll get to participate in other activities. Get ready for a challenging but rewarding program of adventure with surprise events.

These are some of the potential activities in the program:

- Low and High COPE with the continuous high COPE challenge (Up Giants Ladder and Transition across to the Cadillac of Zip lines)
- Complete an 8 mile mountain bike ride that conquers all distant corners of FASR.
- Challenge yourself in a multi paddlesports event consisting of Stand up Paddle boarding, Kayaking, Canoeing, and Sailing across the 3 lakes and back to claim the paddle sport champion award
- Multisport event (Mini Triathlon per the Multisport MB)
- Compete in the Venturer Shooting sports competition (Standing, Bench, Kneeling, Prone)
- Cowboy action shoot
- Archery Shooting
- Lashing Challenge
- Frisbee Golf Challenge
- Long form orienteering course
- Dutch Oven Cooking
- First Aid challenge
- Ropes Challenge

Not all events will be able to be completed; however, participants will decide as a group what events they want to complete at the beginning of camp. This adventure is available for Scouts aged 14 and up.

Pre and Post Requisites

THE ATHLETE

Merit Badge	Offered in	Materials	Pre-Reqs/Notes	Enroll Cap
Athletics	1	<ul style="list-style-type: none"> Athletic Shoes 	<ul style="list-style-type: none"> Post-Req - Complete the 12 week Fitness plan. Recommend to take with Personal Fitness 	14
Chess	1&4	<ul style="list-style-type: none"> Mobile phone with Chess.com Chess clock app downloaded 		18
Climbing	3&4 Block	<ul style="list-style-type: none"> Watch and practice: How to Tie: Knots for the Climbing Merit Badge 		12
Cycling Merit Badge	2&3 Block	Encouraged to bring: <ul style="list-style-type: none"> Personal Helmet, Gloves A Bike Lock, Hydration System Personal Mountain Bike (That can pass inspection) 	<ul style="list-style-type: none"> Be able to continuously ride 10 miles on a mountain bike We need an adult leader to assist with the rides. Contact the Program Director, if interested 	8
Geocaching	3	<ul style="list-style-type: none"> Mobile phone with the Geocaching.com App loaded and sign on credentials 	<ul style="list-style-type: none"> Pre-Req #7: Parental permission for Geocaching.com account 	12
Personal Fitness	2&3	<ul style="list-style-type: none"> Athletic Shoes 	<ul style="list-style-type: none"> Post-Req - Complete the 12 week Fitness plan. Recommend to take with Athletics 	14
Search and Rescue	4			12

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

THE ARTIST

Merit Badge	Offered in	Materials	Pre-Reqs/Notes	Enroll Cap
Art	4			14
Basketry	2	<ul style="list-style-type: none"> Material cost added to registration fee. Kits will be provided at start of class. 	<ul style="list-style-type: none"> Campers will have to work <i>independently</i> on projects to complete the badge. 	14
Collections (NEW)	4		<ul style="list-style-type: none"> Campers must bring a collection or pictures of a collection to camp 	14
Graphic Arts (NEW)	3			12
Fingerprinting	Open		<ul style="list-style-type: none"> Offered during Afternoon Activity time. No registration, show up to class. 	N/A
Leatherworking	1&2	<ul style="list-style-type: none"> Material cost added to registration fee. Kits will be provided at start of class. 	<ul style="list-style-type: none"> Campers will have to work independently on projects to complete the badge. Class fee \$15 to cover cost of leather kit 	14
Movie Making (NEW)	3&4 Block			12
Music (NEW)	1			12
Painting (NEW)	1			14
Wood Carving	2&3	<ul style="list-style-type: none"> Material cost added to registration fee. Kits will be provided at start of class. 	<ul style="list-style-type: none"> Campers will have to work independently on projects to complete the badge. Class fee \$15 to cover cost of kit 	14

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

THE ACADEMIC

Merit Badge	Offered in	Materials	Pre-Reqs/Notes	Enroll Cap
Astronomy	1&4			14
Automotive Maintenance	2&4	<ul style="list-style-type: none"> We will need some leaders with vehicles willing to help 		12
Citizenship in the Nation	3		<ul style="list-style-type: none"> PreReq - 2a, 2b, OR 2c. (2d done at camp) 	16
Citizenship in the World	2&3			16
Digital Technology	1	<ul style="list-style-type: none"> Must bring a laptop with Microsoft applications. Laptop can be secured at check in. 		10
Game Design	3-4 Block			12
Space Exploration	1&2		<ul style="list-style-type: none"> Class fee \$10 to cover the model rocket kit 	16

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

THE ECOLOGIST

Merit Badge	Offered in	Materials	Pre-Reqs/Notes	Enroll Cap
Animal Science	4			14
Environmental Science	1&3		<ul style="list-style-type: none"> Pre- Req requirement 11 	14
Plant Science (NEW)	4		<ul style="list-style-type: none"> Pre-Req requirement 5. Grow a plant, bring it to camp. 	14
Fishing	2	<ul style="list-style-type: none"> Personal Rod/Gear <i>if preferred over the camps provided tackle</i> 		12
Fly Fishing	3			12
Fish and Wildlife Management	4		<ul style="list-style-type: none"> Pre-Reqs requirement 5B 	14
Geology	1			14
Nature	3		<ul style="list-style-type: none"> Pre-Reqs requirement 7 	14
Mammal Study (NEW)	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	1-2 Block		<ul style="list-style-type: none"> Req 4 and 6 can not be completed at camp 	14
Emergency Preparedness	2&4		<ul style="list-style-type: none"> Must have earned First Aid MB 	
First Aid	1,2,&4	<ul style="list-style-type: none"> Home & Troop first aid kit for req #5 		14
Orienteering	3			14
Pioneering	2&4			14
Wilderness Survival	1&3	<ul style="list-style-type: none"> Bring a personal survival kit for req #5 	<ul style="list-style-type: none"> Scouts will spend one night in their shelters 	14
Camping	3		<ul style="list-style-type: none"> Requirement 9A can not be completed at camp 	

THE SHARPSHOOTER

Merit Badge	Offered in	Materials	Pre-Reqs/Notes	Enroll Cap
Shotgun	1-2 Block or 3-4 Block		<ul style="list-style-type: none"> Recommended for ages 14+ 	8
Rifle	1-2 Block		<ul style="list-style-type: none"> Recommended for ages 12+ 	16
Archery	3-4 Block			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

Program Areas

All program areas: C.O.P.E. courses, climbing tower, rappelling tower, and rifle, shotgun, 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.

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:

- Scouting Physical, signed by a licensed medical professional (New Scouting America Medical Form)
- Class A uniform which includes an official shirt, shorts or pants, socks, and belt.
- 5+ pairs of socks, including uniform socks
- T-shirts
- Athletic Shorts
- Underwear
- 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
- Canteen or water bottle
- Spending money (Cash)
- 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 Scouting America 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 Saturday, 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/FASR2025W>
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/FASR2025W>

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, 2025. 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 Scouting America 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 Scouting America 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
- 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 Goshute
- H Hopi



BOY SCOUTS OF AMERICA
GREATER TAMPA BAY AREA COUNCIL