



Winter Camp Leaders Guide

December 27-31st, 2021

Camp Ben Hawkins
Central Georgia Council

Camp Director: Wayne Schuver Jr

Welcome to the Leaders Guide, I hope it assists you in your planning. I am Wayne Schuver Jr. Camp Director. My goal for this week is to give our youth a great experience at CBH and help build future leaders, and if nothing else, let the youth have fun and meet new friends.

This leaders guide is designed to give you some basic information about Winter Camp and will be updated as we get closer to the actual event. If there is something you don't see in the guide or have questions, please don't hesitate to contact me.

Winter Camp, has been planned for many hands to help to make a great experience for our Scouts. We believe that many hands sharing the work make it easier for all. We need your help! Teaching your favorite merit badge during the week will make you a staff member. All staff this year will receive a staff only long sleeve cotton shirt. If you have any youth or adult leaders with free time, please help us find them a place to help.

This Winter Camp is an opportunity for Scout Troops, Crews and Provisional Scouts to both demonstrate and learn new Scout skills and Scout knowledge. It is meant to be both a competitive event and a fun learning opportunity. As with all Scouting events and activities the Scout Oath, the Scout Law and the Outdoor Code are our guidelines.

Winter Camps at Camp Benjamin Hawkins have been a fabric of our Council for many years. I'm excited for the opportunity to continue many of the great traditions we've had in the past while continuing to create new traditions going forward. I hope that every Scout has an opportunity to participate in Winter Camp this year.

I look forward to seeing you at camp.

Wayne Schuver Jr
Camp Director
(478) 337-1765,
Wayne.schuver@scouting.org

Disclaimer

Understand that this is a working document, and plans are still in progress. Activities may change based on numbers/budget and availability of materials and supplies. The agenda/schedule may also be modified to make sure that enough time is given to all for events. This guide is designed to give you an idea of what will be going on at camp. This will also give you the information that you need to plan and give information to your Troop and parents.

Registration

Registration is all online Each Troop attending will need to submit a roster of all attending camp upon arrival at camp. Register early! This is a maximum capacity event. Once capacity has been reached, registration will be closed and a waiting list will be started for those interested. Please register prior to December 23rd. Thank you for your help. This allows us to make sure enough materials and supplies can be purchased and prepared. **Fees include camping, program, meals, shirt, and patch for each registered Scout/adult.

Cancellations

All cancellations made by December 15th will receive a full refund. Cancellations after 5 p.m. on December 15th, do not qualify for a refund. Winter Camp is a rain or shine event.

Before Arriving at Camp

- *Units are responsible for ensuring that they have appropriate trained leaders, and medical forms for every Scout/adult.
- *Adult leaders must present proof of Youth Protection Training.
- *Make sure that all Scouts and Adults have complete BSA MEDICAL FORM, Parts A, B, and C.
- *Campsite assignments will be made upon arrival at camp.
- *No Vehicles in Camp after dinner on Day 1 without authorization by Camp Director. All vehicles must park in main lot.

Leadership

BSA rules require a minimum of two responsible adult leaders for every unit. Sharing a campsite with another Troop is acceptable to meet this standard. Leaders must be in camp with your Scouts 24 hours a day. All Leadership must complete and present a current Youth Protection Training Certificate, and a Completed Medical Form, Parts A, B, and C.

Provisional Scouts

Your troop isn't coming to winter camp? No problem, a limited number of Provisional scouts can participate. Your scout may be assigned to another unit attending camp. Please declare yourself a provision scout when registering & upon arrival at camp.

STAFF

If you have scouts or adults interested in becoming a part of the fantastic Ben Hawkins Camp Staff, ask them to contact Wayne Schuver Jr wayne.schuver@scouting.org or 478.337-1765 to apply for a position on this year's camp staff.

Medical Forms

ALL Medical Forms will be collected on the first day of camp. No camper will be admitted to camp without proper medical form. Medical Forms will not be accepted at council prior to event, please bring a completed medical form for every camper, and adult. **All Campers and Adults will be required to have the BSA Medical Form parts A, B, and C! This can be found at: [Annual Health and Medical Record](#) .**

Arriving at Camp

Units may begin arriving at camp at 9am. Units are asked to check in at Parking Lot Pavilion/office as a group. At that time you will receive your Finalized Schedule, turn in medical forms, youth protection trainings, schedules, agendas, and receive campsite assignments. After Check-In a staff member will direct you in Dining Hall procedures and go over a camp tour. Vehicles may be driven into camp to stow gear, all vehicles need to be moved to the parking lot before dinner on the first night of camp.

Dutch Oven Cook Off

Units are encouraged to participate in a Dutch Oven Cook Off on Night 2 of camp. Units are required to bring everything they need to impress the Dining Hall Director who will be the judge!

Training for Leaders

Troop specific training will be offered during camp. Participants will be required to sign-up for course upon registration. Adults may take this class whether they are registered for Winter Camp or not. Other adults training will be available in the evening during camp.

Klondike Derby "NEW this year"

In the late 1800s, gold prospectors traveled the sub-zero reaches of Alaska by means of dogs and sleds. They camped out in all kinds of winter weather, and therefore needed adequate survival skills, which they learned from the native Eskimos. Scouting has incorporated this theme in the Klondike Derby. In a Klondike Derby, Scout patrols acting as huskies pull specially designed homemade sleds around a field course marked by stations named for towns or cities, such as Dawson or Fairbanks. At each town the Scouts tackle exercises in problem-solving, as well as contests and other activities in which the patrols or teams use their Scout skills to complete the course. The point of a Klondike Derby is for Scouts to use their heads, put their

Scouting skills to work in the field, demonstrate teamwork and Scout spirit, and to have fun outdoors on winter days.

More information on the Klondike Derby is found at the end of the leader's guide. All patrols entering the Klondike Derby are required to register by December 15th.

Campfires

The Camp Ben Hawkins Staff conducts a rousing campfire program on the opening night of camp to welcome campers, introduce staff, and get Camp started off with a bang. But on the last evening of camp the tables are turned, and it is time for campers to entertain the camp with your special songs, skits, and stories. Plan to attend the "audition" at the Dining hall right after lunch on the last day of camp to show the Campfire Director what you would like to present.

Uniforms

Camp Benjamin Hawkins recommends the following camp attire:

*During the day and most nights after dinner, Class B is appropriate. This a scout related shirt of some type.

*Uniform for dinner, evening flag ceremony, and campfires is full Class A.

*Footwear: Shoes must be always worn at camp. Shoes must not be open at the toe or sides. Sandals are only allowed at the showers, and at waterfront. Croc type shoes are not allowed.

*It is not the role of the staff to be the "uniform police", that is the role of the unit leader.

Trading Post

The Camp Ben Hawkins Trading Post will be open! Posted hours of operation so Scouts & adults can purchase drinks, snack items, *NEW* CBH Gear, misc. items.

Winter Camp Activities

Day One: Check-in, Lunch, open program activities, Dinner and Opening campfire.

Day Two/Three: After Breakfast, you'll participate in three morning activity periods, with four more after lunch. After supper your unit is free to enjoy your campsite, or the other activities that will be going on around camp.

Day Four: very much like Day Two, with the addition of closing campfire.

Day Four: After Breakfast, you'll participate in three morning activity periods, Leave No Trace camping and Dismissal.

Dining Hall Procedures

A Dining Hall Procedure Briefing will happen at check-in. All units will receive a Table assignment at the time of check-in. Units will be assigned either a Before Meal/After Meal Caper, as well as be expected to use the waiter's system.

Special Dietary Needs/Meals:

Anyone with Special Dietary Needs should note this on their registration form. We will do our best to meet the needs of anyone with dietary needs. Vegetarian alternatives are provided for every meal when noted on registration form. All breakfast meals are supplemented with a cereal bar/canned fruit, and all lunch and dinner meals are supplemented with a salad bar. Coffee will be provided daily for adults only at breakfast in the dining hall. Coffee will be available in the trading post as well.

Activity Periods

Scouts will have the choice of up to 7 Merit Badge Periods that they would like experience at camp. Please understand that most periods have a limited class size, and are filled on a first come first serve basis. We will try our best to meet the wants and needs of every scout. A tentative Merit Badge list is found at the end of the leaders guide.

Unit leaders may choose to leave one or more periods open for unit rank advancement work in and around camp. Scouts may also sign up for a Kitchen Detail Period and earn service hours by working in Kitchen.

Merit Badges Offerings

A Merit Badge Offering list is found at the end of this leaders guide. We are adding more merit badges as counselors/instructors as they come available. If you are interested in teaching a merit badge at winter camp, please contact Wayne Schuver, at wayne.schuver@scouting.org.

Merit Badge Completions

Blue Cards will be distributed at Winter Camp on the last day to Unit leader. Scouts are also encouraged to save any merit badge workbooks/notes to show as documentation to Unit Leadership if necessary.

Bring your Bike to Camp

All campers and Leaders are encouraged to bring their bike to camp. ALL riders must wear a helmet at all times and follow CBH Bike Safety Rules.

- CBH Bike Rules
 - All riders must always wear a helmet.
 - All riders must give right of way to pedestrians.
 - No riding after dark.
 - Please be courteous when parking bike around buildings.

SPL/Leader's Meetings

A leaders meeting will be held at lunch on day 1, and @ 8:45 am each morning of camp. Important information will be distributed, please make arrangements to attend while at camp.

Packing List

- *Class A Scout Uniform
- *Tent
- *Warm Sleeping Bag (additional blankets may be needed)
- *Warm Jacket
- *Fleece Jacket
- *Raincoat
- *Shirts
- *Pants
- *Thermal Underwear
- *Underwear
- *Warm socks
- *Shoes or boots
- *Shower shoes
- *Toiletries (toothpaste, shampoo, etc.)
- *Towel
- *\$40 Spending money (Trading post will be open.)
- *Bath clothes
- *Flashlight
- *Notebook
- *Pencils or Pens
- *Warm Hat
- *Gloves
- *Day Pack
- *Water Bottle
- *Hot Hands
- *Pokémon Cards for Pokémon Classic
- *Klondike Derby Supplies
- *Ugly Holiday Sweater
- *Tacky Holiday Decorations
- *Device (Tablet/Computer if taking merit badge that requires technology)

SPLs/Scoutmasters may also consider bringing:

- *Cracker Barrel items for boys
- *Lanterns
- *Water Cooler
- *Props for skits
- *First Aid Kit

WATER BOTTLES

Scouts and Adults are required to always have a water bottle on their person. Water Bottles should not be packed in Scouts gear, but available as soon as the Scout arrives at camp.

TRASH

Trash can be deposited in the dumpster beside the dining hall.

ICE

2 bags of ice per day may be picked up at Dining Hall after breakfast by leaders for use by units.

FIRST AID

You may receive first aid at the First Aid building on camp.

HEADQUARTERS/LOST AND FOUND

The Camp Office on the far end of the dining hall will be used as the Headquarters of Camp. You may bring lost and found items to this location, report problems/concerns, and receive information.

CLEAN-UP/Camp Service Projects

All Units are responsible for making sure there is no trash and/or debris left in their assigned campsite. Units will also be assigned a Common Camp Area to help Leave No Trace and/or a Camp Service Project to complete. These assignments will be distributed at the SPL/Leader's Meeting on the last morning of camp. This will help Camp Planners and Staff leave camp in the same condition we found it in. Thank you for your assistance with this.

STAFFING

In order to make this a successful event, we need lots of hands. We are looking for motivated, dedicated, energetic Scouts, Ventures, and Adults to Staff camp this year. We need staff members who are available for the entire duration of camp, and that can attend the staff training prior to camp. If you are interested, please fill out the Staff commitment form and more information.

QUESTIONS

If you have questions about camp program, please contact:

Wayne Schuver wayne.schuver@scouting.org or 478.337-1765.

Winter Camp Schedule

	Day One	Day Two	Day Three	Day Four	Day Five
7:30 am	Flag Ceremony and Waiters Report				
7:45 am	Breakfast				
8:45 am	Leader's Meeting in Dining Hall				
8:30-9:20	Check in 9am SM/SPL mtg 11am	Period 1	Period 1	Period 1	Period 1
9:30-10:20		Period 2	Period 2	Period 2	Period 2
10:30-11:20		Period 3	Period 3	Period 3	Period 3
11:45	Lunch				Leave no Trace Dismissal
1:00-1:50	Period 4	Period 3	Period 3	Period 3	
2:00-2:50	Period 5	Period 5	Period 5	Period 5	
3:00-3:50	Period 6	Period 6	Period 6	Period 6	
3:30-4:45	Period 7	Period 7	Period 7	Period 7	
5:30	Flag Ceremony/Waiters Report				
5:45	Dinner				
7:00	Open Program/Camp wide Games				
7:30	Campfire			Campfire	
10:00	Everyone in Campsites				

2018 Winter Camp Registration Form

Unit: _____

Unit Point of Contact: _____

Phone Number: _____ Email: _____

Adult Name							Shirt Size	
Scout Name	Period 1 Choice	Period 2 Choice	Period 3 Choice	Period 4 Choice	Period 5 Choice	Period 6 Choice	Period 7 Choice	Shirt Size

Any Dietary Restrictions?

Name	Restriction: (Allergies, Vegetarian, etc.)

	# of scouts	X \$165	
		X \$175 (after December 8)	
	#of Adults	X \$80	
	Klondike Derby	_____ yes _____ no	
		Total Due	

2021 CAMP BEN HAWKINS KLONDIKE DERBY

In the late 1800s, gold prospectors traveled the sub-zero reaches of Alaska by means of dogs and sleds. They camped out in all kinds of winter weather, and therefore needed adequate survival skills, which they learned from the native Eskimos. Scouting has incorporated this theme in the Klondike Derby.

In a Klondike Derby, Scout teams act as huskies and pull specially designed homemade sleds around a course marked by stations named for towns or cities, such as Dawson or Fairbanks. At each town the Scouts tackle exercises in problem-solving, as well as contests and other activities in which the teams use their Scout skills to complete the course.

The point of a Klondike Derby is for Scouts to use their heads, put their Scouting skills to work in the field, demonstrate teamwork and Scout spirit, and to have fun outdoors on winter days.

THE COURSE

The course is made up of 10 towns and will be run after super over the final three days of winter camp. The towns will be spread out across Camp Ben Hawkins, with each stop requiring the patrol to work together to complete the task. A local “mayor” will be located at each town to give necessary instructions, assess their work, and determine if the task has been completed.

Each patrol must follow the course in numerical order as outlined on a map that will be provided during the Klondike Derby meeting on the first night of camp. As they arrive at each town, the teams should demonstrate their Scout spirit by giving their patrol yell (it’ll cost them spirit points if they don’t yell). At each town, they’ll encounter a practical problem involving basic Scouting skills. Towns must be visited in the correct rotation and every team must visit each town.

The course is ran as a timed event on a continuous clock. Depending on the number of registrations, some teams may be started on a 10-minute stagger to prevent congestion at towns. Once a town’s task has been finished, the team moves on to the next event. The clock stops once all events for the day have been completed. Time advantages from one day will carry over to the next, though may be objectively scaled to ensure every team has an opportunity to complete all tasks.

PLANNING AND PREPARATION

Each team is required to bring with them any equipment and supplies needed to complete the course. Teams will not be provided an equipment list. Instead, they may bring with them any materials they deem necessary to complete the assigned task. In the event certain equipment is prohibited, it will be noted in the town description. Teams are encouraged to “practice” the events in advance of the event.

KLONDIKE RULES AND PROCEDURES

1. PARTICIPANTS. All participants of this event must be registered with a Scout Troop, Venturing Crew or Explorer Post.
2. REGISTRATION. Registration prior to the event is REQUIRED. It is not practical to attempt to accurately schedule and plan for the event without prior registration. The registration deadline for the Klondike Derby is December 15, 2021. NO REGISTRATION WILL BE PERMITTED AFTER THE DEADLINE.
3. MAXIMUM TEAM NUMBER. The derby can accommodate no more than 20 teams. If the maximum is exceeded, teams will be fielded based on registration date, and, in fairness to all units.
4. TEAM SIZE. There is no limit on team size. HOWEVER, no more than 6 Scouts may be on the sled at one time. Teams may alternate Scouts between towns, BUT must return to base camp to make the switch.
5. CLOSED TRAIL. The trail is closed to unauthorized adults. Adults may visit the towns to observe and cheer a team on. They may not AT ANY TIME assist or coach a team while on the course. Doing so will result in the team's disqualification
6. COMPETITION. The Klondike Derby is run as a competition. If there are any circumstances that would preclude a team member from competing, the team captain should inform the town Mayor immediately upon arrival so that any required consideration can be given.
7. UNIT LEADERS ARE RESPONSIBLE for the general well-being of the youth in their charge, including proper clothing and supervision. The Klondike Derby is a strenuous winter activity. Please pay particular attention to warm & dry clothing, proper footwear and warm headgear. If in the opinion of the Inspection Team a Scout is not adequately prepared for the weather, the Scout will not be permitted to participate. There will be a pre-start inspection for health and safety considerations:
8. CODE OF CONDUCT: the Scout Law applies. Failure to observe the Scout Law AT ALL TIMES during the race may result in a time penalty or disqualification. Examples of unacceptable behavior:
 - a. Tampering with or removing trail markers or placing obstructions on the trail to delay the progress of other teams.
 - b. Preventing a faster team from passing you on the course.
 - c. Tampering with or damaging another team's sled or equipment.
9. MAYOR'S DECISIONS. All decisions of the town Mayors are final – there is no appeal.
10. INSPECTION. There will be an inspection for health and safety purposes prior to the Start. Team members must be dressed appropriately for the weather. Sleds will be inspected for durability and safety (see below).
11. MAXIMUM TIME. The maximum time to complete the course each evening is THREE HOURS. After that period, teams will be required to retire for the evening and return directly to base camp (parade field).
12. COMMUNICATIONS POLICY: The use of walkie-talkies or other devices to communicate with your teams on the trail is prohibited. Additionally, cell phones or other electronic devices may not be used to access information via the internet. Any team using a walkie-talkie, cell phone or similar telecommunications device on the trail, other than for emergency communications, may be assessed a time-penalty or be disqualified.

SLED RULES

1. Sleds should be constructed by Scouts. Please do not place the Klondike Staff in the position of rejecting a team because you have not arranged for them to compete with a appropriate sled.
2. Sleds **must be** fashioned to look like an Alaskan dog sled. This rule will be liberally construed. The sled should be large enough to carry all required equipment plus one Scout. As we do not get much snow in central Georgia, tires should be used in lieu of ski runners.
3. A harness for pulling the sled by the Scouts should be attached to the front of the sled. Ideally, looped ropes should come off a single main/trunk rope similar to the way in which branches on a tree come off a common trunk. Due to risk or injury or being trapped under a run-away sled if a Scout slips, ROPE LOOPS MUST NOT BE LARGER THAN A HAND HOLD (APPROX. 6-9" LONG) in order to assure that loops are not able to be placed over any Scout's neck or around a Scout's waist. This rule will be **STRICTLY ENFORCED**.
4. The sled may be constructed of any materials (wood, pvc, fiberglass, aluminum, etc.).
5. The sled must be able to reach the finish line at the end of the course. If the sled breaks on the trail, the team must make necessary repairs or carry all the parts to the finish or be disqualified.
6. The use of nails to construct the sled is NOT PERMITTED. Fasteners such as screws or nuts/bolts should be used.
7. A variety of Klondike sled plans can be found the internet. Teams are encouraged to be creative in decorating and equipping their sleds.
8. All sleds will be inspected at the beginning of each day's events to ensure safety and compliance with the above rules.

SCORING

The race is run as both a timed and skill event. Time allowances may be made (at the discretion of the town Mayor) for any time spent waiting to begin a task. Teams will also be assessed points by the town Mayor for creativity, team spirit, and effective use of Scout skills in completing each task. The judgment of the Mayor is final.

The first second, and third place team in each division will be recognized base on overall score. Each team's overall score will be determined by combining their time on course with the points assessed for Scout skill. The Spirit of the Klondike award will be awarded for the one team that demonstrates the best overall spirit throughout the course. Finally, there will be one overall winner for both speed and skill. The team with the fastest time on course (including penalties) and the team with the highest total score for Scout skills will each be recognized.

COURSE TOWNS/ACTIVITIES

The towns and their activities are listed below. Unless indicated below, each team is responsible for bringing the necessary items to complete each task.

1. **Stake your claim:** Every prospector knows you have to stake your claim properly. Teams must construct a claim gate/sign/flagpole marking their claim. The structure must be freestanding and a minimum of 6' tall with their patrol flag at or near the top. Your structure must be built using pioneering spars and lashings. No portion may be preassembled.
2. **Whiteout Stretcher Carry:** A terrible accident has left one of your team injured and unable to move without a stretcher. You must get the team member to help immediately. Unfortunately, a massive blizzard has reduced visibility to zero. First, administer proper first aid based on the symptoms provided, then transport the injured scout through an established course while blindfolded. The injured scout will not be blindfolded and may provide directions from the stretcher.
3. **Ka-BOOM:** A stick of dynamite has been dropped in town and is at risk of detonating. Maintaining a minimum distance of 10' at all times, your team must remove the dynamite (2 liter bottle) by lifting it off the ground and placing it in a containment device. The dynamite cannot touch the ground again after it's been lifted off the ground. A time penalty will be assessed if the dynamite is dropped.
4. **Hunker Down:** The weather has turned nasty and you need shelter. Using simple materials, Scouts must build a shelter large enough for the patrol. Scouts will be assessed on time and the quality of the shelter, such as amount of protection, protection from wind, and sturdiness.
5. **Wall Crawl:** A rockslide blocks your path. You have no choice but to go over it. Teams must work together, to get all members and their sled over an 8' foot wall.
6. **Turkey Shoot:** Food is scarce and accuracy counts. Each patrol must first correctly identify local animal tracks before shooting for score in rifle. Each patrol will receive one rifle round for each correctly identified track. Rifles, ammo, and targets will be provided by the camp.
7. **Sink, float or swim:** Your sled hit a rock sticking out of the ice and ejects one of the Team members. Use articles from your sled to rescue him from the cracked ice. He will be approximately 10 ft away from shore. Note all members are required to participate in this town.
8. **Fire Building:** On the tundra, fire is critical for warmth and cooking, but your matches fell in the river earlier. Teams must build a fire and burn through a string. Matches(2) will be provided. Tinder and kindling will need to be from your sled. All lighters, or devices that create a flame, spark or arc are not permitted.
9. **Higher Ground:** You're completely lost and need to get to higher ground and find your bearings. Each team must select two participants to complete a climb, zip and rappel relay on the CBH climbing tower. To ensure the safety of all participants, teams will NOT be permitted to *rush* through this event. All participants must listen to the instructions of the climbing director and instructor, to include a suitable pace, **AT ALL TIMES.** Teams that fail to do so will have their times disqualified.
10. **Sled Race Inspection:** The ultimate Klondike Derby event. Each sled will be inspected to show all items on the sled. Participants will need to provide a list of items on their sled.

2018 KLONDIKE DERBY REGISTRATION FORM

DEADLINE: December 15, 2021

Troop Number: _____ District: _____

Unit Contact Name: _____

Unit Contact Email: _____ Unit Contact Phone Number: _____

Patrol Name:			
	Scout Name:	Age:	Rank:
Captain:			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			

*All Scouts **MUST** turn in a Klondike Derby Authorization Form at Check-in on Day of Race.

2021 CENTRAL GEORGIA COUNCIL
KLONDIKE DERBY AUTHORIZATION FORM

NOTICE

THIS FORM MUST BE COMPLETED AND SIGNED BY A PARENT OR GUARDIAN FOR EACH SCOUT LISTED ON THE REGISTRATION SHEET AND SUBMITTED WITH THE PACK REGISTRATION FORM. DUPLICATE FORM AS NECESSARY. FAILURE TO COMPLETE THE RACE AUTHORIZATION FORM WILL EXCLUDE PARTICIPATION IN THE EVENT.

Scout Name: _____

Troop: _____ Patrol: _____ District: _____

Street Address: _____

City: _____ State: _____ Zip _____ Phone: _____

In Case of Emergency Contact: _____

Relationship to Scout: _____ Emergency Phone: _____

I, the Parent or Legal Guardian of above named Boy Scout, hereby give my consent for my son to participate in the 2021 Camp Ben Hawkins Klondike Derby to be held at Camp Ben Hawkins from December 27-31, or other date if rescheduled. To the best of my knowledge, my son has no medical restrictions that would prohibit him from participating in this event.

Parent or Legal Guardian Printed Name

Date

Parent or Legal Guardian Signature

2021 Winter Camp Staff Application Form

December 18-19, 2021- Camp Set-up
December 26, 2021; 10 am Camp Staff Set-up Day
December 27th- staff Meeting 8:30am
December 27-31, 2021, Winter Camp

Where: Camp Ben Hawkins, Byron Georgia

What: We are looking for motivated, dedicated, energetic Scouts, Ventures, and Adults to Staff the upcoming Winter Camp. We need staff members who are available for the entire duration of camp, and that can attend the staff meetings/Camp Set-up prior to camp.

What you get: Besides the opportunity to show scouts a fun time, everyone participating on staff will receive a Winter Camp staff shirt, this year's patch, fun times, and certificate of hours worked at event.

Requirements for staff: All staff should be at least Boy Scout age, and have acquired the rank of First Class. Staff should have their own tent, and basic camping supplies, and plan to camp either with their unit or in the Staff campsite. All meals will be provided in camp dining hall. We will do our best to place staff in the areas they would like to work, but to ensure the success of the event for our participants; staff will be assigned to areas based on need.

Shirt Size

More information: You may also contact Wayne Schuver Jr at 478.337-1765 or at wayne.schuver@scouting.org

Troop #: _____ Crew #: _____ Rank: _____

Scout/Adult Name: _____

E-mail: _____ Phone # _____

Adult Contact (If Scout): _____ phone _____

Merit Badge/Area wishing to teach: _____

Materials needed: _____

Program Area Requirements: (electric, water, etc....)

Special Dietary needs? _____