

Three Fires Council Presents...



Event Guide

The Forge Lemont Quarries

227 Heritage Quarries Dr, Lemont, IL 60439

September 29 - October 1, 2023

Forge On! Scouting Adventure

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Forge On! Scouting Adventure

Revision History

A brief description of changes will be noted below

Date	Section	Brief description of change
9.25.2023	Parking/NO Shuttling	All Parking will be onsite at the Forge. No need to go to the Metra and shuttle in. All Parking will be at the Forge.
9.25.2023	Medical Form Clarification	A medical form for each youth and adult must be turned in. They will not be returned. Unit binders are not being accepted.
9.25.2023	Waiver	Waiver: Please have everyone (Youth & Adults) complete the Forge's waiver: https://go.theflybook.com/manage/VF1Q1M#/lite
9.23.2023	Climbing times	Climbing will be from 9 am – 1 pm. Exceptions need to be requested to Patrick Seedan: Patrick.Seeden@scouting.org
9.13.2023	Camping	Added instructions and timing of trailer drop-off (Thursday and Friday early afternoon options) Read through Camping area again
9.13.2023	Tent Stakes	The ground at the forge is rocky. Studier tent stakes and a hammer are recommended.
9.13.2023	Parking/ Shuttling	Day only participants will park at the Metra Shuttle and be shuttled to Parking Lot 1 at the Forge

Event Contacts

General event questions

Andrea Welch: Forge On! Chair - andreawelch127@gmail.com / 630-780-7891

Donnie Helstern: Professional Advisor – donnie.helstern@scouting.org / 630-797-4618

Camping accommodations, site arrangements, or logistics questions

Roger Johnson: Facilities Chair – randrservices@comcast.net

Dave Brennan: Potawatomi Camp Chief: | ubuckscouts@gmail.com

Alan Burnham: Ottawa Camp Chief: | alan145.bsa@gmail.com

TBD: Chippewa Camp Chief

Forge On! Scouting Adventure



BOY SCOUTS OF AMERICA®
THREE FIRES COUNCIL

Dear Scout Leaders and Parents,

Welcome to the Three Fires Council Forge On Scouting Adventure. Thank you for choosing to be a part of this debut event!

Our dedicated team of volunteers have worked hard to provide all participants with a top notch, unique, and exciting scouting adventure unlike anything our Council has hosted before! We are excited to partner with the Forge Lemont Quarries to provide experience for Scouts and Scouters of all ages. Scouts of all ages will be able to participate in more activities than ever before. So many that you won't be able to do them all!

Several local vendors, scouting supporters, volunteers, and community leaders will be present at this event providing an exciting high adventure experience. Scouts will be able to hike, canoe, bike, climb, zip, and much more! There may even be a chance to spot the elusive Big Foot!

All event details can be found in this guide. As we near the event, volunteer leadership will contact unit leaders and registration contacts with updates, important information, and details regarding the event itself, check-in and other logistics.

If there are any questions regarding the information in this event guide, please reach out to our event contacts listed here in the guide.

This event will be one you don't want to miss! Scouts from across our area, near and far, will be talking about this event for days to come! We can't wait to see you at the Forge On! Scouting Adventure!

Yours in Scouting,

Andrea Welch
Forge On! Event Chair

Hugh Bisco
Council Activities Chair

Roger Johnson
Council Outdoor Adventure Chair

Scott McConnell
Council Vice President of Program



Forge On! Scouting Adventure

Event Introduction

The purpose of the Forge On Scouting Adventure is to provide a unique scouting experience like that of a National Jamboree but on a local level. Our goal is to provide a safe, fun experience for Scouts of all ages while highlighting community relationships, scouting activities, the communities we serve, and the strength of our scouting units. All of this is done in an atmosphere of fellowship, fun, and goodwill which epitomizes the characteristics of the Boy Scouts of America and the Three Fires Council.

Activities and events at the Forge On Scouting Adventure will be modeled after the National Jamboree. This means that there are more stations and programs that can be covered in a single day and participants should customize their activities based on personal interests. Instead of travelling from place to place in large groups, we encourage Scouts BSA, Venturers, and Explorers to use the buddy system. Each should team up with a friend who has similar interests to participate in activities which make the best use of their time.

For Cub Scouts, two adults with 2 to 4 youth will make the experience more enjoyable than travelling as an entire pack or large den. This approach will also help the lines move faster and prevent bottlenecks at the most popular activities. Plan the activities and events you want to enjoy in advance and remember – always have a backup plan! If one of the activities is full, scouts should move on to their next choice. Forge On Scouting Adventure will offer multiple choices, so if you do have to alter your plan, there will be something equally fun and enjoyable just around the corner.

Camping at the Forge is open to registered Scouts BSA, Venturing, and Sea Scout members (Troops, Crews, and Ships). Cub Scouts (Packs) are not able to camp at the Forge due to logistics, proximity to water, and National Standards for approved camp sites.

The Saturday Day Events are open to all registered members and the public.

Program Highlights:

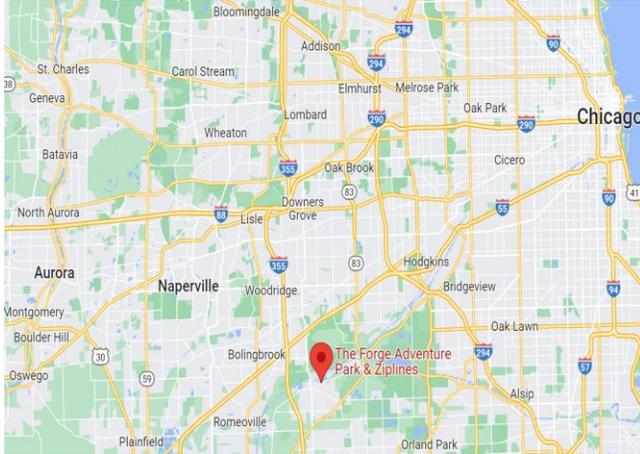
- **Camping:** Friday and Saturday overnight camping including unit, backpacking, and low impact style camping for Scouts BSA, Venturing, & Sea Scouts only. *For this event, Cub Scouts can attend for the day on Saturday.*
- Visit the Midway and participate in interactive displays, vendor activities, and community booths
- Great fun and fellowship, expand your Scouting Community.
- Outside organizations and sponsors will be on hand with displays and program activities
- Bigfoot Scavenger Hunt
- Games, Handicrafts, and Scoutcrafts
- Hands-on STEM Zone
- Cub Scout Zone with special activities including climbing area, rockets, bb-guns and archery
- Target Zone for older scouts includes tomahawks
- Aquatic activities including: canoeing, family boating, an Island Adventure
- Patriot Zone (Army, Navy, Marines, Coast Guard, Air Force)
- Geocaching and Orienteering
- Pre-registration required for the large Climbing Towers and Zipline (must be 14+)
- Stage shows throughout the day with an evening concert
- Free parking and shuttle rides to and from the event
- Food trucks and more!

Forge On! Scouting Adventure

Date and Location

Forge On will be held at The Forge: Lemont Quarries in Lemont, Illinois just southwest of Chicago September 29 – October 1. [More information coming with the next revision for the Parking and Shuttle section.](#)

The Forge Lemont Quarries: 227 Heritage Quarries Dr, Lemont, IL 60439



Timeline***

Friday, September 29 (For units camping)

See Trailer section for Trailer drop-off schedule

Units will start unloading gear at 5:00pm **trailers must be parked by 2pm**

Units will then park vehicles in designated areas.

Check-in will start at 5:00pm.

Saturday, September 30

Check-in will start at 7:00am for day visitors and Cub Scouts

Day visitors will park at the Forge at Metra Station and be shuttled to The Forge

Opening Ceremony: 9:00 am sharp / Program time: 9:00am and 4:30pm

Lunch is from 12:00pm-1:00pm.

The evening show gathering will start at 6:45pm

Sunday, October 1 (For units camping)

Checkout and breakdown of campsites

All units depart by 11:00am

Attendance

All registered scouts and leaders along with parents and siblings are invited to participate. Standard BSA rules for Youth Protection (two deep leadership) apply.

- **Cub Scouts (Packs)** are able to attend Saturday during the day. Packs are not able to camp at the Forge due to logistics, proximity to water, and National Standards for approved camp sites.
- **Troops, Venture Crews, Sea Scouts** can camp or attend for the day only.
- **Adult (Leaders & Parents):** To ensure a quality experience for participating Scouts, the help of unit leaders and adults IS expected during the event. Adults should be prepared to pitch-in and help with a range of event tasks, from assisting an activity station staff run program, to helping to ensure the safety of all by being always observant and safety conscious! Please "Be Prepared" to help us provide a quality event for all!

Forge On! Scouting Adventure

Youth Protection

Our volunteer team for security and staff are putting procedures in place to ensure that Youth Protection Procedures are always followed.

- **Campers:** All adults camping overnight with the unit, must be a registered member of the BSA with a current YPT certification (per National rule update as of 9/1/2023).
- **Day only:** We strongly encourage all adults be youth protection trained but it is ultimately up to the unit for day visitors if this should be required.
- **Buddy System:** The buddy system must always be followed during Scouting activities.
 - Always single gender and should be no more than 2 years apart
 - Only be made between youth members, Adult program participants cannot be paired with youth unless a parent or guardian.

Pricing

The Forge is offering a discount for participants. Event pricing is as follows:

	Forge on pricing		Normal Pricing (non-event)
	YOUTH	ADULT	
Campers	\$65	\$45	\$85
Day Participants	\$50	\$30	\$55
Climb/Zip adventure	\$65		\$95

***Service and Staff team will be \$20(day) and \$25 (camping) and will cover meals and event shirt.**

A program guide with map, **wristbands** ~~event badge with lanyard~~, and event patch will be provided to all participants on top of all the great activities offered by the Forge Lemont Quarries and the Three Fires Council.

Please refer to the Three Fires Council refund policy when registering for the event. These fees include the cost of all program activities and event materials but DO NOT include food. Individuals/units are responsible for their own food at the event. Food trucks will be on site to supplement on Saturday, September 30th.

Registration

This event is **NOT** a drop-off event. All Scouts **MUST** be under proper 2-deep Unit leadership per YPT guidance. Leaders must be 21 years or older and a female leader must be present if female scouts are attending from the unit.

Registration can be completed as a unit or as an individual. **Camping can only be done as a unit.** It is recommended that you register as a unit to speed up registration and check-in on the day of the event. If you register as an individual but would like to camp, please note that all BSA policies apply to this event and your Unit must be camping as well.

NOTE: For units camping, if you need to be near another unit to share gear, you can let our leadership know and we will do our best to accommodate. More on camping on page.

Registration can be completed online at: <https://scoutingevent.com/127-ForgeOn>

Forge On! Scouting Adventure

Check-in

Reminder: This is not a Drop-off event. All youth must have unit leaders represented and meet YPT requirements.

Check-in: All participants will need to check-in individually. At check-in, individuals will hand in their medical forms, receive event information, a participant wristband, swimmer wristband, and assigned climbing tickets with time. We will also confirm everyone has completed the Waiver mentioned above.

- **Campers:** If you're Camping Friday night we can check you in upon arrival or after you set-up. We will do Friday night check-in at each camping location.
- **Saturday Arrivals:** Check-in will be done in a Parking Lot near an access bridge. It'll be obvious.
- ~~Campers:~~ Friday evening Check-in will run from 5:00 pm to 10:00pm for units camping. Unit leaders should report to registration to check your unit in, confirm participant attendance, and receive Event materials.
- ~~Day only & Cub Scouts:~~ Saturday Check-in will run all morning beginning at 7 am. Unit leaders should report to registration to check your unit in, confirm participant attendance, and receive Event materials.

Check-out

All units camping must check out with a staff member prior to leaving the camping areas to ensure all campsites are adequately cleaned up and no materials are needed to be returned.

Parking and Shuttles***

Parking is onsite at the Forge for ALL PARTICIPANTS. **All units and staff are requested to carpool to the greatest extent possible.** This will minimize the distance to the entrance.

Trailers in the Field campsite must be dropped ahead of time.

~~limited on-site for Campers and those needing a handicap parking spot (please make arrangements). We will shuttle vehicles to & from the Lemont Metra Station.~~

INFORMATION ABOUT SHUTTLES SCHEDULE AND LOCATION

- ~~Shuttles for Day Participants will be located at the Metra Station in Lemont.~~
- ~~Shuttle service begins at 7 am and will run frequently to and from The Forge~~

Security

On-site security will be provided through the Forge Lemont Quarries, local law enforcement, and Three Fires Council Security Volunteers. The Forge Lemont Quarries shares some of their space with the public and cannot limit access to all areas. All attendees will be required to wear their event lanyard with pass and wrist bands throughout the weekend.

Forge On! Scouting Adventure

Sanitation

Portable restroom facilities (including handicap accessible facilities) will be available throughout the camping areas. Restrooms inside the adventure park will be open during the day on Saturday. Handwashing stations will be available near the portable restrooms.

First Aid

General first aid should be treated within the unit as if this were a typical campout. Facilities will be available for more serious first aid cases that arise as well as any medical emergency situations. In the event of a significant injury, Forge On staff must be notified immediately to ensure outside help is quickly routed to the correct location.

Special Needs

Advanced notice, at the time of registration, of any situation requiring special attention is required. Every attempt will be made to accommodate the needs of the participants and visitors to the event. The Lemont Quarries and Adventure Park covers a large area of land (up to 5 miles of trails cover our event space alone) and is mostly flat with well-maintained light gravel trails. Participants should be prepared to get themselves around the event on their own.

PLEASE NOTE: Power will not be provided in campsites

Health and Safety

The Guide to Safe Scouting and the National Camp Accreditation Program standards will be the basis for safety at the event.

All units who choose to camp overnight must have in their possession a BSA physical with parts A and B filled out for all youth and adults participating. Day visitors must submit the same form at time of check-in. The health form can be found here:

https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

Remember: a health history is not a physical.

ONLY off the ground charcoal and gas grills/stoves can be used for cooking or water heating purposes. All fuels must be used with appropriate adult supervision.

Charcoal fires for cooking must be built off the ground to meet the area regulations. Off the ground stoves, grills, and fire pits are required. No wood fires are permitted in the camping areas.

Refrigeration will be the responsibility of the unit. Power in campsites is not available.

Severe Weather

Emergency procedures will be distributed at check-in.

Forge On! Scouting Adventure

Uniform and Label

- **Uniform:** Field Uniforms shirts should be worn for Saturday morning's opening ceremony, religious services, and evening shows. Class B's and Scout t-shirts are acceptable for daytime activities on Saturday.
- **Label:** Please label items brought: bike, helmet, daypack, water bottles, phones, etc.

Lost & Found – Items & Persons

- **Items** found should be turned in to the Check-in Area OR Headquarters marked on the map. Bikes left unattended will be taken to HQ. Items not claimed during the event will be taken to the Norris Scout Shop.
- **Person** Make sure that your Scouts know where to meet you in case they become separated from you during the event. Lost Scouts should be taken to the Check-in Area marked on the map. Or ask ANY Staff member with a radio to assist you. A number will be provided at check-in to report a lost Scout. Indicate the location of the Scout and a Staff member will be sent to the location.

General Gear for Everyone to consider

All gear should be labeled with name, phone number and unit number

1. Medical Forms Part A& B for **everyone attending. More specifically: Medical Forms: INDIVIDUAL Medical Forms will be collected as part of the check-in procedure. They will not be returned, and Unit Binders will not be accepted. Please bring a copy of your Medical Forms Parts A & B with attached insurance card, they will be alphabetized and not returned.**
 - Class A for Opening and Scout's Own Service (Saturday)
 - Day Pack
 - Water bottle
 - Meals
 - Sunscreen
 - Raingear
 - Camp Chair – great for the Stage Shows (Optional)
 - Compass and GPS Unit for Orienteering and Geocaching activities (Optional)
 - Money for Trading Post and/or Food Trucks (Optional)

Aquatic Activities - labeled with name, phone number and unit number

- Change of dry clothes
- Towels
- Closed toe shoes that can get wet
- Proof of Swim Test (*Swim tests must be current and completed before the event. Bring to check-in for Swim wristband*)
 - 2023 Camp Buddy Tag
 - Completed Swim Classification Form (Appendix)

Fishing Activities - labeled with name, phone number and unit number

- Fishing Pole
- Tackle box
- Fishing License (16+)

Bike Activities – labeled with name, phone number, and unit. Bikes must be checked in during registration. Complete the form at the back of the guide

- Bike
- Helmet

Forge On! Scouting Adventure

Camping

Scouts BSA, Venturers, and Sea Scouts are invited to camp overnight September 29 – October 1 as a unit. Unfortunately, with the limitations of the campgrounds and National Standards, we cannot accommodate cub scout pack camping at this time. We are working with the Forge to establish facilities that meet the Cub Scout Pack camping requirements for future events.

Trailer Drop-offs: Each unit will be able to park one equipment trailer at their designated campsite. **However, all trailers must be dropped off prior to the start of the event.**

Trailer drop-off times are as follows:

- Thursday, September 28, 2023 - 6:00 – 9:00 PM
- Friday, September 29, 2023 - 12:00 – 2:00 PM

Please adhere to these drops off times. Once the Scouts start arriving, no vehicles can be allowed in the camping area to help ensure the safety of the participants. If you miss one of these times, your trailer will not be in the campsite. The campsite is a 10 minute walk to the site from the parking lot.

We recommend packing as much in the trailer as possible to avoid multiple trips to the campsite when you arrive.

Trailer Removal on Sunday:

- We will start coordinating trailer hookups after your campsite is fully packed up. This will help us coordinate traffic in the site.

SPACE IS LIMITED: NO VEHICLES WILL BE ALLOWED IN THE CAMPING AREA.

For Troops, Crews, and Ships.

- At a minimum, each unit must have two registered adult leaders 21 years of age or older.
- A registered female adult leader 21 years of age or over must be present if there are female youth.
- All adults staying overnight in connection with a Scouting activity must be currently registered in an adult fee required position as listed or as an adult program participant.

Camping Areas & Campsites

Your units assigned campsite will be within one of the designated camping areas. Based on the size of your unit and the camping style selection, a predesignated space will be assigned for you to set up camp. The camping areas will be shared by multiple units.

- All campsite activities and setup must fit within your assigned space.
- The designated campgrounds are divided by the style of camping. The site will depend on the size of the campsite and the need based on total registration.

A campsite volunteer staff member will guide you to your campsite when you check in.

- The commissioner team will be able to offer useful advice to make your setup take place smoothly.
- The commissioner team will be on hand to direct you to the correct person should you have event/schedule questions.
- The commissioner team will be able to tell you where restrooms, handwashing, water stations, etc. are located.

Forge On! Scouting Adventure

Cooking Preparation & Equipment

Prepare your weekend menu ahead of time and take into consideration the style of camping your unit is electing to participate in for the weekend. Make copies of the menu and equipment lists and discuss them within the unit and with parents. Coordinate with others in your group to minimize over-packing!

Even if you are not planning to camp overnight, please meet and plan as a group beforehand for Saturday meal-prep (picnic style/brown bag/food trucks) and coordinate!

If you arrive Friday night, it is recommended that all participants come fed. Do not overdo it between travel, campsite set up, and cooking! You will want your rest for the activities on Saturday. Plan for breakfast, lunch, and dinner for Saturday. Keep lunch easy and fast (grab and go or prepacked) to ensure Scouts can maximize their time at program stations. Food items are available for purchase for lunch and dinner (food trucks on site) for an additional cost.

Bring chairs and tables for your unit to use in your campsite.

Campsite Guidelines

- Field Uniforms shirts should be worn for Saturday morning's opening ceremony, religious services, and evening shows. Class B's and Scout t-shirts are acceptable for daytime activities on Saturday.
- **Ground fires are not permitted.** Only off the ground charcoal and gas grills/stoves can be used for cooking.
- **Charcoal ashes need to be disposed of in approved containers provided by you.**
- Picnic tables, stand-alone tables, or chairs will **not** be provided at the campsite.
- Campsites will be laid out and assigned by the event staff. All units need to set up camp in their designated area only.
- Access to potable water will be provided. **Units are encouraged to bring enough water for their immediate camp needs including cleaning and cooking.**
- Campers need to gather their garbage at their campsite and deliver it to designated areas.
- No guns, firearms, or archery equipment.
- No fireworks.
- The BSA prohibits the use of alcoholic beverages and controlled substances at BSA activities. Use of such substances will result in immediate expulsion from the event.
- Adult use of tobacco is limited to designated areas away from youth and should not be used in campsites or activity areas.
- Wastewater from cooking, washing, and sanitizing must be disposed of in designated areas.
- It is recommended that at least one adult remain in the campsite at all times throughout the event. Our event staff will do our best to keep security volunteers on rotation throughout the campsite areas. The campsites are near public trails.
- Fire prevention is to be practiced at all times and any fire hazard to be removed promptly.

Forge On! Scouting Adventure

Food/Meals

Each Unit is responsible for bringing their own food, cooking equipment, and eating utensils. Participants should plan to provide all their own meals from Friday evening through Sunday breakfast. Additional food and non-alcoholic drinks and snacks is encouraged. Please note that no ice will be for sale at the event. Units should provide ample ice for safe food storage for the length of their stay. No alcoholic beverages or other intoxicants are allowed! On Saturday Day only visitors will need to bring their food as well.

NOTE: Food Trucks – Attendees may purchase food from food trucks on site on Saturday during Lunch and Dinner.

Camping Gear

Each Unit is responsible for bringing their own camping equipment.

Recommended Equipment:

Tents, **thick sturdy tent stakes**, sleeping bags/bedding, cooking equipment/eating utensils, lanterns (battery or LP only), dining tarps, camp chairs, and portable tables for food preparation. **There are no picnic tables available in the camping area. There will be no campers, pop-ups, motor homes, or vehicle tents allowed.**

Water

- Potable drinking water will be available. Units are encouraged to bring their own water to reduce fill lines.
- Troops should plan meals that require a minimum of water in their preparation and clean-up.
- Grey water and grease pit disposal will be at designated locations.

Other Tips and Hints

- Plan it out! A good plan that falls short will always finish better than no plan at all!
- Be prepared for weather. This time of year can be tricky. Follow the weather reports prior to the event.
- Calculate the per person costs. Be sure that parents are aware event costs beyond the registration fee.
- Make a presentation at an upcoming unit committee meeting to ensure all leaders and parents are aware and fully prepared.
- Coordinate with other adults on what gear is needed based on the style of camping you are participating in. Pack sensibly. Don't overdo it. If attending for just the day be sure each Scout and Adult has the proper gear for the day's activities.
- Involve the Scouts in everything. Have them make the meal plans for themselves, let them cook and clean up. Help them to plan simple meals they can handle with your guidance. Have them set up the campsite as well. If attending for the day you can still have the scouts plan the menu and where to meet up for meals!

Trading Post

Our Three Fires Council Scout shop will have items on hand for purchase. Several of the items will be themed for the event and only available at the event. Several items such as stickers, last minute needs, branded apparel, and more will be available. The Trading Post will be open on Saturday only.

Forge On! Scouting Adventure

Tentative Schedule of Events (rev A)

(A Final Updated Schedule will be handed out at Event Check-in)

Friday, September 29

5 – 10:30 PM Unit Arrival – Check-in at District Sub-Camps
9:00 PM Staff Cracker Barrels – Informational Meeting (Adults only)
11:00 PM Quiet Time/Lights Out (Please respect others)

Saturday, September 30

6:00AM – 8:30 AM Reveille - Breakfast in Camp
7:00 AM Saturday Arrivals – Check-in begins
8:40 – 9 AM Camp Song gathering - Stage
9:00 AM Opening Ceremony – Stage
9:15 – 1 PM First time slot of climbing begins
Scout Shop Trading Post Open (Midway)
9:15 – Noon Events – Bigfoot Scavenger Hunt (Forge wide)
Noon -1:00 PM Lunch Time – Rest Period (Participants on their own. Staff at Staff Kitchen)
1:00 – 4:30 PM Events – Bigfoot Scavenger Hunt (Forge wide)
4:30 – 5:15 PM Interfaith Service (Stage)
4:30 – 6:30 PM Dinner – Food trucks available, bring camp chairs for picnic
Campers: Dinner in camp (Staff at Staff Kitchen)
6:00 pm – 7:30 PM Scout Shop Trading Post Open (Midway)
6:30 PM Fellowship at Stage
7:00 PM – 8:30 PM Evening entertainment
11 PM Quiet Time/Lights Out (please respect each other)

Sunday, October 1

7:00 Bugout Breakfast in Unit sites – Staff in Staff Kitchen
7:00 – 11:00 AM Begin Unit Tear Down (Camp wide)
8:30 – 11 AM Check-out (Units will not be allowed to leave until their site is approved by their district Camp Chief.)

Have a safe trip home!

- First Aid is located at marked stations and at all subcamp headquarters.
- Report any and all injuries or medical events!
- Forge Staff members are all volunteers that are here to assist you. Please be respectful.

Forge On! Scouting Adventure

Program

Our volunteer team has been tracking the elusive Bigfoot for some time now. Our team of volunteer researchers have set out on foot, climbed mountaintops, canoed lakes, zipped across chasms, biked trails, and found ourselves just out of reach of our elusive Bigfoot! We decided that we needed to train a new generation of Bigfoot trackers and thought who better than to help us than the Boy Scouts of America! This event will highlight many of the activities that can be done in the great outdoors all while tracking the elusive Bigfoot!

Program will be available to all participants of all ages, even adults! Much like summer camp or the National Jamboree, program will be divided into different program areas throughout the Forge Adventure Park and the Quarries area. Specific programs are **subject to change** up until the day of the event. A detailed list of program offerings will be published at a later date.

Shooting Sports	Ready, aim, fire! We will have archery, bbs, and tomahawks with trained rangemasters for you to hone your shooting skills.
Aquatics	Canoeing, navigating, and more await those seeking aquatic adventure across the quarries of Lemont.
High Adventure	Only 400 daring Scouts will be able to done the gear and climb high at the Forge. Be sure to claim your spot today.
Scoutcraft	Fishing, orienteering, mountain biking, scout skills and more are essential in tracking Bigfoot. There's more to it than Knot tying!
B.R.I.T (Bigfoot Researchers In Training) (Cub Scout Activities)	Cub Scouts are essential to our team when tracking Bigfoot. Here Cub Scouts will be able to do cub based activities just for them including the Cub Scout and Family High Adventure Zone and the Rock Wall!
STEM	Science. Technology. Engineering. Math. These activities are the core of our scientific research and study of Bigfoot.
Patriot Zone	We are excited to partner with each branch of the United States Armed Forces to provide hands on activities for our Scouts.
Midway	Outside vendors with entertainment, activities, and demonstrations will be on site for Scouts and Adults to interact with.
Special Events and Stage Shows	We will have stage shows going throughout the day with family-friendly demonstrations. Our event will be capped off with a Scout and Family friendly concert on the main stage!

Forge On! Scouting Adventure

Developing Program Activities***

Shooting Sports

- BBs, Archery, Tomahawks

Aquatics

Note All swim checks must be done ahead of time. If you passed your swim test at summer camp in 2023 then you are still valid for the year.

- Canoe Races: There will be a series of fun canoe races conducted on the quarries. These will be open to Scouts and adults needed to support beginner swimmers. Units may sign up for a specific time slot on the day of the event. Each session will last one hour. Capacity will be 32 scouts per session; total capacity will be 192. Register by Troop or Patrol. Scouts should bring buddy tags (if available, dry clothes, towels, and closed toe shoes that can get wet.
- Canoeing
- ~~Pedal boating~~

High Adventure

- **Climb & Zip:** Scouts ages **11+** during registration can sign up for the Climb and Zip Adventure hosted by the Forge Adventure Park at a reduced cost of \$60. There are only 400 slots available for youth to sign up. Any slots not claimed by youth will be opened for adults to participate the day of. Scouts should plan 2.5 – 3 hours for the climb and zip.

Scoutcraft

- Orienteering (compasses will be available, but it is recommended to bring your own)
- Geocaching (GPS units will be available, but it is recommended to bring your own)
- Scout Skills playground
- Fishing Derby

Handicraft

- Blacksmithing
- Blinkies
- Leatherworking

Bigfoot Researchers in Training B.R.I.T.

Cub Scout Activity Zone

- Cub Scout Age-Appropriate Adventure Zone. The Forge has an Adventure Zone and Play structure unlike any other! Cub Scouts will be able to crawl, climb, swing, and test their fear of heights (while staying safe!) in the Cub Scout Adventure zone. Parents are encouraged to participate with them!
- Rock Climbing wall: The Three Fires Council Rock Wall
- Cub Activities
- Passport to Adventure

Forge On! Scouting Adventure

- Inflatable games and activities

STEM

- Stomp rockets
- Aviation Exploration

Patriot Zone & Midway

- Air Force
- Navy
- Marine Corps
- Space Force
- US Coast Guard
- US Army
- Southwest Brigade Fur Trade Reenactment
- Northern Illinois Raptor Rehab
- 501st Legion (Our friends from a galaxy far far away will help track Bigfoot!)
- St. Charles Park District
- 350th Anniversary of Joliet and Marquette
- Chicago Wolves Ice Hockey
- Big Run Wolf Ranch
- Raptors
- Council Training Promotions with Activities, NYLT, Wood Badge, Okpik and more!
- Order of the Arrow
- Special Needs Scouting

Stage Shows

Scheduled throughout the day on the main stage scouts and their families will have the chance to view, participate in, and enjoy a couple entertaining shows.

Closing Show

To conclude our Saturday full of activities, our closing show will have participants singing along to several of their favorites at our closing concert. Thank you to the band Serendipity for being a part of this event and making it truly one to remember!

Forge On! Scouting Adventure

Volunteer Staff

An event this large would not be possible to operate without a group of dedicated volunteers working the entire weekend to make the event a success for our youth. With a few exceptions, anyone wanting to staff Forge On Scouting Adventure must meet the following criteria:

- At least 16 years of age at the time of the event OR have previously served as a staff member or a counselor-in-training at a BSA accredited camp.
- If over the age of 18, have a current Youth Protection Certification.
- All staff must be registered members of the BSA.

All staff will be provided the following meals:

- Friday evening cracker barrel.
- Saturday breakfast.
- Saturday lunch.
- Saturday dinner.
- Sunday grab and go breakfast.

In addition, the staff will be provided with unique swag only available to the staff of the event. Staff will be required to attend a virtual staff meeting in September that will prepare staff for the weekend as well as provide instructions on additional procedures. We will offer two meetings and staff need to only attend one. Registered staff will receive an email with information for the meeting. Staff please register here: <https://scoutingevent.com/127-ForgeOn>

Order of the Arrow Service Corps

Two primary missions of the Order of the Arrow are to promote camping within the organization and provide cheerful service to the Scouting program. Lowaneu Allaque Lodge is establishing a Service Corps of both youth and adult Arrowmen to provide necessary support to the Forge On Scouting Adventure throughout the weekend. Any Arrowman in good standing is eligible to participate as a member of the Service Corps. All Service Corps members will receive meals throughout the weekend as well as swag items given to staff.

Forge On! Scouting Adventure

Appendix A: Bike Check-in & Rules

Riding a bike at the Forge comes with some rules. Please complete the information below and bring with you and your bike to Check-in. The information will be reviewed, and a Bike Pass will be added to your bike for identification.

Name _____ Unit #: _____

Make of Bicycle: _____ Model: _____

Serial #: _____

Color: _____ Wheel Size: _____ # of Spokes: _____

Check Frame Style: Mens [] Females []

BIKE RULES

- The Guide to Safe Scouting requires wearing a **bike helmet at all times while biking**. Wearing a bike helmet can reduce the risk of head injury by 85 percent.
- Keep your bike in good working condition. Be sure tires are properly inflated, brakes work, and the chain is well oiled
- Ride single file
- Always yield to pedestrians and walk your bike when not on a Trail or in a busy area
- Slow down and check traffic at all corners and intersections
- Keep both hands on the handle bars except when indicating turn signals
- Have a headlight on your bike when riding at night, as well as, rear and wheel reflectors
- Wear light colored and/or reflective clothing while riding
- Only one person on the bike with no stunt riding
- Do not carry packages or bundles when riding
- Do not wear headsets/earbuds while riding
- When you are not riding your bike, you agree to park it neatly at one of the Bike Parking Lots.

I have read and understood the rules above and am truthfully submitting information about the bike I am bringing with me to the Forge. Bikes found unattended to will be brought to Lost and Found.

Scout's Signature: _____ Phone # _____

Parent's Signature: _____ Phone # _____

For Forge Volunteers to complete at Bike Check-in

Confirm Helmet w/ name: []

Bike #: _____

Check-in by Last Name: _____

Forge On! Scouting Adventure

Appendix B: Swim Classification Record

(Changes and/or corrections to the following chart should be initialed and dated by the test supervisor.)

Unit Number _____ Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces)	Medical Recheck Parts A-B	Swim Classification		
			Non-Swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

The swim classification test performed at a unit level should be conducted by one of the following council-approved resource people: Aquatics Instructor, BSA; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. Test administrators should utilize chapter 5 of the [BSA Aquatics Supervision Guide](#).

NAME OF PERSON SUPERVISING & FACILITATING THE SWIM TEST:

Print Name

Signature

Type of Authorization/Training
(Attach a copy of certification if required by council procedure)

Expiration Date if applicable

Forge On! Scouting Adventure

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in Safe Swim Defense and Safety Afloat. These swim classification tests are a foundational unit of the Aquatics Continuum.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the individual's circumstances in the water.

SWIM TESTS FOR COUNCIL ACTIVITIES

Swim tests for **council activities** are conducted following procedures approved by a council-level committee, preferably the Council Aquatics Committee. The council committee should use the guidance contained in *BSA Aquatics Management Guide*. SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

REGARDLESS OF WHERE OR WHEN THE SWIM TEST IS GIVEN THE FOLLOWING PROCEDURES APPLY:

- **The test is given one-on-one.** The test administrator and the swimmer are buddies during the administration of the test.
- **Each component of the test is important.** The test must not be changed either to assist the Scout or to expedite the process.
- **The test must be completed without aid or support.** Aid includes lifejackets, wetsuits, fins, etc. Swim goggles may be used to avoid eye irritation.
- **Swim tests must be renewed annually.** preferably at the beginning of the outdoor season.

TO THE SWIM TEST ADMINISTRATOR

SWIMMER'S TEST:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resumeswimming as before, and return to starting place.

Anyone who has not completed the beginner or swimmer tests is classified as a **nonswimmer**.