

WALLWOOD SCOUT RESERVATION



📍 Quincy, FL



Program Guide

Camp Week: June 14-20, 2026

Table of Contents

1. Wallwood Welcome

2. Wallwood Facts

3. Meet the Directors

4. Mail/Packages to Camp

5. Registration

6. Program Specifics

7. Need to Knows

8. Merit Badge Offerings

9. Camp Schedule

10. What to Bring

11. Special Programs

12. More Fun

13. OA

14. Trading Post/Museum Hours

15. Leader Activities

16. Camp Communication

17&18. Other

19. Records

Welcome to Wallwood!

Player One... Press Start!!

We hope you're ready to start your quest into adventure and memories. Get ready to level up with rank advancements, merit badges, and exclusive summer time fun! The Camp Leadership welcomes anyone who is willing to take on the challenge to conquer Wallwood Scout Reservation Summer Camp 2026!



Why Wallwood?

Established in 1966, over 400 acres of wooded paradise set on the beautiful Lake Talquin.

45

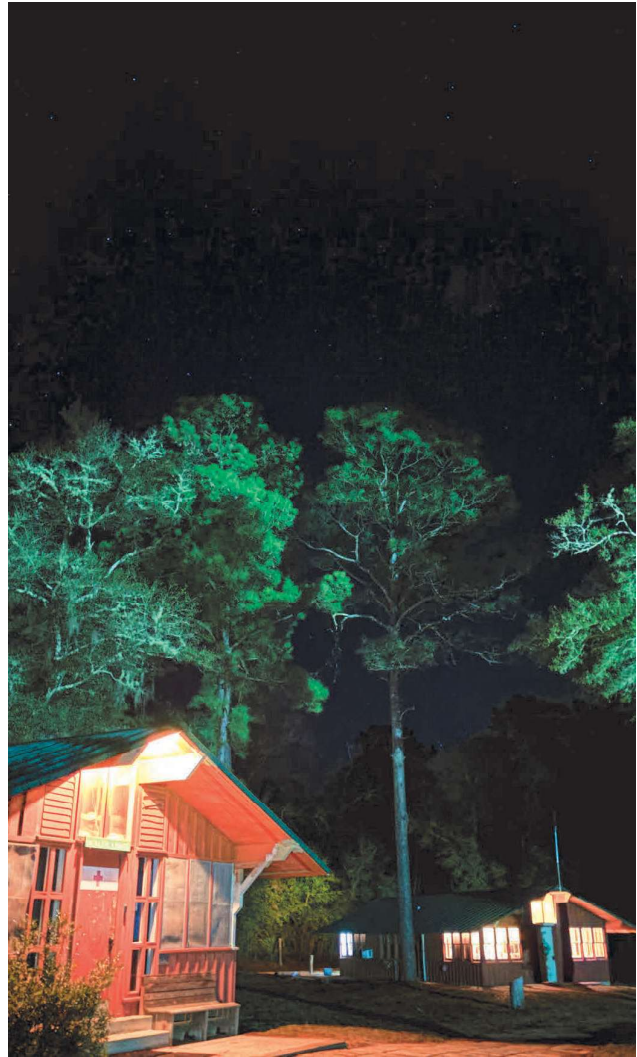
Merit Badge offerings in 2026

7

Campsites

1

Week to experience it all!



This year's Theme at Wallwood Scout Reservation will be:

“Camp Quest: Wallwood Edition”

Daily Themes:

- Monday – Retro
- Tuesday – The Legend of Wallwood
- Wednesday – Follow the Rainbow Road
- Thursday – CampCraft: Let's Build
- Friday – Gotta Catch Em All/Family Day

The Directors



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You've Got Mail!

Scouts love to receive care packages! We highly recommend that you consider sending a small care package to your Scout a week ahead of time so that they have a package of goodies from home waiting on them upon arrival!



Camp Address:
Wallwood Scout Reservation
Attn: "Scout's Name"
Troop # 1234
23 Wallwood BSA Dr.
Quincy, FL. 32351

If sending mail to a camper, please be sure to send it to their attention. Camp mail will be given out at the morning or evening assembly.

Registration

Merit Badge selections will be available May 15th through the On-line Registration system. You do not need to know your Scouts Merit Badge selection to complete the Basic Registration process – come back whenever you need to adjust the Merit Badge selection. **To ensure your unit's needs are met, Merit Badge schedules must be submitted before June 1. Scannable and Clickable Link Below.**



General Merit Badge Note: Although we do our best to select Merit Badges which can be completed at camp, some of these Merit Badges cannot be completed at camp. Most of the Merit Badges that may have partial completions have been noted at the bottom of their respective Merit Badges. The Scouts, however, will be able to leave with a very large portion of the requirements completed.

Unit Registrations

There will not be any unit deposit, as there has been in years past, however the person entering the on-line information should still be the Troop Contact person. This will be the person that camp staff will communicate with concerning all summer camp issues. We are maintaining our price at \$360 per Scout. We will do our best to honor campsite preferences but cannot guarantee assignments.

Adult Registration

Troops with eight or more Scouts may bring two adult leaders for free. Additional leaders must pay a fee of \$150 per week. Troops with fewer than eight scouts will need to pay the \$150 per week fee for all adults. We understand that many Troops are unable to provide two full time leaders and, to comply with two-deep leadership standards, must schedule multiple adults to switch throughout the week. Please submit a schedule of alternating adults to be submitted to the Camp Director no later than June 1. Should this schedule of rotating adults not be submitted, each unauthorized adult may be required to pay \$10 per meal.

Program Specifics

Trailblazer

During the Trailblazer program, the scouts will earn the below requirements and participate in the below activities (weather and time permitting).

They will go on a 5-mile hike, participate in Scoutcraft, Handicraft, and Nature knowledge building, attempt the BSA Swim, learn basic swimming skills, and earn First Aid Merit Badge. They will participate in classes on Flag Etiquette, Navigation, Knot Tying/Lashing, and Hiking.

Totin/Fire Chit

Rank - Scout: 1a,b,c,d,e,f; 2a,b,c,d; 3a,b;4a,b

Rank - Tenderfoot: 1a,b,c; 2a,c; 3a,b,c; 4b; 5a,b,c; 7a

Rank - 2nd Class: 1b,c; 2f,g; 3a,c; 4a; 6c,d; 8b

Rank - 1st Class: 3a,b,c,d; 4a; 5a,b,c,d; 9a

Staff will not be signing off Scout Handbooks.

Provisional Campers – Baden-Powell Scouts

Scouts who cannot come to camp with their troop or wish to attend an additional week of camp may attend Wallwood Scout Reservation as individual campers (we call them Baden - Powell Scouts). We place Baden-Powell Scouts with established troops.

Our goal is for every Scout to have a successful week at camp. Therefore, having adult volunteers in camp to support these young Scouts is critical. Individual Scouts wanting to attend Summer Camp must contact the Camp Director to confirm arrangements to attend with the Baden-Powel Troop.

Camperships

The Suwannee River Area Council has a limited amount of funding available as “camperships” to assist our Scouts of limited means to attend Camp. Unit leaders must determine the need and apply for the campership on behalf of the Scout or his family. The application form is available at the Scout Shop and on the Council website.

Partials

Requirements that are not completed at camp are to be evaluated on a case-by-case basis. Camp counselors cannot sign-off for requirements they cannot confirm. Any Scout that does not complete a Merit Badge at camp will be issued a “partial” for the work completed at camp.

Need to Knows

Check In

Your Troop should plan to arrive at camp between 1:00pm and 3:00pm on Sunday. **A sign up genius will be provided closer to camp to sign up for times to arrive.**

All forms will be collected on arrival, please try to group these together to make this a quick process. You will be assigned a Troop Guide who will give your scouts a tour while Vehicles are being sent into camp. Your Troop will then proceed to the pool (at the assigned time) for the swim test. Should bad weather prevent swim tests at this time, make-ups will be held Monday morning before breakfast and other times as the situation requires.

Check Out

After flags on Saturday morning, pick-up breakfast at the Dining Hall to take back to your campsite to eat. Once your campsite is ready for final inspection, send a representative to the Administration Office to let the Commissioner Staff know you are ready to leave. If any damage is noted, it can be settled at the administration building. You will need to send a representative from your Troop by the Health Lodge to collect your medical forms and any medication. If your troop would like the option of checking out after the Friday evening campfire, please make arrangements with the Camp Director in advance.

Parking/ Troop Trailers

Vehicles must be always left in the main parking lot after gear drop-off. Only designated camp staff vehicles are permitted in camp.

Trailers containing gear may be taken into camp. Trailers must be parked so as not to obstruct the free flow of traffic. Once gear or supplies have been emptied from vehicle and trailer detached, the vehicle must be parked in the parking lot. No loitering of vehicles is allowed in camp. No personal camper/trailers are permitted on camp property.

Medications at Camp

All prescription drugs are to be kept in locked storage either in the health lodge or lock box controlled by unit leadership. An exception may be made for a limited amount of medication to be carried by a camper, leader, parent or staff member for **life-threatening conditions**. These include heart medication, inhalers, epipens, glucagon, etc or for a limited amount of medication approved for use in a first aid kit.

It is the responsibility of the Scout and Scoutmaster to handle when medication needs to be administered. A record of medication administration will be kept in the medical log.

What to Bring to Camp:

- | | |
|--|---|
| <input type="checkbox"/> Signed Medical Release A, B, & C* | <input type="checkbox"/> Swimsuit |
| <input type="checkbox"/> Signed Firearms Release (Signed by parent/guardian) | <input type="checkbox"/> T-shirts, several |
| <input type="checkbox"/> Day Pack | <input type="checkbox"/> Pants |
| <input type="checkbox"/> Sleeping Bag | <input type="checkbox"/> Hiking Shorts |
| <input type="checkbox"/> Water Bottle | <input type="checkbox"/> Undershorts |
| <input type="checkbox"/> Plate, cup & bowl | <input type="checkbox"/> Pajamas |
| <input type="checkbox"/> Scout Handbook | <input type="checkbox"/> Socks |
| <input type="checkbox"/> Pocket Knife | <input type="checkbox"/> Closed toed shoes (extra pair) |
| <input type="checkbox"/> Flashlight | <input type="checkbox"/> Gloves |
| <input type="checkbox"/> Hat | <input type="checkbox"/> Towel (x2) |
| <input type="checkbox"/> Personal First Aid Kit | <input type="checkbox"/> Washcloth |
| <input type="checkbox"/> Pencils & note pad | <input type="checkbox"/> Toothbrush |
| <input type="checkbox"/> Raincoat/Poncho | <input type="checkbox"/> Toothpaste |
| <input type="checkbox"/> Full Uniform | <input type="checkbox"/> Deodorant |
| <input type="checkbox"/> Spending money | <input type="checkbox"/> Soap |

Trailblazers must bring a basic camping set up for one overnight (tent, sleeping bag, etc)

****Part C is mandatory to attend Summer Camp****

Special Programs

Wallwood Scout Reservation offers special programs throughout the week to keep the camp experience fresh and exciting for all participants! Your unit's camp experience would not be complete without participating in several of these. Check our schedule for more details!

Camp-wide Campfires

There will be a camp-wide campfire on Sunday, and Friday evenings. The staff will run the opening campfire on Sunday. The closing campfire on Friday will be led on by the units with the assistance of the staff. Concluding the closing campfire, OA will take over to do Call Out.

Monday – Wallwood Trivia & Hungry Hungry Hippos

Wallwood Trivia: join us in the dining hall for a game show all about camp & camp staff!

Hungry Hungry Hippos: join us at the pool for a fun game led by your aquatics team!

Tuesday – Staff Hunt

This event is where the staff will hide and scouts will look for them, the troop who finds the most staff will win a prize. Staff are given a playing card to sign with a sharpie and give to the scouts who find them. The "value" of the card doesn't matter, it is just a matter of which troop gets the most cards. The event will last an hour and a half and will be after the free swim on Tuesday. Scouts will meet at the council ring to start and will return to the flag poles to tally up cards after the time is up.

Wednesday - Mario Kart Competition

That's right! You heard it here first, video games at summer camp! After you eat pizza and play, visit with our OA team to learn more about what the OA does for our council, units and camp!

Thursday – Dunk the Staff

All week long the trading post will be selling tickets for the opportunity to dunk your favorite staff member! Will you take on the challenge?

Friday – Family Night

Families are invited to Wallwood for Family Night! After the fun and games come to an end, join us for the closing Campfire program and OA Call out where newly elected OA inductees are recognized. *Please note: the camp does not provide Friday nights meal - please make arrangements for your visiting parents to bring dinner for your Troop.*

Weeklong Challenge - Pokemon Go!

We've set up some gyms and pokestops for all our Trainers! Feel free to visit these as you can!

More Fun

Camp Gadgets

Creating camp gadgets in your campsite is an excellent way for patrols and troops to focus on Scout skills during down time. Ideas include making a gateway to the campsite, building drying racks, weather rocks, and more. Remember that if your camp gadget requires poles, ropes, etc. that you need to supply your own. Please take down your gadgets before checking out of your campsite on Saturday.

Awards

Wallwood Scout Reservation offers additional awards for those patrols, units, and individuals that put out an extra effort while they are at camp. We will have an awards program at the closing campfire on Friday evening to recognize troops, individual Scouts and Scouters as well as staff for various activities and achievements throughout the week.

Five & Dime Award (one attempt per scout, must have signed consent form)

Rifle - Test your skill with our .22 rifles! Complete a five shot group within the diameter of a nickel and earn your rifle "Five award" or "Nickel award". If your five shot group fits within the diameter of a dime, then you'll earn a special "Dime Award". All 5 shots must be completely covered by the coin.

Shotgun - Try your hand with our 20 gauge shotguns! Take a total of ten shots. Break five in a row and earn your shotgun "Five award" or "Nickel award". If you break all ten, then you'll earn a special "Dime Award".

Participants receive only the highest award for which they qualify.

OA Call Out



Order of the Arrow Purpose

The Order of the Arrow is Scouting's national honor society. It recognizes those campers who best exemplify the Scout Oath and Law in their daily lives and by such recognition, cause other campers to conduct themselves in such a manner as to warrant similar recognition, to promote camping, and to crystallize the habit of helpfulness as a life purpose. Each unit with qualified Scouts is urged to hold an election during the spring. You select the date and place of the election as unit leader. An assigned election team from the Order of the Arrow will be on hand to conduct the election.

Youth Eligibility

To become a member, a youth must be a registered member of a Scouts BSA unit and hold First Class rank. The youth must have experienced 15 days and nights of camping during the two years before their election. The 15 days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps. Scouts are elected to the Order by their fellow troop members, following approval by the Scoutmaster.

Call Out Ceremony

The OA Call-Out ceremony is conducted each Friday night. It is a memorable ceremony for all newly elected Scouts as well as guests. This ceremony will be held at the traditional Friday Night Campfire. Non-council units must have a copy of their unit election report as well as a letter from their home lodge stating it is OK for their Scouts to be called out by Semialachee Lodge. The forms and letters must be turned into the camp office by noon on Monday.

New to Camp?

Trading Post Hours

Trading Post will be open every day. Come get your Wallwood themed gear! The Trading Post carries t-shirts, memorabilia, and useful items for Summer Camp. The Trading Post also serves bottled water, Gatorade, limited Pepsi brand soda, and Shaved Ice desserts.

Knife Policy: *Anyone participating in an activity at Wallwood Scout Reservation is welcome to carry a folding pocketknife with a blade less than 3.5" that requires two hands to open it (along with their Tot'n Chip). Scouts wishing to purchase any kind of knife from the Trading Post may only do so with the Scoutmaster or parent present. The identified unit leader may keep possession of the knife while on camp property.*

Museum Hours

Have you ever wondered how scouting in Suwannee River Area Council started? Do you have a passion for patches, memorabilia, and nostalgia? Drop by the SRAC Museum conveniently located on the back of the Trading Post building to browse our history. Museum will be open at the below hours:

Tues: 1:00pm - 4:00pm

Wed: 1:00pm - 7:30pm

Thurs: 9:00am - 4:00pm



Leader Activities

Scoutmaster Coffee

The best part of waking up (at Wallwood), is coffee! Join the early risers at 6:30AM to commiserate and enjoy a cup with your fellow Scoutmasters and leaders!

Scoutmaster Shooting Challenges

Shotgun – Best out of 10 clay pigeons wins bragging rights for your Troop, as well as a nifty award for the shooter! Shooters are also eligible to earn the Five and Dime Award below.

Rifle – Best score on NRA 50 foot rifle target with 10 shots wins bragging rights for your Troop, as well as a nifty award for the shooter! Shooters are also eligible to earn the Five and Dime Award below.

Scoutmaster Meetings

At 9AM each morning we gather in the dining hall to distribute information and receive feedback. This is an excellent time to make suggestions and ask any questions. At least one adult leader per troop should attend these informative gatherings. The meeting time gets shorter as the week progresses.

Scoutmaster Merit Badge

Leaders get to complete a variety of tasks to earn the Wallwood Scoutmaster Merit Badge. While it is a fun award to earn, the goal behind the program is to help each adult in camp also experience personal growth and skill development to help them become a better leader for the Scouts in their troop or crew.

Scout Leader Fun Time

During the week we schedule fun activities for the leaders so they can enjoy some of the same program areas that the Scouts do. In addition, any of our free time activities are open to adults in camp so you can enjoy all the fun Wallwood has to offer. During the week adult leaders may participate in trainings, fun activities, and more!

Leader's Appreciation

Wednesday, we host a Leader's Appreciation Dinner. This is our opportunity to acknowledge your commitment to your Scouts and to thank you for spending a week with us at camp. The meal is held in the Dining Hall at 6PM. All leaders from each troop are invited to come.

Where to get information:

Pre-camp Zoom Meeting

The Camp Leadership will schedule a Zoom meeting the week before summer camp starts. The call will include the Camp Director, Program Director, Camp Commissioner, and Staff Advisor. During the Zoom the team will review many important notes regarding your week at camp focused on check-in and what to expect. This pre-camp Zoom is also an excellent opportunity to get your questions answered. **Join us by Zoom on June 6 at 7 PM** – we're super excited to see you then!

Wallwood Bulletin - Dining Hall Slide Show

During lunch and dinner, a slide show will play in the Dining Hall displaying information about programming activities. Items included will be open program areas, camp wide competitions, troop competitions, and special evening activities and events. It will be updated daily.

Leader's Meetings

It is important that unit leaders attend the daily Leader Meetings to learn important information, participate in discussions, and hear announcements. Participation and attendance at the meetings are essential for clear and accurate communication. Every unit should be represented at these meetings.

- **Sunday, 7PM (Dining Hall):** Information on programs for the week, introduction of Camp Administration and Area Directors, trouble shooting, and planning for a good first night.
- **Monday-Friday, 9AM:** Information for the day's planned activities discussed, any questions, requests or concerns may be addressed during this meeting. Camp Commissioner, Camp Director, and Program Director will attend these meetings.
- **Senior Patrol Leader Council:** The SPLs meets daily after lunch. The Camp Commissioner facilitates those meetings. All troops in camp should be represented at these meetings. Troops should send their SPL or designee to each meeting. These meetings are important to disseminate information to all Scouts and leaders.

Other:

Unit Campsite Notes

Campsite Fireguard Plan– (posted in each campsite)

- The troop's Senior Patrol Leader is responsible for appointing a daily troop fire warden
- The troop fire warden trains the troop members on fire safety for the week
- The troop fire warden ensures there are never open flames in tents in the campsite
- The troop fire warden will also inspect the site daily for any hazards
- A fire extinguisher is in each campsite shelter
- Do not build campfires outside of provided fire rings

Refund Policy

Please refer to the Council refund policy for details.

<https://www.suwanneeriver.net/about-us/council-refund-policy/>

Damaged Equipment Charge

Each unit is responsible for taking care of camp equipment assigned for their use. In case of damage to this equipment or general camp property, the individual or unit is responsible for the cost of repairs or replacement at the discretion of the Camp Director and Camp Ranger.

Visitor Policy

ALL VISITORS MUST CHECK IN AT THE ADMINISTRATION BUILDING AND COMPLETE OUR CHECK IN PROCEDURES BEFORE GOING TO CAMPSITES.

Appropriate visiting times include meals, campfires, and evening program. We ask that Scouts are not pulled out of Merit Badge classes and programs are not disrupted; our Scouts are here to learn and have fun.

SYT

We require that any adult staying overnight be SYT trained. All adults are required to be trained.

Campsite Inspection

The Camp Commissioner arranges for inspections using the form found in the Appendix. The campsite with the best inspections score will be recognized at the Closing Campfire. Units can also receive extra points if an adult leader joins the Camp Commissioner Corps. The Commissioner is responsible for the campsite inspections.

Respect of Privacy

Adult leaders must respect the privacy of youth members in situations such as changing into swimsuits or taking showers at camp and intrude only to the extent that health and safety requires. Adult leaders must also protect their own safety in similar situations.

Personal Firearms

Personal bows, firearms, and ammunition are not permitted on any Scouting America property. Anyone found to be in possession of a firearm on camp will be asked to leave immediately with no refund.

Valuables

The camp staff is not responsible for the safety of camper's valuables. Please keep all money in a safe location while at program areas.

Prescriptions

Prescription medications are for the named patient only. Scout leaders and medical personnel agree to accept the responsibility to oversee the administration of medications. But it is essential that each medication is in its own original labeled container. Every Scout who has a need for a prescription should have his own supply.

Drugs, Alcohol, & Tobacco

All medications must be checked in with the Camp Medic. Alcoholic beverages and tobacco products are not permitted on camp property. Anyone in possession or under the influence of alcohol will be required to leave camp immediately. Tobacco products (including vape pens) must be used off camp property, outside of the metal camp gates.

Pets (NO PETS IN CAMP)

Campers' and Leaders' pets should be left at home. Camp abounds with wildlife. Please do not handle any on-site wildlife or attempt to adopt any new pets while at camp.

Fuels

No flames in tents. This includes any solid, liquid, gel, or gas fuel. Using liquid fuels for starting any type of fire is prohibited.

Record Reporting

All units should receive paper records regarding any advancements made at camp, and all will be made available digitally via BlackPug (our online registration system that is accessible via <https://scoutingevent.com/>) as well. If the person who registered the unit logs on to BlackPug they should be able to access the registration. They can do this by going to <https://scoutingevent.com/664-SC25> and logging in. You can also go to the email confirmation from your registration (from NO-REPLY@247SCOUTING.COM) and choose the "Click here for event details" link in that email.

Choose "Sign-in" from the top, enter the same email that was used to register, then click your name. Select the event (Summer Camp) and choose "View Registration." From there, go to the reports tab, and download the unit advancement detail, it should give you all this information. There is also an option to download the Scoutbook upload file, so the advancement chair can directly import all of summer camp into Scoutbook easily.

Please note that only the person who registered the unit will have this option. The person who registered the unit can activate the optional "Parent Portal" feature as well, for individuals other than themselves to access the information. For more information on this feature or with questions on how to access records, please reach out to Justin.Feld@scouting.org