



2026 Spring Camporee

Leaders & Parent Guide



A MESSAGE FROM THE DISTRICT

Dear Unit Leader,

Get ready for an unforgettable challenge! The Percy Priest and Bledsoe Creek Districts are excited to invite you to the 2025 Spring Camporee, happening April 24-26 at Latimer Reservation—this year focused entirely on **Search and Rescue**. Scouts will dive into the world of emergency response as they learn how real SAR teams operate, practice essential survival and navigation skills, and work together to solve realistic rescue scenarios. Throughout the weekend, Scouts will explore first aid for common outdoor hazards, master techniques for staying found and signaling for help, build confidence using maps, compasses, and GPS, and discover how the Incident Command System brings order to chaos during emergencies. They'll also get hands-on experience with search methods, lost-person behavior, and teamwork as they prepare for a full practice mission on Sunday. This Camporee is an incredible opportunity to strengthen outdoor skills, grow as leaders, and create lasting memories with fellow Scouts. Whether you're new to SAR or already passionate about emergency preparedness, there will be something exciting and challenging for everyone.

We have a dedicated group of volunteers planning the event, and the district wants to deeply thank them for their time, effort, and passion. Their hard work ensures that events like this Camporee are not only educational but also filled with fun and camaraderie, creating memories that Scouts will cherish for years to come. We truly appreciate their commitment to fostering a love for the outdoors and building meaningful experiences for the Scouts in Middle Tennessee.

Thank you for your continued support of Scouting in the Bledsoe Creek and Percy Priest Districts. We can't wait to see you at the Spring Camporee for a weekend of Searching, learning, and Rescuing in the great outdoors!

Yours in Scouting,

Alex Covert

Jonathan Wade

Percy Priest Camping Chair

Bledsoe Creek Camping chair

Volunteers Needed:

- Troop/Patrol for Flag Raising
- Troop/Patrol for Flag Lowering
- Search and Rescue Merit Badge Instructors
- Troop/Patrol to host the Scout's Own Service on Sunday Morning
- Order of the Arrow Members to host the OA Cracker barrel after campfire

About Latimer Reservation

Located at 334 Plantation Road Spencer, TN 38585, Latimer provides programs of Climbing/Rappelling, Shooting Sports, Mountain Biking, Kayak/Paddle Board, Whitewater Rafting and Backpacking for first time explorers, aspiring enthusiasts, and serious experts.



CAMPING INFORMATION & CONTACT INFORMATION

Contact Information

PPD District Camping Chair – Alex Covert BSC District Camping Chair- Jonathan Wade

Main: (614) 230-3202

Main- (615) 445-9822

Percypriestscoutscampingchair@gmail.com BCDCamping@gmail.com

CAMPING DATES

2026 Percy Priest and Bledsoe Creek District Spring Camporee

Check in: Friday April 24 – 5 P.M.

Check Out: Sunday April 26– 12 PM

CAMPSITE ASSIGNMENT

Each unit will be assigned a campsite based on registered participants or male or female units. You may share a campsite with another unit if you request a high volume of registers. Upon arrival to camp Friday night, the campsite assignment will be given to their respective unit. Campsite capacity is based on two scouts in each tent. Each campsite will be equipped with a fire ring with the possibility of a picnic table.

SHARING A CAMPSITE

Units may join together in a campsite to help meet two-deep leadership requirements. However, it is up to the units wishing to share a site to make those arrangements with each other. Both units must coordinate that decision with the camp administration. To accommodate the maximum number of Scouts at camp in a given session, camp administration may place smaller Troops together in the same campsite if necessary. Should camp administration need to place two Troops together in the same campsite, notifications will be made to all units involved.

BOOKING REGISTRATION

2026 Registration Process

All registrations are completed online. Visit the MTC website and register your unit. Select the participant's type(s) and quantity, enter the participant's information under "Update Information" and check out. All payments can be made online. "Walk-in" will be allowed on the day of the camporee. The names of every participant entered will be your official unit roster for camp. Please use each participant's legal name, as it will better enable the camp and your unit to utilize our record-keeping component of the registration system. **LATE FEES WILL BE APPLIED FOR REGISTERS Starting April 17th!**

CAMP FEES & PAYMENT

Payment Schedule

April 10th Last Day Regular Fee (\$20 Youth/ \$10 Adults)

April 24th Late Fee Ends (\$25 Youth/ \$15 Adult)

Registration closes April 22nd at midnight

Payment of Fees

Your unit is responsible for the collection and payment of all fees. Payments can be made through the online registration system. We suggest that participants make regular payments each month to their Troop as needed so the Troop can make their overall payment by or before the payment deadline(s). Please meet the payment dates to avoid the loss of your registration and reservation.

REFUND POLICY

****30 Days prior is full refund. Anything between 2 weeks and 30 days is 50% refund. Within 2 weeks of the event, a refund is at the discretion of the event coordinator or staff advisor. Usually only granted in cases of emergency. Unless otherwise stated.**

Participant packing list

**** Please mark all personal items with name and unit number****

SCOUT PAPERWORK

- Completed Current Medical Form
- Totin' Chip
- Firem'n Chit
- Scout Handbook

CLOTHING TO BRING

- Official Scout uniform (needed for Flag ceremonies, chapel, and campfires)
 - o Uniform shirt
 - o Shorts and/or pants
 - o Socks
 - o Belt
- Clothes for each day
 - o Shirts (scouting related preferred, no tank-tops)
 - o Shorts/pants (if not using uniform shorts/pants)
 - o Socks
 - o Underwear
- Belt
- Hiking boots and/or shoes (closed heel and toe)
- Pajamas or sleeping clothes

OPTIONAL INDIVIDUAL EQUIPMENT

- Order of the Arrow Sash (Spring only)
- Daypack/backpack
- Ground cloth/tarp for floor of tent
- Watch
- Sunglasses
- Insect repellent
- Compass
- Matches
- Small mirror
- Bible or prayer book
- Playing cards, Frisbee, or other games
- Trading patches

- Hat

CAMPING GEAR

- Tent
- Sleeping bag or blankets
- Pillow
- Scout knife or pocket knife
- Toiletry articles (toothbrush, toothpaste, comb, etc.)
- Towel
- Spending money
- Water bottles
- Poncho or rain gear
- Sun screen
- Personal first-aid Kit

DO NOT BRING TO CAMP

- Sheath knives
- Spring-loaded knives
- Fireworks
- Lighters or torches
- Personal archery equipment
- Personal firearms and ammunition
- Bicycles
- Pets
- Cell phones, radios, TV's, video games, MP3 players, or other personal electronic devices

DURING CAMP- CHECK-IN PROCESS

ARRIVAL:

Please plan to arrive at camp **after** 5:00 pm in the evening. Please do not plan to arrive early, as the camp volunteers cannot accommodate early arrivals. Please drive to Latimer Scout Reservation and volunteers will meet you at the gate for campsite assignments.

VEHICLES & TRAILERS:

Upon arrival at camp, **all vehicles** will proceed to the parking lot. After all unit members have arrived, please walk to your assigned campsite. One vehicle or trailer can drive into camp to your respective campsite. Drivers of the vehicle or trailer will follow all rules regarding speed, designated road usage, and vehicle/trailer placement in the campsite. **One emergency vehicle will be permitted per Unit Per site.**

CHECK OUT PROCESS

Each unit will be invited to the Scout's own Chapel Service Sunday morning before checkout, on a unit level. Each unit will not be allowed to leave until after Sunday morning's chapel service and Camp wide Search for Wilson unless prior arrangements have been made.

The expectations of each campsite before they will be checked out of camp is as followed:

- All trash will need to be picked up, and the campsite policed for any remnants of trash.

- The fire barrel must be cleaned out and returned to where it was picked up.

Once your unit's campsite is presentable and ready for inspection, THE RANGER OR A DESIGNATED PERSON will inspect your site and release your unit. Once your unit has been released, all unit members must walk to the parking lot to their respective vehicles, and the trailer will be driven out of camp. Drivers of the vehicle or trailer will follow all rules regarding speed, designated road usage, and vehicle/trailer placement in the campsite.

THE PROGRAM & SCHEDULE

FRIDAY:

Check in at 5 PM at the front gate

10 PM Adult leaders & SPL at The Dining Hall

11 PM Taps

Saturday:

6:30 AM Reveille – Wake Up Call

6:30 AM- 8 AM Breakfast at your campsite

8:15 AM Flag Raising at the Dining Hall (Field Uniform/ Class A)

8:30 AM - 10 AM - 1st Block (Block assignments will be given out at SPL/Leaders meeting Friday Night)

10:00 AM- 11:30 AM - 2nd Block

11:30 AM- 1 PM - 3rd Block

1 PM – 2 PM – **Quick Lunch** at your Campsite

2 PM - 2:45 - District Vs. District Capture the Flag

3 PM -4:30 PM 4th Block

4: 30 PM – 6 PM – 5th Block

6 PM - Flag Lowering at the Dining Hall (Field Uniform/Class ohhA)

8:30 PM Campfire at TBD, OA callout ceremony to follow (Field Uniform/ Class A)

After Campfire - OA Crackerbarrel at TBD

Sunday:

8:00 Am Reveille - Scouts own service at TBD

8:30 - 10:30 AM - Camp Wide Search for Wilson

12:00 PM Check Out

PROGRAM DESCRIPTION

The Scouts will work on completing the Search and Rescue Merit Badge over Saturday and Sunday. On Saturday, they rotate through five stations covering first aid and outdoor hazards, staying found and signaling for help, map and GPS skills, the Incident Command System and SAR teams, and core search-and-rescue procedures and terminology. On Sunday, they work as a team to plan and carry out a practice search scenario, create an action plan, conduct a safety briefing, execute the search, and finish with a debrief to review what went well and what can improve.

UNIT ACTIVITIES

Camporee Spirit Stick- the Troop or Patrol with the most Scout spirit will win the Camporee spirit stick!

Saturday Night Campfire- each troop is encouraged to have a skit for the night. We will have a signup Friday night through Saturday lunch for skits. (Adults are encouraged to have a Skit)

Gateway- Each unit will be able to create a gateway, each gateway will be judged, and the best Gateway will be awarded!

Station 1

1. Hazards and First Aid. Do the following:

(a) Show or explain first aid for, and prevention of, injuries and conditions that searchers and subjects could develop during an SAR situation, including:

- (1) Dehydration
- (2) Heatstroke
- (3) Hypothermia
- (4) Shock
- (5) Blisters
- (6) Eye injuries
- (7) Ankle and knee sprains
- (8) Bug bites of chiggers, ticks, mosquitoes, and biting gnats
- (9) Bee stings
- (10) Bites of spiders
- (11) Sting of a scorpion
- (12) Bite of a wild mammal
- (13) Bite of a venomous snake.

(b) Explain how the Scout Essentials address hazards outdoors and help lost Scouts stay safe before they are rescued.

(c) Discuss how the safety gear carried by SAR team members in their field packs address SAR hazards

Station 2

2. Staying and Getting Found. Do the following:

- (a) Explain how a trip plan and the buddy system help Scouts with staying found and getting found.
- (b) Explain how seasonal and daily weather changes affect Trip Plans.
- (c) Explain and show how a lost Scout could send signals that would alert a ground, airborne, or water SAR team to their location.
- (d) Demonstrate how to use a signaling mirror.
- (e) Explain how a Personal Locator Beacon (PLB) works and the role of the Air Force Rescue Coordination Center (AFRCC).

Station 3

3. Maps. Using a map, a compass and a GPS device or app approved by your counselor, do the Following:

- (a) Point out and explain the 5 D's (Date, Description, Details, Direction or Declination, Distance) of the map.

- (b) Choose a location on the map and record the altitude, latitude, longitude, and US National Grid coordinates. Describe how these coordinate systems differ.
- (c) Orient the map and take a bearing to another map location. Estimate the distance between, and describe the terrain between, the two locations.
- (d) Show a hypothetical place last seen and point out an area on your map that could be used for containment using natural or human-made boundaries.

Station 4

4. Incident Command System (ICS). Do the following:

- (a) Explain how a local ICS is organized and how it compares with Scouting's patrol method.
- (b) Explain how local community agencies work to train for and manage search and rescue situations.

5. SAR Teams. Do the following:

- (a) Explain the official duties of a search and rescue team.
- (b) Explain the differences between wilderness, urban, and water SARs.
- (c) Identify four types of search and rescue teams and explain situations where they are used.

8. Careers. Do ONE of the following:

- (a) Explore careers related to Search and Rescue merit badge or emergency management. Research one career to learn about the training and education needed, costs, job prospects, salary, job duties, and career advancement. With permission of your parent or guardian, your research methods may include an internet or library search, an interview with a professional in the field, or a visit to a location where people in this career work. Discuss with your counselor both your findings and what about this profession might make it an interesting career.
- (b) Explore how you could use knowledge and skills from this merit badge to serve as a volunteer on a disaster relief team, a wilderness rescue team, or a ski patrol. Research any training needed, expenses, and organizations that promote or support it. Discuss with your counselor what short-term and long-term goals you might have if you pursue this.

Station 5

6. Search and Rescue Procedures. Do the following:

- (a) Explain the difference between search and rescue.
- (b) Explain the difference between PLS (place last seen) and LKP (last known point)
- (c) Explain the importance of effective communication in SAR operations.

(d) Explain how predictions of "lost person behavior" determine SAR search plans for a young child, a teenager, and an adult.

(e) Explain the following terms:

- (1) Evaluating search urgency
- (2) Establishing confinement
- (3) Scent item
- (4) Area air scent dog
- (5) Briefing and debriefing
- (6) Clue awareness
- (7) Evidence preservation
- (8) Tracking a subject
- (9) Locating a subject using attraction
- (10) Hasty search
- (11) Trail sweep search
- (12) Grid search

Sunday's Program

7. Plan and Complete a Search. Do the following with a team of Scouts, friends, or family to execute a practice SAR exercise:

- (a) Choose a hypothetical SAR scenario, either one presented in the Search and Rescue merit badge pamphlet or one approved by your counselor.
- (b) Develop an Incident Action Plan (IAP) for a hasty search using the scenario information.
- (c) Before the search begins, conduct a PAUSE briefing to review hazards, safety concerns, personal and shared Scout Essentials, and other gear.
- (d) Execute the search.
- (e) After the search, hold a team debriefing to discuss the search, problems, successful and unsuccessful tactics, and ideas for improvement.

HEALTH LODGE AND MEDICAL EMERGENCIES

A first aid station is located at the dining hall during program hours and is staffed by personnel trained to handle minor accidents and illnesses. First aid at camp is just that . . . first aid and initial care. Special arrangements for treating more severe cases have been made with local facilities. All medical emergencies must be reported to the camp administration immediately. Emergency services are available 24 hours a day but will only be summoned as necessary by the camp administration and Health station staff.

Financial responsibility for any medical treatment received at a local clinic or hospital is the responsibility of the family, not The Middle Tennessee Council.

The treatment of pre-existing or non-camp-related illnesses or injuries should not be expected, and such cases may be referred to local healthcare providers depending on the nature of the injury or illness.

UNIT FIRST AID

The unit can meet many minor first aid needs through the unit's first aid kit. Unit leaders should use common sense regarding what to treat within the unit and what to refer to the Health Lodge. First aid kits should include: antiseptic soap, 2-inch roller bandage, 1-inch roller bandage, 1-inch adhesive tape, 3-by-3-inch sterile pads, triangular bandage, assorted gauze pads, adhesive bandages, clinical oral thermometer, scissors, tweezers, sunburn lotion, lip salve, poison ivy lotion, small flashlight, absorbent cotton, water purification (iodine) tablets, safety pins, needles, paper cups, foot powder, and instant ice packs.

Because of the possibility of exposure to infectious diseases, first-aid kits should include non-latex gloves and antiseptics to be used when giving first aid to bleeding victims as protection against possible exposure. Mouthpieces or mouth barrier devices should be available for CPR. Properly dispose of any items contaminated with blood or other body fluids.

GENERAL CAMP POLICIES

This is only a partial listing of all policies regarding camping at the Camporee, which are subject to change without notice. Any staff member, leader, or camper unwilling to abide by these policies may be required to leave camp. The Camp Director is the highest authority in the camp in interpreting these policies. When necessary by the Camp Director, appropriate civil authorities may be notified.

ALCOHOL, TOBACCO, AND NARCOTICS

Possession, consumption, or being under the influence of alcohol, narcotics, or dangerous drugs will not be tolerated on the properties of the Boy Scouts of America. Campers are not permitted

to use tobacco or electronic smoking devices in any form at BSA camps. Smoking and use of tobacco products by adult leaders is permitted only in the parking lot. Smoking is not permitted in any campsites, program areas, buildings, common areas, or trails. No smoking is allowed in or around the kitchen and dining hall, program areas, campsites, tents, or any other camp building.

APPROPRIATE BEHAVIOR

As a character-building organization charged with the safety and well-being of all participants, it is expected that all youth and adults will conduct themselves in a manner befitting of the Scout Oath and Law. This also applies to all behavior, equipment, personal possessions, and general conduct in camp.

BSA REGISTRATION

All participants, adult leaders, and volunteers must be appropriately registered members of the Boy Scouts of America, and Youth Protection Trained. Youth Protection Training is available online at www.scouting.org/training/youth-protection

CAMPFIRES

Those wishing to have a campfire in their unit campsite should check with the camp administration for any campfire prohibitions due to dry weather or other concerns. Campfires must remain within the campfire ring, and large, bonfire-style campfires are not permitted in campsites.

CLOTHING & ATTIRE

All participants, leaders, and volunteers are expected to adhere to the BSA field or activity uniforms while in camp. Short and long-sleeved t-shirts are preferred for all activities. Sleeveless shirts are permitted, tank tops and shirts with shoulder straps are not. Shirts with the sleeves cut off cannot also be cut down the sides of the shirt. While BSA uniform shorts and pants are preferred, any shorts or pants of similar style and length are appropriate as well. Closed-toe and closed-heel shoes are required for all traveling outside of the campsite (sandals are acceptable within the showerhouse or a unit's campsite).

POLICIES INITIATIONS/HAZING

Initiations or hazing of any kind are not permitted in the Scouting program and will not be tolerated at camp. Any suspected initiations or hazing should be immediately reported to the Camp Director.

KNIVES

Knives are permitted to be carried when an individual can show proof of completion of a knife safety class, such as Totin' Chip. Knife style and design should be in keeping with appropriate Scouting uses. Folding pocketknives or Leatherman-type tools work best. Hunting and sheath-type knives are not permitted. Tomahawks are only permitted in the high adventure area and must be sheathed when not in use.

NOISE POLLUTION

To fully enjoy the experience of camp life all radios, TV's, video games, etc. should be left at home. Be a good neighbor by showing respect for neighboring campsites. Quiet times are 10:00PM to 6:30AM RESPECT OF OTHERS Do not create a disturbance or cause others to have a bad experience at camp. Respect the private property of all those participating in the Camporee camp program, as well as the property of those surrounding the camp. Respect staff quarters and residences. No camper should enter the staff living quarters and should remain outside of the marked Camp staff area. Take care of the camp facilities and equipment.

TREES

In abiding by the Outdoor Code, please do not in any way damage or kill any live trees while at camp. If a tree poses a danger to the safety of campers or unit/camp property, please notify the camp administration as soon as possible. Any falling or trimming of trees will be done under the supervision of the Camp Ranger.

VEHICLES IN CAMP

Upon arriving at camp, all vehicles must report to the parking lot. Even if the service gate to the camp is open, please only drive into the main camp with prior approval of the Camp Director and/or Camp Ranger. Unauthorized vehicles entering the camp may be blocked from further movement, towed at the owner's expense, or result in the summoning of law enforcement. When operating a vehicle in camp, the following rules apply:

- Scouts are not to ride in vehicles on internal camp roads.
- Passengers are not to ride in the back of pickup trucks or on trailers at any time.
- Seatbelts must be used when traveling to and from camp and on camp roads.
- Equipment Trailers are to be parked in the parking lot or the appropriate location designated by the Camp Ranger and/or Camp Director.

WILDLIFE

- Do not attempt to handle snakes, spiders, lizards, or other wild critters at camp. In most cases, if you leave them alone, they'll leave you alone.
- No hunting or harming of animals is allowed. Keep all food and "smellables" in latched, smell-proof containers.
- Keep your camp area free of garbage and secure all overnight trash in appropriate containers. • If you see a venomous snake, make sure someone stays to spot the snake while someone else goes to notify a staff member. Do not attempt to handle the snake yourself.
- Avoid contact with rodents or rodent droppings. Notify the camp administration of the presence and location of rodents or other nuisance creatures within your campsite or camp building.

YOUTH PROTECTION

Excerpt from the Guide to Safe Scouting - 2025

Scouting's Barriers to Abuse

Scouting America has adopted the following policies for the safety and well-being of its members. These policies primarily protect youth members; however, they also serve to protect adult leaders. All parents and caregivers should understand that our leaders are to abide by these safeguards. Parents and youth are strongly encouraged to use these safeguards outside the Scouting program. Registered leaders must follow these guidelines with all Scouting youth outside of Scouting activities.

Registration Requirements

The chartered organization representative, or in their absence the executive officer of the chartered organization, must approve the registration of the unit's adult leaders.

Registration includes:

- Completion of application including criminal background check and mandatory Youth Protection training
- Volunteer Screening Database check

Current Youth Protection training is required for leaders when renewing their registration or at unit charter renewal.

Adult program participants must register as adults and follow Youth Protection policies. (see below update April 2024 on 18 – 20 Adult Leader/Program Participant Policy)

Adult Supervision

Two registered adult leaders 21 years of age or over are required at all Scouting activities, including all meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants.

Notwithstanding the minimum leader requirements, age and program-appropriate supervision must always be provided.

All adults staying overnight in connection with a Scouting activity must be currently registered as an adult volunteer or an adult program participant. Adult volunteers must register in the position(s) they are serving in. Registration as a merit badge counselor position does not meet this requirement. See [FAQ](#) for list of approved adult registration fee required positions. *Limited exception below for Cub Scout overnight Programs.*

Cub Scout Programs – Overnight Exception: Cub Scout parents or legal guardians taking part in an overnight Cub Scout program with their own child or legal ward are not required to register as leaders. All adults must review the “[How to Protect your Children from Child Abuse: A Parent’s Guide](#)” that can be found in the front of each Cub Scout Handbook. In addition, the parent or legal guardian must be accompanied by a registered leader at any time they are with youth members other than their own child/ward. All other overnight adults must be currently registered in an adult fee required position.

One-on-one contact between adult leaders and youth members is prohibited both inside and outside of Scouting.

- In situations requiring a personal conference, the meeting is to be conducted with the knowledge and in view of other adults and/or youth.
- Private online communications (texting, phone calls, chat, IM, etc.) must include another registered leader or parent.
- Communication by way of social media (Facebook, Snapchat, etc.) must include another registered leader or parent.

Discipline must be constructive.

- Discipline must reflect Scouting’s values.
- Corporal punishment is never permitted.
- Disciplinary activities involving isolation, humiliation, or ridicule are also prohibited.

[Adult Supervision: Youth Protection and Barriers to Abuse FAQs](#)

Responsibility

Leaders must ensure that all participating in Scouting activities abide by the Scout Oath and Scout Law.

Adult leaders and youth members share the responsibility for the safety of all participants in the program, including adherence to Youth Protection and health and safety policies.

- Adult leaders are responsible for monitoring behavior and intervening when necessary.
- Physical violence, sexual activity, emotional abuse, spiritual abuse, unauthorized weapons, hazing, discrimination, harassment, initiation rites, bullying, cyberbullying, theft, verbal insults, drugs, alcohol, and pornography have no place in the Scouting program and may result in revocation of membership.

All leaders are required to adhere to the Scouter Code of Conduct.

Accommodations

Separate accommodations for adult males and females and youth males and females are required.

Tenting

- Separate tenting arrangements must be provided for male and female adults as well as for male and female youth.
- Youth sharing tents must be no more than two years apart in age.
- In Cub Scouting, parents and guardians may share a tent with their family.
- In all other programs, youth and adults tent separately.
- Spouses may share tents.

Lodging/Cabin Accommodations

Whenever possible, separate cabins or lodging should be provided for male and female adults as well as for male and female youth. Where separate accommodations cannot be provided due to group size or limited availability, modifications may be made. Where completely separate accommodations are not available, additional supervision is required.

- If adults and youth of the same gender occupy single-room accommodations, there must be a minimum of two adults and four youth, with all adults being Youth Protection trained.
- Physical separation by other means, including temporary barriers or space, should be used only when no other arrangements are possible.

Restrooms

Separate shower and latrine facilities should be provided for male and female adults as well as for male and female youth. If separate facilities are not available, separate times should be scheduled and posted.

The privacy of youth is respected.

- Adults and youth must respect each other's privacy, especially in situations such as changing clothes and taking showers at camp.
- Adult leaders should closely monitor these areas but only enter as needed for youth protection or health and safety reasons.

Accommodations: Youth Protection and Barriers to Abuse FAQs

Program Requirements

- The buddy system should be used.
- The use of smartphones, cameras, mirrors, drones, etc., in places or situations where privacy is expected is prohibited.
- All aspects of the Scouting program are open to observation by parents and leaders.

- Scouting America does not recognize any secret organizations as part of its program.
- Hazing and initiations are prohibited and have no part during any Scouting activity.
- All forms of bullying and harassment including verbal, physical, and cyberbullying are prohibited.
- Inappropriate public displays of affection are prohibited.
- Sexual activity is prohibited.
- Appropriate attire is required for all activities.

Program Requirements: Youth Protection and Barriers to Abuse FAQs

Reporting Requirements

Adult leaders and youth members have a responsibility to recognize, respond to, and report Youth Protection violations and abuse.

Reporting

Youth Protection Policy Violations

- Serious Youth Protection policy violations or behaviors that put a youth's safety at risk must be reported to the Scout executive.
- Online reporting is also available at [Incident Reporting](#).

Mandatory Reporting of Child Abuse

- All persons participating in Scouting programs are mandated reporters of child abuse.
- Reports must be made to local law enforcement and child protective services. State law may require additional reporting.
- This reporting duty cannot be delegated to any other person.
- Reporting to the Scout executive or Scouts First Helpline ensures that follow-up can occur for the safety of our youth. Scout executives and Scouts First coordinate follow-up actions.

Scouts First Helpline

- As part of its "Scouts First" approach to the protection and safety of youth, Scouting America has established a dedicated 24-hour helpline to receive reports of known or suspected abuse or behavior that might put a youth at risk.
1-844-SCOUTS1 (1-844-726-8871)
- If immediate assistance is needed in the handling of a sexual abuse allegation, contact Scouts First Helpline (1-844-SCOUTS1).

Additional Resources:

Accommodation

The older youth Scouting America programs (Scouts BSA, Venturing, Sea Scouting, and Exploring) encourage leadership development, growth, and independence by recommending that youth share accommodations with other youth (must be the same gender per Barriers to Abuse). However, we also recognize that exceptional circumstances may warrant a parent or legal guardian sharing accommodations with their same-gender* child if the parent/legal guardian meets all leader registration requirements.

Youth siblings of the same gender may share sleeping accommodations regardless of age with permission from their parents or legal guardians.

Campsites must be arranged to separate genders adequately. This separation could be achieved through natural barriers, physical distance, or by the campsite being divided, so long as the separation achieves privacy for both adults and youth, as well as by gender. Adult leaders are responsible for establishing the barriers and reminding Scouts that members of one gender must not enter the tent/housing of another.

The Buddy System

The buddy system is designed to provide an additional layer of safeguarding by ensuring no youth member is alone and that a buddy can get help in an emergency.

The buddy system is used whenever youth members are outside the line of sight of qualified adult leadership and specific activities where the buddy system is required for participation. Of note:

- The adult unit leadership oversees and approves buddies.
- Buddies are two and can also be three to prevent youth members from being alone.
- A buddy pair cannot be mixed gender, where appropriate a third youth must be added (for a buddy group of 3).
- Youth siblings of the same gender may serve as buddies regardless of age with permission from their parents or legal guardians.
- Except for siblings, it is recommended that the age gap between buddies be at most three years for all non-sleeping activities but must be no more than two years for all tenting.
- When exceptional circumstances warrant, a parent or legal guardian may serve as a buddy for their child's Scouting activities, but youth buddies meeting the above criteria, if available, are always preferred.

Participation by Parents and Legal Guardians

Parents and legal guardians are encouraged to participate in Scouting activities with their children. However, to meet youth protection policies, some participation—including all overnight activities**—requires the parent or legal guardian to be a registered adult in their child's unit.

*Special needs remain unchanged.

**See and note the Cub Scout Exception

18 – 20 Adult Leader/Program Participant Policy

17-year-old* youth members transitioning to an adult leader (Scouts BSA), Camp Staff or adult program participant (Order of the Arrow, Venturing and Sea Scouts) upon their 18th birthday may continue to participate while their adult application and CBC are processed, but this period shall not exceed 30 days. These individuals are subject to the same youth protection policies and guidelines as all adult Scouters even during this registration transition period.

This includes:

- Adhere to the Youth Protection and Barriers to abuse policies of Scouting America.
- Follow housing and tenting policies that apply to adult membership.
- Utilize restroom and shower facilities for adults.
- Buddy system is not required but is recommended for all participants.
- While adult program participants do not require two deep leadership, as they are subject to the same youth protection policies and guidelines as all adult Scouters. All Scouting activities are still required to meet barriers to abuse and must have two leaders over 21.

**Exception- 17-year-old youth members whose 18th birthday occurs during active participation at Summer Camp, a High Adventure Base or any Scouting America National Events may complete the activity they started as a youth participant without interruption; however, at its conclusion they must immediately register as an adult. This exception is intended for limited use in scenarios such as completing a trek while staying in the same tent or accommodation in the last few days of an event. It does not change or extend Eagle Scout or other advancement required to be completed by a Scouts 18th Birthday; they will need to follow all applicable advancement policies.*

SCOUT DISCIPLINE POLICY

It is expected that all Scouts camping at Percy Priest Camporee will live up to the principles and values of the Scout Oath and Law. To allow unit leadership and their Scouts to more clearly understand their rights, and what course of action will be taken if their rights are violated, the following information should be shared before arriving at camp:

1. The Scout Oath and Law are the foundation of all rules in camp. The unit leadership is responsible for enforcing these rules and disciplining those Scouts that break them.
2. In the case of inter-Troop conflicts or problems, the unit leadership of the individual Scouts involved is responsible for disciplining each of the individual Scouts.
3. The camp administration (beginning with the Camp Director and Camp Commissioner(s) of any camp involved) is available and prepared to assist in initiating and establishing communication in the event of inter-Troop problems.
4. If the camp administration believes further disciplinary action is required of the unit leadership, they will request it to the unit leadership. If it is not forthcoming, the Chartering Organization and District Executive will be contacted.
5. The camp administration encourages unit leadership to send any Scout home immediately who steals, vandalizes, or intentionally places another Scout in danger or harm. The administration reserves the right to take that action themselves if necessary, including sending the entire Troop home within 24 hours, if necessary.
6. Hazing, “midnight raids”, tent-ditching, or other such pranks or similar activities are not allowed at Camporee events. Such activities place Scouts at risk of injury and may cause bigger problems to occur because of seemingly small rituals getting out of control.
7. A curfew will be strictly enforced for all Scouts. Scouts are required to be in their campsites. Any Scout who must leave a campsite after the specified time must be accompanied by adult unit leaders or camp staff members. Always maintain two-deep leadership (no one-on-one contact between Scouts and adults).

Our Scout camp will be a safe haven for the ideals of the Scout Oath and Law

CAMP MAP



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