



*Three Fires, Scouting America presents*

## **Forge On! Scouting Adventure**

### **September 26 – 28, 2025**

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



Dear Scouting Friends,

Welcome to **Forge On! Scouting Adventure**, one of the largest **Scouting America** events in the Midwest! We are thrilled to have you join us for this extraordinary gathering of Scouts, leaders, and families as we come together for a weekend of adventure, skill-building, and camaraderie.

This year's theme, "**Explore. Sustain. Inspire.**", speaks to the heart of Scouting. **Explore** the outdoors and push your limits through thrilling activities and skill challenges. **Sustain** the legacy of Scouting by practicing conservation, leadership, and service. **Inspire** others through teamwork, courage, and a commitment to making a difference. **As we move forward under the banner of Scouting America, we proudly carry on 115 years of Scouting history—a legacy of leadership, outdoor adventure, and service. Here in our council, we are also celebrating a milestone of our own: 100 years of camping at Camp Big Timber.** This century of outdoor experiences has shaped generations of Scouts, and this camporee is yet another chapter in our long tradition of adventure and learning.

**This event would not be possible without the dedication of the hundreds of volunteers who have spent the last 18 months planning and preparing to make this an unforgettable experience.** From organizing program areas to coordinating logistics, ensuring safety, and creating an engaging experience for every participant, these volunteers have put in countless hours to bring this vision to life. **To every volunteer who has given their time, talent, and energy—thank you! Your hard work and commitment are what make Scouting events like this truly exceptional.**

We also extend our deepest gratitude to **The Forge: Lemont Quarries** for hosting us at their incredible adventure park. Their world-class facilities and commitment to outdoor adventure make them the perfect partner for this camporee. The Forge's dedication to innovation, sustainability, and outdoor recreation aligns perfectly with the values of Scouting, and we are honored to share this experience with them.

As you navigate the camporee, take every opportunity to learn, grow, and share in the adventure with your fellow Scouts. Whether you're mastering new outdoor skills, tackling challenges, or connecting with Scouts from across the region, this weekend is your chance to embrace everything that makes Scouting great. So as we embark on this adventure together, let's **Forge On!**—with curiosity, stewardship, and the inspiration to lead the way into the future.

Yours in Scouting,

A handwritten signature in black ink, reading "Ronald A. Wentzell".

Ronald A. Wentzell  
Scout Executive/CEO



415 North 2nd Street | St. Charles, IL 60174  
[ThreeFiresCouncil.org](http://ThreeFiresCouncil.org) 630 584 9250



# WELCOME!

Our dedicated team of volunteers and professional staff are creating a top notch, unique, and exciting Scouting adventure for all participants. Scouts will be able to participate in more activities than ever before. So many that you won't be able to do them all!

The initial version of this Leader Guide contains essential information for creating your plan for the upcoming adventure. As the event planning progresses, additional details will be made available. Future updates will include:

- **April 22:** Virtual Program & Logistics Meeting for event specifics, check-in procedures, and logistics.
- September TBD: A Virtual September Meeting with communication of final updates.
- In-person September Leader meetings

Stay tuned for these upcoming meetings, which will cover important details and ensure everything runs smoothly!

Scouts that attended in 2023 are still talking about this event, how amazing it was and how much fun they had. You don't want to miss this Adventure. We can't wait to see you at Forge On! Scouting Adventure making more memories.

Yours in Scouting,

*Andrea Welch*

Forge On! Event Chair  
Council Activities & Civic Services Chair

*Roger Johnson*

Council Outdoor Adventure Chair

*Scott McConnell*

Council Vice President of Program



## Event Core Team

### Professional Staff

**Event Advisor:** Donnie Helstern, Dir Program & Properties | Donnie.Helstern@Scouting.org | 630-797-4618

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**Entertainment Advisor:** Michael Niederman | Michael.Niederman@Scouting.org | 630-738-0716

**Scout Executive:** Ron Wentzell | Ron.Wentzell@Scouting.org

### Event Volunteers

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**Registration:** Deb Brown | Djrgb@comcast.net | 630-263-9612

**Program:** Dave McCoy | Dave@a3e.com | 630-746-9121

**Camping:** Roger Johnson | Fandrservices@comcast.net | 630-364-0145

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Tara Holman, Cub Zone

Val Goldstein

Dan Olson, Range and Target Activities

Steve Purduski, STEM

Amy Wheat

Don Goff, Aquatics

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## BASIC INFO

### EVENT INTRODUCTION

The purpose of the Forge On! Scouting Adventure is to provide a unique Scouting experience like a mini-Jamboree. 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 Scouting 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 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 quarry campsites due to logistics, proximity to water, and National Standards for approved camp sites.

### Program Highlights:

- 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
- Games, Handicrafts, and Scoutcrafts
- Hands-on STEM Zone
- Cub Scout Zone with special activities including climbing area, bb-guns and archery
- Target Zone for older Scouts includes tomahawks
- Aquatic activities including: canoeing, family boating
- Patriot Zone
- Geocaching and Orienteering
- Registration required for Climbing Towers and Zipline (More info under Climbing/Ziplining section.)
- Stage shows throughout the day
- Free parking and shuttle rides to and from the event
- More food trucks than in 2023!
- **Camping:** Friday and Saturday night 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.*



## ELIGIBILITY & YOUTH PROTECTION GUIDELINES

Cub Scouts • Scouts BSA • Venturers • Sea Scouts • Explorers • Adult Leaders • Scout Families

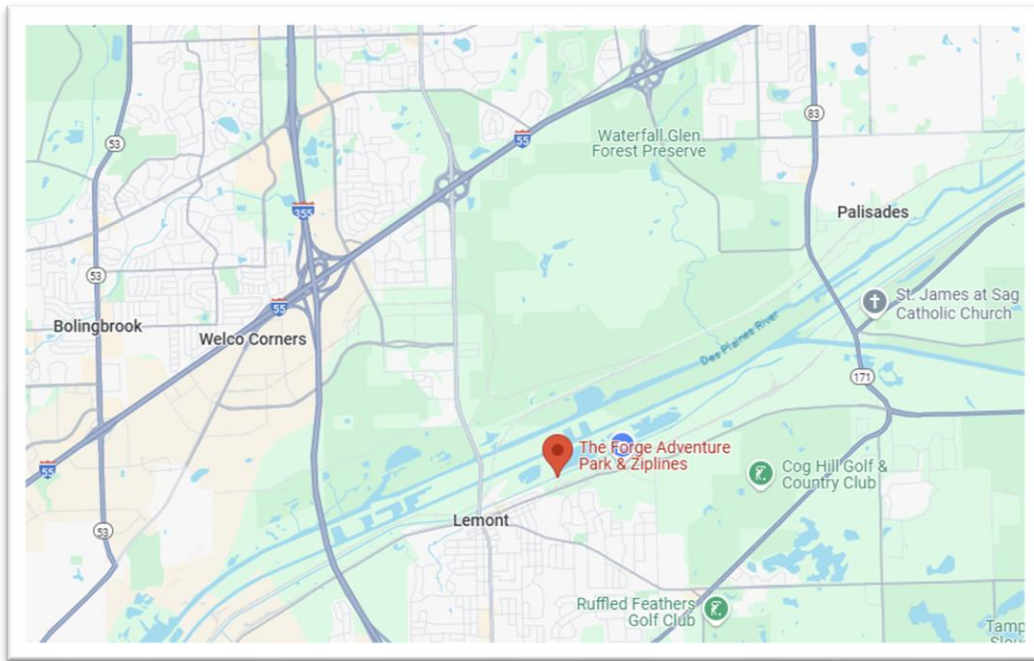
All registered Scouts and leaders along with parents and siblings are invited to participate. Standard BSA rules for Youth Protection (two deep leadership) apply.

- **Activity Age Restrictions:** Some activities will be limited to youth of certain ages. Children not yet enrolled in kindergarten are welcome to attend but will not be able to participate in any of the age-restricted activities. Parents are directly responsible for the care and supervision of their children.
- **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. Families, Dens, and Pack members are encouraged to attend together. For Safety, this is not intended to be a drop-off event for Scouts.
  - **All Cub Scout Program supervision guidelines need to be met (example, Lions/Tigers must have an adult partner present at all times).**
- **Troops, Venture Crews, Sea Scouts:** can camp or attend for the day only. All adults aged 18 and above staying overnight in connection with a Scouting activity must be currently registered in an adult fee-required position. Registration involves completing an adult application, background check and youth protection training.
- **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!
- **Leadership and Youth Protection Guidelines:** All participants must adhere to Scouting America's youth protection guidelines, including providing adequate adult supervision and appropriate camping accommodations. For more info, review the Guide to Safe Scouting at <https://www.Scouting.org/health-and-safety/gss/gss01/>



## LOCATION & DIRECTIONS

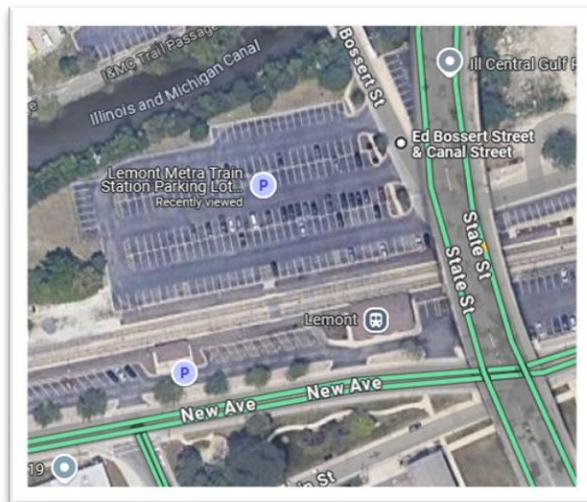
- Forge On will be held at The Forge Adventure Park | 227 Heritage Quarries Dr, Lemont, IL 60439



## PARKING & SHUTTLING

Parking for the day or weekend will be located at the Metra Station in Lemont.

Parking Lot address: Ed Bossert St & Canal St, Lemont, IL 60439



- Shuttling begins at 7 am to and from and will run frequently.
- For those getting a ride to and from the Forge, drop and use the Metra Parking & Shuttling service.
- Parking on-site will be limited to accessible parking, Saturday Vendors, and Event Core Organizers.

## PRICING, REGISTRATION, & CHECK-IN

### PRICING

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

	YOUTH	ADULT	Notes
Day Participants	\$50*	\$20*	
Weekend Participants (w/ camping)	\$60*	\$25*	Pay camping by 8/1
Climb/Zip Adventure (Add-on)	\$60		
Food Truck (on-site options)	\$15+ meal options available		

A program guide with map, wristbands, 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.

In 2025, a larger number food trucks will be on site Saturday, September 27<sup>th</sup> with meal costs ranging from \$15-20. **The recommendation is to eat breakfast before coming or at your campsite. Bring a brown bag lunch and a snack, and spending money to enjoy dinner from a food truck before closing program.**

### 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. It is recommended that you register as a unit to speed up registration and check-in on the day of the event.

**Camping can only be done as a unit. Units camping must be registered by 8/25/2025 or while space lasts.**

If you register as an individual but would like to camp, please note that all Scouting America policies apply to this event and your unit must be camping as well.

Registration can be completed online at: <https://Scoutingevent.com/127-forgeOn>



## CHECK-IN & CHECK-OUT

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

Stay tuned! We will provide check-in information with details in September including a map and instructions for attendees staying overnight.

## PLANNING, TRADING POST, & STAFF TEAMS

### 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. Fall in the Midwest can be tricky. Follow the weather reports prior to the event.
- Be sure that parents are aware of event costs beyond the registration fee.
- Make a presentation at an upcoming unit meeting to ensure all leaders and parents are 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. 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.

### 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 Scouting America accredited camp.
- If over the age of 18, have a current Youth Protection Certification.
- All staff must be registered members of the Scouting America.

All staff will be provided the following meals:

- Friday: evening cracker barrel.
- Saturday: breakfast, lunch, and dinner (*food trucks available at own cost*)
- 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 them 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>



## GENERAL POLICIES

### 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 wrist bands throughout the weekend.

### SANITATION & WATER

#### Adventure Park

- Restrooms inside the Adventure Park will be open Saturday and include a mix of flushable and portable facilities all with sinks or potable handwashing stations.
- Potable drinking water will be available Saturday at Adventure Park in designated Activity areas.
- **Ice:** 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.

#### Campsites

- Portable restroom facilities (including handicap accessible facilities) will be available throughout the camping areas. Handwashing stations will be available near the portable restrooms.
- **No Water at Campsites:** Units camping MUST bring enough water for their immediate camp needs including cleaning and cooking (see recommended Meal Plan that uses minimum water).
- Water Stations will be available on Saturday inside the park for refilling water bottles.

### FIRST AID

- All attendees, youth and adults, must bring an Annual Health and Medical Record (parts A and B), either with them or with their unit leader or parent. It's not recommended for young children to carry their own forms, but they should be kept nearby with an adult.
- Unit leaders and families should be ready to handle basic first aid for cuts and bruises, just like any other weekend campout. For more serious situations, a first aid station and Medical Officer will be onsite to support.
- 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

Every attempt will be made to accommodate the needs of the participants and visitors to the event. Advanced notice, at the time of registration is required. 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 submit the Health Advisory and Accommodation Form found on the registration home page by **September 13**. Submit to Donnie Helstern at [donnie.helstern@scouting.org](mailto:donnie.helstern@scouting.org)

### SOOTH SPACE - SENSORY CALMING AREA. -MENTAL, EMOTIONAL, SOCIAL HEALTH (M.E.S.H AREA)

A calming area will be designated on the map that will provide a more peaceful space for participants needing a a break from the main activity areas. Resources like mindfulness or simple activities, or coloring materials will be offered. This area will offer participants a chance to relax, reflect, and engage in supportive conversations, promoting mental, emotional, and social well-being.



## HEALTH AND SAFETY

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

- Day visitors must submit Medical Forms Parts A & b filled out for all youth and adults participating at time of check-in. The health form can be found here: [https://filestore.Scouting.org/filestore/HealthSafety/pdf/680-001\\_ABC.pdf](https://filestore.Scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf)
- All units who choose to camp overnight must have in their possession Medical forms parts A and B filled out for all youth and adults participating.
- CampDoc will also be an acceptable option for Medical Forms.
- 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

Stay tuned for emergency procedures in a future update.

## UNIFORM AND LABEL

- **Uniform:** Class B's and Scout t-shirts are acceptable for Saturday activities. Many Units will travel in their Class A uniform to and from the event.
- **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.
- **Lost Person:** Proactively develop a plan with your Scouts to establish a designated meeting point in case they get separated from you during the event.
  - A missing Scout **MUST** be reported to Staff members with the following information ASAP: the name of the Scout, unit type and number, and location last seen.
  - 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.

## PROGRAM BASICS

Program will be available to all participants of all ages. Much like summer camp or the National Jamboree, program will be divided into different program areas throughout the Forge Adventure Park and Quarries. A detailed list of program offerings will be published closer to the date.

## AQUATIC ACTIVITIES

All swim checks must be done ahead of time. If you passed your swim test at summer camp in 2025 then you are still valid for the year.



## CLIMBING & ZIPLINING

Climbing & Ziplining: Scouts during registration can sign up for the Climb and Ziplining 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. The High Ropes course is high up and a mix of

- This action-packed climb and zipline adventure tower is adrenaline-pumping-fun with different levels of challenges. Visit The Forge's website to see pictures of the towers and zipline: <https://forgeparks.com/activities/aerial-climbing/climb-zipline/>
- **Must be between 70-250 lbs & 4'4"-6'6" tall.**
- **It is advisable that Scouts under 14 years, have some previous experience of climbing or at least be confident with heights.**

## CUB CLIMBING

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 will also be on-site!

## BIKING

Bikes will be available to share and use for the trails. If you plan on bringing a bike to the Forge, you **MUST** have the permission of your unit leader. You will need to ride it to/from the Metra Parking lot and must be with a buddy and proper supervision.

*Riding a bike at the Forge comes with some rules.*

### **BIKE GUIDELINES**

- 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.
- 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 unless in a biking designated area or trail.
- 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 wear headsets/earbuds while riding
- When you are not riding your bike, you agree to park it neatly

## STAGE SHOWS

Scheduled throughout the day on the main stage Scouts and their families will have the chance to view, participate in, and enjoy several entertaining shows including the special closing show.



## TENTATIVE SCHEDULE OF EVENTS

*(A Final Updated Schedule will be Handed Out at Event Check-in)*

### **Friday, September 26**

5 – 10:00 PM      Campers - Check-in  
11:00 PM          Quiet Time/Lights Out

### **Saturday, September 27**

7:00 AM            Saturday Arrivals – Shuttling Starts - Check-in begins  
9:00 AM            Opening Ceremony – Stage  
9:15 – Noon        Program Opens  
Noon -1:00 PM     Lunch Time – Rest Period  
1:00 – 4:30 PM     Program Opens  
5:30 – 6:30 PM     Dinner – Food trucks available, bring camp chairs for picnic at The Forge  
6:30 – 7:00 PM     Scout's Own Service  
7:30 PM – 9 PM     Evening entertainment  
11 PM              Quiet Time/Lights Out

### **Sunday, September 28**

7:00 – 11:00 AM    Begin Unit Tear Down (Camp wide)  
8:30 – 11 AM        Check-out (Unit check-out by their district Camp Chief.)



## CAMPING

Scouts BSA, Venturers, and Sea Scouts are invited to camp overnight September 26 – September 28 as a unit. Unfortunately, with the limitations of the campgrounds and National Standards, we cannot accommodate Cub Scout pack camping at this time.

### TRAILER DROP-OFF

**Stay tuned for information on trailer Drop-off detail and schedule.** Each unit will be able to park one equipment trailer near their camping area. **However, all trailers must be dropped off prior to the start of the event.**

#### Trailer drop-off times are as follows:

- To be communicated in a future revision

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 may not be near the campsite and can be up to a 15-minute walk

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.**

### MINIMUM UNIT LEADERSHIP REQUIREMENTS PER YPT

*For Troops, Crews, and Ships.*

- Adults aged 18 and above staying overnight in connection with a Scouting activity must be currently registered in an adult fee-required position. Registration involves completing an adult application, a background check and youth protection training.
- 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.

### 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.

- Sites will be assigned by first registered.
- NO CAMPNG reservations will be accepted after **August 25, 2025.**
- Sites will be approximately 30-ft x 50-ft for a unit of 30 campers (50% larger than 2023). All campsite activities and setup must fit within your assigned space.



- Plan on camping Jamboree-style with smaller shared tents next to one another. There may not be additional room and certainly not for 'Taj-size' tents.
- Trailers will be parked near the camp site, but will not be in the designated camping area (change from last time).

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

- The Camp Commissioners will be able to offer useful advice to make your setup take place smoothly.
- The Camp Commissioners will be able to tell you where restrooms, handwashing, water stations, etc. are located.

## COOKING PREPARATION & EQUIPMENT

Plan your weekend menu ahead of time. If you arrive Friday night, it is recommended that all participants come fed. Food items are available for purchase for Saturday lunch and dinner inside the park including several food trucks for an additional cost. Below is a recommendation for Unit Meal Planning.

**Ice:** 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.

## SAMPLE MEAL PLAN RECOMMENDATION

**Friday Dinner:** Plan to eat before arriving. A simple evening cracker barrel or snack.

**Saturday Breakfast:** Yogurt, fruit, bagels, pastries, premade breakfast sandwiches or breakfast burritos, something simple you only have to heat up (*Recommend distributing lunch at breakfast so Scouts don't have to return to the campsite until after closing program in the evening*)

**Saturday Lunch w/ a Snack:** grab-and-go, pre-packaged lunch sacks with sandwiches, chips, fruit and a drink or Food Truck at additional cost.

**Saturday Dinner:** recommend adding the cost of a food truck dinner to your overall Campout Plan (\$20/person).

## CAMPSITE GUIDELINES

- 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. Using the above meal plan there is limited need 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.
- **Units MUST bring enough water for their immediate campsite needs including cleaning and cooking.** Access to potable water will be provided at The Forge in designated Activity areas on Saturday. There will not be water in campsites. Bring water for your Unit's camping needs.
- Campers need to gather their garbage at their campsite and deliver it to designated areas.
- No guns, firearms, or archery equipment.
- No fireworks.
- Scouting America prohibits the use of alcoholic beverages and controlled substances at Scouting America 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.

## 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.**



## APPENDIXES

### APPENDIX A: SWIM CLASSIFICATION RECORD

[Link to Scouting America Swim Classification Form](#)

(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



## 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, resume swimming as before, and return to starting place.

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

