



SAMODRUGA, CROATIA

CAMP AVANTURA 2026 PROGRAM GUIDE

Staff Training: 29 July - 1 August • Camper Week: 2 August - 8 August

UPDATED 4/7/2026



WELCOME TO CAMP AVANTURA 2026



Greetings Scouts and Scouters, and welcome to another amazing summer at Camp Avantura in beautiful Savudrija, Croatia! Our 2026 Camp Staff has been working hard to prepare an entertaining and enriching program for all of this year's Attendees, and we can't wait to get to Camp.

This summer, Camp Attendees will have a wide variety of opportunities to broaden their Scouting horizons through activities in swimming, boating, outdoor skills, handicrafts, life skills, sciences, and more, along with an additional selection of fun camp experiences planned for our evening and Wednesday programs.

Whether you're a first year camper sharpening your Scouting skills in our ACE program; a returning camper eager for new challenges; or an Adult Leader looking to learn more about their Scouter roles in IOLS, serve as a **VOLUNTEER**, or even just relax by the seaside; we are so excited to welcome you to our Camp Avantura family!

Yours in Scouting,

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2026 CAMP OVERVIEW

CAMP LOCATION:

AUTOKAMP VELI JOŽE

BOROZIJA 3C

52475 SAVUDRIJA, CROATIA

[GOOGLE MAPS LINK](#)

SESSION DATES :

STAFF TRAINING:

29 JULY - 1 AUGUST

CAMPER WEEK:

2 AUGUST - 8 AUGUST



Please note that the main loop road of the campground is a one way street, so you will need to follow the blue arrows to reach the Camp Avantura area of the property

Main entrance to
Camp Veli Jože

Camp Avantura
Admin Office and
Check-In Point

WHO CAN PARTICIPATE?

- Camp Avantura is open to all Youth and Adult Leaders registered with a Scouting America Troop or Crew. Unfortunately, Cub Scouts and [FAMILY CAMPING](#) are not allowed*
- Scouts from outside the Transatlantic Council across Scouting America are also welcome to come and experience Camp Avantura

PROVISIONAL CAMPERS

- If your Scout is unable to attend camp with a Unit, there is an option to attend as a Provisional Scout
- We will combine Provisional Scouts into a temporary patrol for the week
- Leadership for this Provisional Unit will be recruited from registered Adults attending camp with Provisional Youth (*and additional volunteers if needed*)
- We request that Adults attending alongside any of these Scouts volunteer some of their time at Camp to help mentor, guide and lead our Provisional campers
- Please contact the Camp Director for further information and to add your name to our list of potential Adult volunteers or complete our [VOLUNTEER PRE-SURVEY](#) online

* Recent Arrow of Light recipients who are at least 10.5 years old at the start of camp are permitted to attend so long as they have registered with the Troop

REGISTRATION & FINANCIAL POLICIES

- Registration for the 2026 season at Camp Avantura is open now through **JULY 31, 2026 AT 11:59PM CET** at [HTTPS://SCOUTINGEVENT.COM/802-CAMPAVANTURA2026](https://scoutingevent.com/802-campavantura2026)
- Registration for Camp Avantura programs for both Scouts and Leaders is accepted on a first-come, first-served basis
- We recommend that you register your Unit as soon as possible to ensure space in the camp session of your choice
- You must indicate the estimated number of participants, by program type, at the time of the initial camp registration (*this can be changed later in your Black Pug registration portal*)
- Actual attendee numbers, complete participant information, and course selection must be finalized in your Black Pug registration portal no later than **JUNE 1, 2026 AT 11:59PM CET**

CAMP FEES

PROGRAM	CAMP FEES
YOUTH – A.C.E. Accelerated Camper Program	\$695.00 (Early bird rate \$645**)
YOUTH – Participant*	\$695.00 (Early bird rate \$645**)
ADULT	\$590.00 (Early bird rate \$540**)

OUT OF COUNCIL ATTENDEES will be assessed an additional **\$100** fee

CAMP FEE PAYMENT SCHEDULE

REQUIRED ACTION	AMOUNT DUE	DEADLINE
Reserve a campsite for your Unit and pay the initial deposit	\$100/Unit Deposit	Upon Camp Registration
Make the 1st deposit payment for participants and Adults	\$25/Youth and \$25/Adult	May 15, 2026
Make the final EARLY BIRD camp fee payment for participants	Balance of Total Camp Fees for EARLY BIRD RATES	April 15, 2026
Make the final NON-EARLY BIRD fee payment for participants	Balance of Total Camp Fees for NON-EARLY BIRD RATES	July 1, 2026

* *Some classes require additional fees to cover program material costs/fuel etc.*

** *To qualify for Early Bird discounts, all Early bird Camp fees must be paid by April 15, 2026. Registrants on or after April 15, 2026 will be required to pay the full rate at the time of registration.*

REFUND POLICY FOR TRANSATLANTIC COUNCIL SUMMER CAMPS

Preparing for camp requires the Council to purchase food, supplies, equipment, hire staff and keep camp facilities in good repair in anticipation of the number of participants registered to attend. We don't automatically give refunds for Scouts or Adults. Below are cases where a refund may be requested:

- **MEDICAL REASONS**
- **SCOUT OR ADULT IS MOVING**
- **SUMMER SCHOOL**
- **CUSTODY ISSUES**
- **DEATH IN THE IMMEDIATE FAMILY**
- **REASONS THAT DON'T INVOLVE CHOICE**

Camp Avantura has a non-refundable/non-transferable fee component. This policy is non-negotiable, as it was established by event Leadership to ensure financial stewardship of the event.

Cancellations due to medical emergencies or other such unseen circumstances will be given the utmost consideration in favor of the registrant for any exceptions to the refund policy.

All participation cancellation notices and refund requests must be submitted in writing.

REFUND TERMS AND CONDITIONS

- 85% refund will be granted if cancellation is made more than one week in advance of the event
- 50% refund will be granted if cancellation is made one week or less
- No refunds will be provided for a cancellation within 24 hours of the start of the event
- All refunds are subject to a 15% administrative fee to cover the transactional fees assessed by our financial institutions (*this fee will not apply in cases where the event is canceled by the Transatlantic Council*)
- Refunds will be processed within 30 days after the close of the event, with refunded funds deposited into the Unit Account

CAMP SCHOLARSHIPS

Every Scout who wants to attend a long-term summer camp experience should be able to attend and should not be held back due to financial limitations. The Transatlantic Council is committed to this concept, and established the [Eric Cooley Memorial Campership](#) endowment as a perpetual funding source to assist Scout families on a limited basis.

To honor Eric's Life, these campership contributions will be used to support Youth wishing to attend a TAC summer resident camp or TAC NYLT Course. All Scouts attending a Transatlantic Council Summer Camp are eligible to apply for a scholarship if they could not otherwise attend camp without financial assistance. For more information, background and terms and conditions regarding the Eric Cooley Memorial Campership Endowment, please visit:

[HTTPS://TACSCOUTING.ORG/CAMPS/CAMPERSHIP](https://tacscouting.org/camps/campership)

CAMP AVANTURA DAILY SCHEDULE

0700-0745:	Reveille/Get Ready	1400-1700:	PM Class Session
0745-0800:	Morning Flags	1700-1830:	Troop Time/Free Time
0800-0900:	Breakfast	1830-1845:	Evening Flags
0900-1200:	AM Class Session	1845-1930:	Dinner
1230-1330:	Lunch	2000-2200:	Evening Program

PROGRAM & ACTIVITIES

It's going to be a great summer at Camp Avantura! Our Camp offers two main program tracks to provide a fun and enriching Camp experience for all Scouts:

ACCELERATED CAMPING EXPERIENCE (ACE)

This first-year camper program is designed to equip Scouts with the majority of basic skills they need to earn the first three main Scout ranks. The program also aims to motivate Scouts to advance towards Eagle and to make the most of all that Scouting has to offer.

Along with working on rank requirement completion, this full week of Scouting basic skills will include work towards completion of the Swimming and Wilderness Survival Merit badges, along with group hikes and the opportunity to participate in Camp-wide activities as part of their ACE patrol.

MERIT BADGE PROGRAM

At Camp Avantura, we place great emphasis on not only teaching a merit badge but on developing skills that Scouts can use for the rest of their lives. The Merit Badge Program track offers a great selection of classes built around earning new merit badges or putting previously earned badges to practical use.

- Scouts can work on Eagle-required merit badges such as first aid, find out more about canoeing, develop skills in woodcarving or leatherwork, and much, more!
- This year, Scouts will be able to earn their **Fishing** merit badge during one Monday/Tuesday class session that includes an additional fishing trip on the Adriatic so that they can put their skills to work. We will also be offering a combined **Fish and Wildlife Management & Sustainability** course and a Certified Angler Educator course for those who would like to spend more time with our fishy friends.

Unit Leaders will have access to choose classes for their Scouts and return to edit these class selections in the Unit's Black Pug registration account as of **MARCH 15, 2026**.

CLASS AVAILABILITY*

	MON-TUES AM	MON-TUES PM	THUR-FRI AM	THUR-FRI PM
ACE	This course meets during all class periods throughout the week			
FISHING	Fishing <i>(includes Wednesday fishing trip)</i>	Fishing <i>(includes Wednesday fishing trip)</i>	Fish and Wildlife Management & Sustainability ^(E)	Angling Educator
HANDICRAFTS	Messy Masterpieces	Wood Carving	Basketry	Leatherwork
	Game Design	Messy Masterpieces	Animation	Photography
LIFE SKILLS	First Aid ^(E)	Cooking A ^(E) <i>(Scouts must take BOTH Cooking Sections)</i>	Emergency Preparedness ^(E)	Cooking B ^(E) <i>(Scouts must take BOTH Cooking Sections)</i>
	Communication ^(E)	Citizenship in the World ^(E)	Chef's Challenge	Signs, Signals, & Codes
SCIENCES	Astronomy & Space Exploration	Bird Study	Oceanography & Environmental Science ^(E)	Exploration
OUTDOOR SKILLS	Geocaching & Orienteering	Wilderness Survival	Pioneering	Search & Rescue
	Wilderness Survival	Pioneering	Geocaching & Orienteering	Outdoor Skills Challenge
AQUATICS	Life Saving ^(E)	Swimming ^(E)	Life Saving ^(E)	Swimming ^(E)
	Canoeing	Kayaking	Kayaking	Canoeing
	Snorkeling	Motorboating	Motorboating	Snorkeling
	Water Sports	Stand-Up Paddleboarding	Stand-Up Paddleboarding	Water Sports
	Small Boat Sailing	Small Boat Sailing	Small Boat Sailing	Small Boat Sailing
ADULT	IOLS Training	TBA	IOLS Training	Angling Educator

Unit Leaders will have access to choose classes for their Scouts and return to edit these class selections in their Unit's Black Pug registration portal as of **MARCH 15, 2026**.

** Please note that the course offerings listed above are subject to change and that additional course fees for materials and supplies may apply to some courses (please refer to the course selection list in Black Pug for any additional fees)*

2026 COURSE CATALOG

ACE PROGRAM (*Accelerated Camper Experience*)

This First Year Camper program is designed for first time Scouting America camp attendees that want to focus on Scout skills and rank requirements for Scout, Tenderfoot, Second Class and First Class. Scouts will be with the ACE group during all class sessions, and will function as an ACE patrol at times, but they will still camp with their regular Unit each evening.

DAYS: M/T/TH/F
FEES: NONE
BADGES EARNED: NONE
PREREQUISITES: NONE

ADULT IOLS (*Intro to Outdoor Leadership Skills*)

This course is one of the required trainings to be listed as a 'trained' adult leader for the Scoutmaster or Assistant Scoutmaster position. This class will meet daily for a few hours while the Scouts are in classes, and will be spread throughout the week.

DAYS: M/T/TH/F AM
FEES: NONE
CERTIFICATION EARNED: IOLS Certification
PREREQUISITES: 18+

ANGLING EDUCATOR

Everything you need to know to take your Scouts Fishing! The program is designed to give a student who has never fished the skills and knowledge, both practical and ethical, to go to a pond and be immediately successful.

DAYS: TH/F PM
FEES: NONE
CERTIFICATION EARNED: Angling Educator
PREREQUISITES: Attendees must be 14+

ANIMATION

In Animation merit badge you'll learn how to create animations, the ways in which animation is used and the fun and exciting career opportunities in animation.

DAYS: TH/F AM
FEES: NONE
BADGES EARNED: Animation
PREREQUISITES:

BASKETRY

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

DAYS: TH/F AM
FEES: NONE
BADGES EARNED: Basketry
PREREQUISITES: NONE

BIRD STUDY

Birds are among the most fascinating creatures on Earth, and many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

DAYS: M/T PM
FEES: NONE
BADGES EARNED: Bird Study
PREREQUISITES: NONE

CANOEING

Earning the Canoeing merit badge will introduce you to the wonderful world of canoeing. The skills you learn will embark you on a lifetime of canoeing experiences.

DAYS: M/T AM
TH/F PM
FEES: NONE
BADGES EARNED: Canoeing
PREREQUISITES: NONE

CHEF'S CHALLENGE

Scouts who have the Cooking merit badge or extensive experience cooking with there are challenged to put their skills to the test through two days of exciting, [Chopped](#)-style cooking competition!

DAYS: TH/F AM
FEES: NONE
BADGES EARNED: NONE
PREREQUISITES: This class does not earn a merit badge, and we recommend that Scouts have experience with the skills listed above.

CITIZENSHIP IN THE WORLD (Eagle Required)

We don't live in our own world. We share the planet with more than 6 billion people. These people stare at the same sky, but they see it from different positions: coral islands, desert dunes, terraced mountains, rain forests, grasslands, and landlocked megacities. And yet most of these people want the same things we want: good health, personal security, and the freedoms to worship as we please, speak what we think, choose our lifestyles, and elect our leaders. We are more alike than we are different

DAYS: M/T PM	FEES: NONE	BADGES EARNED: Citizenship in the World	PREREQUISITES:
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COMMUNICATION (Eagle Required)

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

DAYS: TH/F AM	FEES: NONE	BADGES EARNED: Communication	PREREQUISITES: 1A, 5
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COOKING (Eagle Required)

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary careers available. This class will be held over four class sessions (*Monday, Tuesday, Thursday, AND Friday PM*) to allow Scouts ample time to complete requirements.

DAYS: M/T/TH/F PM	FEES: NONE	BADGES EARNED: Cooking	PREREQUISITES: NONE
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EMERGENCY PREPAREDNESS (Eagle Required)

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

DAYS: TH/F AM	FEES: NONE	BADGES EARNED: Emergency Preparedness	PREREQUISITES: 2B-C, 9 (First Aid Merit Badge)
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EXPLORATION

Discover the history and importance of various kinds of exploration by earning the Exploration Merit Badge. Scouts will study real-life explorers who made their mark either in the wild or in a scientific lab, then plan, prepare and go on an expedition that could be nearby or far away.

DAYS: TH/F PM	FEES: NONE	BADGES EARNED: Exploration	PREREQUISITES: NONE
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FIRST AID (Eagle Required)

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

DAYS: M/T AM	FEES: NONE	BADGES EARNED: First Aid	PREREQUISITES: NONE
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FISH AND WILDLIFE MANAGEMENT & SUSTAINABILITY (Eagle Required)

Scouts will earn the Fish and Wildlife Merit Badge, a conservation-based merit badge recognizing our ecological impact and responsibility to preserve and protect animal life, in conjunction with the Sustainability Merit Badge.

DAYS: TH/F AM	FEES: NONE	BADGES EARNED: Fish & Wildlife Management, Sustainability	PREREQUISITES:
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FISHING

Scouts will demonstrate how to use fishing equipment properly, tie various fishing knots, identify natural fishing baits and artificial lures, and explain safety practices to follow while fishing. Scouts will also participate in a deep sea fishing excursion on Wednesday. An additional fee is required for attendees of this class.

DAYS: M/T/W AM M/T/W PM	FEES: \$50	BADGES EARNED: Fishing	PREREQUISITES: NONE
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GAME DESIGN

Games come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.

DAYS:
M/T AM

FEES:
NONE

BADGES EARNED:
Game Design

PREREQUISITES:

GEOCACHING & ORIENTEERING

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions. Scouts will learn the art of orienteering and put it to work while earning the Geocaching merit badge as well.

DAYS:
M/T AM
TH/F AM

FEES:
NONE

BADGES EARNED:
Geocaching,
Orienteering

PREREQUISITES:
NONE

KAYAKING

This course introduces the special skills, equipment, and safety precautions associated with flat-water kayaking; encourages the development of aquatics skills that promote fitness and recreation; and provides a foundation for more advanced flat-water kayaking activity, while also giving Scouts an opportunity to earn the Scouting America Kayaking Award.

DAYS:
M/T PM
TH/F AM

FEES:
NONE

BADGES EARNED:
Kayaking Merit Badge,
Kayaking Award

PREREQUISITES:
MUST be able to pass the on-site Scouting America swim test as a 'Swimmer'

LEATHERWORK

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

DAYS:
TH/F PM

FEES:
NONE

BADGES EARNED:
Leatherwork

PREREQUISITES:
NONE

LIFE SAVING *(Eagle Required)*

No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

DAYS:
M/T AM
TH/F AM

FEES:
NONE

BADGES EARNED:
Lifesaving

PREREQUISITES:
2A-B, MUST be able to pass the on-site Scouting America swim test as a 'Swimmer'

MESSY MASTERPIECES

This class will combine the Pottery, Pulp & Paper, and Graphic Design merit badges, enabling Scouts to get their hands dirty and gain skill and understanding while creating pottery, paper, and screen printed creations.

DAYS:
M/T AM
M/T PM

FEES:
NONE

BADGES EARNED:
Graphic Arts,
Pottery,
Pulp & Paper

PREREQUISITES:
NONE

MOTORBOATING

With the fun of operating a motor boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely. Due to the costs of rentals and fuel, there is an additional \$25.00 fee for this class.

DAYS:
M/T PM
TH/F AM

FEES:
\$25

BADGES EARNED:
Motorboating

PREREQUISITES:
MUST be able to pass the on-site Scouting America swim test as a 'Swimmer'

OCEANOGRAPHY & ENVIRONMENTAL SCIENCE (*Eagle Required*)

The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself. This class gives Scouts an incredible change to learn Oceanography by the Adriatic, and also covers the Eagle required Environmental Science merit badge.

DAYS: TH/F PM	FEES: NONE	BADGES EARNED: Oceanography , Environmental Science	PREREQUISITES:
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OUTDOOR SKILLS CHALLENGE

Put your Scouting skills to work in the Avantura Outdoor Skills Challenge class. Each day, Scouts will receive a mission that will have them working together and problem-solving as a group while putting their existing skills in wilderness survival, pioneering, orienteering, cooking, first aid, and more to the test. Every day will be a new adventure, and there will be plenty of surprises along the way to keep Scouts on their toes!

DAYS: TH/F PM	FEES: NONE	BADGES EARNED: NONE	PREREQUISITES: This class does not earn a merit badge, and we recommend that Scouts have experience with the skills listed above.
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PHOTOGRAPHY

Beyond capturing family memories, photography offers a chance to be creative. Photographers use their skills to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

DAYS: TH/F PM	FEES: NONE	BADGES EARNED: Photography	PREREQUISITES: Scouts must have their own cell phone (<i>with camera</i>) or a digital camera to participate in this course
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PIONEERING

Pioneering-the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars-is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

DAYS: M/T AM TH/F PM	FEES: NONE	BADGES EARNED: Pioneering	PREREQUISITES:
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SEARCH & RESCUE

The process and safety methods of working around specialized teams such as aircraft, canine, and aquatic rescue teams. Identifying differences between search and rescue environments, such as coastal, wilderness, rural, and urban landscapes. Determining when Universal Transverse Mercator (UTM) and latitude and longitude (Lat/Lon) should be used.

DAYS: TH/F PM	FEES: NONE	BADGES EARNED: Search & Rescue	PREREQUISITES:
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SIGNS, SIGNALS, & CODES

American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives?

DAYS: TH/F PM	FEES: NONE	BADGES EARNED: Signs, Signals, & Codes	PREREQUISITES: NONE
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SMALL BOAT SAILING

Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety. To help cover the extreme costs of this program, an additional fee is required for attendees of this class

DAYS: M/T AM & PM TH/F AM & PM	FEES: \$25	BADGES EARNED: Small Boat Sailing	PREREQUISITES: MUST be able to pass the on-site Scouting America swim test as a 'Swimmer'
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SNORKELING

The Scouting America Snorkeling award introduces the special skills, equipment, and safety precautions associated with snorkeling; encourages the development of aquatics skills that promote fitness and recreation; and provides a foundation for those who later will participate in more advanced underwater activity.

DAYS:
M/T AM
TH/F PM

FEES:
NONE

BADGES EARNED:
[Snorkeling](#)

PREREQUISITES:
MUST be able to pass the on-site Scouting America swim test as a 'Swimmer'

SPACE EXPLORATION & ASTRONOMY

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there. Scouts will learn more about the universe and participate in our Rocket Launch and Star Party night as part of this course.

DAYS:
M/T AM

FEES:
NONE

BADGES EARNED:
[Space Exploration](#), [Astronomy](#)

PREREQUISITES:

STAND-UP PADDLEBOARDING

The Scouting America Stand-Up Paddleboarding award introduces the special skills, equipment, and safety precautions associated with stand-up paddleboarding; encourages the development of aquatics skills that promote fitness and recreation; and provides a foundation for more advanced paddleboarding activity.

DAYS:
M/T PM
TH/F AM

FEES:
NONE

AWARDS EARNED:
[Stand-Up Paddleboarding](#)

PREREQUISITES:
MUST be able to pass the on-site Scouting America swim test as a 'Swimmer'

SWIMMING (*Eagle Required*)

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills

DAYS:
M/T PM
TH/F PM

FEES:
NONE

BADGES EARNED:
[Swimming](#)

PREREQUISITES:
NONE

WATER SPORTS

Water sports are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do, including wakeboarding and water-skiing. To help cover the additional rental fees and fuel costs, there is a \$25 additional fee for this class.

DAYS:
M/T AM
TH/F PM

FEES:
\$25

BADGES EARNED:
[Water Sports](#)

PREREQUISITES:
MUST be able to pass the on-site Scouting America swim test as a 'Swimmer'

WILDERNESS SURVIVAL

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again. Scouts will participate in a Wilderness Survival overnight.

DAYS:
M/T AM
M/T PM

FEES:
NONE

BADGES EARNED:
[Wilderness Survival](#)

PREREQUISITES:
NONE

WOOD CARVING

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

DAYS:
M/T PM

FEES:
NONE

BADGES EARNED:
[Wood Carving](#)

PREREQUISITES:
2A ([Totin' Chip](#))

WEDNESDAY PROGRAMS

Wednesday at Camp Avantura is our **FREE DAY!** These are some of the exciting adventures that you can choose from (*additional opportunities may be available on arrival at camp*):

TAKE A DIP IN THE DEEP BLUE SEA

- The waterfront will be open during special session times announced at camp with our aquatics staff on duty. Relax in the water, race your friends on the water obstacles, or compete in other organized activities on the water

TAKE A BREAK FROM THE SUN

- Staff will be available to finish merit badges, assist with rank advancement, or help you sharpen your handicraft skills

GO ON A TROOP ADVENTURE OUTSIDE OF CAMP

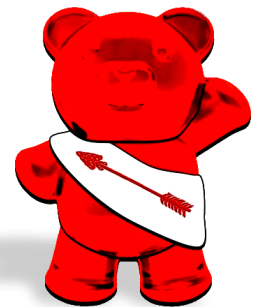
- Troop Leaders can sign out the Troop for the day to explore **SAVUDRIJA**
- Troops must ensure two deep leadership and provide an estimated time of your return to camp
- We will be providing a list of local tourist resources closer to camp so that Troop leadership can plan and book their preferred activities and transportation (*if needed*) for Wednesday

MILE SWIM

Interested Attendees will have the opportunity to complete the Mile Swim at camp! Please sign up at the admin building upon arrival and plan to train daily to test your endurance Friday on an early morning mile swim to the lighthouse and back to our main beach.

ORDER OF THE ARROW AT CAMP AVANTURA

Pack your sashes, because we're planning an **OA DAY** when Arrowmen will have the opportunity to undertake service projects and enjoy an evening of OA fellowship at camp under the fearless leadership of our Camp OA Chief! Break out our finest OA gear and share in fellowship with our members as we demonstrate our participation in the **ORDER OF THE ARROW**. We may also offer a Brotherhood conversion ceremony for eligible OA members if interest and numbers permit.



SCOUT'S OWN SERVICE

A SCOUT IS REVERENT, so a non-denominational Scout's Own Service will welcome all interested Scouts and Leaders during your week at Camp Avantura (*dates and times TBA*).

We recommend that Troops come and get involved, and Chaplain's Aides are also encouraged to work with our staff to prepare a good service. Units are also invited to perform their own services if they would like, and are free to invite others.

EVENING ACTIVITIES

Throughout the week we will offer a wide variety of evening activities for all to enjoy. From free swim to tie dying to evening campfires, there's something for everyone. Registration sheets for activities (*if required*) will be posted outside of the Camp Office.

LODGING AT CAMP

LODGING

- **CABIN AMENITIES:** Each cabin will offer bunk beds with mattresses and optional bedding and pillow (*you may provide your own bedding, pillow, and/or sleeping bag if desired*)
- **CAPACITY FOR CABINS IS 8 RESIDENTS**, so larger Units will be divided between multiple cabins
- **CABINS ARE A SHARED SPACE**, so we bunk Units together and also combine smaller Units to best utilize available space
- **PROVISIONAL SCOUTS** will be combined with a Troop or group of other Provisional Scouts to form a patrol for the week

TENTS AND HAMMOCKS

- **YOUTH AND ADULTS** may tent camp or hammock camp at their discretion near their Unit's assigned cabin area
- **NO TENTS WILL BE PROVIDED**, and there are no discounts for tent camping, as our occupancy is not based on tents vs. cabins



BATHROOMS AND SHOWERS

- **YOUTH** will have a designated private bathroom and shower building accessible only for use by Camp Avantura Attendees
- **ADULTS** will have multiple bathroom and shower facilities to choose from on the campsite grounds that are accessible at all times

FOOD AND DINING

- **THREE MEALS AND ONE SNACK PER DAY** are provided as part of your camp registration fees (*see the [SAMPLE MENU](#) for more information*)



CAMP RULES & POLICIES

As Scouts, we follow the Scout Oath and Scout Law. It is each Scout's and Scouter's duty and responsibility to keep these commitments, and our camp also has additional rules in place for your safety. Please review these important rules, policies, and reminders below:

TAC CAMP CODE OF CONDUCT

As a participant and a Scout at TAC Camps, I agree to obey all International and local laws as well as the following:

- I am aware that I am a representative of the Scout movement and will always follow the [SCOUT OATH AND SCOUT LAW](#) during my travel and TAC camp participation.
- I will be respectful, tolerant and considerate of other cultures, including [DRESSING APPROPRIATELY](#) for a multicultural environment.
- I will obey [SAFETY RULES](#), signs, and instructions by Unit Leaders, Adults, and Camp Staff.
- I will follow the camp sleep schedule unless otherwise directed by the camp leadership, by remaining in my campsite and respecting quiet times.
- I understand that the purchase, possession, or consumption of alcoholic beverages or illegal drugs is prohibited. Medical marijuana is also prohibited.
- I understand that smoking is only permitted in marked or designated areas and not allowed in tents (*legal age is 18 years or older*).
- I understand that gambling of any form is prohibited.
- I will avoid serious behavior issues including dishonesty fighting and bad language.
- I will respect other participants property and refrain from "trophy hunting".
- I will keep the camp and my site clean and follow recycling policies.
- I will comply with all elements of the Scouting America Youth Protection program to prevent abuse and harassment. Review them at [HTTPS://WWW.Scouting.org/training/youth-protection](https://www.scouting.org/training/youth-protection).
- I will only [TRADE PATCHES AND SOUVENIRS](#) with my peers and will refrain from selling any items.
- I will comply with all access restrictions and will not enter private tents, campsites or cabins unless invited.

Violation of this code of conduct, and any other conduct deemed inconsistent with the values of Scouting, may result in expulsion from the camp at the participant's own expense.

YOUTH PROTECTION

SCOUTING MUST ALWAYS BE A SAFE SPACE

- It is everyone's responsibility to look out for one another and prevent harmful actions, behaviors, or words.
- Everyone has the right to say NO to things that make them feel uncomfortable.
- 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.
- The minimum Leader requirements, age- and program-appropriate supervision must always be provided. All Adults must be registered as Leaders with Scouting America.
- It is mandatory that all Adults attending the TAC camp complete YOUTH PROTECTION TRAINING on how to keep young people safe.
- If you have any concern, you should feel safe talking to your Unit Leader or another Adult. Additionally, there will be TAC Camp Staff who are trained to help resolve issues. Youth is the most important part of the TAC camp!

ALL YOUTH PROTECTION INCIDENTS, NO MATTER HOW MINOR, SHOULD BE ADDRESSED IMMEDIATELY

- Adults will refer to their Youth Protection training, while Youth members will go to an Adult for help and support.
- Incidents require documentation to ensure that concerns are addressed and kept track of.
- Leadership will determine whether the corrective action is enough and address any ongoing problem areas.
- Major incidents will be escalated to the proper teams to manage (*including Youth or Adults in possession of controlled substances*), as well as major incidents that may require police or other emergency services.

REMEMBER:

- Stop the behavior/abuse immediately
- Separate the involved parties
- Contact the Camp Director for assistance
- Program areas and all medical facilities are ready to assist you
- TAC Staff is well-trained to respond

IT IS OUR JOB AS ADULT LEADERS TO PROTECT YOUTH AND ADULTS! If you have any concerns regarding Youth Protection violations or procedures, please immediately contact:

- CAMP DIRECTOR RODNEY HENK: +49 172 667 2716
- PROGRAM DIRECTOR KRIS GARST: +49 160 954 2975 or +1 984-234-2479
- TAC SCOUT EXECUTIVE JOSHUA DICK: +32 468 426 681
- SCOUTING AMERICA SCOUTS FIRST HELPLINE: +1 844-SCOUTS1 (+1 844-726-8871)

YOUTH PROTECTION *(continued...)*

YOUTH PROTECTION ISSUES AT CAMP:

- All persons over the age of 18 or serving in a Leader role must have completed Scouting America Youth Protection Training before arrival at Camp Avantura
- All non-Camp Staff persons at Camp Avantura must be registered members of a Scouting America Troop or Crew, and Visitors must sign in and out of camp with ID at the Camp Avantura Admin Office
- Every Leader should review the [GUIDE TO SAFE SCOUTING](#) and must adhere to the guidelines in that document

YOUTH AND ADULTS SHARING TENTS OR CABINS:

- No Youth member may sleep in the same tent or cabin with an Adult unless the Adult is the Youth member's parent/guardian
- We will be bunking Adults with other Adults and Youth with other Youth
- Your Scouts may be bunked with Scouts from another Unit
- Any participant 18+ will be bunking in a cabin with other Adult registrants

HEALTH AND SAFETY

SCOUTING AMERICA ANNUAL HEALTH AND MEDICAL RECORDS:

- Every individual (*Youth and Adult*) in the camp must have the required [ANNUAL HEALTH AND MEDICAL RECORD FORM](#) with all parts of Sections **A, B1, B2, and C** that are **signed and completed**
- Forms must be completed by a certified and licensed health-care provider: a physician (*MD or DO*), nurse practitioner or physician's assistant
- Anyone arriving at camp without a medical examination will have to obtain a medical examination before they can check-in (*this may be at their own expense*)
- Annual Health and Medical Records are valid through the end of the 12th month it was administered (*ex. a physical administered on July 1, 2025 is valid until July 31, 2026*), so please be sure that your form is valid through the end of your stay at camp

CAMP DISPENSARY AND MEDICAL TREATMENT:

- Camp Avantura will have a medical team present and on-call throughout camp, supported by the Camp Veli Jože 24/7 on-site nurse
- They will be prepared to handle emergencies and provide treatment for most injuries and illnesses associated with camp life or assist in getting emergency services as needed
- If local medical assistance is required, participants should be prepared to pay for those services rendered
- Cases requiring further medical attention will be directed to the nearest emergency treatment provider as necessary to treat the injuries or condition

HEALTH AND SAFETY (continued...)

ACCIDENT INSURANCE:

- The Transatlantic Council provides an Accident and Sickness Insurance program that serves as secondary coverage
- This coverage is provided for all registered members and Leaders of the Council
- In most cases, the healthcare provided will need to be paid directly, and subsequently, an insurance claim filed for reimbursement
- Any participant or Leader not registered in TAC must provide proof of coverage
- Each Unit should consider its appropriate insurance needs

PRESCRIPTION MEDICATIONS:

- All medications ultimately are the responsibility of the individual and, in some cases, the Unit Leader
- The Camp Medical Officer will screen each individual's medical evaluation during check-in and identify any medications which must be maintained in the medical tent, and which medications Scouts should have on their person at all times (*inhalers, epinephrine pens, nitroglycerin, etc.*)
- All prescription medications must be listed on the individual's medical form
- Camp Avantura will not stock prescription medications, and it is the responsibility of the participant to arrive at camp with the appropriate amount of prescription medications needed for their stay.

ALLERGIES, & SPECIAL MEDICAL CONCERNS

- Unit leaders should notify the Camp Medical Officer of any allergies or special medical concerns (*e.g. asthma*) via the Black Pug registration portal prior to arrival at camp, as well as during medical screening at Check-In
- Unit leaders who have individuals with special dietary requirements, including allergies, must make a note in the Black Pug registration portal and contact the [CAMP DIRECTOR](#) no later than **JUNE 1, 2026 AT 11:59PM CET** regarding these requirements to ensure adequate time to make necessary menu adjustments
- While we unfortunately cannot fully support all of today's special dietary requirements, Camp Avantura can support the following dietary needs:
 - **VEGAN**
 - **VEGETARIAN**
 - **NUT-FREE**
 - **HALAL**
- If you have any questions or concerns regarding allergy or special medical concerns, please don't hesitate to ask!

PERSONAL HYGIENE:

- The camp environment is often very conducive to the transmission of illness, so please make sure to shower regularly and to always wash your hands before preparing food and before eating.

HEALTH AND SAFETY (continued...)

PETS AT CAMP:

- Pets are not allowed at Camp Avantura (*exceptions can/ will be made for service animals upon notification*)
- Registered visitors and families attending separately (*see the section on Family Camping*) may not bring pets into the Camp Avantura program and living areas unless they are service animals



FIRES, OPEN FLAMES, LIQUID FUELS, AND STOVES

- **NO CAMPFIRES ARE ALLOWED ON THE PROPERTY** by order of the Croatian Government
- **NO OPEN FLAMES ARE PERMITTED IN TENTS OR CABINS**, to include matches, candles, kerosene, propane or liquid lanterns, and heaters
- It is acceptable to use a propane lantern under a dining fly
- Campsites must be marked with tags stating, **“NO OPEN FLAMES IN TENTS”** (*this will be an inspection item during Commissioner visits and follows the Scouting America [UNIT FIREGUARD PLAN](#)*)
- Scouting America permits the use of liquid fuels only under the direct supervision of a knowledgeable adult
- If you plan to use liquid fuels, be sure to bring all the fuel you will need to camp
- Liquid fuel may never be used as a fire starter!

WEAPONS, KNIVES, FIREWORKS, FIREARMS, AND AMMUNITION

- Non-folding sheath knives, throwing stars or martial arts weapons are not permitted
- Fireworks of any kind are also prohibited
- All personal firearms and bows are prohibited at camp, to include ammunition and any crank or air-powered weapons
- Only camp-supplied arrows, ammunition, and equipment can be used when a Shooting Sports Range is available on camp property

BIKES AND SKATEBOARDS:

- Youth participants are prohibited from bringing bikes, skateboards, scooters, hoverboards, rollerblades, or skates to camp

RENTAL OF MOTORIZED EQUIPMENT:

- The rental of motorized equipment from any rental providers on the grounds of Camp Avantura is not allowed while participating as an attendee of the camp (*including, but not limited to golf carts, jet skis, or motorboats*)

HEALTH AND SAFETY *(continued...)*

SHOWERING AND TOILETS:

While most of the facilities are single cubicles and therefore compliant with Scouting America Youth Protection standards, we do have some additional rules we put in place:

- Toilets and showers are clearly marked for separate use by males or females
- Clear markings at shower house entrances will also note whether the bathroom is for Youth or Adults (*18+ years old*)
- You must use the appropriate shower house and/or toilet facilities, at the correct posted hours (*when applicable*) for your age and gender
- Please clean up all personal trash
- For showers, use only the water that you need
- Check carefully for all personal items before leaving
- No phones or other recording devices are permitted in bathrooms, and the shower building should not be used as a charging station for devices
- If further accommodations need to be made for you or a member of your unit, please contact your Camp Commissioner or the Camp Director

ADDITIONAL RISKS:

- Activity that may have associated risk will be risk assessed and guidelines will be implemented under the discretion of the Camp Director and followed at all times by participants, staff, and anyone under the care of the Transatlantic Council during their stay at camp

COVID-19 MITIGATION STATEMENT:

- The safety of our Youth members, volunteer Leaders, staff, and employees continues to be the most important part of the TAC Scouting experience.
- Although it may feel as if we are past the pandemic, we remain most deliberate with our decisions regarding program delivery. Coronavirus (*COVID-19*) has ever-changing impacts. For our summer camp programs, we are dedicated to delivering a safe, inclusive, and memorable 2026 season.
- The Council and TAC camp leadership are working with their respective hosts (*KISC & Camp Veli Jože*), local guidelines, Scouting America's National Outdoor Program measures, and the council's executive board to develop any needed changes to guidelines and responses to changes in the travel requirements and entry requirements of our TAC summer camp programs.
- We are continually monitoring the situation of pandemic and the state of host nations around the Transatlantic Council. If required to adapt due to a new concern level, health mitigation guides will be published and will be made available to all Unit Leaders, parents and Individuals who are attending Camp Alpine or Camp Avantura.

UNIFORMS AND OTHER ATTIRE AT CAMP

UNIFORMS:

- As a Scouting America summer camp, Scouts and Scouters are expected to be in a Scouting America uniform at Camp Avantura
- Scouts should wear the Field Uniform during morning and afternoon flags, Campfire Program, Scout's Own, and other appropriate events unless told otherwise
- For all other activities, an Activity Uniform (*Scout t-shirt or polo shirt, with Scout shorts or pants*) is appropriate to wear unless specifically required clothing is more appropriate for the class or activity
- Sunscreen and a water bottle should also be considered part of your daily uniform

SWIMMING ATTIRE:

- Comfortable, functional, and modest Scouting America-appropriate swimming suits and closed-toe swim shoes will be required for those that participate in any Aquatic activities
 - **MALES:** Swim trunks or board shorts are appropriate. Tight-fitting swim briefs (*Speedos*) or swim bottoms short enough to allow exposure are prohibited
 - **FEMALES:** Modest tankinis or one-piece swimsuits are appropriate. Bikinis are prohibited.
- Crocs are NOT safe for use as swim shoes, and flip-flops or open-toed sandals should only be used as shower shoes
- It is highly advised that everyone consider using swim shirts with a high sun protection rating value (*Long-sleeved swim shirts will help prevent sunburns!*)

LOST AND FOUND ITEMS

FIND YOUR LOST OR MISSING ITEMS:

- The camp Lost and Found will be located in the Camp Avantura Admin Office within the participant cabin and camping area
- Units can also check for missing or lost items at the Camp Veli Jože main reception desk, as they may also have a Lost and Found
- Items turned in to the Camp Avantura Admin Office will be posted as Lost and Found on the [TAC NATION FACEBOOK GROUP](#) at the end of camp

AVOID LOSING THEM IN THE FIRST PLACE:

- Mark personal property and clothing with the Scout's name and Troop number
- Please do not take valuables to the waterfront or showers, or leave them lying out unattended around camp

SHOPPING AND SPENDING MONEY

CAMP AVANTURA TRADING POST:

- Camp Avantura will host a Trading Post with many TAC and Scouting America items
- The Trading Post will only accept U.S. Dollars and Euros, and change may often only be given in US dollars (*the Trading Post uses a \$1 = 1€ exchange rate*)
- Major credit cards are also accepted in the Camp Avantura Trading Post
- Online pre-orders will be made available in the Black Pug registration portal through **MAY 15, 2026 at 11:59PM CET** to pre-purchase Camp Avantura merchandise
 - This will be the only way to guarantee Camp Avantura branded merchandise, as stock may not last the entire duration of camp
 - Pre-orders will be delivered to Units upon arrival and Check-In at camp
- The Trading Post will not stock drinks or food items

OTHER ON-SITE SHOPPING OPTIONS:

- Camp Veli Jože operates a snack shop and two small convenience stores with items for purchase in case you forget basic necessities or crave a special snack
- Euros and Croatian Kuna are accepted, and at least one store will accept major credit cards
- An ATM is available at the Veli Jože main reception desk for on-site withdrawals of Euros

CAMPSITE AND CABIN INSPECTIONS

- Every day our Camp Commissioner will do a tour of the camp and make sure you're all set up safely and your stay is going well
- The inspection and scoring of your campsite will count towards the Honor Patrol Award (*we especially like to see pioneering projects, clean front porches, and tidy cabins, so be sure to make a good impression with your setup*)

MOBILE PHONES AND ELECTRONICS AT CAMP

- Youth are allowed to bring mobile phones and other electronics to camp but they are not to be used during instruction time
- We also encourage Unit Leaders to limit device use as much as possible
- No phones or other recording devices are permitted in bathrooms, and bathroom buildings should not be used as a charging station for devices
- Camp Avantura Staff reserves the right to confiscate a device if it is disrupting instruction or is used improperly, returning it to the Unit Leader at a later time

FAMILY CAMPING

- Camp Avantura cannot support family camping
- If a family wishes to spend time in **CAMP VELI JOŽE** or in **SAVUDRIJA**, apart from Camp Avantura, there are many lodging facilities available in the surrounding area as well as the opportunity to separately family camp on the Camp Veli Jože property
- For information about booking a camping spot at Camp Veli Jože, you may reach out to their front desk by calling **+38 516 426 600**
- All non-Camp Staff persons at Camp Avantura must be registered members of a Scouting America Troop or Crew, and Visitors must sign in and out of camp at the Camp Avantura Admin Office

COMING AND GOING FROM CAMP

- A sign-in/sign-out log will be located in the Camp Avantura Admin Office
- Any Scout or Adult leaving camp, other than for a pre-planned camp activity, must sign out and back in at the Camp Avantura Admin office
- Under no circumstances will Youth be permitted to leave the camp without Adult supervision. Each Unit must maintain two-deep Adult leadership at camp unless coordinated with the Camp Commissioner or Camp Director.
- Visitors must sign in and out of camp with ID at the Camp Avantura Admin Office

PATCH AND SOUVENIR TRADING

Many people bring things to summer camps to trade and swap. If you would like to sit down and trade with others:

- Please make sure you're not blocking people or vehicles
- Find a safe location, maybe in the shade
- Be fair and honest, and trade items with the same value
- Remember that friendship is more important than any object you can hold in your hands
- Adult and Youth participants are not allowed to trade with each other (*this is a Youth Protection rule to ensure that no Youth is put in a situation where they owe something or feel indebted to an Adult*)
- Selling or buying any items outside of the camp trading post is not allowed

CAMP TELEPHONE AND MAIL

- For emergency use, the telephone number for the reception at Camp Veli Jože is **+38 516 426 600**
- More contact info will be provided to Unit Leaders in their check-in packets
- Please do not send mail to the camp or to individual Attendees

TRAVEL & ARRIVAL INFO

WHEN SHOULD I GET THERE?

- All participants should plan arrival **BETWEEN 1PM AND 5PM** on the first Sunday of their camp registration
- Any Unit arriving before or after this 1pm-5pm arrival time window must notify [CAMP DIRECTOR RODNEY HENK](#) via email by **JULY 31, 2026** to ensure appropriate staff readiness and coverage for your arrival.
- Any Unit that has travel arrangements that require arrival before lunch on Sunday or that wish to add the extra meal (*Sunday lunch*) to their stay may do so by sending a request via email to [CAMP DIRECTOR RODNEY HENK](#) (*an extra meal charge will be applied*)

DRIVING TO CAMP

Camp Avantura is located within Camp Veli Jože in Savudrija, Croatia. This beautiful seaside campground is situated in the westernmost part of the Istrian peninsula, only 10 km from the Croatian-Slovenian border.



CAMP LOCATION:

AUTOKAMP VELI JOŽE
BOROZIJA 3C
52475 SAVUDRIJA, CROATIA

COORDINATES :

45.495764, 13.504248

PLUS CODE:

FGW3+8P SAVUDRIJA, CROATIA

CAMP VELI JOŽE WEBSITE:

[HTTPS://WWW.NAZOR.HR/KAMP-VELI-JOZE/EN](https://www.nazor.hr/kamp-veli-joze/en)

OTHER WAYS TO GET TO CAMP

As you can see on the map below, our Camp is located on the coast of Westernmost tip of Croatia. It's recommended to drive to camp if possible, but don't let an inability to drive stop you from coming to camp!

TRAVEL BY AIR:

- Your closest airports will be Trieste, Pula and Rijeka, with Trieste being the largest of those three options

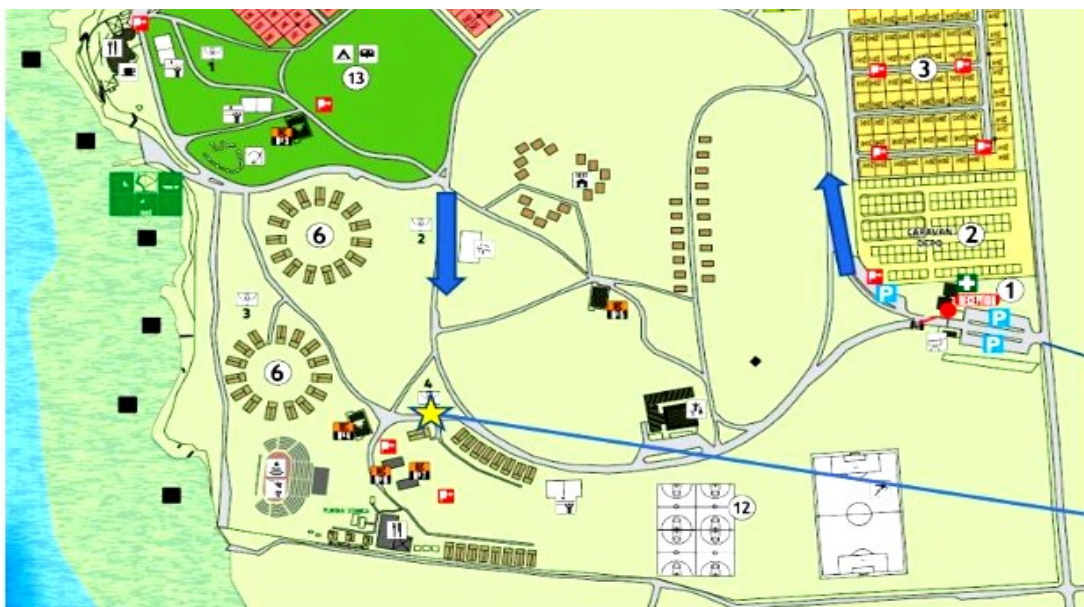
TRAVEL BY BUS:

- Although Europe is well known for great rail connections, our camp is easiest to reach by bus
- The city of **UMAG** will be the closest city with a good-sized bus terminal
- VISIT-CROATIA.CO.UK/TRAVELLING-AROUND-CROATIA/BUS-TRAVEL-IN-CROATIA has lots of great tips on getting to Croatia and travelling through the region, and **FLIX BUS** is also a popular option for travel to camp

WHEN YOU ARRIVE AT CAMP

Upon arrival at the main gate for Camp Veli Jože, please stop by the main reception desk at the campground entrance and request admission to Camp Avantura

- You will need to provide Passports to the main registration desk staff (1) for all of your attending Youth and Adults to enter the campground
- The Campground management will allow you to enter the property and follow the one-way road to drive to the Camp Avantura entrance for offloading of gear (*there will be signs to help you find your way*)
- Upon arrival at the Camp Avantura section of the campground, please have a Unit Leader check in at the Camp Avantura Admin Office as noted on the map below
- You will be directed to your cabin or tenting area, and then directed to the attendee parking area (*cars and vans are not permitted within the Camp Avantura cabin area except for offloading and loading for arrival and departure days*)



Please note that the main loop road of the campground is a one way street, so you will need to follow the blue arrows to reach the Camp Avantura area of the property

Main entrance to Camp Veli Jože

Camp Avantura Admin Office and Check-In Point

PACKING LIST

FOR CABIN-DWELLERS:

BEDDING

Linens are provided for cabins by Camp Veli Jože, but you may bring the following from home if desired:

- Sleeping Bag
- Pillow

FOR TENT-DWELLERS:

BEDDING AND TENT SUPPLIES

- Tent with Stakes
- Cot (*Strongly advised for Adults*)
- Sleeping Bag
- Pillow (*If desired*)

RAIN PREPARATION

- 8'x10' or Larger Tarp
- 100' of Nylon Rope
- Extra Large Garbage Bags

FOR EVERYONE:

CLOTHING AND TOILETRIES

- Shorts and/or Pants (6, at least one pair of long pants is recommended)
- Activity Uniform T-Shirts (4-6)
- Field Uniform (Class A)
- OA GEAR (*if applicable*)
- Undergarments and Socks (*at least 7*)
- Handkerchiefs
- Swimsuit
- Raincoat and/or Poncho
- Hiking Boots
- Closed-Toed Water Shoes (*NOT Crocs*)
- Pajamas
- Sweater and/or Light Jacket

- Sneakers
- Toothbrush and Toothpaste
- Hand and Bath Towels
- Beach Towel
- Washcloths (2)
- Comb and/or Hairbrush
- Shampoo and Conditioner
- Soap in a Container

SCOUT ESSENTIALS

- Water Bottle
- Sunscreen
- Backpack/Daypack
- Flashlight with Extra Batteries
- Book
- Pen, Pencil, and Pad
- Compass

OPTIONAL

- Camera and Film (*Single use, disposable cameras work GREAT at camp!*)
- Insect Repellent (*No aerosol spray cans*)
- Musical Instruments (*No radios*)
- Mess Kit and Canteen
- Sewing Kit
- Individual First Aid Kit
- Spending Money
- ATM Card (*If you plan to withdraw local currency*)

DO NOT BRING:

- ⊘ HATCHETS OR SHEATH KNIVES
- ⊘ OPEN-TOED SHOES
- ⊘ UNNECESSARY ELECTRONIC DEVICES (GAMES, ETC.)

SAMPLE DINING HALL MENU

Below, you'll see a typical week's menu at Camp Veli Jože's dining hall. While our weekly fare may not exactly follow the plan below, it does give you a good idea of what to expect.

If your camp participants have food allergies or religious or dietary needs, please note this in the Black Pug registration portal and then follow up at camp check-in. Scouts with special diets will speak with kitchen staff at each meal to collect their specially prepared meals.

SUNDAY

- **DINNER:** Turkey steak, rice with vegetables, season salad, juice

MONDAY

- **BREAKFAST:** Buffet breakfast (*Asst. bread spreads, salami, cheese, tea, and/or cocoa*)
- **LUNCH:** Beef soup, roasted pork with potatoes, salad, juice
- **AFTERNOON SNACK:** Fruit
- **DINNER:** Spaghetti Bolognese, lettuce, juice

TUESDAY

- **BREAKFAST:** Buffet breakfast (*Asst. bread spreads, salami, cheese, corn flakes, semolina, tea*)
- **LUNCH:** Spring vegetable soup, Chicken file with champignons sauce, croquettes, cabbage salad, juice
- **AFTERNOON SNACK:** Fruit, yoghurt
- **DINNER:** Cevapcici, Pommes Frites, fresh onions, ketchup, sauce

WEDNESDAY

- **BREAKFAST:** Buffet breakfast (*Asst. bread spreads, hard-boiled eggs, wurstel, mustard, tea, cocoa*)
- **LUNCH:** Mushroom soup, meatballs, mashed potatoes, salad, juice
- **AFTERNOON SNACK:** Fruit
- **DINNER:** Beef goulash with pasta, salad

THURSDAY

- **BREAKFAST:** Buffet breakfast (*Asst. bread spreads, salami, cheese, hot sandwiches, tea*)
- **LUNCH:** Chicken soup, roasted chicken leg and thighs, dumplings, salad, juice
- **AFTERNOON SNACK:** Choc. pudding
- **DINNER:** Beef/Pork Patties, braised potatoes, mixed salad

FRIDAY

- **BREAKFAST:** Buffet breakfast (*Asst. bread spreads, salami, cheese, French toast, semolina, tea, cocoa*)
- **LUNCH:** Tomato soup, fried fish/hake or squids/cooked potatoes
- **AFTERNOON SNACK:** Fruit
- **DINNER:** Chicken filet with vegetables and pasta, salad.

SATURDAY

- **BREAKFAST:** Buffet breakfast (*Asst. bread spreads, salami, cheese, cereal, tea, cocoa*)

PLEASE NOTE:

- ✦ **ARRIVAL SUNDAY DINNER** through **DEPARTURE SATURDAY BREAKFAST** are included as part of your registration. Any other meals outside of these referenced points will not be provided unless other arrangements are made in advance.
- ✦ **COFFEE IS NOT PROVIDED AT THE CAMP DINING HALL**, but our main camp area will have coffee available for adults – **PLEASE BRING YOUR CAMP MUG!**

CAMP AVANTURA CONTACTS

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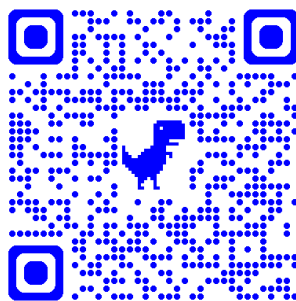
CAMPGROUND WEBSITE

NAZOR.HR/KAMP-VELI-JOZE/EN

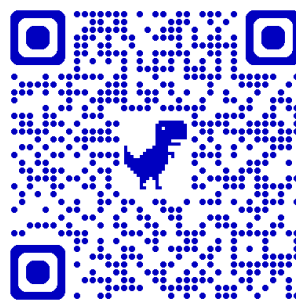
RESOURCES & OPPORTUNITIES



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