

# Flaming Arrow Scout Reservation Winter Camp December 27th-30th



# Course Guide

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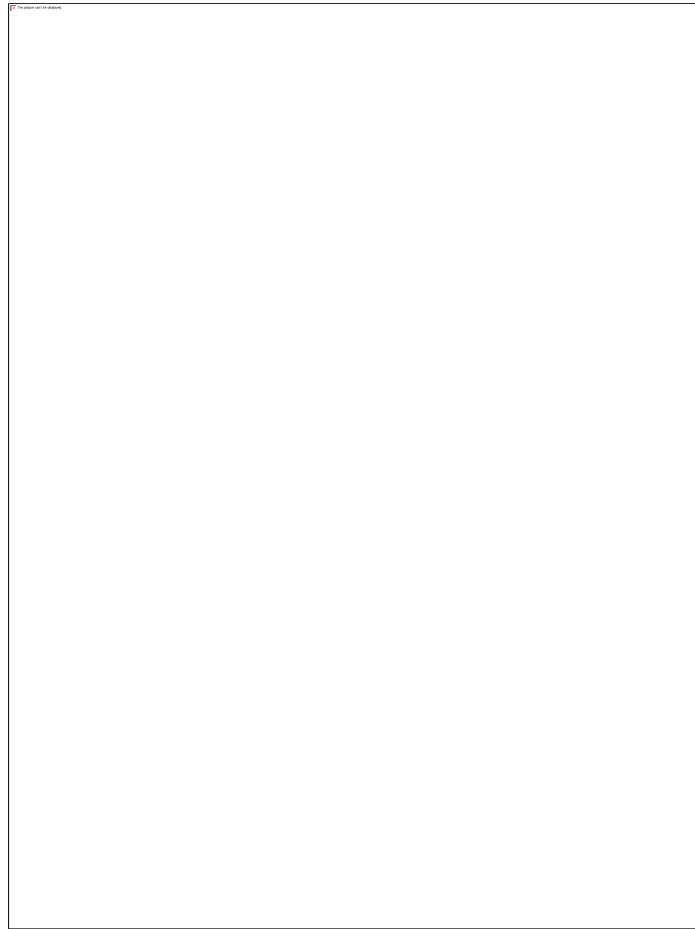
## The Significance of Winter Camp

Camping is the great outdoor adventure of Scouting. As a Scout becomes at home in the outdoors, they learn some of the skills, resourcefulness, and self-reliant. The aims and methods of Scouting are all pertinent in the outdoor camping experience.

The bottom line is, as a troop leader, make the commitment to provide the opportunity for ALL of your Scouts to attend winter camp. The Greater Tampa Bay Area Council is committed to helping you provide these opportunities.



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## Visitors

- Visitors are always welcome at Flaming Arrow.
- Please sign in and out at Saunders Hall.
- Pets are not allowed on camp property.

## Emergency Calls

Main Camp Line      863-632-1609

Greater Tampa Bay Area Council      813-872-2691

Camp Ranger House      863-696-8041

## Mail

Scout's Name, Troop #  
Flaming Arrow Scout Reservation  
1201 Boy Scout Road  
Lake Wales, Florida 33898-9224

# Course Guide

## Camp Fees

Fee for Winter Camp Youth      \$100.00      All Adults    \$ 50.00

**After December 1st a late fee of \$25.00 per camper will be applied.**

## Refund Policy

Unless otherwise specified, all requests for activity registration refunds need to be in writing and received in the council service center at least fourteen (14) days prior to the activity. A twenty percent (20%) service charge will be assessed, unless the registration fees are being transferred to another activity in the same calendar year.

Requests for refunds received less than fourteen (14) days prior to the activity will be considered for the following reasons only:

- \* Personal illness of the registered participant
- \* A family emergency preventing attendance

The same 20% service charge will apply. If unable to notify us within the 14-day period, these types of refund requests will be granted an extra seven (7) days following the completion of the activity. Again they must be made in writing and submitted to the council service center. After that time the activity accounts will be closed and no more refunds will be given.

## Provisional Campers

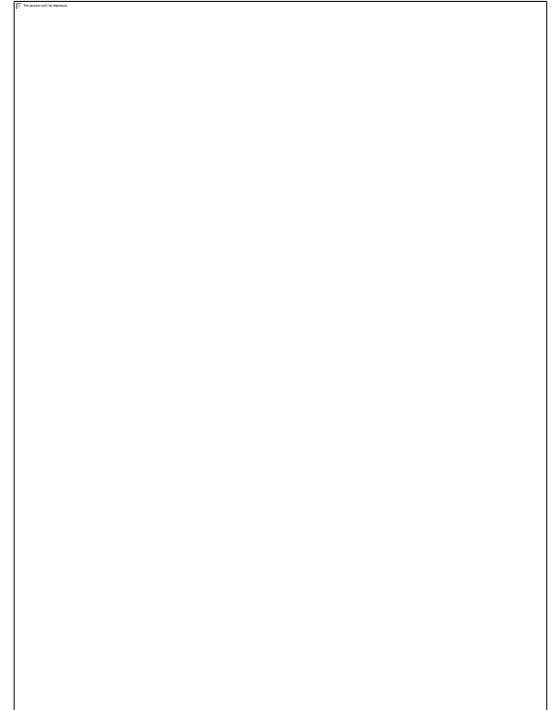
If your unit is not coming to Winter Camp, individuals can come as provisional participants. Please complete the Provisional Form and return to the council service center.

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## Check-in December 27th

Check-in begins at 10am.

- A Flaming Arrow staff member will greet your troop at the parking lot and give further directions.
- One unit leader should begin the registration procedure at Saunders Hall. Each unit will be asked to provide the director with an alphabetical unit roster (Scouts and adults). An adult leader needs to confirm their Scouts' merit badge class schedules with the Program director (or designee) at this time. Greater Tampa Bay Area Council accepts merit badge record sheets signed by camp staff that are registered Merit Badge Counselors.
- Adult and youth Annual health forms (Parts A, B, and C) will be turned into the Camp Medic at check-in.
- The SPL and Troop Guide will get the troop started on unloading their gear and transporting it to the assigned campsite. Vehicles are not allowed in Camp. Once at the campsite, simply unload your gear, but do not set up.
- A camp tour is available upon request.
- Lunch should be brought. There will be a brief introduction, and classes will begin promptly at 1:00 PM.
- An opening campfire will be held the evening of the 27th.



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## Check-out December 30th

An information packet will be available on the 30th. It will include tracking sheets for each class your Scouts attended. Each troop should review all advancements prior to departure. Medical forms will also be in your packets.

Check-Out will begin at 2PM in Saunders.

- **One** Unit leader will need to report to Saunders Hall to review all advancement records.
- Upon an adult leader's arrival at Saunders Hall, a Troop Guide will go to the campsite to complete an inspection and go over any equipment damaged while under the care of the Troop.
- After all gear is out of the campsite and the campsite is clean, your Troop Guide will escort your Troop to the parking lot.
- All medical forms and awards will be located in your advancement records packet. Any lost and found items should be reclaimed in Saunders Hall under the bulletin board.





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## BRING YOUR OWN TENTS

Flaming Arrow Scout Reservation will NOT be providing tents for Winter Camp!

Please bring your own tent to Winter Camp!



## Planning Information

December 27th thru December 30<sup>th</sup>

Plan to arrive between 10:00am and 12:00pm for check-in.

- Bring lunch or eat on the way the 27<sup>th</sup>.
- Make your plans early. Notify parents of all information.
- Arrange for qualified two-deep leadership.
- Plan the program your scout wants to achieve. Copy and distribute the Merit Badge choices to your scouts.
- When paying by check include the unit number/Winter Camp on the memo line.
- Handicap and dietary needs can be met if Camp Director is advised two weeks prior to arrival.



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## Winter Camp Schedule

| Time             | Thursday,<br>December 27   | Friday, December<br>28 | Saturday,<br>December 29 | Sunday, December<br>30    |
|------------------|--|------------------------|--------------------------|---------------------------|
| 7:45             |  | Flag Ceremony          |                          |                           |
| 8:00 -<br>9:00   |  | Breakfast              |                          |                           |
| 9:00 -<br>10:30  |  | Class 1                | Class 1                  | Class 1                   |
| 10:30 -<br>12:00 | Check-In, Camp<br>setup and<br>Lunch on your own<br><b>Meet at flag at<br/>12:30</b> | Class 2                | Class 2                  | Class 2                   |
| 12:00 -<br>1:00  |  | Lunch                  |                          |                           |
| 1:00 -<br>2:30   | Class 3  | Class 3                | Class 3                  | Closing and Check-<br>Out |
| 2:30 -<br>4:00   | Class 4  | Class 4                | Class 4                  |                           |
| 4:00 -<br>5:15   | Open   | Open                   | Open                     |                           |
| 5:15             | Flag Ceremony  |                        |                          |                           |
| 5:30 -<br>6:30   | Dinner   |                        |                          |                           |
| 6:30 -<br>7:00   | Campfire   | Open                   | Open                     |                           |
| 7:00 -<br>9:00   | Class 5  | Class 5                | Class 5                  |                           |

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## Merit Badge Offerings

\*\*Please note: All prerequisites are subject to change. Some merit badges may be updated after the printing of this leaders guide. Please verify any changes to BSA Merit Badge requirements in Boy Scout Requirements, 2018 edition or the current Merit Badge Pamphlet.

### LifeSkills

- Fire Safety MB- The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.
- Electricity MB- Electricity is a powerful and fascinating force of nature. As early as 600 BC, observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years. **Prerequisites**- requirements 2, 8
- Electronics MB- Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field.
- Home Repairs MB- Successfully completing this badge's requirements can lead to a lifetime of personal and financial rewards: Doing basic home repairs provides a sense of personal pride in one's achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family thousands of dollars in repair bills over the years.
- Safety MB- Knowing about safety helps Scouts to make the right choices and to take the best actions to avoid accidents by making informed choices in their everyday activities and to respond appropriately during an emergency situation. **Prerequisites**—requirements 2a&b, 3b, 4, 6
- Traffic Safety MB- Staying safe in traffic wherever you live is getting more difficult all the time, as more and more people take to the road. Earning the Traffic Safety merit badge and will give Scouts some crucial tools to stay safer, when driving a car on a highway, riding a bike across town, or jogging across a busy street.
- Woodwork MB- Wood is an amazingly versatile, practical, yet beautiful material. A skilled craftsman can use wood to fashion just about anything. As a woodworker or carpenter, you

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will find no end of useful, valuable, and fun items you can make yourself, from wood.

**Prerequisite**- requirement 1b-Earn the Totin' Chip recognition.

## ARTS & SCIENCE

- Astronomy MB- Scouts will learn how to locate constellation, and planets at night, as well as the history of the solar system.
- Chemistry MB- An interesting science, Scouts will have the opportunity to perform experiments and learn about different aspects of Chemistry.
- Law MB- Scouts will explore the legal world through discussion which will culminate at the end of the week with a mock trial.
- Music MB- Scouts will learn the basics of music and music appreciation.
- Public Speaking MB- Scouts will learn to give speeches in front of groups of people.
- Space Exploration MB- FUN! Recommended for all campers. All requirements can be completed at camp. Participants are required to purchase a rocket kit at the Trading Post.
- Environmental Science MB- Recommended for second or third year campers. Will require work outside of class in order to complete.
- Nature MB- Learn about other species, both plants and animals
- Forestry MB- Learn about trees, wood, and the entire industry around them. **Prerequisite:** Requirement#5

## SCOUTCRAFT & SPORTS

- Emergency Preparedness MB- Recommended for second or third year campers. Scouts must have earned First Aid MB before arriving at camp (requirement #1). **Prerequisite:** Bring evidence of 8b to camp- pictures or descriptions.
- First Aid MB- Should be a First Class Scout. **Prerequisite:** Requirement #5- Bring your First Aid kit to camp. All other requirements may be completed at camp.
- Orienteering MB- A fun activity! Requires hiking and running. Scouts need to bring sturdy shoes and their own compass.
- Pioneering MB- Knowledge of knots and lashings are helpful. Recommended for second year campers.
- Wilderness Survival MB- Learn survival methods. Requires one night out in a shelter. **Prerequisite:** Requirement #5 must be completed prior to camp and brought with you.
- Climbing MB- Scouts MUST be in good physical shape and have previous climbing and rappelling experience. This is an extremely challenging merit badge.

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## HANDICRAFT

- Art MB- Scouts will have the opportunity to create artwork from the world around them. (Taught with Sculpture MB.) **Prerequisite:** requirement 6
- Sculpture MB- Scouts will return home with their masterpieces created from clay. (Taught with Art MB.)
- Fingerprinting MB- This merit badge can be completed in a short time.
- Basketry MB- Requires the purchase of a kit from the Trading Post at the cost of approximately \$10-30 each. All requirements for each badge can be completed at camp. These are great for all campers.
- Indian Lore MB- Requires the purchase of a kit from the Trading Post at the cost of approximately \$10-30 each. All requirements for each badge can be completed at camp. These are great for all campers.
- Leatherwork MB- Requires the purchase of a kit from the Trading Post at the cost of approximately \$10-30 each. All requirements for each badge can be completed at camp. These are great for all campers.
- Woodcarving MB- Scouts must have their Totin Chip. Requires the purchase of a kit from the Trading Post at the cost of approximately \$10-30 each. All requirements for each badge can be completed at camp. Great for all campers.

## SHOOTING SPORTS

- Archery MB- Recommended for second and third year campers. All activities can be completed at camp. Allow extra time for practice and qualifying. Pre-reading the Archery MB book is highly recommended before camp so that campers will enter class with an existing knowledge of the rules of the range, scoring, etc.
- Rifle MB- This is a physically challenging class and takes extreme discipline and practice. Rifle qualifying requires a steady hand. Extra time may be needed for qualifying.
- Shotgun MB- Scouts must be 13 to participate. Shotgun qualifying requires the ability to hit fast moving clay birds and extra time will be needed for qualifying.

It is highly recommended that Scouts taking this course bring their own ear and eye protection.

**PLEASE DO NOT BRING PERSONAL FIREARMS, AMMUNITION, OR BOWS AND ARROWS TO CAMP. ONLY**

**FLAMING ARROW SCOUT RESERVATION EQUIPMENT MAY BE USED BY SCOUTS AND LEADERS. THANK YOU**

**FOR YOUR COOPERATION**

### Winter Camp Merit Badge Schedule

(Numbers in columns indicates how many students may register for each session)

| <b>Life Skills</b>        | <b>Class 1</b> | <b>Class 2</b> | <b>Class 3</b> | <b>Class 4</b> | <b>Class 5</b> | <b>Comments</b>                   |
|---------------------------|----------------|----------------|----------------|----------------|----------------|-----------------------------------|
| Fire Safety               | 10             | 10             |                |                |                |                                   |
| Electricity               | 10             | 10             |                |                |                | Prerequisites- requirements 2, 8  |
| Electronics               |                |                | 8              | 8              |                |                                   |
| Home Repairs              |                |                | 8              | 8              |                |                                   |
| Safety                    |                |                | 10             | 10             |                | Prerequisites 2a&b, 3b, 4, 6      |
| Traffic Safety            | 10             | 10             |                |                |                |                                   |
| Woodwork                  |                |                | 8              | 8              |                | Prerequisite 1b- Earn Totin' Chip |
|                           |                |                |                |                |                |                                   |
| <b>Arts &amp; Science</b> | <b>Class 1</b> | <b>Class 2</b> | <b>Class 3</b> | <b>Class 4</b> | <b>Class 5</b> | <b>Comments</b>                   |
| Astronomy                 | 10             | 10             |                |                |                | Will require work during class 5  |
| Chemistry                 |                |                |                | 15             |                |                                   |
| Law                       |                | 15             |                |                |                |                                   |
| Music                     |                |                | 15             | 15             |                |                                   |
| Public Speaking           | 10             |                |                |                |                |                                   |
| Space Exploration         |                |                | 10             | 10             |                |                                   |
| Environmental Science     | 10             | 10             |                |                |                |                                   |
| Nature                    |                |                | 10             | 10             |                |                                   |
| Forestry                  | 10             | 10             |                |                |                | Prerequisite- Requirement 5       |

| <b>Scoutcraft &amp; Sports</b> | <b>Class 1</b> | <b>Class 2</b> | <b>Class 3</b> | <b>Class 4</b> | <b>Class 5</b> | <b>Comments</b>                                      |
|--------------------------------|----------------|----------------|----------------|----------------|----------------|--|
| Emergency Preparedness         |                |                | 12             | 12             |                | Prerequisite- requirement 8b                         |
| First Aid                      | 12             | 12             |                |                |                | Prerequisite- Must Bring a First Aid Kit             |
| Orienteering                   |                | 15             |                |                |                |  |
| Pioneering                     |                |                | 15             |                |                |  |
| Wilderness Survival            |                |                |                | 15             |                | Out camp Saturday night, Prerequisite- requirement 5 |
| Climbing                       | 10             | 10             |                |                |                | Previous climbing experience needed                  |
| <b>Handicraft</b>              | <b>Class 1</b> | <b>Class 2</b> | <b>Class 3</b> | <b>Class 4</b> | <b>Class 5</b> | <b>Comments</b>                                      |
| Art                            | 10             | 10             |                |                |                | Prerequisite- requirement 6                          |
| Sculpture                      |                |                | 10             | 10             |                |  |
| Fingerprinting                 |                |                | 10             | 10             |                |  |
| Basketry                       |                |                | 10             | 10             |                | Kits available at trading post \$10-30               |
| Indian Lore                    |                |                | 10             | 10             |                | Kits available at trading post \$10-30               |
| Leatherwork                    |                |                | 10             | 10             |                | Kits available at trading post \$10-30               |
| Woodcarving                    |                |                | 10             | 10             |                | Kits available at trading post \$10-30               |
| <b>Shooting Sports</b>         | <b>Class 1</b> | <b>Class 2</b> | <b>Class 3</b> | <b>Class 4</b> | <b>Class 5</b> | <b>Comments</b>                                      |
| Archery                        |                |                | 8              |                |                | Both afternoon classes                               |
| Rifle                          | 8              |                |                |                |                | Both morning classes                                 |
| Shotgun                        |                |                | 5              |                |                | Both afternoon classes                               |

## **Adult Camper Code of Conduct**

**GENERAL:** Rules are made for the safety of campers, protection of equipment, and to provide fairness to all. The best rules are the Scout Oath and Scout Law mixed with a good dose of common sense. To avoid any misunderstanding, the following also apply at all Greater Tampa Bay Area Council camping facilities. Unit leaders are responsible for ensuring that each adult camping at Greater Tampa Bay Area Council camping facilities are aware of this code of conduct. Leaders will acknowledge that all adults are aware of this Code on the Camp Use Permit. All adults are asked to remind adults who are observed in violation of this Code to cease such conduct. One violation will result in a warning. A second violation may result in expulsion from camp.

**LEADERSHIP:** All units using camp must have a minimum of two (2) adults present at all times. The adult leader in charge must be at least twenty-one (21) years of age. The second leader must be at least eighteen (18) years of age. Pack camping and Webelos Den overnigher events must be under the leadership of adults trained in accordance with National Boy Scouts of America Standards. All leaders must adhere to the policies contained in the Guide to Safe Scouting and Youth Protection standards. An expulsion for violation of this Code which leaves a unit without minimum adult attendance will result in the entire unit leaving camp.

**PRIVACY:** Adults must respect the privacy of youth members in situations such as changing clothes and taking showers at camp. Adults must also protect their own privacy in similar situations. No youth is permitted to sleep in the tent of any adult other than his/her own parent or guardian. Proper attire for activities is required. Discipline used in Scouting should be constructive and reflect Scouting's values. Corporal punishment is never permitted. Physical hazing and initiations are prohibited.

**CLOTHING:** Adults must ensure that they wear appropriate camping attire. The Field uniform and the "Activity uniform" are always appropriate. NonScouting T-shirts are discouraged. Sexually suggestive clothing, garments with sexually suggestive, vulgar, or drug related wordings and/or graphics and clothing which provokes or may tend to provoke violence shall not be worn. The Boy Scouts of America Congressional Charter prohibits Scouts from wearing imitation United States Army, Navy or Marine Corps uniforms for Scouting activities. In order to comply with this mandate, the Boy Scouts of America does not permit the wearing of camouflage or combat-type military clothing in Scouting activities. Exceptions to this policy (such as Sea Scouts, Venturing Crews chartered by ROTC units, military personnel, etc...) will be handled on a case by case basis prior to the unit's arrival at camp.

### **PROHIBITED ON CAMP PROPERTIES:**

--Personal firearms, bows and arrows, sheath knives or ammunition of any kind in the possession of any Camper. --Fireworks of any kind.  
--Alcoholic beverages, marijuana, or other unlawful drugs  
--Tobacco products – BSA national and Greater Tampa Bay Area Council regulations prohibit use of tobacco products on any council owned or operated property at any time. There is no designated smoking area at any Council owned or operated facility. Tobacco products may be possessed by adults but must not be in view or used. Adults should support the attitude that youth are better off without tobacco.



**FIRES:** Request and follow the ranger's/program director's instructions on the number and locations of fires. Observe fire bans. When permitted, fires must be confined to established fire rings. Fires must not be built up to dangerous or nuisance proportions, must be tended at all times and must be fully extinguished. The use of liquid fuels for starting any fires is prohibited. Compressed or liquid gas stoves or lanterns will be used only under adult supervision and control. No flames of any type are permitted in tents.

**VEHICLES:** Vehicles, other than camp, emergency, and authorized work and handicap vehicles, are not permitted beyond the designated parking lot. Campers must plan to hike from the designated parking area to your assigned campsite. Trailers are available to move gear to the campsites but will make only one trip per unit to the campsite. Handicap vehicles must remain parked at the designated site for the duration of the camping event. The speed limit on the camp entry road and interior roads is 7 miles per hour.

**CAMP ACTIVITY HOURS:** All activities will occur within hours published for each camping event. Other times are quiet times. During quiet times all groups will remain within their assigned campsites and be considerate of others. This includes the use of audio or A/V equipment that may be heard within other campsites. Do not enter other campsites without the permission of that site's unit leader. Use of camp buildings without permission during quiet times is prohibited. **Quiet time is at 10 pm and lights out is at 11pm.**

**SANITATION:** Units are responsible for cleaning all facilities, including latrines and grounds in campsites and in surrounding areas and roadways. Units will take all trash and garbage bags to designated dumpsters. Follow Leave No Trace principles.

**USE OF CAMP BUILDINGS:** Camp buildings may be used only as requested and approved on the Camp Use Permit, upon payment of the appropriate building use fee. Any unauthorized use of buildings will result in imposition of the building use fee.

**RESPONSIBILITY FOR DAMAGE:** Units are financially responsible for any damage to their assigned campsite, activity facilities and equipment and for damage caused by their Scouts, parents, and leaders.

**ENFORCEMENT:** Program Directors will not interfere with group activities except in the case of violation of camp rules, this Code of Conduct, or unScout-like behavior. Program Directors will report violations to the group leader, who, in turn, will see that the rules are observed. Program Directors have the authority to expel individuals or units from camp if the conduct warrants. Anyone asked to leave will not receive a refund. Local law enforcement may be notified if necessary.

### **A Scout is Courteous**

We are all, first and foremost, members of the Boy Scouts of America. The basic rules governing Flaming Arrow Scout Reservation are:

- No firearms, bows and arrows, or ammunition of any kind may be kept in the possession of any Scout or Leader.
- No fireworks of any kind are permitted on camp property.
- No alcoholic beverages, marijuana, or other unlawful drugs are permitted on camp property.

- Closed-toed shoes must be worn in camp at all times.
- Anyone entering or leaving camp must sign in/out at Saunders Hall.
- No vehicles are permitted in camp.
- Sheath knives are not allowed in camp.
- Medication for all Scouts must be kept at the First Aid Building.
- **No one (YOUTH or ADULT) allowed in or on the back of any vehicle or trailer.**
- No ATVs or ATUVs permitted on camp property. The usage of golf carts must be approved by the Camp Ranger or the Camp Director.
- **Speed limit on camp property is 7 MPH.**
- Follow the rules in The Guide to Safe Scouting.

### **TROOP EQUIPMENT LIST AND PROVIDED MATERIALS**

#### What the Troop Should Bring:

Troop roster (3 copies: 1-troop, 1-first aid, 1-camp office)  
 American flag  
 Troop flag  
 Patrol flags  
 Troop first aid kit  
 Lock box with lock for valuables  
 Rope or binder twine Lantern  
 Troop or individual tents

### ***ALL EQUIPMENT SHOULD BE CLEARLY MARKED WITH TROOP NUMBER***

#### What Flaming Arrow will provide:

Flagpole  
 Latrine and water supply  
 Garden hose  
 Pavilion and tables  
 Toilet paper, trash liners, brooms, and cleaning supplies

You may wish to bring special items for your unit if you feel they may not be available.

Each troop is expected to accumulate trash in the liners provided. Garbage should be disposed of in one of the dumpsters located in the parking lot. Troops are expected to leave the campsites "cleaner than they found them". \$100 will be assessed troops neglecting their duty.

#### To Our Female Scout Leaders and Female Venturers

Female campers and adult leaders are welcome and encouraged to attend Flaming Arrow. Please keep in mind these few things. Your equipment list is the same as other scouts and leaders but please remember that you will be attending camp at a predominately male camp. Shorts should be appropriate length (walking shorts) and any swimwear should be one piece swimsuits with board shorts. ALL shoes are closed toed. The uniform policy at Flaming Arrow Scout Reservation is consistent with the uniform policy of Boy Scouts of America.

## Equipment Replacement Policy

Each year Flaming Arrow Scout Reservation must replace and repair tents, cots, platforms, program equipment, and many other aspects of the camp facilities. Some of the damage is the result of regular wear and tear due to normal usage. When damage beyond the normal use of equipment and/or facilities occurs, or damage due to vandalism or abuse is evident, the unit and/or persons responsible for the damage will be held responsible for the replacement value of the damaged item plus labor. The following is a sample listing of commonly damaged camp property and their costs.

**Units must pay for damages prior to check out.**

Please note this is just a short list. Other items will be dealt with on an "as-occurs" basis between the Camp Director and the persons involved.



|                          |                     |
|--------------------------|---------------------|
| Water Hose               | \$35.00 each        |
| Torn Screen              | \$100.00 each panel |
| Soap Dispenser           | \$15.00 each        |
| Paper Towel Dispenser    | \$20.00 each        |
| Toilet Paper Dispenser   | \$20.00 each        |
| Broom                    | \$5.00 each         |
| Plunger                  | \$5.00 each         |
| Cleaning Bucket          | \$5.00 each         |
| Broken/Vandalized Toilet | \$150.00 each       |

## INDIVIDUAL CHECKLIST

Before your Scout attends Winter Camp, please make sure that all of these items have been completed.

- Your scout has spoken with the scoutmaster about merit badges he wishes to take.
- **Your Scout has had a physical examination within the last 12 months of Winter Camp ending date and the most current BSA medical form has been completed, signed, and dated by a physician.**
- You have completed a medication description form for any medications your scout will need to take while at winter camp and **ATTACH a picture** of your scout to the form.
- Your scout has completed any prerequisites required for the merit badges he will be taking. This will ensure his completing those merit badges.
- Make sure your Scout has all of the appropriate equipment needed for a week at Winter Camp.
  - Scout uniform (Scouts and leaders are expected to wear full Class A uniforms at all evening flag ceremonies and evening meals. Full uniform includes: official shirt, shorts, socks, and belt.)
  - 5-7 pairs of socks
  - Sweater/jacket
  - Raincoat/poncho
  - Extra underwear
  - T-shirts
  - Two pair closed toe shoes
  - Bath towel/washcloth
  - Toothbrush/toothpaste
  - Comb/brush
  - Sleeping bag/bedroll
  - **Air mattress or sleeping pad**
  - Pillow
  - Flashlight/batteries
  - Jeans/long pants
  - Long sleeved shirt
  - Insect repellent > ☐ Hat
  - Scout handbook
  - Individual program needs
  - Chosen merit badge books
  - Medical form completed and signed; download from forms on **[www.tampabayscouting.org](http://www.tampabayscouting.org)**
  - Spending money
  - Sunscreen
  - Water bottle
  - Stationery, pen/pencil

Each Scout needs to take care of and safeguard his personal property.

ALL CLOTHING AND PERSONAL ITEMS SHOULD BE MARKED WITH THE SCOUTS NAME.

## MEDICAL DESCRIPTION FORM



We are asking all campers who will be taking any kind of medication while at camp (prescription or nonprescription) to complete a **Medication Description Form**. This form is at the bottom of **(Part A) of the Annual BSA Health and Medical Record**. Please enclose all medications (enough for the week your Scout is at camp) in a sealed bag and send this with your Scout's Scoutmaster to camp. Please note, all prescription medications must be in a pharmacy labeled container with your child's name or their over the counter packaging. **Also, please attach a picture of your Scout for identification purposes.**

**TO ATTEND WINTER CAMP ALL YOUTH AND ADULTS ARE REQUIRED TO HAVE A CURRENT ANNUAL BSA HEALTH AND MEDICAL RECORD (PARTS A, B, & C) COMPLETELY FILLED OUT AND SIGNED BY A Certified and licensed physicians [MD, DO], nurse practitioners, or physician's assistants.**

**Please notice the signature line at the bottom of the page on (Part A) of the Annual BSA Health and Medical Record.**

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!

Winter Camp Provisional Application

\_\_\_\_\_

\_\_\_\_\_ District: \_\_\_\_\_

Name: \_\_\_\_\_ Unit #: \_\_\_\_\_

Council:

Address:

\_\_\_\_\_

\_\_\_\_\_ Cell phone: \_\_\_\_\_

\_\_\_\_\_ City/State/Zip:

Phone:

Email:

Parent(s)' Name(s): \_\_\_\_\_

Emergency Contact Name and Phone: \_\_\_\_\_

**PROVISIONAL SCOUTS ARE REQUIRED TO REGISTER ONLINE AT :**

**WWW.TAMPABAYSCOUTING.ORG**

Mail this form to: FASR Winter Camp

Greater Tampa Bay Area Council,

BSA

13228 N. Central Ave.

Tampa, FL 33612

## Flaming Arrow Scout Reservation

### Staff Application

PLEASE PRINT OR TYPE CLEARLY

Applicants for Camp Staff should be at least 16 years of age and have completed the 10th grade. Please complete this staff application and return it to the Greater Tampa Bay Area Council Office. Please be aware, you will not be considered for any position without a photocopy of your Social Security card, Drivers License, birth certificate, W-4, and I-9. The last two forms can be given to you at the Council offices or downloaded from the internet.

Mail to: Winter Camp Director

Date: \_\_\_\_\_

Greater Tampa Bay Area Council Boy Scouts of America

13228 N. Central Avenue

Tampa, Florida 33612

813-872-2691 Office 813-875-5890 Fax

### Personal Information

Full Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Home phone \_\_\_\_\_ Cell Phone: \_\_\_\_\_

E-mail: \_\_\_\_\_

Date of Birth \_\_\_\_\_ Do you have a driver's license? \_\_\_\_\_ State/License# \_\_\_\_\_

### Scouting Background

Current Unit # \_\_\_\_\_ Current position:

\_\_\_\_\_



Years in Scouting \_\_\_\_\_ OA member (no/ordeal/brotherhood/Vigil?) \_\_\_\_\_

Rank obtained as scout \_\_\_\_\_

Past unit positions served \_\_\_\_\_

Camping experience \_\_\_\_\_

Years at camp as a Scout? \_\_\_\_\_ as a leader? \_\_\_\_\_

Have you participated in the Camp Staff Development Program? \_\_\_\_\_

List past staff positions and \_\_\_\_\_

Are you a BSA Lifeguard? \_\_\_\_\_ Are you CPR certified? \_\_\_\_\_

Do you have a BSA National Camping School Certificate? \_\_\_\_\_ Area and Date \_\_\_\_\_

Please list Certification in aquatics, shooting sports, health and safety, or any other specialized training

\_\_\_\_\_

**Staff Placement**

Check any merit badges that you have earned:

\_\_\_ Archery \_\_\_ Cycling \_\_\_ Lifesaving \_\_\_ Safety \_\_\_ Art \_\_\_ Emergency Prep. \_\_\_ Mammal Study \_\_\_ Small Boat Sailing \_\_\_ Astronomy \_\_\_ Environ. Science \_\_\_ Metalwork \_\_\_ Soil & Water Cons.

\_\_\_ Backpacking \_\_\_ First Aid \_\_\_ Nature \_\_\_ Space Exploration \_\_\_ Basketry \_\_\_ Fish and Wildlife Mgt. \_\_\_ Oceanography \_\_\_

Swimming \_\_\_ Bugling \_\_\_ Fishing \_\_\_ Orienteering \_\_\_ Weather

\_\_\_ Camping \_\_\_ Forestry \_\_\_ Pioneering \_\_\_ Whitewater \_\_\_ Canoeing \_\_\_ Geology \_\_\_ Reptile & Amph. Study \_\_\_ Wild. Survival

\_\_\_ Climbing \_\_\_ Indian Lore \_\_\_ Rifle Shooting \_\_\_ Wood Carving

\_\_\_ Cooking \_\_\_ Leatherwork \_\_\_ Rowing \_\_\_ Woodwork

List any additional Merit Badges you have earned that may be relevant to the FASR camp program

\_\_\_\_\_

Position desired, refer to next page

1) \_\_\_\_\_  
2) \_\_\_\_\_ 3 \_\_\_\_\_

Why do you want to work on FASR Staff?

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We use staff members throughout the year for mini-camps, winter camp, and outside groups. Note if you are available for any of those. Dates available for employment (be specific)

from \_\_\_\_\_ to

Reference Information

Name \_\_\_\_\_

Title \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Telephone \_\_\_\_\_ Cell phone: \_\_\_\_\_

Please review this application carefully to affirm that the information given is correct, to the best of your knowledge. In signing this application, you attest that the information given is true. You also agree to forfeit the right to view your employment file concerning reference information, in order to protect all parties involved. Once again please read this application carefully before signing.

\_\_\_\_\_  
Applicant's Signature Date

\_\_\_\_\_  
signature of parent/ guardian if under the age of 18

Number the positions in which you are interested in order of preference: ("1" being the most interested, "2" for next choice, etc.)

Must be at least 16 by the start of Camp for the following positions:

Outdoor Skills Instructor

Arts and Sciences Instructor

\_\_\_\_\_ Ecology Instructor \_\_\_\_\_ Range Assistant  
\_\_\_\_\_ Seminole Trail Instructor \_\_\_\_\_ Aquatics Instructor  
\_\_\_\_\_ Climbing Instructor in Training \_\_\_\_\_ Kitchen Aide  
\_\_\_\_\_

Must be at least 18 by the start of Camp for the following positions:

\_\_\_\_\_ Outdoor Skills \_\_\_\_\_ Director Ecology Director  
\_\_\_\_\_ Archery Instructor \_\_\_\_\_ Climbing Instructor  
\_\_\_\_\_ Commissioner \_\_\_\_\_ Range Officer  
\_\_\_\_\_ Arts and Sciences \_\_\_\_\_  
\_\_\_\_\_

Must be at least 21 by the start of Camp for the following positions:

\_\_\_\_\_ Shooting Sports \_\_\_\_\_ Director Shooting Sports Instructor  
\_\_\_\_\_ Aquatics Director \_\_\_\_\_ Climbing Director  
\_\_\_\_\_ Health Officer \_\_\_\_\_ Program Director  
\_\_\_\_\_ Asst. Camp Director \_\_\_\_\_ **Business Manager**