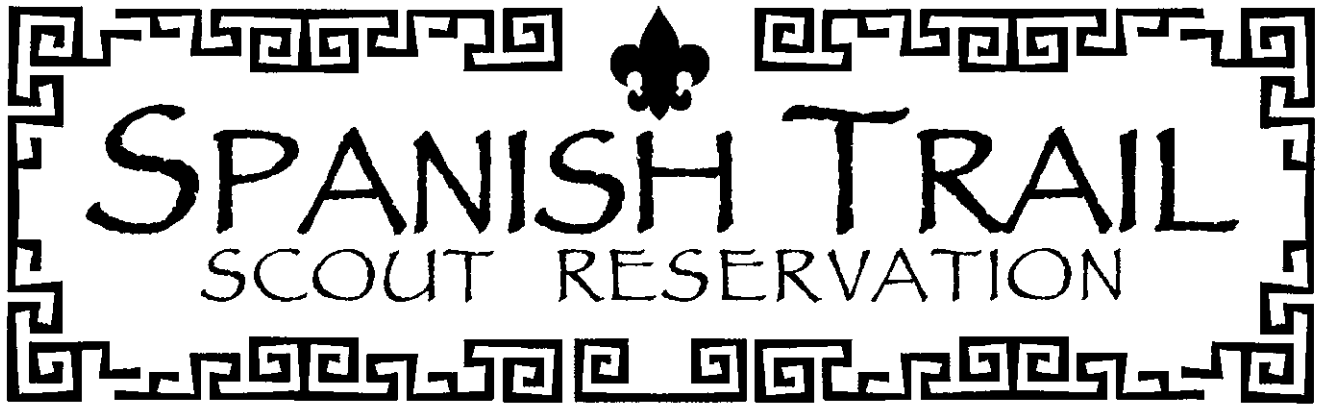


2014 CUB AND WEBELOS RESIDENT CAMP GUIDE



JULY 6-9, 2014



SPANISH TRAIL

SCOUT RESERVATION

Dear Leaders and Parents

Welcome to Resident Camp 2014. We are eager to have you and your Scouts in camp this summer at Spanish Trail Scout Reservation. We have lots of plans in store for this summer and look forward to seeing you at camp.

The following pages are only a guide for you as a Leader and Parent. It should assist you in preparing your Scout/Scouts for the beginning of many Scout memories! Although there are many ways to measure the success of a session at camp, the real goals are those of the Scouting movement itself - character building, citizenship training and personal fitness. The requirements passed or the number of badges earned is not an end in itself... We hope your Scout or Scouts have fun, develop some confidence and self reliance, gain some knowledge from the various program areas available and appreciate our natural environment.. The Great-Out-Doors!

As you complete your preparations for camp, let us know if we can be of further service and assistance. Please contact the Scout Service Center at 850-476-6336 or jboksa@bsamail.org

Leaders and Parents please share this packet with all Cub and Webelos Scouts interested in attending Resident Camp. You never know what kind of effect the outdoor camping experience can have on a young man.

See you at Resident Camp!

Yours in Scouting,

Jim Boksa
2014 Resident Camp Director

SPANISH TRAIL SCOUT RESERVATION



BASIC OVERVIEW:

Let's start with a basic overview of the camp. Boys will eat meals, perform flag ceremonies, attend afternoon and night activities and share a campsite with both their own Pack and other Council Packs. The rest of the day will be divided into three different Dens or Groups by rank.

- **Remember rank is what the scout will be in the fall, not what they were last year. If you just finished 1st grade and were a Tiger, at camp you will be a Wolf.** The following will be grouped together: Wolves (upcoming 2nd graders); Bears (upcoming 3rd graders); Webelos I (upcoming 4th graders); and Webelos II (upcoming 5th graders).
- Any leaders or adults with your Pack should divide between your Pack's boys and go where you are most needed.
- Each group will have a **Staff Leader**. This will be a staff member who will go around with them to all their morning activities, and to make sure everyone is going in the right direction. They will be responsible for each scout's whereabouts at all times, and may need additional "volunteer" help. The cubs will breakup into their groups each morning after breakfast.
- Activity areas will be run by at least one staff member. Other staff members will be there to help the activity leader if needed. The activities will be games, crafts, advancement, waterfront, and shooting sports. We will have a different Night Activity each evening.

INDIVIDUAL REGISTRATION FEES AND LEADERSHIP REQUIREMENTS

Cub/Webelos Resident Camp will be \$110 for each scout if paid by July 1st, 2014. The late fee is \$130 if paid after July 1st, 2014.

In accordance with BSA policy, each den or pack must have 2 adults for every 8 scouts attending camp. Thus each pack or den will get two free adults for every 8 boys they bring to camp (see chart). Extra adults may attend for \$40 each.

Number of Scouts	Number of Free Adults	Extra Adult Fee
1-8	2	\$40
9-16	4	\$40
17-24	6	\$40

If a scout wants to attend without his pack or den, they must be accompanied by an adult. The fees for these scouts is \$110 a scout and \$40 for each adult.

SIBLINGS ARE NOT ALLOWED TO ATTEND RESIDENT CAMP. THEIR WILL BE NO EXCEPTIONS ALLOWED!!

The Camp Fee Covers:

- Three cafeteria-style meals in the dining hall each day
- A supervising paid staff, plus volunteer staff
- Supplies and camp activities
- Use of beautiful Spanish Trail Scout Reservation
- Unique experience of an organized Cub/Webelos Resident Camp

Refund Policy:

The complete fee is non-refundable after the deadline date except for illness or death in the family.

Supervision:

During the structured activity times, the Scouts will be supervised by the paid staff and adult volunteers. Activity areas that require specialized supervision, such as waterfront, archery range, and BB gun range, will be under the supervision of nationally certified staff. At all other times such as meals, campfires, and camp-wide games, the Scouts will be supervised by the adult volunteers of each pack.

Adult Volunteers Are Expected To Follow These Guidelines:

- Adult volunteers should sit at the same table with their group of scouts at all meals.
- Adult volunteers should know where their scouts are at all times.
- Adult volunteers should monitor the scouts' behavior at all times. Do not stand by while your scouts are whittling trees or fighting with sticks or other objects.
- Each program supervisor will announce whether or not assistance will be needed.
- **Observe the No Smoking Policy of the BSA.** A designated area will be announced for our smoking leaders.

Date/Times:

Camp Begins at 1:00 pm on July 6th of check in and ends at 11:00 am on July 9th. The camp will be held at Spanish Trail Scout Reservation, West of Defuniak Springs, FL. Please do not arrive earlier than 1:00pm. Upon arrival you will have a quick medical re-check, a swim check, and then your scouts will be released to set up your camp-site. In the past, the slowest spot has been with the paperwork, so remember, the more organized and complete your paperwork is, the smoother your check-in will be. You will also be given a schedule of events upon your arrival during check-in.

Who Can Attend:

Any Cub Scout who will be in the 2nd, 3rd, 4th, or 5th grade in the fall of 2014. Scouts who will only be in the 1st grade or will be Tiger Cubs in the fall of 2014 are not eligible to attend this camp, but are encouraged to attend their District's Day Camp.

Physical Forms:

All Scouts and Adults must bring a completed Part A and B Annual BSA Health and Medical Record Form with them, and turn it in at check-in time. Also, if anybody brings prescription medication with them, they must check-in with the health officer about storing the medicine.

Health and Safety:

- While we want every Scout to have fun and exciting stay at camp, safety is a top priority in our program, in the campsite and around camp. Please take note of the policies and procedures to ensure a fun and safe experience.
- Spanish Trail Scout Reservation operates a Health Lodge that is open 24 hours a day and is manned by staff members trained in handling minor accidents and illnesses. In case of an emergency, scouts or leaders will be transported to the hospital in Defuniak Springs. Directions to the hospital will be provided in the Health Lodge. If this kind of treatment is required, the Cub's parents will be notified by telephone, and their wishes concerning treatment will be respected. If a trip to the hospital is required, we ask that one of the Cub's leaders drive him and the other cub leader or leaders stay with the pack. This will allow the Health Officer stay in camp to treat any other potential injuries.
- If a Cub or Leader has any special medication, it needs to be turned into the Health Officer at Check-in. **Each Scout or Leader's medication should come in separate Ziploc bags with their name and pack number clearly written on the bag.** The Health Officer will be responsible for giving out the medications.
- Please be sure to bring a completed Health Form for each **Adult and Scout** attending resident camp with your pack. This form **MUST** be turned in at Check-in. **No person will be allowed at resident camp without this completed form.** The form is located in the appendix. Please make copies for your group and explain the importance of getting it done. Please read the health forms carefully to determine which part of the form is needed! Parts A and B are required for all Scouts and Leaders attending Resident Camp.

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. The copy must include the insurance company name, policy number and the expiration date. All Gulf Coast Council units are covered under the council insurance policy.

Out of Council Packs and Dens:

Spanish Trail Scout Reservation welcomes all out of council Packs and Dens. There are numerous outside opportunities in the Florida Panhandle that your Pack and Den may wish to take advantage of. We will be happy to work with you to insure your Resident Camp Experience is a positive one.

Housing:

All Scouts and Adults will be living in canvas wall tents with wooden platforms underneath them. Each tent has two cots, and it will be expected that there will be two people in each tent. ALL BSA policies on Youth Protection will be followed, and it will be the responsibility of the Pack leadership to enforce these policies.

Camp Phone/Address:

The phone at camp is for business and emergency use only. Please discourage parents from making unnecessary calls to their son(s) or vice-versa. In case of emergency:

Camp Office Phone		(850) 892-5312
	Or	
Council Service Center		(850) 476-6336

If you would like to mail something to your scout during camp, please make sure you mail it in time, so that the package gets there while the scout is at camp. Please address the mail:

Spanish Trail Scout Reservation
 Scouts Name, Pack Number
 315 Pat Covell Rd.
 Defuniak Springs, FL 32433

Emergency Phone List:

The adult volunteers must have a list of phone numbers of the parents and closest relative of the scouts in their group. This emergency communication is very important for the safety of your scouts. Don't overlook the importance of proper communications.

Visitors:

Visitors are welcome at anytime. Visitors are **REQUIRED** to check in at Henson Hall or the Trading Post when they arrive. Meals cost \$5.00 per person. Meal tickets are available at the Camp Trading Post. Visitors are requested to call the camp office at least 24 hours prior to arrival to assist us in meal planning.

Camperships:

Many Scouts need and deserve help in meeting the expense of attending Scout camp. A campership fund has been established to help such deserving Scouts in the Gulf Coast Council. Cubmasters should contact their District Executive for details and an application as soon as possible, funds are limited. Scouts should meet as much of the camp fee as possible, normally no more than half of the camp fee is available from the campership funds.

Only registered Scouts and Scouters are allowed to stay in the campsite.

Children who are not registered campers for the week are not allowed to stay in the campsites.

Notes to the Cub Leader:

- An email will be sent to each Cubmaster detailing what each boy should have earned at camp. If you do not receive one or you do not have email contact the Scout Office at (850) 476-6336, they will have a copy. Be sure to check with your cub scout to ensure that he completed all the activities listed. Some activities will be set up at different times apart from the regular rotation (night activities for example), and it is up to the cubs and their leaders to do them. Also remember it is up to the Cubmaster and Pack to turn in advancement reports and payment to the Council Office after camp is complete to receive the awards earned.
- On the last day each Pack needs to have one adult supervise the cleaning of the campsite to ensure it is done properly. You must have your campsite checked before leaving the camp and everyone must be out by noon.
- The schedules listed in this guide are subject to change. You will also receive your Pack's swim and shooting sports times at camp.
- Please remember the boys will be with you as a Pack at all times, except for the morning rotations on Days 2 and 3. We do ask that you break up as leaders and go with the groups that need you during the morning rotation. Volunteers will be needed to assist.
- Packs will be asked to participate in the Campfire Program. Please prepare a skit and/or song and submit the idea to the Trading Post for approval.
- Adults/Scouts should come prepared to stay in a tent!
- Have the pack arrive at once. Bring all pack gear in a trailer or one or two trucks. This will decrease your check in time.

CAMP PROGRAM

Advancement in Ranks:

- This will be a time for the Cubs and Webelos to work on their advancement. They will need to bring their rank books, pen, pencil, and notebook. The Bears will work on and earn the Whittling Chip card, which will take place in the Outdoor Skills Area located in the Indian Square next to the parking lot.
- Please note that scouts are not to carry knives at camp and all knives should be kept by the Adult Leaders.

Webelo I/II Program:

- Webelos 1 and 2's will have the ability to choose their sessions this year. We will be offering 8 sessions that the scouts can pick from. The Scout will be able to take 4 of the 8 sessions during his time at Resident Camp.
- Webelos 2 will have two program paths to choose from. They can either work on activity badges by selecting 4 of the 8 sessions or they can participate in the Boy Scout Round Robin Program. This Round Robin Program is ONLY for Webelos 2. They will take 4 - 2hr sessions designed after traditional Boy Scout Merit Badge Programs. These sessions will give them the chance to advance their skills in preparation for crossing over to Boy Scouts. The Round Robin Program is designed for those more advanced Webelos and have already earned the Activity Badges we are offering.
- Webelos will have to pick one program path or the other. They will not be able to switch back and forth.

Waterfront:

- The waterfront is staffed by trained and certified waterfront leaders and BSA Lifeguards and will include swimming, canoeing, and rowing. All leaders and scouts must pass the swim test, in order to use the waterfront. Please take your test when it is offered on the first day if you have not been swim tested prior to your arrival. We may not have a chance to offer it later in the week.
- Swim times will be assigned to each Pack. Please be sure that you follow these times.

Games:

The Cubs will play a variety of Scout themed games and activities.

Shooting Sports:

The Shooting Sports area is staffed by certified shooting sports personnel, and included BB guns and Archery. The boys will be able to spend time on each one in the afternoons. Shooting Sports times will be assigned to each Pack. Please be sure that you follow these times.

Free Time:

Packs may also use the afternoons for some much-needed Free Time. They may also use the afternoons for the Trading Post.

- Please remember that in the afternoon **Pack Leaders** are in charge of the whereabouts of their scouts. You may break into smaller groups within your Pack, but an adult must always be close at hand.

Night Activities

Scout's Own Worship Service:

On the first night of the session we will have a Scout's Own Worship Service. This will be held in Deer Chapel and all Scouts and Leaders are encouraged to attend.

Campfire:

On the last night of the session we will have our Closing Campfire designed around the camp theme. We need each Pack to bring a skit, song, etc. to perform at the campfire. Please complete and turn in a skit form to the Trading post by Tuesday Lunch if your pack would like to participate in the campfire.

AWARDS

Marion C. Leach Award:

This is an opportunity for both youth and adults to learn about our environment and give back to camp. More information is available throughout camp

Outdoor Activity Award:

- In order for each boy to earn this award (the first attainable pocket flap for Cub Scouts), he must attend Cub Scout Day Camp or Cub/Webelos Resident Camp. This is a wonderful award that can be earned each year (a Wolf Track pin is awarded for each year you earn this after getting your pocket flap), but camp must be attended again each summer.
- We are planning our program in such a way, that every boy that attends our Resident Camp this summer will receive the Outdoor Activity Award. Remember if you earned the flap last year, you will earn your Wolf Track Pin this year. An Information sheet is provided in the appendix.

Summertime Pack Award:

- Packs that attend Resident Camp and participate in Day Camp will only need to plan one simpler event (picnic, hike, skate party) for the month of August to earn this award. Packs who offer and/or participate in an activity each month in the summer will receive a ribbon for your flag, and a certificate. Cubs and leaders that attend all three events will earn a special Summertime Pack award pin to wear on their uniform.

- It is the responsibility of the Cub Leaders to keep records of what activities were done and who attended during the summer months. This information should be put on the form in the appendix and turned in to our council office as soon as summer is over.

Advancements:

The following list of advancements is being planned at this time. **Based on participation and scheduling, some advancement items may be added or modified.**

Wolves:

- Review Bobcat Trail
- Review Pledge
- Review Flag Basics
- Achievement #1 Feats of Skill
- Achievement #2 Your Flag
- Achievement #6 Start a Collection
- Elective # 8 Machine Power
- Elective #17 Tie it Right
- Elective #23 Lets Go Camping – To complete #23g your group must participate in the
- Archery Belt Loop or Pin
- BB Gun Belt Loop or Pin
- Campfire Program
- Cub Scout Leave No Trace Award
- Cub Scout outdoor Activity Award

Bears:

- Achievement #15 Games, Games, Games
- Achievement #16 Building Muscles
- Achievement #19 Shavings and Chips (Whittling Chip)
- Achievement #20 Sawdust and Nails
- Achievement #22 Tying It All Up
- Elective #13 Magic
- Archery Belt Loop or Pin
- BB Gun Belt Loop or Pin
- Cub Scout Leave No Trace Award (Elective 25h)
- Cub Scout Outdoor Activity Award

Webelo I/II:

Aquanaut Naturalist
 Outdoorsman Craftsman
 Scientist Sportsman
 BB Guns Archery
 Cub Scout Leave No Trace Award
 Cub Scout Outdoor Activity Award

Webelo II Boy Scout Round Robin:

Fire Starting and Cooking
 First Aid
 Knots and Lashings
 Land Navigation Skills
 Cub Scout Leave No Trace Award
 Cub Scout Outdoor Activity Award

Belt Loops:

Swimming (Pass swimmer test)

BB Guns

Archery

Good Manners

More belt loops may be added

Map and Compass

Ultimate Frisbee

Chess

WHAT TO BRING

CLOTHING & BEDDING

At least one complete "Field Uniform"

Sweater or Jacket

Swimming Trunks

T-Shirts (3 or more)

Socks

Jeans

Underwear

Hiking Boots

Tennis Shoes

Sleeping Clothes

Sleeping Bag & Small Pillow

Shorts

Belt

Scout Hat

Rain Gear

TOILETRIES

Toothbrush and Toothpaste

Deodorant

Sunscreen (SPF 15 minimum)

Wash Cloth

Towels (2)

Shampoo

Soap

Comb/Brush

ADVANCEMENT

Cub Scout Handbook

Pen and Paper/Notebook

Medical Form

OPTIONAL ITEMS

Fishing Gear

Flashlight & Extra Batteries

Camera

Compass

First Aid Kit

Water Bottle

Sunglasses

Watch

Spending Money (\$30)

Envelopes and Stamps

Bible/Prayer Book

Small FM Radio (tuned to 99.1)

PACK EQUIPMENT

American Flag, Pack/Den Flag, Pack First Aid Kit, Lanterns, Pack tarp, Ice Chest, Skit Props, Material for Camp Improvements, Gatorade/Drink Mix, Special Amenities, Clothesline & Clothespins.

Do NOT Bring the Following:

Firearms, fireworks, ammunition, bows, knives, hand held video games or pets.

Tips:

- Flip Flops are good while in the shower; however, regular shoes should be worn at all other times. National BSA policy requires that no open-toed shoes be worn while walking on camp property.
- Crocs are not advisable to wear as camp shoes! Bring tennis shoes.
- With the heat and humidity of Northwest Florida, it would be advisable to have a change of clothing for each day at camp and a water bottle to drink plenty of water.
- Bring a plastic hanger for your uniform shirt and hang it when it is not being worn. This will help keep it fresh.
- Put your name and pack number on all items!!!!

THE PARENTS PAGE

You may wish to photocopy this page to give to parents of Scouts attending STSR.

Camp Address:

A letter, postcard or a "Goodie Package" from home is one of the greatest cures for homesickness and helps encourage and motivate a Scout. Please do not wait too long to mail your letter or package as your Scout may leave camp without receiving your love message.

Please address mail to camp as follows:

**Spanish Trail Scout Reservation
Scout's Name & Pack Number
315 Pat Covell Road
DeFuniak Springs, FL 32433**

A camp phone is available for emergencies only. The number is (850) 892-5312. Please call the Council Service Center in Pensacola at (850) 476-6336 if there is a non-emergency message to be conveyed. The Camp and the Service Center will be in contact each day to pass messages.

Directions to Spanish Trail Scout Reservation:

From I-10 (from the west) take exit #70 (Highway 285) and proceed north on Highway 285 for 1/4 mile. This will dead end into Highway 90. Turn right (east) onto Highway 90 and proceed 8 miles until you see the "Boy Scout Camp" sign. Turn right at the sign onto Boy Scout Road. STSR will be on the left side of the road.

From I-10 (from the east) take exit #85 (Highway 331) north and proceed to Highway 90 in DeFuniak Springs. Turn left (west) onto Highway 90 and leave City of DeFuniak Springs, you will see the "Boy Scout Camp" sign. Turn left onto Boy Scout Road. STSR will be on the left side of the road.

Once on Boy Scout Road, go 1/2 mile to the entrance of STSR on the left. Turn into the reservation, follow the road past the ranger's home, cross the dam at Lake Alaqua and go up the hill to Henson Hall for check-in.

Visitors - Family Night:

Parents, family and friends are welcome to visit the camp at any time. All visitors must sign in at Henson Hall upon arrival. Meal tickets can be purchased for \$5.00 at the Trading Post.

CAMP POLICIES

Check-In Procedures:

Packs may arrive on Check-In Day between 1:00 and 4:00 PM. **PLEASE DO NOT ARRIVE ANY EARLIER THAN 1:00 PM. WE WILL NOT START CHECK-IN EARLY.** Packs may not go to their campsite until they have checked-in. Upon arriving at camp, the Unit Leader should enter Henson Hall. A staff member will be assigned as your Pack guide. He and your pack will proceed to the campsite to begin unloading gear. Scouts will need to change into swim trunks as soon as they have gotten their gear unloaded and into their tents. While the Unit Leaders completes the check-in process, the staff guide will conduct a check-in campsite inspection and will note any problems or damage. Have current completed medical forms (**OTHER MEDICAL FORMS WILL NOT BE ACCEPTED**) and any medications ready at this time. After your Scouts have changed into swimwear, your pack guide will assist you through the rest of the check-in process and take you on a camp tour. Swim checks must be conducted immediately after medical checks!

Check-Out Procedures:

Check-out should be completed before 11:00 AM. All Packs must be out of camp by this time. A camp commissioner will come to your campsite and complete a check-out campsite inspection with the Unit Leader. He will note any damage on the form. Packs are responsible for any damage to camp property not listed during check-in. Unit Leaders must stop by Henson Hall before departure to pick up medical forms and patches. The Unit will turn in completed Adult Evaluation Sheets at check-out. Advancement information will be emailed to the Cubmaster one (1) week after the close of the session. Please make sure the Camp Program Director has your correct email address. If you do not receive your unit's advancement information within one week of camp please contact the Council Service Center. Check out will not be done earlier than 9:30 AM on Wednesday to ensure that the staff has time to finish all advancement and class paperwork.

Swim Checks:

Each Scout and Scouter will be issued a "Buddy Tag" upon arrival at camp unless such activity is restricted by doctor's order. Each camper will be required to take a swimming test to determine his swimming classification. Aquatic facilities are for the use of registered campers only. Use of these facilities by visitors is prohibited.

Emergency Procedures:

The emergency signal for camp is the ringing of the camp bell and/or the sounding of the camp sirens. 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 pack are accounted for, the Unit Leader will report to the Staff Senior Patrol Leader at the dining hall porch. There will be a minimum of one emergency drill during the week at STSR. A complete set of emergency procedures will be included in your check-in packet.

Personal Health and Medical Forms:

All Scouts and Adults must have completed BSA Annual Health and Medical Record (forms A&B) upon arrival at camp. If any Scout or adult arrives at camp without this medical form, he or she will not be allowed to stay overnight on the reservation or get into the water. Make sure that your form is signed by health personnel and bring your official BSA form (not a school, sports or other medical form) to camp.

Tour Permits:

It is important that units planning trips within 500 miles of the home base obtain a National Tour Permit. Tour Permits are recognized as proof that a unit activity is well planned, organized and under capable, qualified leadership. Therefore, each pack must have in its possession an approved Tour Permit issued by its local council.

Leaders Meeting:

Before dinner on the first evening of camp, STSR Staff will be at the Dining Hall to answer any questions you may have. If you have specific needs or questions regarding camp operations, they will be answered at this time.

Transportation:

Each pack is responsible for safe transportation to/from camp and must meet the insurance requirements of the BSA found on the tour permit. The transportation of Scouts in the back of a pick-up is prohibited. Pack 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.** During the week, your Pack 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 must be worn outside the campsite. Leaders: Setting the example is the most important step you can take towards having a well-uniformed pack.

Lost Property:

Scouts should be encouraged to label all personal items with their name and pack 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.

Dining Hall:

Each pack will be assigned dining hall tables during their week at camp. One waiter will be needed for each table that your pack is assigned. Waiters will need to report to the dining hall fifteen minutes before meals to set up tables. 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.

The food service is provided by qualified personnel. We eat cafeteria style in our dining hall. Scouts who have dietary restrictions may request substitutes by notifying the Scout Service center in writing 2 weeks prior to coming to camp. For those with severe dietary restrictions, the kitchen will be available for food preparation by a supervising adult.

First Aid:

Your pack's first aid kit should have up-to-date materials for minor first aid treatments. Please handle small injuries, scratches, nicks, etc. within your pack.

Vehicles in Camp:

PRIVATE VEHICLES ARE NOT TO BE DRIVEN INTO THE CAMP DURING THE WEEK. Please see the camp director if there is someone in your pack with a special need. Vehicles may be driven into campsites only on Sunday to drop off gear and Wednesday to pick up gear. Pack owned trailers may be left in the campsite during the week. Only adult leaders (**NO SCOUTS**) are permitted to drive vehicles in camp. Bicycles are not allowed at STSR unless needed for medical reasons. Please obtain a STSR Handicap parking permit from the Camp Director if a vehicle is needed for medical reasons.

Who Should Be At Camp:

Only registered Scouts and Scouters are to stay in the campsite. 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 an adult leader. 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.**

Chaplin 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 boys who are homesick or feeling a little down. The All Scout Service will be held at Deere Chapel and is a non-denominational service.

Tobacco, Alcohol, and Drugs:

In accordance with BSA policy: Alcohol and non-prescribed drugs are prohibited on camp property. Smoking and tobacco use must be done in designated areas only.

Civil Rights Statement:

Rules for acceptance and participation in all programs at STSR are the same for everyone, without regard to race, national origin, religion, age or disability.

Pets:

Pets are to be left at home (Exception - those assisting individuals with special needs). Pets of any type are not permitted by BSA policy. Our camp has plenty of wildlife (rabbit, snakes, squirrels, etc.). Look, but don't touch. Fish caught at camp may be eaten or released back into the water.

Camp Quartermaster:

The camp provides your pack with some equipment besides tents and platforms. Any additional items you may need can be checked out from the camp Quartermaster. The pack is responsible for the return of all items checked out. Before checking your items back in, they should be clean and in working order.

Chemical Fuel:

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 pack will be held responsible for any damage to camp-owned equipment. Before your pack checks into your campsite, an inspection of the site will be held. Camp Staff and the Unit Leader will do the inspection. Before you check out on Wednesday, 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.

Your Campsite:

Your campsite is your pack's home for the week at STSR. Remember, be a courteous Scout and know that going through another campsite is not a shortcut! All sites in Camp Euchee are equipped with platform tents which have wooded floors and cots. Your campsite is equipped with the following:

Campfire Ring, Water Hose, Broom, Shower, Fire Barrel, Fire Buckets,
Picnic Table, Latrine, Bulletin Board, Drinking Fountain

Handling Money:

In many packs, one of the adult's acts as a "Banker" for the Scouts, holding onto their cash until needed. By doing so, insures that it does not get lost, stolen or spent all at once. This prevents both sticky fingers and butter fingers!

Trading Post:

STSR operates a full service trading Post with souvenirs, candy, soft drinks, and other items to serve the needs of the campers. We do not want spending money to be a problem at camp. Parents and scouts should decide what a reasonable amount is for the week. A \$30 maximum is suggested.

Showers:

Hot showers are available for scouts and leaders. Please be sure your scouts are supervised in some manner when they are in the shower.

Tentative Schedule

Day 1 (Check-In Day):

1:00 - 4:00 PM	Arrival and Check In Once all of your Pack is Checked In and Unloaded, you may go as a Pack to the Health Lodge and Waterfront for medical rechecks and Swim Testing respectively.
2:00 - 4:00 PM	Swim Test, Trading Post, continue to unload and settle in
4:00 - 6:00 PM	Belt Loop Fair - Map and Compass, Ultimate Frisbee, Chess, Good Manners
5:00 PM	Leader's Meeting in Dining Hall (One Leader Per Pack)
6:00 PM	Flags and Supper
6:30 PM	Review Bobcat Trail for Wolves (Dining Hall Porch)
7:30 PM	Camp Fire - Whipple Circle
8:00 PM	Night Hike
10:00 PM	Taps/Lights Out

Day 2:

Time	Wolves	Bears	Webelos I/II	Web II Round Robin
6:50 AM	Reveille	Reveille	Reveille	Reveille
7:45 AM	Flags	Flags	Flags	Flags
7:45 - 8:30 AM	Breakfast	Breakfast	Breakfast	Breakfast
8:45 - 10:00 AM	Feats of Skills	Games, Games, Games	Session Block 1	Fire Starting and Cooking
10:15 - 11:30 AM	Your Flag	Building Muscles	Session Block 2	
12:00 - 12:30 PM	Lunch	Lunch	Lunch	Lunch
12:30 - 1:30 PM	Break Time	Break Time	Break Time	Break Time
1:30 - 2:30 PM	Machine Power **	Sawdust and Nails	Session Block 3	First Aid
2:30 - 3:30 PM	BB Gun Belt Loop or Pin		Session Block 4	
3:30 - 4:30 PM	Waterfront/Shooting Sports Open			
4:30 - 5:30 PM	Free Time			
6:00 PM	Flags	Flags	Flags	Flags
6:00 PM	Supper	Supper	Supper	Supper
7:30 - 9:30 PM	Staff Hunt/Movie	Staff Hunt/Movie	Staff Hunt/Movie	Staff Hunt/Movie
10:00 PM	Taps/Lights Out	Taps/Lights Out	Taps/Lights Out	Taps/Lights Out

Day 3:

Time	Wolves	Bears	Webelos I/II	Web II Round Robin
6:50 AM	Reveille	Reveille	Reveille	Reveille
7:45 AM	Flag	Flag	Flag	Flag
7:45 - 8:30 AM	Breakfast	Breakfast	Breakfast	Breakfast
8:45 - 10:00 AM	Start a Collection	Shavings and Chips	Session Block 1	Knots and Lashings
10:15 - 11:30 AM	Let's Go Camping	Tying It All Up	Session Block 2	
12:00 - 12:30 PM	Lunch	Lunch	Lunch	Lunch
12:30 - 1:30 PM	Break Time	Break Time	Break Time	Break Time
1:30 - 2:30 PM	Tie it Right **	Magic **	Session Block 3	Land Navigation Skills
2:30 - 3:30 PM	Archery Belt Loop or Pin		Session Block 4	
3:30 - 4:30 PM	Waterfront/Shooting Sports Open			

4:30 – 5:30 PM	Free Time			
6:00 PM	Flag	Flag	Flag	Flag
6:00 PM	Supper	Supper	Supper	Supper
7:30 – 9:30 PM	Campfire	Campfire	Campfire	Campfire
10:00 PM	Taps/Lights Out	Taps/Lights Out	Taps/Lights Out	Taps/Lights Out
Day 4 (Check-Out Day):				
Time	<u>Wolves, Bears, Webelos I and II</u>			
6:50 AM	Reveille			
7:45AM	Flag			
7:45 – 8:30 AM	Breakfast			
8:45 – 9:30 AM	Cub Scout LNT/Outdoor Award Review - Indian Square Grounds			
9:30 – 11:00 AM	Camp Clean Up, Depart after Inspection			

SPANISH TRAIL SCOUT RESERVATION CUB/WEBELOS RESIDENT REGISTRATION FORM

Pack: _____ Den Number: _____

Circle One: Cub or Webelos

Pack Coordinator: _____

Email Address: _____

Day Time Phone: _____ Evening Phone: _____

Number of Youth Attending (\$110 Each) _____

Number of Adults Attending _____
(Refer to chart for amount owed)

Total People Attending _____

Total Amount Owed _____

**Unit is responsible for individual accounting.
Council will only track Pack/Den payments.**

Note: All fees are due along with this form by July 1st, 2014. Pack/Den Rosters needs to be turned in with this form.

Health Forms need to be brought to camp and turned in during check-in.

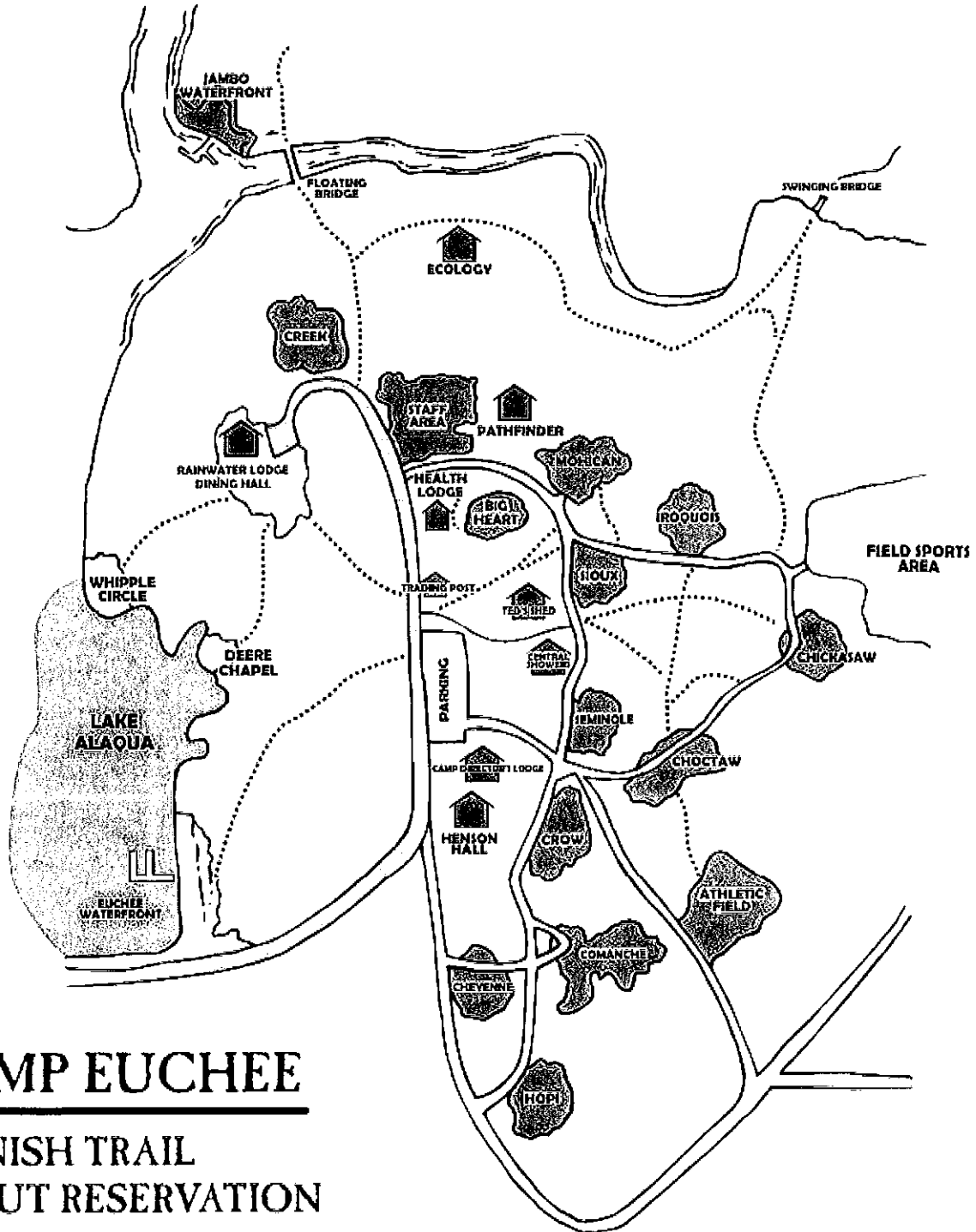
Payment and forms should be submitted by the Pack Coordinator and payment should be in the form of ONE check.

This form should not be submitted without a check payable to Gulf Coast Council

Enclosed is check # _____ dated _____ for \$ _____

Gulf Coast Council
Attention: Resident Camp
9440 University Parkway
Pensacola, FL 32514

Camp Euchee



CAMP EUCHEE
SPANISH TRAIL
SCOUT RESERVATION