Scouting America
Greater Tampa Bay Area Council



2026 WINTER CAMP

PARTICIPANT'S GUIDE

OPERATION: JURASSIC

DECEMBER 27–30, 2026

Flaming Arrow Scout Reservation | Lake Wales, Florida

Introduction

Thank you for your interest in GTBAC's 2026 Winter 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 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.

Jay Sheridan
2026 Winter Camp Director

Andrew Vail
2026 Winter Camp Program Director

CAMP DATES & LOCATION	THEME
December 27th-30th, 2026 Flaming Arrow Scout Reservation 1201 Boy Scout Rd, Lake Wales, FL	Operation: Jurassic

Camp Fees

Participant	Fee	After November 29th
Camp Youth	$225	$248
All Adults	$95	$105
Provisional Scouts	$255	$278

Payment deadline
All fees must be paid in full by December 13th.

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 $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:

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 Knowelton	**863-632-0389**

Leadership requirement

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 Winter Camp Schedule

Time	Sunday, December 27th	Monday, December 28th	Tuesday, December 29th	Wednesday, December 30th
7:30		Flag Ceremony		
7:45 – 8:45		Breakfast		
8:45 – 10:00		Session 1		
10:15 – 11:30	10:00 AM Check-In Begins, Camp setup	Session 2		
11:30 – 12:30	Lunch			
1:00 - 2:15	The Safety Brief @ Wood Hall	Afternoon Activity		Closing Flag and Awards
2:30 – 3:45	Session 3			Check-Out Begins
4:00 – 5:15	Session 4			
5:45	Flag Ceremony			
6:00 – 7:00	Dinner			
7:00 – 9:00	Opening Campfire	Campwide Games		
8:30	Cracker Barrel			
9:00	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.

APEX- the Advanced Program for Expeditions and eXploring:

A high-adventure program designed exclusively for participants ages 14 and up. From flag up to flag down, APEX replaces the traditional merit badge routine with an exciting adventure across camp and beyond.

Participants will take on low and high cope courses, scale the climbing tower, conquer the waterfront and boating area, and head to the ranges for cowboy action shooting, archery with a twist, and knife and tomahawk throwing. The crew also heads off camp for an exclusive alligator airboat expedition, makes their own lunches using timeless camp cooking techniques, and spends an evening at the outpost with late-night cracker barrel.

Wild Card blocks let participants take control of their adventure. Crews choose their own path during open slots throughout camp, with the option to take on lakeside fishing, pioneering challenges, tactical outdoor games, and team-led challenges, with everything run on trial by choice.

If you are tired of the same old camp experience, looking for independence, hands-on outdoor grit, and an unforgettable crew experience, APEX is built for you. Lock in your spot and see what you are made of!

These are some of the potential activities in the program:

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

This adventure is available for Scouts aged 14 and up. This program has an additional cost.

Winter 2026 Class Schedule At-A-Glance

Period	Life Skills	Handicraft	Range & Target Sports
Class 1	• Space Exploration • Entrepreneurship • Law	• Leatherworking • Painting	• Rifle • Shotgun
Class 2	• Citizenship in the World • Space Exploration • Search and Rescue	• Basketry • Wood Carving	
Class 3	• Citizenship in the Nation • Citizenship in the World • Communications	• Wood Carving • Leatherworking	• Archery • Shotgun
Class 4	• Search and Rescue • Law	• Art • Wood Carving	

Period	Ecology	Outdoor skills	Climbing	Sports
Class 1	• Environmental Science • Reptile & Amphibian Study, Mammal Study (taught together)	• First Aid • Wilderness Survival • Signs, signals and codes	• Climbing	• Fishing • Exploration • Chess
Class 2	• Geology & Soil and Water conservation (taught together) • Bird study	• Emergency Preparedness • First Aid • Pioneering		• Sports
Class 3	• Environmental Science • Nature	• Orienteering • Wilderness Survival	• Climbing	• Fly Fishing • Chess • Golf 3&4
Class 4	• Geocaching	• Emergency Preparedness • First aid • Pioneering		• Exploration • Golf 3&4

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

Sunday	Monday	Tuesday	Wednesday
WELCOME & The Safety Brief @ Wood Hall **All Must attend: We will go over camp safety procedures and the first aid reqs for badges**	• Fingerprinting @ TBD	• Scouts Own Service @ Chapel • Collections @ TBD	Closing Awards Ceremony @ Council ring

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

Sunday	Monday	Tuesday
N/A	• Chess Tournament @ Wood Hall	• Chess Finale @ Wood Hall
Cracker Barrel & Board Games @ Wood Hall	• OA Social	• Staff Hunt @ Jenkins Porch • Adult Cowboy Shoot @ Range

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

NOTE: 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. 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!

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**
Leatherworking	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**
Law	4			**12**

Ecology				
Merit Badge	**Offered in**	**Materials**	**Pre-Reqs/Notes**	**Enroll Cap**
Environmental Science	1&3		Pre- Req requirement 11	**14**
Geology & Soil and water conservation	2			**14**
Geocaching	4	A good pair of shoes		**14**
Nature	3		Pre-Reqs requirement 7	**14**
Reptile & Amphibian Study, Mammal Study	**1**		Post-Req requirement 8 for reptile and amphibian study	**14**
Bird study	2			**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**
Archery	3-4 Block			**16**

Sports				
Merit Badge	**Offered in**	**Materials**	**Pre-Reqs/Notes**	**Enroll Cap**
Fishing	1			**10**
Exploration	1 & 4			**12**
Chess	2 & 3			**12**
Fly Fishing	3			**10**
Sports	**2**		Bring a good pair of shoes	**12**
Golf	3 & 4 Block			**10**

General Camp Information and Safety

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 camp; 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 Administration.
- 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 check out 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 2:15pm 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 The Dining 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: Pool, waterfront, 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 Medical Form)
- □ Scouting uniform which includes an official shirt, shorts or pants, socks, and belt.
- □ Scout Book
- □ 4-6 pairs of socks, including Scouting uniform socks
- □ T-shirts
- □ Shorts
- □ Underwear
- □ Battery-powered alarm clock
- □ Bathing suit
- □ Sun block
- □ Personal hygiene gear
  (including comb/brush, toothbrush/toothpaste, soap, shampoo, Talcum powder)
- □ Bath towels
- □ Hat
- □ Sneakers or boots
- □ Belt
- □ Footlocker, pack or duffle bag
- □ Flashlight and extra batteries
- □ Raincoat or poncho
- □ 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.

Personal property

Camp management is not responsible for missing, lost, or stolen items. We will do our best to help relocate items.

Information for Parents

Please review the following information to help Flaming Arrow Scout Reservation ensure that your Scout's Winter Camp experience is fun, safe and successful!

A list of suggested equipment can be found in this Guide to assist you in planning for Winter 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 #680-00, 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 completed 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.
- 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 Sunday.
- Flaming Arrow Scout Reservation and Greater Tampa Bay Area 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:

Mailing address

Scouts Name & Unit Number Flaming Arrow Scout Reservation
1201 Boy Scout Camp Rd,
Lake Wales, FL 33898

Information for Adult Leaders

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 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
1:00pm	All Troops meet at Dining Hall for Safety Brief then get dismissed for classes
5:30pm	Flag

When you arrive:

- Check-in begins in Administration at 10 AM and runs through 12 PM on Sunday, 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 administration. 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 Sunday evening to complete camp setup.

Check-Out Procedures

Check-Out Schedule at a Glance	
After Awards	Camp checkout begins immediately after the awards. The awards ceremony is immediately after classes
Program area staff will be available at administration as soon as possible after lunch and awards to answer any questions.	
5:00pm	Camp Cleared

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 Administration.
- 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/SHSR2026. 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 (CIT): The CIT program provides Scouts an opportunity to learn additional leadership skills and observe the entire camp operation firsthand. 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/SHSR2026

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

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, 2026. 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 prescription medications must be in a pharmacy-labeled container with the participant's name. Over-the-counter medications must remain in their original packaging.

ALL YOUTH AND ADULTS MUST HAVE A CURRENT ANNUAL BSA HEALTH AND MEDICAL RECORD THAT IS FULLY COMPLETED AND SIGNED BY A LICENSED PHYSICIAN (MD OR DO), NURSE PRACTITIONER, OR PHYSICIAN ASSISTANT. FOR PARTICIPANTS UNDER AGE 18, THE FORM MUST ALSO BE SIGNED BY A PARENT OR GUARDIAN.

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