

JUNE 11-14

Scouting  America
Greater Tampa Bay Area Council

AOL & WEBELOS DINOSAUR ADVENTURE



PARTICIPANT GUIDE

June 11-14 | Camp Soule | 2201 Soule Rd, Clearwater, FL 33759

Camp Director, Cassie Riddick

813-557-3866

Camp Ranger, Kevin Slater

727-797-6307

WELCOME TO



DINOSAUR ADVENTURE CAMP

Introduction

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!

AOL/WEBELOS Adventure Camp is a Mini Camp specifically designed for new AOL and Webelos Scouts. It is local, shorter, and more laid back so we can get our 4th and 5th graders ready for a bigger summer camp adventure.

This will give your cubs an opportunity to complete a few elective adventures, learn the Den/ Patrol method and start their journey towards summer camp adventures. We have strategically scheduled it at the beginning of the summer so your cub can still attend Day Camp which runs right after camp.

Campers will be formed into Patrols, and the entire camp will simulate how a Den for older youth should operate. Staff "Den Chiefs" will be assigned to each den in addition to the required adult leadership that attends.

If there are any questions, feel free to direct them to our Camp Director Cassie Riddick, who can be reached at cassie.riddick@scouting.org

In Scouting,
Cassie Riddick

Location and Dates

Camp Soule, 2201 Soule Rd, Clearwater, FL 33759.
June 11-14, 2026

Theme:

Dinosaur Adventure

Camp Fees

Fee for AOL/WEBELOS \$95 (\$105 after May 8th)

All Adults \$60

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

All fees must be paid in full by May 22.



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:

Camp Director, Cassie Riddick 727-222-8128

Camp Ranger, Kevin Slater 727-797-6307

GTBAC Council office 813-872-2691

All scouts must have at least ONE adult OR each den of 10 must have 2 leaders with each Den as guided by Souting America 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 leaders in Scouting America.

2026 AOL/Webelos Adventures

TIME	Thursday, June 11	Friday, June 12	Saturday, June 13	Sunday, June 14
7:30am		Flag Ceremony		
7:45- 8:30a		Breakfast		
8:45 – 9:45a		Adventure 1	Adventure 1	Adventure 1
9:50 – 10:50a	STAFF ARRIVAL	Adventure 2	Adventure 2	Adventure 2
10:55 – 11:55a		Adventure 3	Adventure 3	Adventure 3
12:00 –12:45p		Lunch		
1:00- 2:00p		Adventure 4	Adventure 4	Closing Ceremony
2:05- 3:05p		Camp Check in- • Set-up • Tours • Swim Tests	Adventure 5	Adventure 5
3:10-4:10p	Adventure 6		Adventure 6	
4:15 – 5:15p	Patrol Names/Flags	Adventure 7	Adventure 7	
5:30p	Flag Ceremony			
6:00-7:00p	Dinner			
7:00- 8:30p	Opening Campfire Program	Evening Activity		
8:30p- 10:00p	Den Time/Cracker Barrel			
10:00p	LIGHTS OUT			

Class Schedule At-A-Glance

Period	AOL	WEBELOS
Adventure 1	<ul style="list-style-type: none"> • Knife Safety (Day 2) • Fishing (Days 3 & 4) 	<ul style="list-style-type: none"> • Aquanaut (Days 2-4)
Adventure 2	<ul style="list-style-type: none"> • Swimming (Days 2-4) 	<ul style="list-style-type: none"> • Target Sports (Days 2-4)
Adventure 3	<ul style="list-style-type: none"> • Target Sports (Days 2-4) 	<ul style="list-style-type: none"> • Paddle Onward (Days 3 & 4) (Must Pass Swim test) • Art Explosion (Days 3 & 4)
Adventure 4	<ul style="list-style-type: none"> • Paddle Craft (Days 3 & 4) (Must Pass Swim test) • Engineer (Days 3 & 4) 	<ul style="list-style-type: none"> • Chef's Knife (Day 2) • Catch the Big One (Day 3 & 4)
Adventure 5	<ul style="list-style-type: none"> • First Aid (Days 2 & 3) 	<ul style="list-style-type: none"> • Build It (Day 2 & 3)
Adventure 6	<ul style="list-style-type: none"> • Outdoor Adventurer (Days 2 & 3) 	<ul style="list-style-type: none"> • Let's Camp (Day 2 & 3)
Adventure 7	<ul style="list-style-type: none"> • Into the Woods (Day 2) • Into the Wild (Day 3) 	<ul style="list-style-type: none"> • Earth Rocks (Day 2) • Build It (Day 3)

Afternoon and Evening Activities

Potential activities include:

- Chess Tournament
- Open pool/swim
- Movie night
- Ga-Ga Ball Tournament
- Scout Trivia Night

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.



Program options

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!

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

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

FUN – Most important, all activities will be fun- “Games with a Purpose.”



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 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 a brief adult leader meeting after dinner on day 1 of camp. Other meetings will be scheduled and announced 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! 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:

- 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
- 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:

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.

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 Camp. Call a pack committee meeting to determine who will camp with the den.

Make sure that all Scouts and leaders have a current physical examination and medical forms signed by a medical professional

Make a list of unit gear and personal gear that you have and want to bring. Plan to bring these items to camp.

While at Camp:

Plan to arrive at camp on June 1th, no earlier than 2:00pm, but no later than 4:00 PM.

This will allow sufficient time for check-in, tours, and swim tests.

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

When you arrive

- Check-in begins in front of camp at 2PM and runs through 4:40PM on Thursday, June 11th. You should plan your arrival accordingly. DO NOT ARRIVE BEFORE 2 PM. YOU MUST CHECK-IN AS A DEN.
- Lunch will not be provided; you may eat before arriving or bring your own food. Meals will be provided starting with dinner on the 11th, until lunch on the 14th.
- A Camp Staff Guide will greet the Den upon arrival at camp. One leader will check the DEN in at the front of camp. At this station the DEN 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 Den has arrived TOGETHER with their leaders. 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 Den leader will need the following: Be prepared to pay for additional leaders or Scouts, credit cards are accepted. 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. Pack trailers can be left in the campsites
- The tour will include Health Lodge, Dining Hall, Trading Post, Council Ring, Chapel area, Waterfront, Pool, Range and Program Areas. After the camp tour, the Den 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 14th. Program area staff will be available as soon as possible after lunch and closing to answer any questions. Camp will be cleared by 3:00.

When You Depart

The following procedures should be followed for check-out to prepare your campsite for final inspection by your Camp Staff Guide:

- Camp Commissioner will inspect the campsite for damage.
- Pack all personal gear.
- 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 lost must be replaced or paid for before the Troop checks out and leaves camp.
- Pick up advancement records, medications and medical forms from Checkout location.
- Remember – A Scout is Clean. Please try to leave your campsite in better condition than you found it.

Camp Staff

Camp Staff applications can be requested via email at Cassie.Riddick@scouting.org. Staff members must be at least 12 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 and discuss fees, fundraising opportunities, and/or financial need with parents well in advance of payment deadlines. Click here to apply: <https://tampabayscouting.org/camp-scholarships>

GTBAC Refund Policy

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

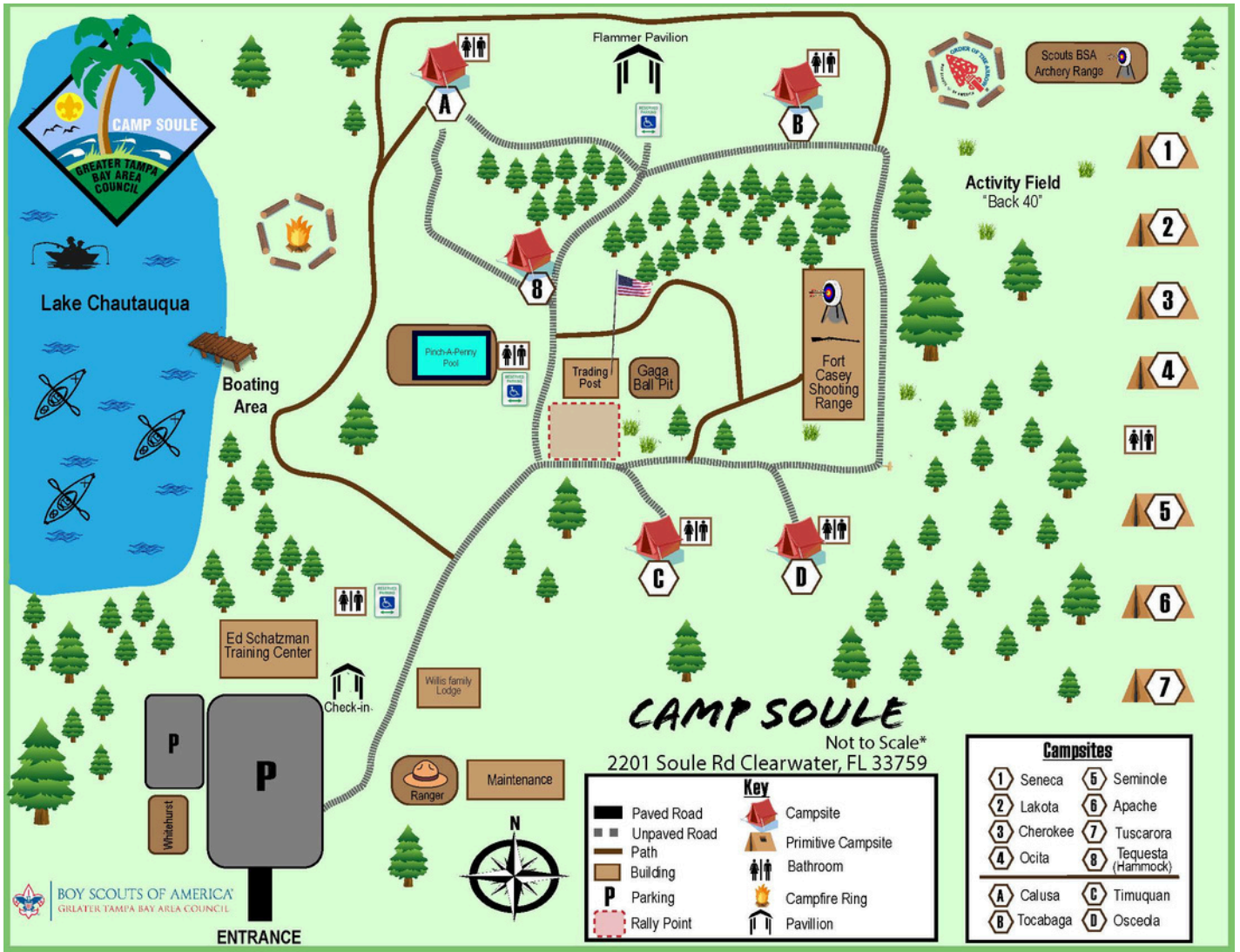
MEDICATION PROCEDURES

- 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