

JUNE 4TH - 7TH

Scouting America
Greater Tampa Bay Area Council

2026 JURASSIC EXPRESS CAMP



PARTICIPANT GUIDE

Camp Director, Jay Sheridan
813-601-4039

Professional Advisor, Cassie Riddick
813-557-3866

Program Director, Andrew Vail
813-713-3253

Camp Ranger, Daniel Tremblay
352-585-1086

MORE INFORMATION: [SCOUTINGEVENT.COM/089-EXPRESSCAMP2026](https://scoutingevent.com/089-expresscamp2026)



WELCOME TO

JURASSIC EXPRESS CAMP

Introduction

Thank you for your interest in GTBAC's 2026 Summer camp. This guide will help you with all the 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!

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

Jay Sheridan
2026 Camp Director

Andrew Vail
2026 Program Director

Location and Dates

Sand Hills Scout Reservation, 11210 Cortez Blvd, Brooksville, FL 34613.
June 4th-7th, 2026
Sand Hills Scout Reservation
11210 Cortez Blvd, Brooksville, FL 34613

Theme:

Operation: Jurassic Express

Camp Fees

Fee for Winter Camp Youth \$215 (\$237 after May. 14th)
All Adults \$95 (\$105 after May. 14th)
Provisional Scouts \$240 (\$260 after May. 14th)

All fees must be paid in full by May 29th.

Provisional Campers

Provisional campers are youth coming to camp without the traditional formation of a Scout Unit. If your unit is not coming to Summer Camp, individuals can come as provisional participants. Please register as a provisional Camper. There will be a \$30 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 the Camp Staff contacts:

- Camp Director, Jay Sheridan 813-601-4039
- Program Director, Andrew Vail: 813-713-3253
- Professional Advisor, Cassie Riddick: 813-557-3866
- Camp Ranger, Daniel Tremblay: 352-585-1086
- GTBAC Council office 813-872-2691

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

2026 Operation First Class Schedule

Time	Thurs. June 5	Fri. June 6	Sat. June 7	Sun. June 8
7:30		Flag Ceremony		
7:45 – 8:45		Breakfast		
8:45 – 10:00		Session 1	Session 1	Session 1
10:15 – 11:30	10:00 AM Check-In Begins, Camp setup	Session 2	Session 2	Session 2
11:30 – 12:30	Lunch			
1:00 – 2:15	The Safety Brief @ Dining Hall	Afternoon Activity	Afternoon Activity	Closing Flag and Awards
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	Campwide Games	Campwide Games	
8:00 – 9:00	Cracker Barrel	Evening Activity	Evening Activity	
9:00	Troop Time	Troop Time	Troop Time	
11:00	Lights Out			



Program options

Operation First Class – 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 program, Scouts will be able to work on rank advancement requirements ranging from Scout through 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.

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:

- Paddle down the beautiful Weeki Wachi River
- Multisport event (Mini Triathlon per the Multisport MB)
- Cowboy action shoot
- Archery Shooting
- Lashing Challenge
- Frisbee Golf Challenge
- Long form orienteering course
- Dutch Oven Cooking
- First Aid challenge
- Ropes Challenge
- Wilderness survival overnighter

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.

Class Schedule At-A-Glance

Period	LIFE SKILLS (7)	HANDICRAFT (5)	TARGET AND RANGE SPORTS (3)
Class 1	<ul style="list-style-type: none"> Space Exploration Entrepreneurship 	<ul style="list-style-type: none"> Leatherworking Painting Chess 	<ul style="list-style-type: none"> Rifle Shotgun
Class 2	<ul style="list-style-type: none"> Citizenship in the World Space Exploration Search and Rescue 	<ul style="list-style-type: none"> Basketry Woodcarving 	
Class 3	<ul style="list-style-type: none"> Citizenship in the Nation Citizenship in the World Communications 	<ul style="list-style-type: none"> Woodcarving Leatherworking Chess 	<ul style="list-style-type: none"> Archery Shotgun
Class 4	<ul style="list-style-type: none"> Plumbing Search and Rescue 	<ul style="list-style-type: none"> Art Woodcarving 	

Period	ECOLOGY (6)	OUTDOOR SKILLS (5)	AQUATICS (2)
Class 1	<ul style="list-style-type: none"> Environmental Science Reptile & Amphibian Study/Mammal Study 	<ul style="list-style-type: none"> First Aid Wilderness Survival 	<ul style="list-style-type: none"> Swimming
Class 2	<ul style="list-style-type: none"> Forestry 	<ul style="list-style-type: none"> Emergency Preparedness First Aid Pioneering 	
Class 3	<ul style="list-style-type: none"> Environmental Science Nature 	<ul style="list-style-type: none"> Orienteering Wilderness Survival 	<ul style="list-style-type: none"> Lifesaving
Class 4	<ul style="list-style-type: none"> Geocaching 	<ul style="list-style-type: none"> Emergency Preparedness First aid Pioneering 	



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

THURSDAY	FRIDAY	SATURDAY	SUNDAY
<p>WELCOME & The Safety Brief @ Dining Hall All Must attend. Will go over camp safety procedures, and the first aid reqs. for badges</p>	<p>Fingerprinting @ Hagerty</p>	<p>Scouts Own Service@Chapel</p>	<p>Closing Awards Ceremony@ Parade Field</p>
		<p>Collections @ Hagerty</p>	

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

THURSDAY	FRIDAY	SATURDAY
<p>N/A</p>	<p>Chess Tournament@Dining Hall</p>	<p>Chess Finale @ Dining Hall</p>
<p>Cracker Barrel & Board Games @ Dining Hall</p>	<p>OA Social</p>	<p>Staff Hunt @ Dining Hall Porch Cowboy Shoot (Adult) @ Range</p>

PLEASE NOTE:

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



Adult Program

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

- Cowboy Action shoot (tickets will have to be purchased at camp.)
- Scoutmaster Specific Training
- Dutch Oven demo and dinner
- Leave No Trace/Outdoor Ethics Demo
- Black Powder shooting (tickets will have to be purchased 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.

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!

up.

PRE AND POST REQUISITES

HANDICRAFT

MERIT BADGE	OFFERED IN	MATERIALS	PRE-REQS/NOTES	ENROLL CAP
Art	4			14
Basketry	2	Material cost will be added to the registration fee. Kits will be provided at the start of class.	Campers will have to work independently on projects to complete the badge.	14
Chess	1&3	Download Chess.com Chess clock from App store		18
Leather working	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. Class fee \$15 to cover cost of leather kit	14
Painting	1			14
Wood Carving	2&3&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. Class fee \$15 to cover cost of kit	14

LIFESKILLS

MERIT BADGE	OFFERED IN	MATERIALS	PRE-REQS/NOTES	ENROLL CAP
Citizenship in the Nation	3			16
Citizenship in the World	2&3			16
Communications	3			12
Entrepreneurship	1			12
Search and Rescue	4			12
Space Exploration	1&2		Class fee \$10 to cover the model rocket kit	16
Plumbing	4			8

ECOLOGY

MERIT BADGE	OFFERED IN	MATERIALS	PRE-REQS/NOTES	ENROLL CAP
Environmental Science	1&3		Pre-Req requirement 11	14
Forestry	2			14
Geocaching	4	A good pair of shoes		14
Nature	3		Pre-Reqs requirement 7	14
Reptile & Amphibian Study	1		Post-Req requirement 8 for reptile and amphibian study	14

OUTDOOR SKILLS

MERIT BADGE	OFFERED IN	MATERIALS	PRE-REQS/NOTES	ENROLL CAP
Emergency Preparedness	2&4		Must have earned First Aid MB	14
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 a personal survival kit for req #5	Scouts will spend one night in their shelters	14

TARGET AND RANGE SPORTS

MERIT BADGE	OFFERED IN	MATERIALS	PRE-REQS/NOTES	ENROLL CAP
Shotgun	1-2 Block or 3-4 Block		Recommended for ages 14+	8
Rifle	1-2 Block		Recommended for ages 12+	16

THE SWIMMER

MERIT BADGE	OFFERED IN	MATERIALS	PRE-REQS/NOTES	ENROLL CAP
Swimming	1&2 Block			20
Lifesaving	3&4 Block	Must bring long pants and a long-sleeved shirt	Must have the swimming merit badge	10



GENERAL CAMP AND SAFETY INFO

Camp Trading Post

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

Leaving Camp

Any Scout or leader who leaves the camp property must checkout at the administration building. 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 the dining 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 who 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 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 Sand Hills 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 Sand Hills 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.
- ✓ Sand Hills 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 Sand Hills Scout Reservation and should be addressed as below:

Scouts Name & Unit Number
Sand Hills Scout Reservation
11210 Cortez Blvd, Brooksville, FL 34613



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 4th. 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 4th, until lunch on the 7th.
- 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.

While at Camp

- ✓ 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-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 in person at the Council Service Center on March 22nd from 11am to 4pm. 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!