



## Leaders and Participant Guide



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# Table of Contents

Topic	Page #
Introduction	3
Welcome to Flaming Arrow Scout Reservation	3
Pack Representative	3
Registrations /T-Shirts / Patches/ Campsite Requests	3
“New This Year at Flaming Arrow..”	4
Medical and Permission Forms	5
Smoking & Alcohol Policy	5
Vehicles in Camp	5
Pumpkin Decorating Contest	5
First Aid	5
What to wear	5
Check in/Arrival Procedures	6
Checkout Procedures	7
Staffing Opportunities	7
Scouts Own/Interfaith Service	7
Camp Schedule	8-9
Camp Map	10
Packing List	11

## **INTRODUCTION**

This Leaders Guide contains the information your Pack will require to have a successful and fun time at Spook-O-Ree...Nightmare on Boy Scout Road. Be sure to read all the information carefully as we expect all participants to act in accordance with the best of our Scouting traditions. If we need to make any changes, the Pack Representatives will be notified in advance of any changes. Spook-O-Ree has traditionally been a family event. Its focus on the Scout and his family celebrating the beginning of fall in a fun and exciting way while the scout learns the fundamentals of "Do Your Best". We expect all leaders and parents to supervise their Scouts and siblings, maintaining safety and discipline at all times.

## **WELCOME TO FLAMING ARROW SCOUT RESERVATION**

Fuonded in 1965, near beautiful Cypress Gardens now Legoland, Flaming Arrow Scout Reservation is located near the national landmark, Bok Tower. The camp is known for pristine wilderness and three clear spring-fed, natural lakes. It has hosted troops from Columbia, South America, Scotland, Norway and others from the rest of the Nation. It is the home to year-round programs available to JROTC cadets, Venturing Scouts, Boy Scouts, Cub Scouts, Girl Scouts, Religious groups, Police Search and Rescue Dive Teams, Sheriff Rifle Teams and any other group that look to enjoy the facilities at the camp. Welcome to Flaming Arrow!

## **REGISTRATION, T-Shirt, PATCHES AND CAMPSITE ASSIGNMENTS**

Registration will occur through the Spook O Ree page located on [tampabayscouting.org](http://tampabayscouting.org). Registration fees, t-shirt pricing and refund policies can be found on the registration page. All refund requests must go through the council office and will follow Greater Tampa Bay Area Council guidelines and policies. See the registration site for details. Packs need to register as units only; in the event a unit does not wish to register but an individual scouts would like to attend they can register individually, using the Packs registration account. Please ensure an e-mail address is included on the roster so the assigned Pack contact for Spook can get all necessary information. Please contact the camp director regarding any disabilities to discuss possible facility accommodations. Campsite requests will be considered on a first come first serve basis with disability needs being given first priority. Units should be prepared to share sites as well. Campsite assignments will be emailed to the unit leader or representative one week prior to camp. No site changes will be made after list distribution unless deemed necessary by the Camp Director. Units sharing sites will be given leader contact information so coordinating of in site activities can be worked out.

This year t-shirt orders will be placed online and sent directly to the contact point for the unit prior to camp. There will be a LIMITED number of additional t-shirts available for purchase in the trading post.

Patches will be distributed to the pack representative during campsite checkout on Sunday.

## **PACK REPRESENTATIVE**

Please make sure that the information for the contact person in the online system is the Pack Representative. This person needs to be the first person to arrive at camp and check-in for the unit. They will be the lead contact person as well for all correspondence prior to the event. At check-in they will need to have the current roster for the unit, AS WELL AS ANY LATE REGISTRATIONS THAT ARE BEING TURNED IN AT DAY OF ARRIVAL.

## **CAMPFIRES**

Units will be notified upon arrival at camp if there is a burn ban in effect in camp.

# NEW THIS YEAR at FLAMING ARROW....

- **5 DIFFERENT STEM RELATED ACTIVITIES IN COVERED PAVILIONS ALONG THE SHADY SEMINOLE TRAIL!**
- **A GIANT CHALLENGE COURSE IN PARADE FIELD, FULL OF GAMES AND SKILL CHALLENGES.**
- **“SHADE AND HYDRATION CENTERS”. Hang out in COVERED SHADE TENTS IN PARADE FIELD AND AT THE RANGES WHERE THERE WILL BE PLENTY OF SPACE AND HYDRATION OPTIONS AVAILABLE!**
- **NEW “NOT SO SPOOKY SCARE TRAIL” FOR THE LITTLE GUYS FOLLOWED UP BY THIS YEARS “NIGHTMARE ON BOY SCOUT ROAD SCARE TRAIL!!!”**
- **HUGE MONSTER MASH DANCE PARTY—WITH A 5 FOOT LONG ICE CREAM SUNDAE BAR!**
- **EVENING COMPETITIONS INCLUDING GaGa BALL IN OUR CAMPS TWO GaGa BALL PITS, FREE-THROW COMPETITIONS, CORN HOLE, AND DIFFERENT MIDWAY THEMED ACTIVITIES!**
- **PUMPKIN CARVING CONTEST**
- **AFTERNOON ANNOUNCEMENTS**

## **SMOKING AND ALCOHOL POLICY**

BSA Properties are Non-Smoking facilities. NO ALCOHOL or TABACCO of any kind (including e-cigarettes) will be permitted in camp. Use of Tobacco and e-cigarettes will ONLY be permitted in the main parking lot away from Scouts view.

***This policy will be strictly enforced and violators will be asked to leave.***

## **PERMISSION AND MEDICAL FORMS**

Please have these forms readily available if needed. Each unit is REQUIRED to have a medical form with sections A, B and photo release form signed and dated for each individual adult and child attending the event. This form can also be located on the National Council website- [http://www.scouting.org/filestore/HealthSafety/pdf/parts\\_ab.pdf](http://www.scouting.org/filestore/HealthSafety/pdf/parts_ab.pdf) and is also included with this guide.

## **FIRST AID**

Medical emergencies should be directed to the First Aid Station during the event. Camp medic information will be distributed at cracker-barrel on Friday evening. After hour emergencies should be directed to the camp medic and camp director. Minor first aid should be handled by the pack. Please "Be Prepared" with a first aid kit in your campsite and a personal one to carry with you.

## **VEHICLES IN CAMP**

NO vehicles will be allowed to be parked in Camp , unless prior arrangements have been made with the camp director. Any vehicle left in Camp after 8:30 pm on Friday will be towed at the owner's expense.

Small compact vehicles or low vehicles should not enter camp and should utilize camp trailers as these vehicles could get stuck in Camp. Towing of vehicles to get them removed from sand will again be at the owners expense.

These policies will be in effect from 8:30pm Friday until 7:45 am on Sunday for the safety of all campers and staff.

## **WHAT TO WEAR**

A scout uniform for opening/closing ceremonies and Scout's Own Service; Class B (Scout T-shirt) for day time events. ***Close toe shoes are REQUIRED for all participants—NO SANDLES/FLIPFLOPS, EXCEPT FOR USE IN BATHOUSE!!!***

Participants should also "Be Prepared" to apply sunscreen and bug spray throughout the day. A full recommended packing list is at the end of this guide.

## **PUMPKIN DECORATING CONTEST**

Units are encouraged to bring out a pumpkin for our carving contest. Pumpkins should be carved Friday evening and brought to Wood Hall Saturday by 1:30 pm. Pumpkin will be displayed Saturday evening during our Monster Mash Dance Party for judging. Winner will be announced at the end of the party. Units are allowed to enter more than 1 pumpkin if each den chooses to participate. Note the den when entering the pumpkin for the competition.

## **CHECKIN PROCEDURES/ARRIVAL AT CAMP**

Units will be allowed to check in starting at 4:30 on Friday. The parking lot will be open at 3:30. No participants will be allowed to enter camp though until 4:30. The unit leader or unit representatives needs to check in first to verify roster information

*No families will be allowed into camp until pack representative checks in.* Any families arriving before the unit representative will be asked to remain in the main parking lot until their arrival. This is to allow time for a check-in inspection of the campsite, and ensure that sites are setup in an orderly manner so that all participants have room to setup. Remember that multiple units could be sharing a site, so be courteous when setting up.

Upon arrival, individual families will be checke-in to ensure that everyone has arrived and to have accurate counts of who is in camp for safety reasons in the event of an emergency.

Unit leaders should coordinate with their families arrival times. The Camp gate will be locked at 8:30 pm. Unit leaders or representatives should notify the Camp director of the names of any families arriving after 8:30 (with the arrival time) by 7:30 so that the Camp staff can make accommodations to have their gear brought to camp. No Camp staff will be in the parking lot after 8:30 unless unit leadership advises of a late arrival. No personal vehicles will be allowed into camp after 8:30 for safety reasons. Arrivals after 8:30 will have gear taken to camp using transfer method #2 as described below.

Upon arrival to Camp, families will be greeted by Camp staff and directed to the gear drop off zone. Participants will be given a window sign that needs the participants contact information placed on it and put in the window, a map of the Camp, and a schedule of events.

### To expedite transferring gear into Camp the following methods will be used:

1. Units with a Pack trailer will be allowed to drive that trailer to the ENTRANCE of the campsite, drop off the trailer and return the vehicle to the main parking lot. The trailer will be allowed to be parked at the entrance of the campsite for the weekend.
2. Camp trailers will be available to offload gear onto and be taken back to the site once at least  $\frac{3}{4}$  full. Be prepared to carry in your tent and anything personal you need for the first hour in Camp. Trailers will be taken to the site and Camp staff will help to offload gear at the entrance of the site so that the trailer can return to the parking lot.
3. Personal cars will be allowed to drive to the campsite and unload gear. ONLY 2 cars will be allowed to enter per campsite. A window sign for the campsite will be given to the driver and must be returned when coming back to the main parking lot. Personal vehicles must drive under 10 mph in Camp with hazards on. Cars must stay on the main road and cannot enter the campsite. Vehicles should be immediately unloaded and return to the parking lot so that the next vehicle can enter and unload. Remember A Scout is Courteous and Kind....so please do not setup and get comfortable until you car is returned to the parking lot. Camp staff will ask vehicles to be returned to the parking lot after 20 minutes in Camp.

## CHECKOUT PROCEDURES

### For participants choosing to leave on Saturday evening:

The unit representative or leader must notify the Camp director by 3:00 pm that there will be departures at night. Any requests made after 3:00 may result in trailers not being available and gear having to be either carried out or not able to be pulled on trailer until after the evening program concludes at 9:30 pm. For Safety reasons, no cars will be allowed in Camp. A Camp trailer will be placed at the campsite by 4:30 pm and will be taken to the parking lot by 6:00 pm. Gear must be loaded by 5:45 or the trailer will not be moved until after the evening program at 9:30 pm. Contact the Camp director when the trailer is ready to be moved. This process is to prevent moving vehicles while youth are moving to and from programs.

### For participants leaving on Sunday:

Camp trailers will be parked at sites by 7:00 pm on Sunday. Trailers will not be removed from sites until a Camp staff member has cleared the site. The Camp gate to the parking lot will be locked until after interfaith or by 7:45am. Only 2 vehicles per Campsite will be allowed in Camp at a time to remove gear.

### Clearing your site

Units should complete the checkout form and contact the Camp director to have the site cleared. All trash should be bagged, and placed at the entrance to the campsite for pickup by camp staff. LEAVE NO TRACE—all sites should be left in better shape than you found them. A site checkout list will be provided to unit leadership at cracker-barrel on Friday night. All units should be cleared from Camp by 10:30 am.

## STAFFING

If you would like to help staff the event, please register with Scott Wiltse via e-mail at [smtroop561@gmail.com](mailto:smtroop561@gmail.com). The staff fee is \$0 this includes patch and meals. Staff is requested to present themselves in their Class B's or Scouting related shirt while working, Class A's are required for Friday evening check in , Opening/Closing Flag, and Scouts Own on Sunday. Staff will be required to turn in BSA Medical form A & B as well as the permission form upon checking into camp. Forms will be returned Sunday upon departure from camp.

## SCOUTS OWN/INTERFAITH SERVICE

The Scout Law teaches, "A Scout is reverent . A Scout is reverent toward God . He is faithful in his religious duties . He respects the beliefs of others ." It is important that Scouts be taught to recognize the beliefs of other Scouts and to respect those beliefs . Interfaith services are made up of a mixture of music, prayers and reflection. This weekend an Interfaith service will be provided in the Chapel Sunday morning at 7:30.

# FRIDAY SCHEDULE

Friday Activity	Time	Location
Camp Check in	4:30-8:30	Parking Lot
Friday Night Movie	8:00	Jenkins
Pumpkin Carving	Friday Evening	Your Campsite
Leader Meeting/ Cracker-barrel	9:00	Wood Hall
All Campers in campsites	10:00	
Lights Out	10:30	

# SUNDAY SCHEDULE

Friday Activity	Time	Location
Reveille	7:00 am	
Interfaith Service	7:30	Chapel
Checkout Begins	7:45	Parking lot gate opens at this time
Camp Clear	10:30 am	



# Saturday SCHEDULE

Program Detail	Time
Morning Flag and Announcements—Parade Field	8:30 am
Morning Program—Individual campsite programs will be passed out Friday night. Sample shown below	9:00-12:00
Lunch—Program Areas CLOSED	12:00-1:30
Afternoon Program—Individual campsite programs will be passed out Friday night. Sample shown below	1:30-4:30
Flag Retreat and Announcements—Parade Field	4:45 pm
Dinner—Program Areas CLOSED	4:45-6:30
Evening Program—See Schedule Below	6:30-9:30
All Units in campsites	9:30
Lights Out	10:30

## SAMPLE OF Rotating Day SCHEDULE

Campsite	Parade Field & Seminole Trail	BB's	Archery	Wrist Rockets
Sample Campsite 1	9:00-12:00	1:30-2:20	2:35-3:25	3:40-4:30
Sample Campsite 2	1:30-4:30	11:10-12:00	9:00-9:50	10:05-10:55

## Saturday EVENING PROGRAM SCHEDULE

Midway Games and activities	Not So Scary Trail	Scare Trail	Monster Mash
6:30-9:00	6:30-7:30	7:30-9:00	7:00-9:00

# Flaming Arrow Scout Reservation CAMP MAP



For additional questions or concerns,  
contact the Camp Director Scott Wiltse at  
smtroop561@gmail.com or at 407-587-9157

# PackINg List

NOTE: This is a very general list to serve as a guide for packing. Not all items may be needed. Remember, what you bring in has to be packed up and carried out!

## COMFORT

- Tent
- Tarp (Ground cloth)
- Sleeping Bags & Camp Pillows
- Air Mattresses or Foam Pads
- Flashlights w/ Extra Batteries
- Camp Lantern, Fuel & Mantels (Optional)

COOKING / DINING (*Check with your unit...some share resources and cook together to reduce the amount of gear --RECOMMENDED*)

- Eating Utensils (i.e. Disposable Knives, Forks, Spoons, Plates, Cups, etc.) (Mandatory)
- Cooking Utensils (i.e. Pots, Pans, Spoons, Spatulas, Knives, Coffee Pot, etc.)
- Charcoal Briquettes (&Starter)
- Groceries
- Waterproof Matches
- Camp Grill (Optional)
- Camp Stove (Recommended)
- Firewood
- Ice Chest (w/ Ice or Blue Ice)
- Dish Washing Detergent (Small Biodegradable)
- Pot Scrubber Brush (Optional)
- Water Jugs and/or Canteen
- Paper Towels
- Dish Towels
- Trash Bags

## OPTIONAL ACCESSORIES

- Camera & Film
- Binoculars
- Rope or Nylon Cord
- Folding Chairs
- Outdoor Games
- Notebook and Pen
- Cub Scout Handbooks

## HYGIENE / SAFETY / CLOTHING

- First Aid Kit
- Insect / Mosquito Repellent
- Sunscreen (SPF 30+)
- Toothbrush / Toothpaste
- Bath Soap & Shampoo
- Sunglasses
- Tennis, River and/or Hiking Shoes
- Clothes For 3 Days with Towels
- Sweatshirt and/or Jacket
- Hat

# **ADDENDUMS TO ORIGINAL LEADERS GUIDE...**

## **Shooting Sports (BB's Archery and Wristrockets) updates:**

- Due to BSA shooting sports rules, Scouts participating in shooting sports must be in the First Grade, therefore Lions may not participate in shooting sports activities. In place of shooting sports Wood Hall will become the “Lions Den”, full of program activities for our Lion Scouts and their families to participate in while the pack is at the ranges.
- To ensure that all eligible Scouts have an opportunity to shoot, siblings will not be shooting at this event unless the shooting sports director deems sufficient remaining time.
- All eligible participants in shooting sports will be given a wristband to verify rank and membership in Scouting. Wristbands must be worn to the ranges. Individuals without a wristband will not be allowed to shoot. Wristbands will be passed out at cracker barrel on Friday evening and will be based on the registration roster.

## **Skits/Songs for Campfire/Monster Mash Party**

- Any unit/den wishing to perform a skit during the Monster Mash Dance Party are asked to notify the camp director Friday evening during cracker barrel.