

# Summer Camp Leaders Guide

rev 1.4



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# WELCOME LETTER

Dear Parents, Leaders, and Scouts:

Welcome home to the 2026 Spanish Trail Scout Reservation Summer Camp season, where the Camp theme is “Colonial Code Breakers and the Quest for the Founders Key”. After your traditional merit badge classes, come dressed and Be Prepared for fun filled evenings of various Colonial themed competitions between each Colony (*campsite*). Do you have what it takes to find the Founders Key?

We are eager to have you and your Scouts join the family and help us celebrate over 65 years of service at STSR. This summer, Troops can add extra packages of off-site Friday Troop Adventures such as Bouldering gym climbing, Morrison Springs canoe trip, and Destin Deep-Sea Fishing. With our affordable costs and added value, Troops can attend Two summer camps this year!

We will offer some of the traditional Merit Badges along with some unique ones and will still have many of our returning programs: Welding, New Polaris ATVs, Aviation merit badge, New Cybersecurity merit badge along with some great evening camp-wide games for troops, and much more. We are known for our great program and food options served in the Dining Hall! We wish to serve you to the best of our ability and want your Camp experience to be outstanding for both you and your Scouts. Please encourage all your scouts to attend; you never know what kind of effect the outdoor camping experience can have on a young man or woman.

We know that there are many great Camps to choose from and are very happy that STSR is your choice. We hope you are as excited as we are about changes occurring right now at your Camp, such as all the campsite latrines across Camp have private stalls and tankless warm water showers, Heat and AC in the Dining Hall, Massive upgrades to the Trading Post, a New Staff shower house, an Brand New Dining Hall Bathrooms, a New Disk Golf Course, and brand NEW VOTEC Welding pavilion! I can't wait for the bouldering wall coming soon!

We hope this guide will assist you in preparing your Troop for creating many Scout Summer Camp memories. Let us know if we can be of further service and assistance.

**Register your Troop Today at:** <https://scoutingevent.com/773-SummerCamp2026>

Yours in Scouting,

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# CAMP OVERVIEW

SPANISH TRAIL SCOUT RESERVATION is a 1286-acre hidden gem just north of some of the most beautiful white sand beaches that the Florida Gulf Coast Panhandle has to offer. It is located 70 miles northeast of Pensacola Beach, 60 miles northwest of Panama City Beach, 40 miles northeast of Destin Beach, in a city called DeFuniak Springs.

Camp Euchee is a traditional camp with a full-service Air-Conditioned Dining Hall, Remodeled Trading Post with many outdoor games, Health Lodge, Scout Master Lounge, Hot Water Showers in every Campsite, Radio Station, Shotgun, Rifle, Archery Ranges, Disk Golf course, VOTEC/Welding Center, Activity Field, and many program buildings and pavilions. Our 10 campsites can accommodate 30 – 40 Scouts and have large nylon breathable wall tents with two cots.

New Scouts that attend summer camp for the first time can either participate in the à la carte Pathfinder Program or plan a regular Merit Badge schedule. Second year Scouts, known as “veterans”, take on the challenges of difficult outdoor related Merit Badges. Older Scouts have the chance to work on Merit Badges required to earn Eagle Scout, or participate in BSA ATV, or many other camp programs.



STSR operates under the belief that summer camp provides the very best opportunity for Scouts to develop positive character traits, while exploring the outdoors, working with other peers learning a new skill; which defines the Scouting program. We believe you can't take the outing OUT of Scouting.



# COOL STUFF THIS SUMMER



- Colonial Program and Challenges every night
- Completely Remodeled Trading Post!
- All 10 Campsites have their own HOT Showers!
- AC in the Dining Hall and 5 New Bathrooms!
- Pathfinder 1<sup>st</sup> Year Camper Program – à la carte!
- More Off-Site Friday Troop Adventures for You to Add On:
  - Bouldering Gym lock-in, Deep Sea Fishing
  - SCUBA PADI Certification\*, Canoe Trip, and more
- Troop Cooking in Your Campsite mid-week
- Disk Golf Course!
- New VOTEC Center!
- Some Great Evening Events and More!

# Camp Fees and Registration

## 2025 Summer Camp

Week 1 June 07 – June 13

Week 2 June 14 – June 20

### CAMP EUCHEE

#### Full Week

Early Registration Fee paid in full by March 15 <sup>th</sup>	<b>\$299</b>
Regular Registration Fee paid AFTER March 15 <sup>th</sup>	<b>\$325</b>

### UNIT DEPOSIT - DUE AT REGISTRATION

Summer Camp Unit Registration \$100 Deposit is  
non-refundable

[REGISTER HERE](#)



**What a Great Deal!!**



# 2026 Early Registration Summer Camp FEES

## Early Registration Youth Scout Fee - \$299

Some items have additional program fees added to offset costs of additional program and supplies.

## Early Registration Provisional Campers - \$319

Don't miss out if your troop isn't going to our summer camp. You may even want to do an additional week of camp just because you had such a great time! Individual Scouts who wish to go to camp can attend as part of the STSR's Provisional Camper Program.

## Adult Fee - \$75

In order to help camp offset your food, admin fees, and other expenses, each adult leader fee will only be \$75.

## ADVENTURE PROGRAM ADD-ONS\*\*

### 6hr Deep Sea Fishing Friday Morning Trip - \$105\*

Friday Morning 2hr Climbing Gym  
& Pizza Package - \$30\*

### Friday Morrison Springs Canoe Trip - \$35\*

ATV Program - \$50

NRA Marksmanship Program - \$50

SCUBA PADI Certification Trek - ~ \$700\*\*\*

Family Night Guest Meal Ticket - \$7

\*\*Adventure Program Add-Ons are in addition to the camp fee.  
Pricing subject to change pending vendor agreements.

\*This adventure add-on is a Troop event and must have at least 2 troop adult leaders register and attend the adventure with your troop. Canoe adventure is for experienced canoers.

\*\*\* Please see our Scuba Tech Page for more details.

**Some Adventures have minimum head counts**

With our low camp fees, you can go to **TWO Scout Camps** this summer!

## PAYMENT SCHEDULE

\$100 non-refundable Unit Deposit is Due at Registration

### 1<sup>st</sup> PAYMENT – FEBRUARY 1<sup>st</sup>

\$50 per registered Scout

### EARLY Registration Discounts End MARCH 13<sup>th</sup>

- Early registration of \$299 - if paid in full by March 15<sup>th</sup>
- Regular registration of \$325 - if paid after March 15<sup>th</sup>
- Provisional Campers add \$20 to the "Youth Scout Fee"
- \$25 late fee will be assessed to any Scout if not paid in full by May 17<sup>th</sup>

### APRIL 15<sup>th</sup>

Merit Badge access opens  
Account must be current

### FINAL ADVENTURE PROGRAM ADD-ON PAYMENTS DUE – MAY 17<sup>th</sup>

- All payments must be made in full prior to your arrival at camp.

# Adult Leaders Fee



In accordance with BSA policy, STSR requires that at least two registered adult leaders 21 years of age or over are required at all Scouting activities, including 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. Each Unit **MUST** have their own separate 2 deep leadership per National Guidelines. **Adventure Program Add Ons MUST FOLLOW THIS.**

In order to help your camp offset food, camp, admin fees and other expenses, every adult leader's fee will be \$75 and is late after June 1st. Troops **willing to host some provisional scouts**, need to email the camp director for compensation arrangements.

Qualified **adults interested in teaching Merit Badge classes** should reach out to the Camp Director **prior** to April 1<sup>st</sup> for a potential leader discount pricing arrangement. All adults accompanying a Scouting unit must be registered as leaders and present a current copy of your Youth Protection Certificate as part of Summer Camp check-in.



Scouts must be registered and **PAID IN FULL** by May 17<sup>th</sup> to avoid the late fee; however, any new scout that joins your troop **AFTER** May 17<sup>th</sup> will not be charged the late fee.

# Optional Adventure Programs

Buddy  
System

## MORRISON SPRINGS CANOE TRIP

Friday morning Troop Add-On Adventure - \$35 per Scouter

Troops should sign up early for the limited open slots for the Friday morning 3.5-mile canoe trip on the Choctawhatchee River that ends with you paddling into the popular Morrison Springs.

**This is a Unit event and must adhere 2 deep leadership and Guide to Safe Scouting.** Troops will use their vehicles and follow the Camp's Canoe trailers to the starting boat ramp upriver. Attendees must know how to canoe; **this is not for beginners!**

Your hot dog, chips, pickle, and pudding lunch will be cooked while you explore the cold-water wonders of the springs. Help us load the canoes after lunch, so we can shuttle you back to your vehicles and we all head back in time for the Water Carnival!



# Explore your Camp on an ATV

We have 9 NEW Polaris ATV's, 10 miles of trails, and an even bigger training course for you to have fun on! Make sure you sign up early to guarantee your spot!

Scouts will learn care and proper maintenance of the ATVs and the safety equipment, ATV safety procedures, respect for the environment, and basic operation and handling of the ATV. AND have BLAST on our New and BIGGER ATV Course!

Although riding in an ATV requires moving your body around over a heavy machine and can be significantly more exhausting than new riders expect, participants need no prior ATV experience, just a readiness to **get dirty and push their limits!**



To be eligible to participate in the ATV Program Scouts must:

- Be at least 14 years old
- Have a photo ID with name, date of birth, & home address
- Bring: Long pants (blue jean or heavy cotton preferred), long sleeve shirt, leather over the ankle boot
- Have a parent or guardian sign a Hold Harmless Agreement to participate in the ATV program
- Email & bring us your online ATV Safety Certificate
- Pay the \$50 add-on fee for fuel and maintenance

The ATV safety program on STSR has a MANDATORY online prerequisite course. You may access the course at the website below. There is NO COST for this course, however you must register to take the course and email us the certificate.

Online course: <https://atvsafety.org/atv-ecourse/>

The course **requires** you to bring your personal protective equipment (PPE) to include a long sleeve shirt, long pants (no sweatpants or leggings), and **over the ankle boots**. If you don't have a Helmet or gloves, these items will be provided. You may wear your own DOT helmet if it meets the safety requirements.





**SCUBA TECH**  
DESTIN, FLORIDA



Scouts must be at least 14 years of age, have the necessary waivers and health forms, and pass their swim test upon arrival at camp. They will first pay and take the PADI Online Open Water Diver Course (\$251) **prior to arrival**. After your arrival at camp, Your instructor in Destin FL will review the academic portion of your course and complete your final exam. Then it's off for two pool sessions where you learn hands on equipment setup, adjustment, and use. This will prepare you for a smooth transition into the open water world.

When you have completed your pool training you will be ready for your four open water certification dives that will be conducted over the next two days. Here you simply repeat all the skills you learned during your pool training in the open water under the supervision of your instructor. Upon completion of your training dives, you will be certified as an Open Water Diver.

Included in the cost of the course are the pool training sessions, boat dives, registration fees, and all SCUBA equipment needed for your training dives.

Day 1 & 2: Test review, equipment familiarization & pool sessions on each day

Day 3 & 4: Conduct 4 open water dives, 2 each day (Dives will be in the Gulf of Mexico, Vortex or Morrison Springs (all dependent on conditions and availability)

The following items are required for the open water class:

Your own personal snorkeling system which includes mask, snorkel, booties (depending on fins) and fins. A logbook to log your training and dives. We have a large selection of options. You won't need it until you start the hands-on portion of the class. Included in the camp payment is a budget of ( ~\$250) worth of equipment. Scouts would pay the deference if they choose to upgrade options.

~ \$251 Paid to PADI for Online course

\$1,000 Paid to camp to cover:

Camp Fee

\$450 Open Water SCUBA Course

\$250 Worth of required Scuba gear

We must have 2 registered leaders sign up, attend, and be able to transport the Scuba Tech Scouts back and forth from Camp to Destin, FL each day. If a female Scout signs up, one of those attending adult leaders must also be a female. This group coordinates with the kitchen manager for breakfast and lunch each evening because they leave early in the morning from camp. Must adhere to Guide to Safe Scouting.

\* Pricing subject to change pending unforeseen changes in vendor agreements

# Optional Troop Adventures

These are **Unit events, and you must provide** 2 registered adults to adhere 2 deep leadership and Guide to Safe Scouting. Troops will use their vehicles to transport their Scouts to and from each activity. STSR will be your Concierge and has secured special package pricing for you. Your trip package from us will include maps, tickets, contact info, and other suggestions. These adventures will have max head counts per day, so register early. If they are canceled by rough seas or inclement weather, you will receive a full refund. Payments and head count for these adventures are required to be paid in full by MAY 17<sup>th</sup> or they may be canceled.

## Deep Sea Fishing Adventure

6 hr Friday Morning Trip - \$105 \*

Troops wake up early and grab a togo breakfast from the Dining Hall on their way to Destin Harbour to spend Friday morning Deep Sea Fishing in the Gulf of Mexico waters south of beautiful Destin, FL.

Troops have enjoyed this 6 hr trip! What a great add on to your summer camp wish list! Please remember to bring cash to tip the captain and deck crew that will be helping you reel in and clean your big catch! Troops should bring a cooler, sun screen, and lunch. Some boats have a lunch café below deck that you can buy lunch from.

\* Pricing subject to change pending unforeseen changes in vendor agreements



## Climbing Gym Adventure

Friday Morning 2 hr Bouldering & Pizza Package - \$30

Troops could can spend Friday morning bouldering, climbing, and challenging themselves at the Emerald Coast's premier indoor rock climbing facility owned by Eagle Scout, Ken. Hungry Howies Pizza is close by for lunch before you head back to camp for the Water Carnival Games.

**NEW & IMPROVED**

# Pathfinder Program



We feel the Pathfinder Program is one of the most important Programs at STSR. Our primary goal is to make sure your Scout has a great experience during their first Winter or Summer Camp, with a firm belief that Scouts that enjoy their first long term Camp, stay in Scouts! It's not only designed for those Scouts who have just begun their Scouting Trail, but also for those Scouts that just need to catch up and knock out a few remaining requirements. With Director selected, service oriented and passionate Staffers, the Pathfinders will become familiar with their Camp as home away from home. It is the ideal setting for new Scouts in your Troop.



Scouts will be put into provisional patrols that hang together building a strong foundation and understanding of the patrol method. Pathfinder Program is offered the first 3 periods. 1<sup>st</sup> period concentrates on Scout and Tenderfoot requirements. 2<sup>nd</sup> period concentrates on Second Class requirements, and 3<sup>rd</sup> period concentrates on First Class requirements. The program is structured so that your Scout will also have time to sign up for other Merit Badges or just have free time to explore other areas that Camp has to offer. Don't forget to bring your books, water bottles, cook kit, and utensils, and a tent.

Pathfinder Scouts will be the talk of the Camp. They get to have fun while practicing the skills they've learned throughout the week by various game-type challenges presented to their patrols throughout the week.



The Pathfinder Program at STSR is a great way to introduce "Crossed Over" Scouts to the Scouting Program as well as any Scout that just needs a little help to get caught up through First Class. Our Pathfinder Scouts have raved about their experiences and our unique delivery of scout skills. Scouts are encouraged to practice these skills with their leaders during camp. Leaders are always welcome to come play with us during class time.



# Merit Badges & Programs

A great Summer Camp program is more than just finishing a bunch of Merit Badge classes. The requirements passed, or number of badges earned, is not an end in itself. We believe that a successfully delivered program comes from everything you experience; from the time you step out of your car until you are heading back home. We hope your Scouts have fun sharing in the Brotherhood of Scouting, develop confidence and self-reliance, build positive character core values, gain knowledge from the various program areas available, and appreciate the great outdoors!



Listed below are some of the cool Merit Badges and programs that are on the books to offer this summer. Online sign up for merit badges will be available April 15<sup>th</sup> to all Scouts that have accounts that are current. Classes are first come first serve and will fill up fast. Instructions and prerequisite info will be sent by email to the primary contact. Due to the increase in costs, a few Merit Badges will have an added program fee listed online. Most of the pre-purchased Merit Badge supplies will be present on the 1<sup>st</sup> day of class.

## Aquatics

Canoeing  
Swimming Lessons  
Kayaking  
**Lifesaving**  
Small-boat Sailing  
**Swimming**  
Paddle Board  
Snorkeling  
Rowing

## Health and Safety

**Emergency-Preparedness**  
**First Aid**  
**Personal Fitness**  
**Cycling**

## Shooting Sports

Archery  
Rifle (.22 Caliber)  
Shotgun Shooting  
NRA Marksmanship Program

## Outdoor Skills

Fishing\*\*  
Signs, Signals, and Codes  
Pioneering  
Orienteering  
Wilderness Survival  
Golf (Disc Golf)  
Geocaching

\* Merit Badges and locations are subject to change. Merit Badges in BOLD are Eagle required. FT = Free Time

\*\* Camp has a limited number of fishing poles, it is highly recommended that scouts bring their own gear.

## Euchee Tech

Aviation (with flight options)  
Space Exploration  
Cybersecurity  
Plumbing  
Electricity  
Electronics  
Robotics

## Vo Tech Pavilion

Automotive Maintenance  
Welding

## Ecology

**Environmental Science**  
Soil and Water Conservation  
**Sustainability**  
Nature

## Handicraft

Leatherwork – Basketry (FT)  
Crime Prevention &  
Fingerprinting (FT)  
Pottery & Sculpture  
Wood Carving  
Metal Working (Black Smith)  
Chess

## Scout Skills

**Citizenship in the World**  
**Citizenship in the Nation**  
**Communication &**  
Public Speaking  
**Cooking**

## Adults

If you have an adult that would like to teach a merit badge not listed, please contact the Camp Director for compensation options.



YES! We have an on-site fully functional Radio Station Studio located on camp!



Scouters who want to participate in the Mile Swim on Friday must pass the swimmer test at check-in and train during the week. Previous knowledge of basic strokes, including resting strokes will make training less physically demanding. Instruction will be given on how to improve stroke mechanics.



For the scouts that have done everything on and in the water, they can try their hand at the newest aquatic activity- Paddle boarding. This not a merit badge, but the Scouts will earn the paddle boarding activity patch. This activity is offered during free time.



NRA Marksmanship Qualification Program offers shooters a self-paced chance to advance their rifle or shotgun shooting skills beyond the requirements of the Merit Badges and challenge them to excel in their shooting skills and earn recognition as they advance.



Scouts must have earned their Shotgun Merit Badge for Shotgun Program, or the Rifle Merit badge to sign-up for the Rifle Program. This is a life-long program that extends beyond Scouting and can be continued as adults.  
\*extra fee



We believe that every Scout should have the opportunity to pursue any Merit Badge offered in our Camp regardless of demand. We offer several Merit Badges at multiple times to accommodate our Scouts and their Merit Badge pursuits. Some weeks we are fortunate enough to have adults that offer their expertise and teach an additional Merit Badge.

Please review the newest requirements for all our Merit Badges. Be sure to carefully review your Scouts' schedules to avoid scheduling conflicts. Scouts should have equal opportunities to pursue Merit Badges as well as engage in open programs and other activities in Camp.



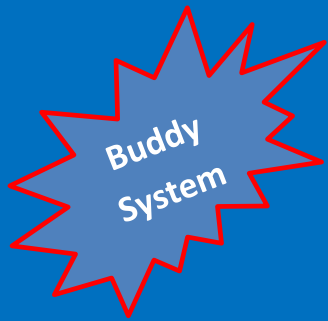
To help ensure your Scouts' success, please help Scouts choose Merit Badges that are age appropriate, e.g. Merit Badges like Environmental Science and the Citizenship Merit Badges should be pursued by older mature Scouts with a minimum of Second-Class rank (First Class being more desirable).

Please encourage your Scouts to acquire and read their Merit Badge pamphlets prior to Camp. We would like to help your Scouts earn the Merit Badges they have chosen to pursue, so please Be Prepared. To prevent a bunch of partials, a prepared Scout should bring proof of prerequisites so the Merit Badge counselors can see it.



Merit Badge Registration OPENS April 15<sup>th</sup> for those Scouts that have their account current.





# Troop Activities



## TROOP CHALLENGES

Bring themed attire and Be Prepared for a fun filled Colonial experience where the 10 Colonies (*campsites*) will send rotating groups of their appointed campers to endure competitions of battle and skill in hopes to represent and bring honor to their colony. Colonies can earn points towards Top Troop throughout their 5-day conquest by attending evening events and competitions, showing scout spirit, and helping around camp. Follow the daily clues to see if you can find the Founders Key!



## HIKING & HENLEY INTEGRITY TRAIL 5K Hike

It's not just for the Tenderfoot! This hike gives you a unique, view of STSR! This trail goes around the lake and explores our primitive camp Jambo. STSR has been building a Hiking trail system with kiosks through out the property. There are many trails to choose from. Scouts that run or hike the Henley Integrity Trail can buy the patch for \$3.00.



## DUTY TO GOD

This is a non-denominational devotion program that can be completed during summer camp. Attendance at weekly Vesper Service is required. A recognition patch is awarded.

## SCOUTMASTER & SPL SHOOT

Keep an ear out on when the Scoutmaster & SPL Shotgun along with the Archery competition is during the week. Be sure not miss it!





# Troop Activities

## CARDBOARD BOAT CROSSING THE DELWARE

Help earn points for you Colony (*campsite*). Troops are encouraged to bring your cardboard boats or the materials to build one during camp to compete in the cardboard boat contest during camp! Boats must be made out of cardboard and tape only and big enough to fit 1-2 two youth swimmers. 2 camp paddles will be provided. Points can be earned by longest distance, Durability, and design.

## WATER CARNIVAL

A Friday afternoon Troop event in which non-swimmers, beginners and swimmers alike can participate! It takes overall Troop effort to do well in a variety of aquatic events. This year there will be new events to challenge even the most experienced Scout.

## OPEN EVENTS

From volleyball and tetherball courts, corn holes, life sized chess and checkers, gaga ball and human foosball pits our Camp has a wide variety of outdoor games and free time program areas that a Troop can coordinate with the Program Director to add to their week of Fun!

Buddy System

# Troop Activities - Evenings



## SUNDAY – OPENING CAMPFIRE

Opening campfire takes place at Whipple Circle Sunday night. Everyone will gather in Class A or themed costumes on the parade field and wait for a member of the Presidential Guard to guide you down the trail. Be prepared for a unique theatrical campfire experience from some colonial historic figures.

## Tuesday – VESPER

After dinner, Scouts are encouraged to join us at Deere Chapel for Scouts Own Worship Service. Attendance is required for those trying to earn the Duty to God patches.

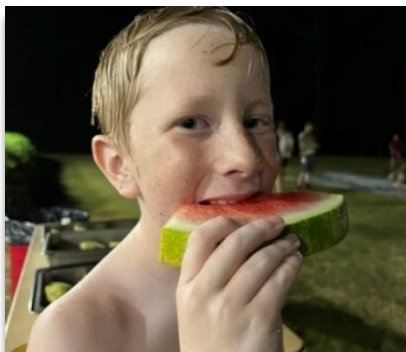


## WEDNESDAY –TROOPS COOK IN CAMPSITE NIGHT

Troops will be able to catch up and bond with their scouts while cooking dinner in their own campsites on Wednesday! Menu will be Hamburger and Hot Dogs, Corn, Chips, Salad, and Watermelon. A limited number of grilling grates, utensils, cooking pots, and charcoal available at first come first serve. Be Prepared 😊

## WEDNESDAY – OA NIGHT

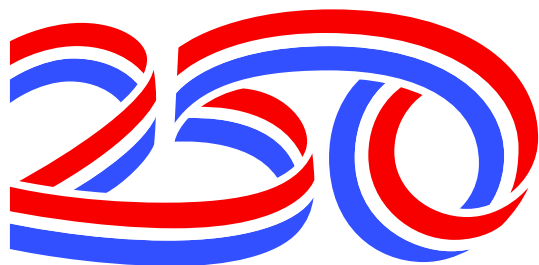
Wednesday's evening program is put on by our Yustaga 385 Lodge. Scouts are encouraged to wear their OA sash for dinner. The Lodge usually hosts jumping gym obstacle courses, ice cream social, and some other fun events, for ALL Scouts to enjoy.



# Troop Activities - Evenings



## AMERICA



### FRIDAY PRESIDENTIAL FAMILY BANQUET & CLOSING CAMPFIRE

Parents and families are invited to attend the Friday Presidential Family Banquet at the Dining Hall. Meal tickets are sold at the Trading Post for \$7. Everyone will gather in Class A or their Best Colonial Times Outfits on the parade field, awaiting the closing campfire. Awards and Accolades will be given to those who have earned camp awards and awarded the Founders Key, and a slideshow of the week's fun.

### EVENING ACTIVITIES

At STSR, we go above and beyond other Camps' traditional Merit Badge only programs. We believe that Summer Camp should be fun! Bring your themed attire and Be Prepared for a fun filled colonial experience! Each night, there will be competitions with a Colonial Theme. To give chance for more scouts to participate, the 10 colonies (*campsites*) should be prepared to send rotating groups of their appointed colonialist to for some of the evening competitions. Colonies can earn points throughout their 5-day conquest by attending these evening events and competitions. Follow the daily clues to see if you can find the Founders Key!

# Awards

## HONOR STAFFER

We know that Staff have a direct effect on your Scout's fun level 😊 Troops can help the Camp Director recognize a Staffer for great service. Troops can use the "Great Job" cards in the Camp office and vote for up to 3 Staffers a day. Cards can be turned in during the Scoutmaster or SPL meeting each day. We read these cards daily to our Staff. These Scouts are volunteering, and recognition goes a long way!

## HONOR CAMPER

Each Troop will select one Honor Camper from their Troop for the week. Scouts selected for this honor will be recognized at the closing evening campfire.

## HONOR TROOP

Troops that accumulate the required number of points on campsite inspections, participation in the Camp-wide activities and service projects, will be recognized at the evening closing campfire. More information will be provided at Camp.

## TOP TROOP

This award is determined by a collective vote of the Senior Camp Staff. Criteria for the award includes evidence of pre-camp planning, individual participation for Merit Badge classes, attendance and participation by Scouts and leaders in available classes and activities, overall spirit, and good Scout camping practices. More information will be provided at Camp during SPL and leader meetings.



## TOP TROOP SPIRIT AWARD

This award is determined by a collective vote of the senior Camp Staff. Evidence of the upmost highest scouting cheerfulness is a must. This an honored thank you from the STSR staff to you, for a friendly spirited Troop can make the Summer Camp experience Fun for All.

## TOP TROOP "Founders Key" AWARD

More information will be provided at Opening Campfire 😊

# Getting Ready for Camp

## RESERVATIONS

Reservations have been open and are made by paying a deposit of \$100 through the On-line registration link <https://stsr-gcc.org> Deposits are non-refundable and will not be carried over to subsequent years. The 1<sup>st</sup> Payment of \$50 per registered youth is due February 1<sup>st</sup>. **EARLY Registration Discounts End MARCH 17<sup>th</sup>**

Youth early registration of \$299 - if paid in full by March 15<sup>th</sup>

Youth regular registration of \$325 - if paid after March 15<sup>th</sup>

Youth late registration of \$350 – if paid after May 17<sup>th</sup>

Provisional Campers add \$20 to all “Youth Scout Fees”

Adult registration fee of \$75 - if paid in full by June 1<sup>st</sup>

Adult late registration of \$85 – if paid after June 1<sup>st</sup>

## FINAL ADVENTURE PROGRAM ADD-ON PAYMENTS DUE – MAY 17<sup>th</sup>

All payments must be made in full prior to your arrival at Camp. It's important to pay on time or early so we can properly prepare food, Staff head count, and supplies and to avoid late fees. Remember, Troop's **willing to host some provisional scouts**, need to email the Camp director for compensation arrangements.

## CAMPSITE PREFERENCE

Campsite preferences should be specified at the time reservations are made and will be honored to the best of our ability. Please understand that with nearly one-hundred troops in the council, and only ten sites in Camp Euchee, requests for exclusive use of a campsite cannot always be honored. If you are not comfortable sharing a campsite with a unit of the opposite gender, please let the Camp Director know ahead of time.

## TENT POLICY

It is the policy of Spanish Trail Scout Reservation to house two Scouts per tent. STSR will try to provide one tent exclusively for the Scoutmaster; additional leaders are housed two per tent. Any questions should be addressed to the Camp Director. Leaders wishing to have their own tent can bring one from home. See Hammock Section under Camp Policies.

## INSURANCE

All units outside the Gulf Coast Council are required to provide a copy of their unit's year-round Accident and Sickness Insurance Policy. Your council should be able to provide these. The copy must include the Insurance Company name, policy number and the expiration date. All GCC units are covered under the council insurance.

## TRANSPORTATION

Each troop is responsible for safe transportation to/from camp and must meet the insurance requirements of the BSA. The transportation of Scouts in the back of a pick-up is prohibited. Troop buses must be fully insured. Be safe and check insurance requirements prior to leaving for camp.

## UNIFORMS

Why do Scouts wear a uniform? For the same reason sports teams do. Uniforms give the team a sense of unity that every member of the team is equal. The Scout uniform does the same thing at STSR. It can be worn at any time during the week but is expected to be worn for the evening meal and assembly unless otherwise updated. During the week, your troop may have its own distinctive t-shirt or wear the STSR camp shirt. Please make sure that t-shirts your Scouts wear are Scout oriented and appropriate for Scout camp. Closed-toed shoes with covered heels must be worn at STSR. You can swap to your shower or water shoes once you get in the shower or waterfront. Leaders: Setting the example is the most important step you can take towards having a well-uniformed troop.

# Checking In

## Required Paperwork

When you arrive at **Sunday 1:00 – 3:00 PM check-in**, please have the following complete and accessible:

1

### TROOP ROSTER

You **will need to bring two copies of your updated roster** to turn in at check-in on Sunday: one for your Unit check-in and one to turn in at your health review.

2

### ANNUAL HEALTH AND MEDICAL RECORDS

**A COPY** of the Annual Health and Medical Record is required for **all Campers and leaders** and **MUST** be signed by a licensed health-care provider. Health forms should provide specific instructions regarding emergency contacts that can be reached, where and at what time. All paperwork must be completed prior to arrival at Camp. STSR does not have the appropriate facilities to provide physical examinations.

- **Do not send your Originals, copies only!** We will shred after Winter Camp for those that don't get picked up from the Health Lodge.
- Anyone who does not have a current and properly signed Annual Health and Medical Record will not be permitted to remain at Camp.
- All Campers must have the Annual Health and Medical Record – Parts A, B and C completed prior to Camp.
- Everyone staying more than 72 hours at Camp must have Part C completed and signed.
- Certified and Licensed health-care providers recognized by the BSA to perform these exams include physicians (MD, DO), nurse practitioners, and physician's assistants.

3

### PRESCRIPTION MEDICATION DOSING FORMS

Utilizing the Prescription Medication Dosing Form found at this [LINK](#), each Unit should complete **(prior to arrival at Camp)** a form for each Unit member taking any prescription drugs. Use one form/sheet for each Camper (make copies as necessary) with a prescription. The medication, dosage, and dosage schedule should be recorded directly from the prescription. Up to 5 prescriptions can be listed per sheet.

- Each Unit should be prepared to show these completed forms at check-in to the Camp Health Officer and keep them updated throughout your Unit's week at Camp as medications are used. We ask that you leave these completed forms (or a copy) at Camp when you depart. We will maintain them safely in the Camp medical files.
- All medication must be in a container issued by the pharmacist with the medication name, strength, dose, and dose frequency clearly marked on the container. Generally, all medication will be dispensed in the Unit area by a responsible adult leader for the Unit. Medication should be kept under "lock and key" in a locked box.

- Medication requiring refrigeration or injection may be kept in the Camp Health Lodge. This medication may be dispensed by the Camp Health Officer or the unit leader. It remains the responsibility of the unit leader to assure that the scout is present at all of the appropriate times to receive their medication.
- If an Annual Health and Medical Form indicates that an individual must have an inhaler, EpiPen® or similar medical device, the Camp Health Officer must confirm that the individual has the required item(s) in their possession. If the items are not in possession of the camper or leader, they must either obtain the items indicated on the form or the individual will be required to leave camp.

4

#### **WAIVER FORMS FOR OFF-SITE ACTIVITIES, Aviation flights, and ATV PROGRAM**

All Scouts and adults participating in an off-site activity, Aviation flights, or the ATV Program **must have a signed waiver form turned in at check-in.** You can download waivers on the registration page lower right side amongst the attachments.

5

#### **SAFEGUARDING YOUTH TRAINING VERIFICATION**

All adults arriving at camp will turn in a copy of their **CURRENT** Safeguarding Youth Training with an expiration date past the last day of camp. All adults accompanying a Scouting unit must be registered as leaders.

Troops may arrive on Sunday between 1:00 and 3:00 PM. **PLEASE DO NOT ARRIVE ANY EARLIER THAN 1:00 PM. WE WILL NOT START CHECK-IN EARLY.** Troops may not go to their campsite until they have checked-in



Buddy System

## CHECK-OUT PROCEDURES

Saturday will be a grab and go style breakfast. Check-out on Saturday should be completed **before 9:30 AM**. All troops should be out of camp by this time. Sign up after for check out times after Friday campfire in the dining hall. A staff member will come to your campsite and complete a check-out campsite inspection with the Scoutmaster. He will note any damage on the form. Troops are responsible for any damage to camp property not listed during check-in. Scoutmasters are to stop by the Health Lodge before departure to pick up medical forms. The Scoutmaster will turn in completed Adult Evaluation and Youth Evaluation Sheets at check-out.

**Patches, troop advancement paperwork, and Merit Badge information will be handed out after the closing campfire in the Dining Hall.** We will arrange a time to conduct a check-out inspection and to complete the checkout process. Check outs will not be done earlier than closing campfire on Friday.

Any troop wishing to check out on Friday, will notify the Program Director by Thursday evening so we have time to prepare.

# Camp Life

## CAMPSITES

Your campsite is your Troop's home for the week at STSR. Remember, be a courteous Scout and know that going through another campsite is not a shortcut! Your campsite is equipped with the following:

Campfire Ring(s), Water Hose, 2 Brooms, Rake, 2 Showers, Picnic Table, Latrine, and Hand Wash Sink



The size and number of Troops attending in any given week has a significant bearing on Campsite assignments. Requests for participants with special needs should be submitted in our Online Registration System at least 4 weeks prior to your arrival at Camp. You will receive your campsite assignment the week prior to your arrival at Camp via Email. Please review this carefully and notify the Camp Director immediately if the number of assigned tents does not match the number of youth and adults coming to Camp.

STSR will only acknowledge and attempt to honor special campsite requests that are submitted into the Online Registration System under "Special Notes" in the Event Registration. Please include the specific reason for us to consider, such as "youth with mobility issue due to surgery".

## CAMPSITE INSPECTIONS

Each campsite will be inspected daily for cleanliness by the Camp Commissioner Staff. Points earned from inspection scores count toward the Honor Troop Award. Inspection results will be written on the inspection sheet provided at check-in and will be posted on the bulletin board in each site. **Note:** Unauthorized vehicles left at the campsite will result in a **failing score** for that day's campsite inspection.



### TROOP GATEWAY

Units are welcome to bring materials for gateways and other campsite improvements for use during their week at Camp. The unit must take all of the materials with them when they leave. "Gifting" of unwanted materials to the Camp can only be approved by our Camp Ranger. Please plan to take these items back home.

### TENTAGE

The Camp provides one tent for every two adult leaders. We try to have one for the Scoutmaster. Other leaders should plan to share tents. Leaders wishing to have their own tent should bring one from home. If the number of people you bring to Camp exceeds your reserved numbers (such as a significant number of "partial week" leaders), the Camp cannot guarantee sleeping quarters. In these cases, be prepared to provide your own tent. If a medical or other condition dictates that you require a tent of a different size or type than that provided by the camp (9'x 7'), you will be responsible for bringing the tent. **If you are not comfortable sharing a campsite with a Unit of the opposite gender, please let the Camp Director know during online registration process.**

### HAMMOCKS

Hammocks may be used as an alternative to tent camping if guidelines are followed. Hammocks must hang in secure locations, such as on trees or the solid hammock posts erected in some campsites. Hammocks should never be hung from pavilions or buildings. Please do not stack hammocks one above another. Hammocks should not be hung such that the lowest point is more than 3 feet above the ground. STSR requires the use of a "tree strap" or other band wider than 2 inches for securing your hammock to trees.

### CAMPER RESPONSIBILITIES

Each day, Troops will be responsible for cleaning the central showers, dining hall, and Henson Hall restrooms. Some Troops will have morning shift and the others will have the afternoon shift. All cleaning supplies will be provided by the camp. A Camp Duty Roster will be available for sign up during the Scoutmaster and SPL Meeting. Meeting your responsibilities when it is your Troop's turn will have a bearing on Honor Troop Awards. Your help in keeping the bathrooms and shower houses as clean as possible is greatly appreciated. **Adults MUST be present when their troop is showering.**



## LEADERS MEETING

After the opening campfire on Sunday evening, STSR Staff will be available to answer any questions you may have. If you have specific needs or questions regarding Camp operations, they will be answered at this time. Merit Badge Drop/Add will be open for a short time as well. There will not be a formal Scoutmasters/SPL meeting Sunday night. Adult leaders will meet on Thursday evening for a yummy cookout with the Gulf Coast Council Executive staff. There will be a daily morning informational meeting for Scoutmasters at Henson Hall.

## SENIOR PATROL LEADER COUNCIL

Troop Senior Patrol Leaders will meet with the Staff Senior Patrol Leader each day directly after lunch at the flagpole for daily reminders. A Senior Patrol Leader Council will be held Thursday conducted by the Staff Senior Patrol Leader to review the week at camp and to prepare for check-out on Saturday.

## CHAPLAIN SERVICES

It is our hope that every Scout will remember his Duty to God while at camp. Besides handling the weekly All Scout Service, our camp Chaplain is available as a counselor for Scouts who are homesick or feeling a little down. The All-Scout Service will be held at Deer Chapel and is a non-denominational service. The Duty to God Program is revised for this year and Scouts will be awarded for completion of the program at Friday campfire.



## HANDLING MONEY

In many Troops, an adult act as a "Banker" for the Scouts, holding onto their cash until needed. By doing so, ensures that it does not get lost, stolen or spent all at once. This prevents both sticky fingers and butter fingers.

## TROOP MAIL

Mail will be delivered at the evening meal. Outgoing mail should be brought to the camp office as early as possible in the day to ensure delivery. **Camp address is as follows:**

**Scout's Name, Troop ###  
STSR  
315 Pat Covell Road  
Defuniak Springs, Florida 32433**



## TRADING POST

STSR has its own Trading Post where Scouts can purchase slushies, shirts, gear, kits, souvenirs, snacks and other incidentals that may have been forgotten may be purchased in the Trading Post. Approximately \$50 is enough to meet most souvenir and concession needs during the week at camp. Credit/Debit cards are accepted at the Trading Post.



## JOINING STAFF

We are looking for hard working Scouts and Venturers to staff summer camp this upcoming season. If your schedule only allows you to work part of the summer, you don't always have to work the entire time. There will also be two staff training weekends in April and May respectively.

### Staff duties include but are not limited to:

- Deliver A+ Customer Service
- Set up and tear down of campsites including pallets, tents, and cots
- Teaching merit badge classes
- Singing songs in the dining hall
- Participating in the opening and closing campfire program
- Running evening activities
- Serving meals
- Entertaining campers
- Having fun



### Perks of being on staff:

- Opportunity to take any merit badge we offer by working with instructors during free time
- Friends for life
- Discount options at the Trading Post (see Camp Director)
- Staff Alumni Association (For those 18 and older)
- A chance to change a Scout's life forever

Contact Camp Director [Quin@gulfcoastcouncil.org](mailto:Quin@gulfcoastcouncil.org) for more information.



# Food, Health, and Safety

## DINING HALL

Each troop will be assigned dining hall tables during their week at Camp. One waiter will be needed for each table that your troop is assigned. Waiters will need to report to the dining hall fifteen minutes before meals to prepare the tables and drinks. After meals, they will clean/clear tables and surrounding area. Clean up includes wiping down tables, sweeping/mopping around tables, and taking trash to the dumpster. Waiters are not to leave until dismissed by the Dining Hall Steward. Colors will be raised prior to breakfast and retired prior to evening meal. Any non-religious headgear is to be removed when eating in the Dining Hall out of respect. Songs are sung at breakfast and dinner each day. "What do we do when we sing a song?" "We stand up".



Individuals with dietary restrictions for health or religious reasons should **let us know during the online registration process 4 weeks prior**. You should also check with the Dining Hall during your Dining Hall orientation on specific items and ingredients being used your week at Camp. While vegetarian options are provided for every meal, vegan options are not. Campers requiring a vegan diet should be prepared to provide their own food.

STSR offers an onsite ice machine where we can offer bagged ice on a limited basis for Troop use **AFTER LUNCH**. The ice bin is located outside the back doors of the Dining Hall. Please see kitchen Staff for assistance. We cannot guarantee 24-hour availability of ice under high demand. Please consider your fellow Campers when requesting ice and only order what you need.

## HEALTH LODGE

The Health Lodge has a qualified Health Officer and medical equipment to handle all minor injuries, scrapes, bruises, etc. Any person with a serious injury or severe illness will be referred to the emergency room of the local hospital. The camp has made prior arrangements for handling certain emergencies. Your troop's first aid kit should have up-to-date materials for minor first aid treatments. **Please handle small injuries, scratches, nicks, etc. within your troop.**



## TRIPS TO THE HOSPITAL

When medically possible, the Camp Health Officer should be included in all cases requiring outside medical care. Campers requiring the attention of a doctor, or the services of a hospital, should know the following information: Other than an Ambulance required emergency, it is the responsibility of the Unit leadership to provide transportation for the Unit member(s) requiring attention from a doctor or a hospital. One adult leader from the Unit, and one additional adult leader, shall accompany the Unit member(s) requiring services and are asked to carry insurance forms with them for completion. To expedite some medical service authorizations, the leaders must obtain the Scout's health and medical form from the Health Lodge before going to the doctor or hospital. Parents or guardians will be notified by the Camp Director immediately of any serious illness or injury. If their parents will not be at home while the scout is at Camp, have them advise the Scoutmaster on how they can be contacted.



### SERIOUS INJURY OR ILLNESS

- Administer first aid as appropriate for the nature of the injury or illness.
- Contact the Health Officer, or any Staff member.
- Keep the patient calm, and do not attempt to move or transport.
- Notify the Unit Leader.

## HEALTH AND SANITATION

Living in a communal setting such as Camp provides certain health issues. For every Camper's health we strongly encourage everyone to:

- Wash hands regularly and particularly before every meal
- Do not share towels
- Cover your mouth and nose when sneezing
- Practice high standards of personal hygiene
- Insure everyone is healthy prior to departing home for Camp.



## EMERGENCY PROCEDURES

The emergency signal for Camp is the ringing of the Camp bell and/or the sounding of the Camp sirens. Unless instructed otherwise by the PA speakers or the REMIND App, upon hearing the emergency signal, all Campers are to **REPORT IMMEDIATELY TO THE PARADE GROUND IN FRONT OF THE DINING HALL**. When all members of your Troop are accounted for, the SPL will report to the Program Director at the dining hall porch. There will be a minimum of one emergency drill during the week at STSR. If you hear emergency signals during inclement weather, go straight to your nearest Hard Shelter and await roll call. **Make sure you know where your nearest Hard Shelter is located!**

## WEATHER RELATED EMERGENCIES

Camp Management makes every reasonable effort to monitor weather conditions that may pose a threat to the health and safety of the Camp. Unit Leaders are ultimately responsible for the safety of their Scouts, and are strongly encouraged to use good judgment when a possible threat exists. If you hear emergency signals during inclement weather, go straight to your nearest Hard Shelter and await roll call. **Make sure you know where your nearest Hard Shelter is located!** We will use the Staff, the Camp siren, Camp bell, and REMIND text app to help communicate information when needed.



## WEATHER IMPACT ON ACTIVITIES

Occasionally, Camp programs and activities will be impacted by weather events. In particular, the Aquatics and Range areas are often the first to be impacted. Thunder & lightning in the vicinity of Camp can cause us to “delay” or “cancel” these activities. We do not take your safety lightly! Decisions to close an area are only determined by the area director, in consultation with Camp and program management. As always, we depend on our Unit leaders to be aware of any weather activity that they deem may impact the safety of their Scouts. If you as a leader determine that you need to move your Scouts from an area, or move off an activity field, we encourage you to do that and not wait for a decision from the Staff.



## FIRES

Campers and Staff should be careful with fire. Units should familiarize themselves with the Unit Fire Guard Plan which is distributed in the Sunday Packet. In the event of a fire, the Camp will sound the Dining Hall bell and siren. An emergency drill is normally held within 24 hours of the start of each Camp week.

No tent material is completely fireproof. Tent material can burn when exposed to continued, intense heat or fire. The most important safeguard is to keep flames away from canvas materials. For this reason, the following safety precautions must be adhered to: Only flashlights and electric lanterns are permitted in tents. No flames in tents is a rule that must be enforced. Troops are asked to post a Troop Fireguard Chart in their campsite latrines. Water source and hoses are provided in each campsite and can be used for fire-fighting per Camp Fireguard Plan.

**LOST OR MISSING SCOUT** If a scout is believed to be missing, Adult Leaders should first confirm that the youth is not in the Campsite, program or activity areas, or other common gathering places about Camp. The Troop should utilize the following steps; Assemble Your Troop, Check Each Tent, Check Areas, then if not found, escalate to the Staff.

## OTHER EMERGENCIES

Depending upon the nature of the emergency, Camp Staff will communicate necessary information to the Camp, based on the nature of the threat. We will use the Staff, the camp siren, camp bell, and Remind text app to help communicate information when needed.

## VEHICLES IN CAMPSITE

**PRIVATE VEHICLES ARE NOT TO BE DRIVEN INTO THE CAMP DURING THE WEEK.** Vehicles are to be parked in parking lot A or B. The original sand parking lot will not be open for normal parking. Please see the Camp Director if there is someone in your Troop with special needs. Vehicles may be driven to campsites only on Sunday to drop off gear and Saturday to pick up gear. Troop owned trailers may be left in the campsite during the week. Only adult leaders (**NO SCOUTS**) are permitted to drive vehicles in Camp. Please obtain an STSR Handicap parking permit from the Camp Director if a vehicle is needed for medical reasons.

Parking on grass, trail roads, next to buildings or in any area other than a designated parking space is prohibited. We must maintain clearance for emergency personnel and vehicles throughout Camp. If an improperly parked vehicle interferes with the safe operation of Camp, Camp Management reserves the right to have the vehicle towed at the owner's risk and expense, without prior notice. Unauthorized vehicles left at the campsite will result in a **failing score** for that day's campsite inspection.

## SPEED LIMIT

The Camp wide maximum speed limit is 10 mph. Pedestrians have the right of way at **all times**.

## TROOP TRAILERS

Trailers may be parked in campsites or in other areas designated by the Commissioners. Trailers must be disconnected from the tow vehicle and the tow vehicle parked in a designated parking space. Trailer wheels must be chocked, and the tongue must be secured on a block or stand such that the trailer is safe, secure and does not block roads or trails. We cannot allow a tow vehicle to stay in a campsite with the trailer. Note: Trailers that cannot be removed from the tow vehicle will be parked with the tow vehicle in an area designated by the Ranger.

## MEDICAL EXCEPTIONS & GOLF CARTS

The Camp will consider allowing individuals with unique challenges the opportunity to bring a golf cart. This requires advance permission from the Camp Director. National guidelines state that all Golf Carts must carry a fire extinguisher and First Aid kit on board. All drivers must be at least 21 years old. Drivers must follow manufacture guidelines for safe usage. We do not have golf carts to borrow or rent at Camp. **STAY ON THE ROAD.** The Camp wide maximum speed limit is 10 mph. Pedestrians have the right of way at all times.



## CPAC MACHAINES - NO POWER

8 of the 10 campsites do not have power at this time. It is strongly recommended that anyone needing electric power come prepared with a battery pack and charger for their specific needs. Access to power will be provided for recharging the battery pack each day. We do not supply extension cords. Please do not run extension cords to a campsite from any building. Building outlets should not be used for fans, coffee pots, and other personal convenience items. There is limited access to electricity available in the Scoutmaster lounge and most other permanent buildings in Camp.

# Camp Polices

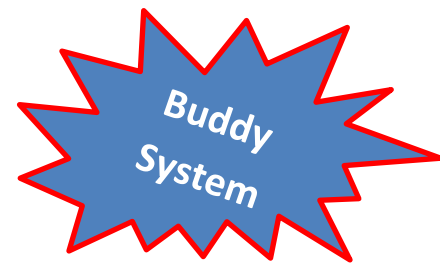
## CAMP SAFETY POLICIES

- Troops must have their own two-deep leadership at all times while at Camp. No exceptions! **Adults MUST be present when their Troop is showering OR PLAYING IN THE GAGA PIT.**
- No fireworks of any kind are permitted on Camp property.
- No flames, fires, or fuels of any kind are permitted inside tents.
- Scout must practice the **Buddy System**.
- No running in Camp. We ask adult and youth leaders to help keep Camp safe.
- No personal firearms or bows are not permitted, please leave them.
- All vehicles must be parked in the designated Camp parking lot A & B areas. Only authorized vehicles are allowed in campsites or on the roads.
- No alcoholic beverages or illegal substances are allowed on Camp property.
- Closed-toed shoes with covered heels must be worn at STSR. You can swap to your shower or water shoes once you get **in** the shower house or waterfront.
- On the river trips, if you wear sandals, they must have heel straps. Flip flops and Crocs will not be permitted on the river trips or fishing adventure trips.
- Sheath Knives – Camp policy restricts the carrying of sheath knives. Leave them at home.
- No LASER (pens/pointers) of any kind are permitted in Camp.
- All guests are required to immediately check-in at the Camp Office.
- Refer to the Scouting America Guide to Safe Scouting for additional policies.

## OUR CAMP LAW

The often-told Scoutmaster's Minute tells us how Camp is just like a city. Where cities have roads, we have trails. Where cities have homes, Camps have tents. While a city has several laws, there is just one law at STSR clearly posted along the road into Camp:

A Scout is...



These familiar words are the guidelines for behavior and conduct at STSR. All Campers and Staff will be measured against those twelve points. At Camp, we cannot tolerate, and will not permit, activities which do not meet these criteria. We ask your cooperation and understanding as adults in helping us maintain high standards of personal and moral behavior.

### NON – REGISTERED YOUTH AT CAMP

Only registered Scouts and Scouters are to stay in the Campsite. No underage or nonregistered youth are allowed in Camp. Please do not bring younger siblings or unregistered youth to Camp. Each youth Camper must be properly registered in Scouting America. Visitors who are not registered Campers for the week are not allowed to stay in the Campsites. If a Scout must leave Camp, they are to be under the supervision of adult leaders. Please sign out at the Camp office at Henson Hall when departing and upon your return to Camp. Visitors must sign in at Henson Hall.

### SAFEGUARDING YOUTH TRAINING

STSR Scout Camp follows the National policies on Youth Protection. 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 adults at STSR must have taken and provide a copy of their current NEW Safeguarding Youth Training certificate. It must not expire through your stay. **Adults MUST be present when their Troop is showering.**

### TWO-DEEP LEADERSHIP

Two registered Adult Leaders 21 years of age or over are required at all times while at Camp. There must be a registered female Adult Leader 21 years of age or over in every Troop serving females. All adults accompanying a Troop overnight at Camp must be registered adult members of Scouting America. Each Unit MUST meet their own two – deep leadership.

### NO ONE-ON-ONE CONTACT

One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, such as a Scoutmaster conference, the meeting is to be conducted in view of the other adults and youth.

## RESPECT OF PRIVACY

Adult Leaders must respect the privacy of youth members in situations such as changing clothes and taking showers at Camp and intrude only to the extent that health and safety requires. Adults must protect their own privacy in similar situations.

## TENTING ACCOMMODATIONS

- 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.
- Youth and adults must tent separately.
- Spouses may share tents.



## TECHNOLOGY

Scouts and Scouters, **DO NOT bring any cellphones in bathroom facilities for charging it is a SYT violation.** Adult Leaders should review appropriate technology use with their Troop. There are charging stations in the Dining Hall. The Camp is not responsible for any lost items. We do not have public WiFi at this time and “Hacking” our systems can result in removal from Camp.

## VALUABLES

Please remember to safeguard your valuables while at Camp. Use these tips to avoid unnecessary losses:

- Advise Scouts to bring as few valuables as possible.
- Before you arrive, designate an Adult Leader as responsible for valuables.
- The designated Adult Leader should be able to lock valuables in a safe place. Bring a lockable foot locker or container for this use.
- Never leave one or more Scouts at the campsite alone.
- Instruct your Scouts not to walk through another Troop’s Campsite, the Staff areas or Camp buildings that they have not received permission to enter.

## LOST PROPERTY

Scouts should be encouraged to label all personal items with their name and Troop number prior to coming to Camp. Should items be lost or found, they will be stored at the Trading Post. Please bring found items to the Trading Post

## TOBACCO, ALCOHOL, AND DRUGS

In accordance with BSA policy. **STSR is a smoke-free Camp.** Tobacco is not permitted in Camp. Alcohol and non-prescribed drugs are prohibited. This also includes electronic cigarettes.

## UNIFORMS



During the day and most nights after dinner, the activity uniform (a.k.a. Class B) is appropriate. This is shorts and a Scouting related t-shirt of some type. If the youth does not have enough Scouting t-shirts, then any appropriate t-shirt (nothing suggestive, alcohol-related, etc.) would be appropriate. Uniform or themed outfit for dinner, campfires, Chapel, and flag retirement is full field uniform (a.k.a. Class A) Scouts field BSA shirt, shorts, socks, etc.

## SWIMWEAR

SWIM TESTS are completed on site as part of your Check – in process during your camp tour. ALL swim tests must be completed by an STSR Lifeguard - during camp. Scouts are to wear appropriate swim wear that is suited for active water sports such as swim trunks or board shorts for males and one-piece suits or tankinis for females. Cover ups and t-shirts are expected to be worn by both male and female youth outside of the swim area. If needed, the Waterfront Director can advise if swim wear is appropriate or not.

## INAPPROPRIATE CLOTHING

Camp is not the place for ghillie suits, ninja suits or any other type of attire that hides the wearer's face or is intended primarily to make the wearer difficult to see or hide his identity. We will ask that you assist us in ensuring that this is not a problem. Please see the Swimwear requirements above.

## PETS

Pets are to be left at home (Exception – Service Animals assisting individuals with special needs and have been pre-approved prior the summer Camp by the Camp Director). Pets of any type are not permitted by BSA policy. Our Camp has plenty of wildlife (rabbit, snakes, squirrels, etc.) Fish caught at Camp may be eaten or released back into the water.

## CAMP QUARTERMASTER

The Camp might be able to provide your Troop with some equipment besides tents and platforms. Any additional items you may need can be checked out from the Camp Quartermaster as supplies last. The Troop is responsible for the return of all items checked out. Before checking your items back in, they should be clean and in working order. Request can be given to the Trading Post Staff or to the Camp Office.



## CHEMICAL FUELS

For safety reasons, knowledgeable adult supervision must be provided when Scouts are involved in the use, handling, lighting or storage of chemical fuels, liquids, jellies or gases. All fuel must be stored in a locked and vented container. Battery operated lanterns and flashlights should be used by all Scouts in camping activities, particularly around or inside of tents. No chemically-fueled lantern or stove is to be used inside a tent. No candles are to be used inside or near tents.

## DAMAGE TO EQUIPMENT AND FACILITIES

Each Troop will be held responsible for any damage to Camp-owned equipment. Before your Troop checks into your campsite, an inspection of the site will be held. Camp Staff and the Scoutmaster will do the inspection. Before you check out on Saturday, another inspection will be completed. Any damages that occur will be assessed by the Camp Director and must be paid for before leaving the Camp. Damages may include but are not limited to: Lost or damaged equipment, de-facing of tents or facilities and damage to the natural environment. Please note and report any damage you detect during the week.



## FINANCIAL STATEMENT

The Gulf Coast Council strives to achieve a balance between the consumer's expectations, providing quality customer service and events; and protecting the assets of the organization.

In advance of each event, The Gulf Coast Council commits substantial financial resources to employ Staff, purchase food and program supplies, and prepare for the event operation. Consequently, participants are also expected to make a financial

commitment to attend Gulf Coast Council events. Even though you may not be able to participate in an event or activity in which you prepaid due to a family situation or choose not to participate due to the weather forecast, this does not change the fact that the Council purchased goods and services on your behalf in expectation of your participation.

## NO SHOW YOUTH

Due to food, admin, and supply cost; any "No-Show" youth at check-in that vary from your pre-registration number within two weeks prior to arrival date will be subject to a minimum 50% fee per "No-Show" Scout. Please keep us posted with your current participation numbers so that your Troop can avoid these fees. You may adjust your numbers without penalty up to two weeks prior to your arrival date. Biggest thing, just let us know so we can be prepared.

## REFUND POLICY

Troop and Scouter registration Deposits are non-refundable. Anything between 2 weeks and 30 days is 50 % refund. In the event of a valid medical emergency, summer school, family emergency, or military assignment, within 2 weeks prior to the start of Camp, it will be at the discretion of the event coordinator or Staff advisor. Proper documentation must be provided. All refunds will only be considered if submitted in writing to [Chris.sams@scouting.org](mailto:Chris.sams@scouting.org)



# Packing List

## Clothing & Bedding

At least one complete Field Uniform (Class A)

Sweater or Jacket  
Swimming Trunk or One-Piece Suit  
T-Shirts (4 or more)  
Socks  
Jeans  
Underwear  
Hiking Boots  
Tennis Shoes  
Sleeping Clothes  
Sleeping Bag & Small Pillow  
Shorts  
Belt  
Scout Hat  
Rain Gear

Water Bottle Labeled with your Name!

## Toiletries

Toothbrush and Toothpaste  
Deodorant  
Sunscreen (SPF 15 Minimum)  
Wash Cloth  
Towels (2)  
Shampoo  
Soap  
Comb/Brush  
Feminine products

## Advancement

Scout Handbook  
BSA Requirement Book  
Pen and Paper/Notebook  
Merit Badge Pamphlets  
Prerequisite Work  
Medical Form

## Optional Items

Fishing Gear  
Flashlight & Extra Batteries  
Camera  
Pocket Knife  
Compass  
First Aid Kit

Sunglasses  
Watch

OA Sash

Spending Money (~\$50)

Envelopes and Stamps

Bible/Prayer Book

Small FM Radio (tuned to 99.1 Scout Radio)

## **PATHFINDERS**

Don't forget to bring your books, water bottles, cook kit, and utensils

## **If in Swimming, Lifesaving, or Aquatics Supervision (WILL GET WET!):**

Long Sleeve Button-Down Shirt, Long Pants, Shoes/Socks, Belt

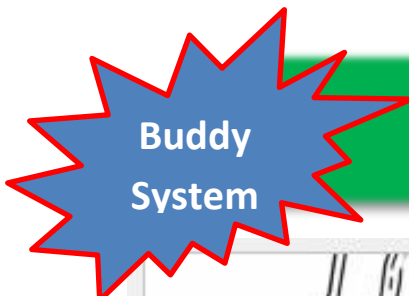
## **If in Wilderness Survival**

Backpack & Ground Cloth

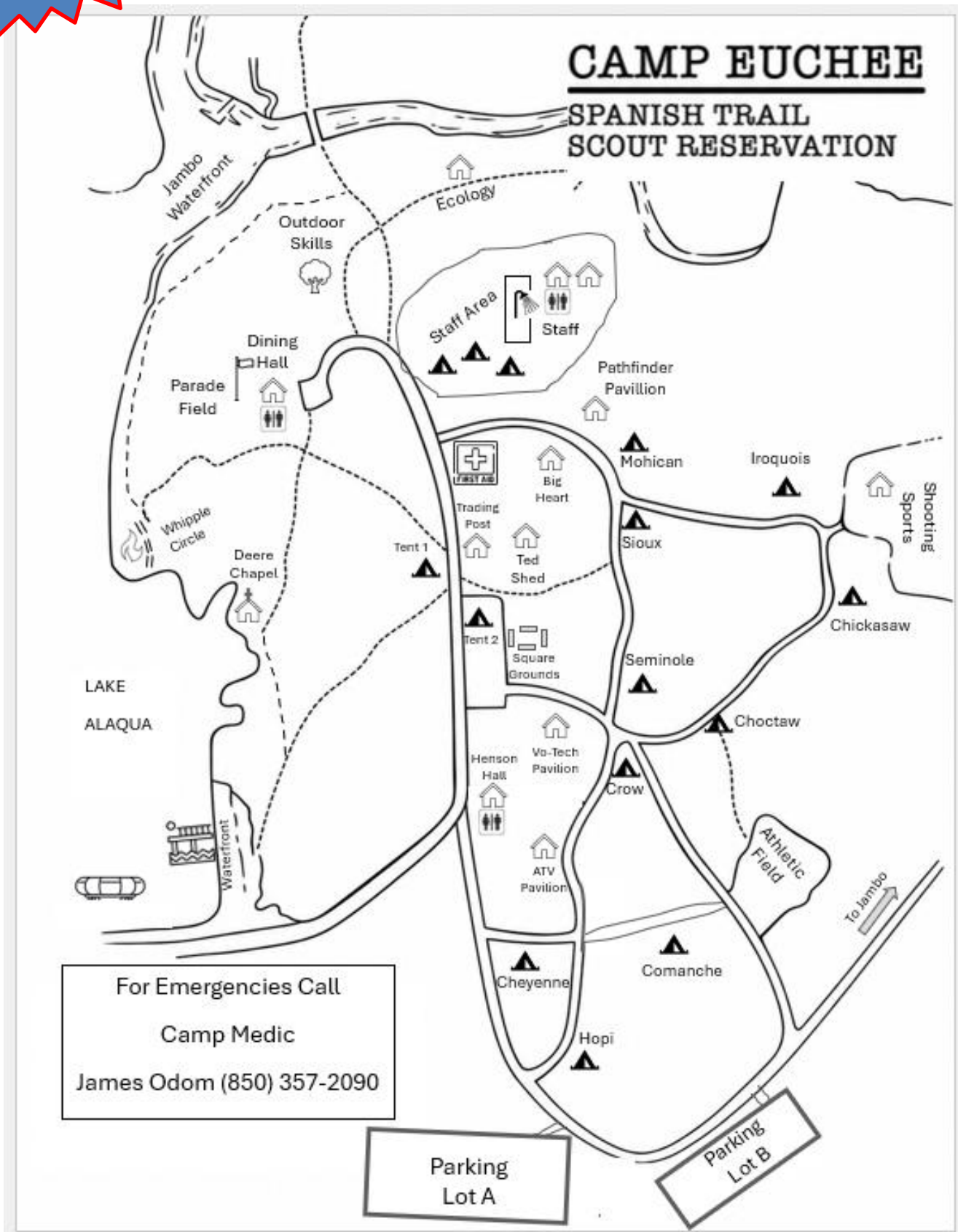
## **TROOP EQUIPMENT:**

American Flag, Troop/Patrol Flag, Troop Cook Gear! First-Aid Kit, Lanterns, Troop tarp, Troop Library, Ice Chest, Skit Props, Material for Camp Improvements, Gatorade/Drink Mix, Special Amenities, Clothesline & Clothespins. **Don't forget to bring cooking equipment and supplies for Wednesday Dinner!**

**Do NOT Bring the Following: Firearms, fireworks, ammunition, bows, sheath knives, handheld video games or pets.**



# Camp Map



# Camp Daily Schedule

# DRAFT COPY

## 2026 Summer Camp

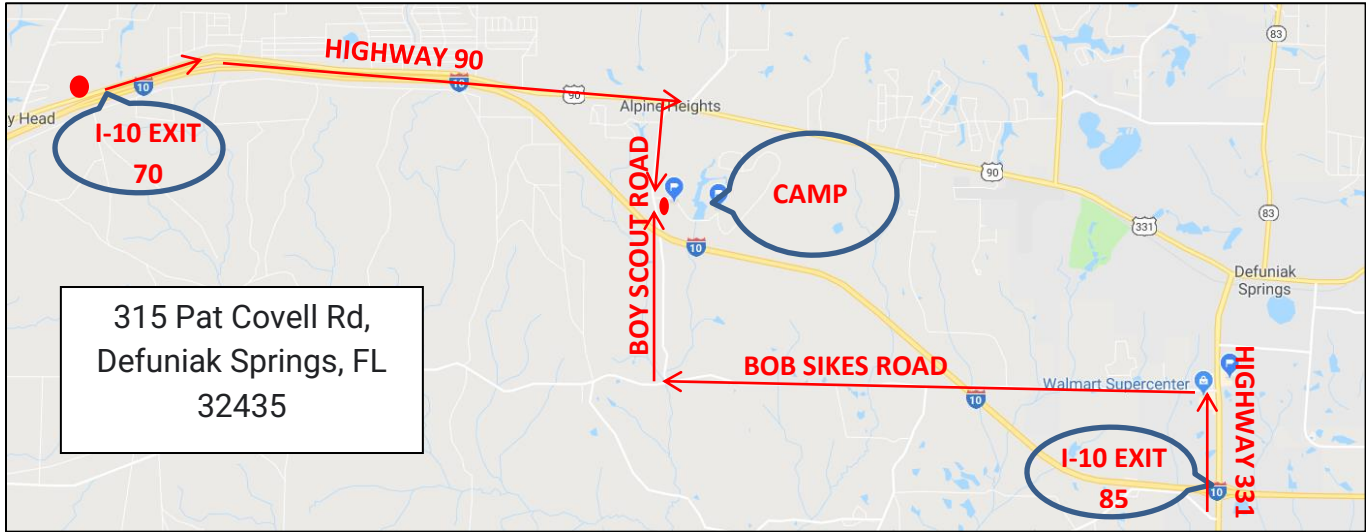
Times	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00 AM			Morning Shoot (6-7AM)	Morning Shoot (6-7AM)	Pathfinder Hike Morning Shoot (6-7AM)		
6:30 AM		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
7:20 AM		Flag Assembly	Flag Assembly	Flag Assembly	Flag Assembly	Flag Assembly	Flag Assembly
7:30 AM		BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST
8:30 AM		SM Meeting	SM Meeting	SM Meeting	SM Meeting	SM Meeting	Troop Checkout
9:00 AM		Block 1	Block 1	Block 1	Block 1	Merit Badge Make Up Time & Troop Off-Site Adventure Time	9:30 AM Depart Camp
10:00 AM		Block 2	Block 2	Block 2	Block 2		CAMP CLOSED SEE YOU AT WINTER CAMP!
11:00 AM		Block 3	Block 3	Block 3	Block 3		
12:00 PM		LUNCH	LUNCH	LUNCH	LUNCH		
12:45 PM		SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting		
1:00 PM		Siesta Break	Siesta Break	Siesta Break	Siesta Break	Siesta Break & SPL/SM Shoot (1:30-2:00PM)	
2:00 PM	Troop Check-In 1:00 - 3:00	Block 4	Block 4	Block 4	Block 4	Parent Arrival	
3:00 PM		Block 5	Block 5	Block 5	Block 5	Water Carnival	
4:00 PM							
5:00 PM	Troop Time	Free Time Shoot & Swim 4:15 - 5:30PM	Free Time Shoot & Swim 4:15 - 5:30PM	Free Time Shoot & Swim 4:15 - 5:30PM	Free Time Shoot & Swim 4:15 - 5:30PM		
5:30 PM							
6:20 PM	Flag Assembly	Flag Assembly	Flag Assembly	Flag Assembly	Flag Assembly	Flag Assembly	
6:30 PM	Dinner	Dinner	Dinner & Chapel	Troops Cook in Campsites	Dinner	Dinner	
8:00 PM	Opening Campfire	Evening Activities	Evening Activities	OA NIGHT	Evening Activities	Closing Campfire	
9:00 PM	Troop Time	Troop Time	Troop Time	Troop Time	Troop Time	Leader's Meeting Dining Hall	
10:00 PM	Taps	Taps	Taps	Taps	Taps	Taps	
11:00 PM							

# Checklist: Prior to Arrival

- \_\_\_ Make summer camp reservation
- \_\_\_ Make required payments
- \_\_\_ Register for any of the on-line add on programs and adventures
- \_\_\_ Complete custom T-Shirt order (optional, if desired)
- \_\_\_ Submit any dietary restrictions or special dietary needs to Council
- \_\_\_ If you have changes from your online roster, print two copies of the updated roster to turn in at check-in on Sunday.
- \_\_\_ Collect completed Annual Medical and Health Record form for each Scout and Adult Leader and make copies to hand to us. NO ORIGINALS
- \_\_\_ Collect Prescription Medication Dosing Form for each appropriate Scout
- \_\_\_ Collect Waiver Forms for all going on any Off-Site Adventure
- \_\_\_ Collect SAFEGUARDING YOUTH TRAINING verification for all Adult Leaders attending camp
- \_\_\_ Receive campsite assignment



# Directions to Camp



# Contact Us



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**Acting Scout Executive**  
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