



[REGISTER ONLINE NOW](#)

**Summer
Camp Express
2022**

June 26-29

Leaders Guide

**Flaming
Arrow Scout
Reservation**

Dear Scoutmaster/Committee Chairman,

Greater Tampa Bay Area Council is excited to offer another summer of leadership development, personal growth, and advancement to Scouts. Our staff is committed to offering a first class experience for every Scout and Scouter that attends camp.

Please take time to read through this Leader's Guide. This booklet will assist you in planning a fun and successful stay at Flaming Arrow Scout Reservation. You will find information about activities and programs that are being offered and a daily schedule to help you plan your Scout's time at camp.

Should you have any questions about our program or how to attend Scout Summer Camp, please do not hesitate to contact us. We look forward to camping with each and every one of you.

Yours in Scouting,

Mandi Harmon, Jay Sheridan & Kevin Neal

Camp Directors & Program Director

Contacts:

[Jay Sheridan](#) Camp Director

[Mandi Harmon](#) Camp Director

[Kevin Neal](#) Program Director

[Jason Borton](#) Staff Advisor



Camp Dates

Sunday, June 26th - Wednesday, June 29th
Flaming Arrow Scout Reservation
1201 Boy Scout Rd. Lake Wales, FL 33898

Detailed Camp Schedule on Page 3.

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:

GTBAC Council office 813-872-2691

Camp Ranger House 863-696-8041

Camp Ranger mobile 863-632-0389

Camp Director, Jay Sheridan 813-601-4039

Camp Director, Mandi Harmon 352-585-0899

Program Director, Kevin Neal 813-399-6745

Professional Advisor, Jason Borton 813-624-9764

Fee Schedule

Summer Camp Express

\$175.00 per youth

\$90.00 per adult

\$25.00 additional for provisional Scouts

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1. A minimum payment of \$50.00 per Scout is due at registration
2. June 8th - final payments are due to the council, including all scout and adult fees.

Payments can be made online or call (813) 872-2691 ext 101.

Limited Camperships are available! See page 15 for information

Covid 19 procedures/adjustments

- All Council policies and procedures will be followed and enforced for the duration of camp.
- Meals may be served differently, possibly being served in campsites, in shifts, or spaced outside the Dining Hall.
- We are hopeful to offer a normal Summer Camp experience, without changes due to Covid 19.
- Remember, it's a fluid situation and could change at any time.

Leaders

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 inline with NCAP standard HS-502.

Provisional Campers

Scouts who attend camp without their Scout Troop are defined as provisional campers. Provisional campers are incorporated into either an existing Troop (with Scoutmaster approval) or formed into a separate Troop for the time they are at camp. **A maximum of 4 Scouts from any one Troop may attend as provisional campers.** An additional charge of \$25 is required for these campers.

Campsites

Adirondacks or Canvas Tents are available in every campsite. Each tent or adirondack will be outfitted with an appropriate amount of cots. Each campsite will have a Staff Host during check in, to help with who can sleep where. Youth Protection standards must be followed at all times, especially with sleeping arrangements. Youth and adults CANNOT share adirondacks or tents. Some campers prefer to set up their own tents up under the canvas tents.

Campsites will be divided by gender. Please contact the Camp Director prior to camp if situations arise that are different.

Saturday Lunch

Troops/campers are responsible for their own lunch during check in on Sunday, June 26th. The first meal that Flaming Arrow will provide is Sunday Dinner.

Detailed Camp Schedule

Time	Sunday, June 26	Monday, June 27th	Tuesday, June 28th	Wednesday, June 29th
7:20		Flag Ceremony		
7:30 - 8:50		Breakfast		
9:00 - 10:20		Class 1	Class 1	Class 1
10:30 - 11:50	Check-In, Camp setup, tour, swim checks. Lunch on your own. Meet at flagpole at 2:00	Class 2	Class 2	Class 2
12:00 - 1:00		Lunch		
1:15 - 2:15		Afternoon Activity	Afternoon Activity	Campwide Competition/ Makeup time
2:30 - 3:50	Class 3	Class 3		
4:00-5:20	Class 4	Class 4	Class 4	Checkout/ Cleanup
5:30	Flag Ceremony			
5:40 - 7:00	Dinner			Camp Closed
7:15 - 8:30	Free time/ Handicraft	Free time/ Handicraft	Free time/ Handicraft	
8:45 - 10:00	Campfire	Evening Activity	Evening Activity	
10:00 -11:00	Troop Time	Troop Time	Troop Time	
11:00	Lights Out	Lights Out	Lights Out	

Afternoon/Evening Activities

During the “Activity” time slots, there will be a number of events and program areas open for Scouts to take part in. A detailed schedule of events will be provided upon arrival at camp once staffing and program needs have been determined.

Troop Time

Scouts and Scoutmasters are encouraged to use this time to review their day’s work, complete any assignments from class, and prepare for the next day. All scouts are expected to be in their campsites by the start of Troop Time (10:00pm)

Merit Badge & Advancement Programs

Planning and Scheduling

Class registration is done online here - [Summer Camp Express](#)

Troop leaders should work with their Scouts to determine which merit badges they wish to work on at camp. Distribute a copy of the merit badge schedule in this Guide to each Scout and have them indicate which classes they want. Scouts should schedule something during each activity period. Changes to a Scout's schedule can be made during check-in. Please remember that not all merit badges are suited for all Scouts.

Take note of any class size limitations, additional purchases, and prerequisites prior to enrolling. Class sizes, additional purchases, and prerequisites can be found in this Leader's Guide on pages 5-8 and online at [Summer Camp Express](#). Programs will be filled on a first-come, first-served basis. Should a class fill, we will work with troops on finding an appropriate alternative. Scouts will be given the opportunity and time to complete all requirements save for those noted in the "Merit Badge by Program Area" section of this guide. Any unfinished work or missed skill requirements *will result in a partial.*

Seminole Trail

This program (sometimes called First Year Camper) provides new Scouts with skills instruction for advancement towards their First Class rank. The program takes place during classes 1&2 every day. At completion, each Scout will have had the opportunity to complete Firem'n Chit, Totin' Chip, and the following requirements towards ranks:

Scout Rank requirements: 1, 2, 3, 4, 5

Tenderfoot requirements: 1, 2, 3, 4, 5, 6a, 7a, 8

Second Class requirements: 1c, 2, 3, 4, 5, 6, 8a-b,

First Class requirements: 2a-d, 3, 4, 5, 6, 7a-d, 7f

During classes 3 & 4, Seminole Trail Scouts may choose any of the other badges offered at camp.

Questions

Any questions on Program can be directed to Kevin Neal at: kevinneal2@verizon.net

Merit Badge Schedule At-A-Glance

Period	Aquatics	Climbing & Sports	Eagle Trail	Ecology	Outdoor Skills	Seminole Trail	Target and Range Sports	Handicraft
Class 1	Swimming Lifesaving Small Boat Sailing Watersports	COPE Fishing Geocaching	Communication	Env. Science Sustainability	Pioneering Wilderness Survival	Seminole Trail Area	Archery Shotgun	Music
Class 2	Kayaking Rowing Watersports	COPE Chess	Citz. in the Nation	Space Exploration	Emergency Preparedness First Aid			Bugling
Class 3	Canoeing Swimming	Climbing Personal Fitness	Personal Management	Env. Science Sustainability	Orienteering Wilderness Survival		Rifle Shotgun	Art
Class 4	Inst. Swim Snorkel/ SUP	Climbing S/S/Code	Citz. in the World	Weather	Emergency Preparedness First Aid			Sculpture

Merit Badges by Program Area

Aquatics



ALL Aquatics merit badges require a Scout to be classified as a swimmer.

MERIT BADGE	OFFERED	MATERIALS	NOTES/PRE-REQS	ENROLL CAP
Canoeing	3	none	Review BSA Safety Afloat	10
Kayaking	2	none	Review BSA Safety Afloat	10
Lifesaving	1	none	Recommended for 3rd+ year Scout - Prereq #1a	10
Rowing	2	none	Review BSA Safety Afloat	10
Small Boat Sailing	1	none	Review BSA Safety Afloat	10
Snorkeling & Stand Up Paddle Board	4	Mask and snorkel if possible. Camp has limited supply	Review BSA Safety Afloat Awards, not Merit Badges	10
Swimming	1, 3	none		12
Instructional Swim	4	none	Not a merit badge. To develop swimming skills	10
Watersports	1&2 combined	none	Recommended for 3rd+ year Scouts	8

Eagle Trail



MERIT BADGE	OFFERED IN	MATERIALS	NOTES	ENROLL CAP
Citizenship in the Nation	2	none	PreReq - 2a, 2b, OR 2c. (2d done at camp)	12
Citizenship in the World	4	none	Review world events	12
Communication	1	none	PreReq - #5	12
Personal Management	3	none	PreReqs - #2 & #8 Scouts without #2 & #8 done will start at camp.	12
Citizenship in Society	Handicraft time	none	Recommended for 1st Class or higher Scouts	30

Ecology



MERIT BADGE	OFFERED IN	MATERIALS	NOTES	ENROLL CAP
Environmental Science	1, 3	none		15
Nature	4	none		15
Space Exploration	2	none	Supplies purchased at the trading post.	12
Sustainability	1, 3	none	PreReq-#1 -Bring meeting notes to camp	15
Weather	4	none		15

Climbing & Sports



MERIT BADGE	OFFERED IN	MATERIALS	NOTES	ENROLL CAP
Climbing	3&4 combined	none	Highly physical badge, recommended for 2nd+ year Scouts	8
COPE	1&2 combined	none	Highly physical, not a Merit Badge. Recommended for 2nd+ year Scouts	8
Personal Fitness	3	-Proof of #1b -Comfortable running shoes	PreReqs - #1a&b, #7, #8 Scouts without #7 & #8 done will start at camp.	12
Signs, Signals, and Codes	4	none		12
Geocaching	1	none	Pre-camp- Setup account at www.geocaching.com	15
Chess	2	none		14
Fishing	1	Fishing rod if available, some available at camp	Must catch a fish to complete	12

Outdoor Skills



MERIT BADGE	OFFERED	MATERIALS	NOTES	ENROLL CAP
Emergency Preparedness	2, 4	none	Must complete #2c at home. Must have earned First Aid MB	12
First Aid	2, 4	Home & Troop first aid kit for req #5		15
Orienteering	3	none		12
Pioneering	1	none		12
Wilderness Survival	1, 3	Bring personal survival kit for req #5	Scouts will spend one night in their shelters	12

Shooting Sports



MERIT BADGE	OFFERED IN	MATERIALS	NOTES	ENROLL CAP
Archery	1&2 combined	none		16
Rifle Shooting	3&4 combined	none	Recommended ages 12+	20
Shotgun Shooting	1&2 combined 3&4 combined	none	Recommended ages 14+	8

Handicraft



MERIT BADGE	OFFERED ON	MATERIALS	PRE-REQS/NOTES	ENROLL CAP
Art	3	none		12
Sculpture	4	none		12
Music	1	none		12
Bugling	2	Bugle or Trumpet	Trumpet or Bugle experience needed. Req 6- Serve as Bugler for 3 months	3
Basketry	evening time	Supplies purchased at the trading post.	Extra time might be required to complete.	open
Fingerprinting	evening time		Extra time might be required to complete.	open
Leatherwork	evening time	Supplies purchased at the trading post.	Extra time might be required to complete.	open
Woodcarving	evening time	Supplies purchased at the trading post.	Extra time might be required to complete. Totin Chip REQUIRED	open

General Camp Information and Safety

Camp Trading Post

The Flaming Arrow trading post is open daily and the schedule will be posted. 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 welcome, all must check in with Camp Administration immediately upon arrival at Saunders Hall. Vehicles must stay in main parking area.

Leaving Camp

Any Scout or leader who leaves the camp property, must checkout at Saunders Hall. 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.

SPL and Adult Leader Meetings

There will be an SPL meeting every day after lunch. There will be an adult leader meeting at 2:30 on the 26th at Wood Hall. Other meetings will be scheduled and announced as needed.

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, and an adult leader. No Scout should be seen alone in camp. As outlined in NCAP Standard HS-511

Program Areas

All program areas, including the lake, C.O.P.E. courses, climbing tower, rappelling tower, and rifle, shot- gun 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 must be worn in camp except when showering or in the waterfront.

What to Bring To Camp

Personal Gear

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. Recommended items to be brought to camp include:

- B.S.A. Physical, signed by a licensed medical professional (New BSA Medical Form)
- B.S.A. uniform which includes official shirt, shorts, 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
- Rain coat or poncho
- Bath towels
- Hat
- Scout Book
- Alarm Clock
- Bathing suit
- Sun block
- Personal hygiene gear (including comb/brush, toothbrush/toothpaste, soap, shampoo, Talcum powder)
- Paper/pen/pencil/notebook for classes
- Canteen or water bottle
- Spending money
- Sleeping gear
- Scout knife (NO SHEATH KNIVES)
- Camera

Information for Parents

Please review the following information to help Flaming Arrow Scout Reservation ensure that your Scout's summer camp experience is fun, safe and successful! A list of suggested equipment can be found in this Leader's Guide to assist you in planning for summer 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 #680-001. Which can be found here:
http://www.Scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf
- ✓ **If your scout is taking prescribed medications, please have them in correctly labelled containers, and in a ziplock bag with the camper's name on it. They will be turned into the Health Officer at check in.**
- ✓ **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 Council 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:

Scout's Name & Unit Number Flaming Arrow Scout Reservation 1201 Boy Scout Rd. Lake Wales, FL 33898

Information for Adult Leaders

Before Coming to Camp:

- ✓ Read and review this Leader's Guide
- ✓ Register and pay online.
- ✓ Meet and get to know Webelos, parents and den leaders who will be crossing over to your troop. Inform them of summer camp plans including costs and fundraising opportunities prior to crossovers or during new parent orientations.
- ✓ Arrange qualified leadership for summer 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 form.
- ✓ 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.
- ✓ **Make your lunch plan for Friday Check-in with your troop!** The first meal Flaming Arrow will provide is Friday Dinner.

While at Camp:

- ✓ Plan to arrive at camp on June 26th, no earlier than 10:30 AM, but no later than 12:00 PM. This will allow sufficient time for check-in, tours, and swim checks (weather permitting) prior to the start of class.
- ✓ **Bring your own Lunch with you when you arrive!** The first meal Flaming Arrow will provide will be Friday Dinner.
- ✓ 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 Summer Camps, including a full week program in 2023.
- ✓ Fill out Camp Evaluation forms at the end of the week.

Check In Procedures

Check In Schedule at a Glance:

10:30am	Arrivals, check-in and medical re-check, swim test, camp tour
2:00pm	All Troops meet at Council ring flagpole for welcome and directions to classes
5:30pm	Flag

When you arrive

Check-in begins in Saunders Hall at 10:30am and runs through 12:00pm on Saturday, June 26. You should plan your arrival accordingly. **DO NOT ARRIVE BEFORE 10:30am. YOU MUST CHECK-IN AS A TROOP.**

PLAN TO BRING YOUR OWN LUNCH, AND EAT ON YOUR OWN IN YOUR CAMPSITE.

A Camp Staff Guide will greet the Troop upon arrival at camp. One leader will check the Troop in at Saunders Hall. 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.

A BSA swimming classification test is required in order to participate in any aquatics program. Your Camp Staff Guide will lead your group to the lake to take this test after unloading in your campsite, unless this has been completed prior to coming to camp. Swim test classification forms can be found online, and must be completed by properly trained personnel. Due to different conditions at camp, we encourage all Scouts to take a swim test at camp. Aquatics staff has the final determination if they will accept offsite swim test records.

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:

Inspect the tents and tarps

Place gear in their tents (do not unpack yet)

Change into swimsuits for swim test

Go with the Camp Staff Guide to swim test and camp tour

The tour will include:

Health Lodge

Dining Hall

Trading Post

Parade field & Flagpole

Program Areas

After the camp tour, the Troop will return to their campsite, continue to unpack and set up camp

Check Out Procedures

Check Out Schedule at a Glance:

4:00 -Checkout- Adult leader to Saunders for paperwork

5:30 - Closing flag ceremony- Council ring

5:45- 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:

Leader and Staff Guide will inspect the tents and tarps for damage.

Pack all personal gear.

Close all tent flaps.

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 any medications and medical forms from Saunders Hall.

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/FASR2022>

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:

A Counselor in Training (CIT)

The CIT program provides Scouts an opportunity to learn additional leadership skills and observe the entire camp operation first hand. 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/FASR2022>

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, a maximum of \$80.00. 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 June 1st. [Click here to apply.](#) Or call (813) 872-2691 for more info.

GTBAC Refund Policy

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

MEDICATION PROCEDURES

All campers who will be taking any kind of medication while at camp (prescription or non-prescription) 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!



FLAMING ARROW SCOUT RESERVATION
1200 Boy Scout Camp Road
Lake Wales, FL 33898



Campsites

- | | |
|----------------------------|-----------------------|
| A Arapaho | 1 Baden Powell |
| B Blackfoot | 2 Seton |
| C Cheyenne | 3 Beard |
| D Dakota | 4 West |
| E Erie: Scout Craft | 5 Livingston |
| F Fox | 6 Tad Stoler |
| G Gosuite | 7 Outpost Camp |
| H Hopi | Bathrooms |