

Revised
02.01.21



TANAH KEETA
SUMMER CAMP

2021

CAMP GUIDE

Regarding COVID-19

The top priority of the Gulf Stream Council and Tanah Keeta Summer Camp is the health and safety of all our participants. We have produced a set of standard camp procedures regarding COVID-19 safety that is currently in effect at our council properties. As new information continues to come out, our staff is ready to make any necessary adjustments to our 2021 Summer Programs

You can view our COVID-19 camp procedures using the link below:
<https://www.gulfstreamcouncil.org/files/33797/COVID-19-Operating-Procedures>

WELCOME to TANAH KEETA SUMMER CAMP 2021!

To our fellow Scouts, Parents, and Leaders,

We would like to thank you for considering Tanah Keeta Scout Reservation as your summer camp destination for 2021. Our camp sits on a bend of the River Loxahatchee. It is an ideal spot with river front access, woodlands, spring-fed lakes, and diverse wildlife. Besides our natural beauty, our camp hosts a spectacular Scouts BSA Summer Camp Program! And we have a long Summer Camp history!

Before it was a Boy Scout Camp, the land that currently is occupied by the Tanah Keeta Scout Reservation was home to Camp Murphy, a US Military Base that was in operation during WWII. In 1953, when Camp Murphy was conveyed to the State of Florida, part of the park became the Jonathan Dickenson State Park and parts were opened up to other groups. The Gulf Stream Council was bid one square mile, or 640 acres – which became the Tanah Keeta Scout Reservation! By 1957, Tanah Keeta was ready to host its first Summer Camp. Back then, camp was just made up of a handful of buildings, including the original Dining Hall, Campmaster Cabin, Health Lodge (now OA Lodge), Boathouse, Clear Lake Dock, and a handful of pavilions and latrines.

Over its rich 64-year history, Tanah Keeta Scout Reservation has seen many powerful improvements to its facilities and campgrounds. From new buildings, changing technology, and uniquely designed programs – our camp has always been a home to Scouting. But one thing that has never changed is our commitment of excellence to our campers and leaders.

Tanah Keeta Summer Camp 2021: Welcome to the Jungle! will bring quality program mixed with a unique blend of fun, adventure, and advancement. Our Summer Camp Staff is spirited, skilled, and always attentive to your needs. At Tanah Keeta, our guests are not just a number, they become a member of our Summer Camp family. We make lifelong memories, share great experiences, and have a great time together! We pride ourselves on our Summer Camp Staff and program. We know you'll have a great experience!

As your Camp Key 3, we pledge to you that our staff has a very well-defined mission: to provide every camper a safe, fun, and truly unforgettable experience, while fulfilling the mission of the Boy Scouts of America! We hope you can join us this summer!

*Yours in Scouting,
Cahill Richardson, Camp Director
Robert Ulrich, Program Director*

TABLE OF CONTENTS

REGISTRATION

Contact Information	1
Camp Dates.....	1
Reservation Deposits.....	2
Camp Fees.....	2
Camp Fee Schedule	3
Early / Base / Late Fees Explained	3
Refunds.....	3
Camperships	3
Provisional Campers	3
How to Register Provisional Campers	3-4
Leaders	4
Rotating / Partial Camp Leaders	5
On Line Registration Instructions	5
Registration Calendar	5

PREPARING FOR CAMP

Packing List	6
Arrival Time	7
Required Documents for Check In for Units.....	7
Required Documents for Check In for Provisional Scouts	7
Check In	7
Pre-Camp Swim Checks	7

HEALTH AND SAFETY

Annual Health and Medical Record	8
Health Lodge.....	8
Trips to the Hospital or Doctor	8-9
Accident and Sickness Insurance	9
Medications	9
Health and Sanitation	10
Camp Security.....	10
The Buddy System	10
Camp Emergency Plan	10-11
Camp Siren	10
Severe Weather / Tornadoes	11
Lightening / Thunderstorms.....	11
Encounters with Wildlife	11
Lost Camper.....	11
Lost Swimmer / Boater	11

CAMP RULES AND POLICIES

Camp Policies.....	12
Damages to Equipment	12
Food in Campsites	12
Golf Carts	13

Liquid Fuels	13
Non-Registered / Underage Campers	13
Pets	13
Power Generators.....	13
Speed Limit and Driving Within Camp.....	13
Talent Release / Consent Given.....	13-14
Troop Discipline	14
Uniforms	14
Vehicles in Trailers.....	14
Youth Protection Guidelines.....	14-17

GENERAL CAMP INFORMATION

Camp T-Shirts and Mugs.....	18
Directions to Camp	18
Fans and CPAP Machines.....	18
Food Service	
Assigned Seating.....	18
Dining Hall Service	18
Dining Hall Clean Up	18
Hand Washing	18
Saturday Morning Breakfast.....	18
Special Dietary Concerns	18-19
Troop Cook Night.....	19
Ice	19
Leaders’ Lounge.....	19
Lost and Found	19
Mobility Needs	19
Parents / Visitors at Camp	20
Special Needs.....	20
Spending Money.....	20
Trading Post.....	20
Wifi and Cell Service	20

MERIT BADGES AND CLASSES

Preparation for Merit Badges and Other Classes	21
Pre-Requisite Information	21
Class Selection	22
Block Scheduling.....	22
Merit Badge Matrix: Scouts BSA Summer Camp	23-25

ADVENTURE TRAIL

Overview.....	26
Program Structure	26
Scheduling	26
What to Bring	27
Adventure Trail Overnighter	27
Skills Sign Offs.....	27

ADVENTURE PROGRAMS

Overview	28
Angler Adventure	28
Board Shapers.....	28
Master Chef: Scout Edition.....	29
Scuba Adventures	29-30
SCUBA I: PADI Open Water.....	29
SCUBA II: PADI Advanced Adventure Diver	30
Other Jupiter Dive / SCUBA Opportunities	30

TROOP ACTIVITIES AND INFORMATION

Evening Activities.....	31
Camp Daily Schedules.....	31
Campsite Inspections.....	31
Optional Instructional Programs	31
Honor Troop	31
SPL Meetings	31
Welcome to the Jungle: Theme Days	32
Troop Competitions and the TK Triathlon	32
Troop Guides	32
Daily Schedule: Scouts BSA Summer Camp	33
Honor Troop Award.....	34

FOR LEADERS

Leader Meetings.....	35
Leader Training	35
Activities for Leaders	35
Scoutmaster Lounge	36
Scoutmaster Merit Badge	36
Scoutmaster Service Corp.....	36

FORMS

Scoutmaster Merit Badge	
Daily Campsite Inspection Form	
Prescription Medication Dosing Form	
Provisional Scout Code of Conduct	
Unit Health Officer Waiver Form	
Unit Swim Classification	
Camp Map	

REGISTRATION

CONTACT INFORMATION

GULF STREAM COUNCIL - CAMP INFORMATION & REGISTRATION ASSISTANCE

Julia or Joanne will be happy to assist you. Phone: (561) 694-8585

GULF STREAM COUNCIL – SUMMER CAMP DIRECTOR

Cahill Richardson

Email: cahill@team-richardson.realtor (preferred contact method)

Phone: (208) 890-6441

GULF STREAM COUNCIL – SUMMER CAMP PROGRAM DIRECTOR

Robert Ulrich

Email: robert.ulrich@scouting.org (preferred contact method)

Phone: (772) 361-3821

TANAH KEETA CAMP INFORMATION

Phone: (561) 746-8749 (during camp only)

Mailing Address: Your scouts may receive mail during summer camp addressed as follows:

Tanah Keeta Scout Reservation

“Scout’s Name”, Unit #

8501 SE Boy Scout Road

Tequesta, FL 33469

CAMP DATES

Cub Scout Resident Camp	July 7 – July 10, 2021
Scouts BSA Camp Week 1:	July 11 – July 17, 2021
Scouts BSA Camp Week 2:	July 18 – July 24, 2021

REGISTRATION

RESERVATION DEPOSITS



Camp Sites will be assigned based upon when an initial payment is received. No deposit is required. However, to reserve a campsite, at least one youth must be paid for at 50%. Please note that if a unit is bringing less participants than the capacity of the campsite that they may be assigned to share a campsite. **Provisional campers do not need to request a campsite.**

CAMP FEES

TRADITIONAL SCOUT BSA WEEKS	Early: By 1/1	Regular: By 5/15	Late: After 5/15
Youth	285.00	300.00	325.00
Provisional Youth (Overnight)	295.00	315.00	340.00
Provisional Youth (Day Campers)	285.00	300.00	325.00
Adults	100.00	100.00	100.00

Units with a minimum of 6 scouts can send two (2) adult leaders for FREE.

ADVENTURE TREK FEES

 TK Angler Adventure (All Weeks)	380.00
 Scuba Adventure (All Weeks)	615.00

Please note: Adventure Trek Fees listed above are total fees. When you register online the registration fee will be charged (IE \$300) and when you add the actual class the balance will be added to equal the total fee listed above. Also note if paying during the late fee time period, the late fee will apply to the above.

CAMP FEE NOTES

- ***Camp fee includes a summer camp t-shirt, wristband, and plastic mug with carabiner for each camper (youth and adult).***
- To sign up for classes, 50% of camp fees must be paid. For Adventure Treks – the full additional fee must be paid when signing up for the class.
- Late fees will be waived for scouts who have just crossed over into the unit.
- A few select classes and merit badges will have additional fees to cover the cost of supplies. These can be noted on the merit badge list.

REGISTRATION

CAMP FEE SCHEDULE

1. Registration is open as of November 1st.
2. Early bird ends January 1st. Early bird rate applies to scouts paid in FULL by Jan 1st. If you pay half before January 1st and half after the full base rate will apply.
3. Base rate ends May 15th. Again, the base rate applies to scouts paid in FULL by May 15th. If you pay half before May 15th and half after 15th the full late fee will apply.
4. Class fees (which include fees for the Adventure Programs) are due before arriving to camp.

EARLY / BASE / LATE FEES EXPLAINED

The different rates are based upon when an “effectively paid scout” is paid in full. For example, if a unit is bringing 10 scouts to camp and they pay in \$855.00 by 1/1, they will get 3 scouts at the lower rate (\$285.00 x 3 = \$855.00). Then any money paid in after that will “buy slots” at the regular rate. The same holds true after 5/15. If the account is not paid in full, payments made after that will “buy slots” at the late rate. If you have any question about how camp fees are calculated contact robert.ulrich@scouting.org

REFUNDS

- Units may reduce numbers without penalty until 5/30.
- After 5/30, camper fees will only be refunded in case of documented illness, serious injury, death in the family, military transfer or unplanned summer school, which prevents attendance. Email refund requests to robert.ulrich@scouting.org. These refunds will be calculated as spelled out below:
- Requests for refunds for participant cancellations will be calculated as follows:
 - ☐ **After 5/30** = 75% Refund
 - ☐ **Less than fourteen days** and until event = 50% Refund
 - ☐ **Up to five days after** the event = 50% Refund
 - ☐ **Six or more days after** the event = No Refund
- Refunds for fees of \$10 or less will not be issued.
- Activities or events cancelled by the Council will be refunded at 100%.

CAMPERSHIPS

Gulf Stream Council has limited camperships available for Scouts registered in units within our council who need assistance in paying their camp fees at Tanah Keeta Summer Camp. Scholarship funds are limited to those who are truly in need and are available as long as funds are available. Units are encouraged to participate in council fundraising opportunities so that each scout can participate in Summer Camp. Applications for camperships should be submitted no later than 4/15 using the online form located under the resources section of the summer camp page. Unit leaders will be notified of campership allotments by 5/1. Please note that camperships will be specific to the scout, not the unit. If the scout does not attend, the campership is forfeited. Scholarships are not granted for scouts to attend out-of-council camps.

REGISTRATION

PROVISIONAL CAMPERS

The provisional camper program allows scouts to attend camp without his unit or to attend multiple weeks after the unit has attended. It is not uncommon for TK scouts to attend all weeks of summer camp!

There are two types of provisional campers:

PROVISIONAL DAY CAMPERS: Day campers come to camp before the first session and stay until they have completed their last session. They are also invited to stay for afternoon activities. They are provided lunch each day and will receive a camp t-shirt and mug. If day campers wish to stay for dinner, they may purchase a meal ticket for \$5.00. Day campers attend camp from Monday morning until noon Friday.

PROVISIONAL OVERNIGHT CAMPERS: Overnight provisional campers become part of the TK provisional troop (male troops and female troops) for the week which is supervised by Staff Scoutmasters (male and female) and at least one additional adult leader. Provisional Troops are limited to 40 scouts, who are formed into patrols of 8. Availability is on a first come, first serve basis.

NOTE: Scouts attending as overnight provisional campers should be of the maturity level that both parent(s) and Scoutmaster are confident that they can camp for a week without their unit.

For this reason, the Scoutmaster should submit an approval using the online form on the summer camp website.

HOW TO REGISTER PROVISIONAL SCOUTS

All requirements that scouts complete at camp are stored in your account. Because of this it is highly recommended (not required) that provisional scouts register for camp WITHIN THEIR UNIT ACCOUNT if the unit has an account. (All Gulf Stream Units have accounts). In this way, the unit has a record of the all the requirements completed when scouts have camped with us as provisional scouts. However, when registering a provisional scout within a unit account it is important to select the proper participant type.

1. Youth with Unit – this is a youth who is camping with the unit under the leadership of adults in the troop.
2. Provisional Youth (Overnight) – this youth is camping without the unit under the leadership of the Provisional Scoutmaster
3. Provisional Youth (Day Camper) – this youth is not staying overnight but is coming for classes Monday through Friday

LEADERS

BSA National requires all leaders attending camp for more than 72 hours be registered leaders in the BSA with YPT2 training completed. To verify this upon check in, please bring either a copy of the membership cards for your leaders OR a copy of your official recharter roster with the names of the leaders highlighted.

REGISTRATION

ROTATING / PARTIAL CAMP LEADERS

Consistent leadership throughout the full week of camp has proven to work best for the units and camp. When it is necessary, leaders may rotate in/out and share a single leader fee. We ask that rotating leadership sign in and out of the camp office when a leadership change occurs and that the camp wristband be passed to the incoming leader. Also, please be aware that extra camp patches and leader recognitions will not be available for multiple leaders sharing the same leader slot (rotating).

ONLINE REGISTRATION INSTRUCTIONS

All summer camp registrations and payments will be made using our online registration system. **Full directions with screen shots can be found on at** <https://users.tentaroo.com/>

Note that the registration system is now fully mobile and can be done on any device.

Please be sure when registering that:

1. The t-shirt size is correct!!!
2. The rank is correct.
3. That you have added both YOUTH and ADULT names to fill the number of slots you have reserved.
4. That you have selected classes for all youth (and adults if applicable)
5. That you PAY IN FULL before coming to camp.

REGISTRATION CALENDAR

- 11/1: Registration Opens
- 12/1: Class Registration Opens
- 1/1: Early bird rates end (remember this is for number of scout equivalents paid in full)
- 4/15: Scholarship Applications Due
- 5/1: Campership notifications sent to unit leaders
- 5/15: Regular rates end (remember this is for number of scout equivalents paid in full)
- 5/30: Deadline for units to decrease numbers
Refund deadline. After this date refunds will be issued only for specified reasons
- 5/30: Last date to guarantee t-shirts and mugs

PREPARING FOR CAMP

PACKING LIST

PERSONAL (RECOMMENDED)

- ☐ A complete class A Uniform with hangar
- ☐ Comfortable closed toe shoes
- ☐ Water Shoes – NOTE shoes are required for all boating merit badges. You should bring water shoes or a second pair of old shoes.
- ☐ Scout Shorts
- ☐ Scout T-shirts
- ☐ Items for Theme Days
- ☐ Underwear and scout socks
- ☐ Rain coat or poncho
- ☐ Sleeping bag or sheet and blanket
- ☐ Mosquito netting
- ☐ Pillow
- ☐ Toothbrush & Toothpaste
- ☐ Medications *
- ☐ Brush or comb (if necessary)
- ☐ Soap, Shampoo & other toiletries
- ☐ Lip Balm (if necessary)
- ☐ Small First Aid kit – make at home
- ☐ Flashlight with extra batteries
- ☐ Swim trunks
- ☐ Towels (2)
- ☐ Insect repellent (non aerosol ONLY)
- ☐ Suntan Lotion
- ☐ Itchy Stuff (like Gold Bond Powder)
- ☐ Hat – plain, wide brim is good
- ☐ Glasses / Sunglasses – as needed
- ☐ Small backpack to use as a day pack –
- ☐ Water bottle - MANDATORY
- ☐ Pencil, paper, folder, merit badge books, and MB prerequisite form
- ☐ Any supplies needed for the merit badges you are taking
- ☐ Face Mask and personal Hand Sanitizer

PERSONAL (OPTIONAL)

- ☐ Pocket knife and Totin' Chip
- ☐ Compass
- ☐ Firem'n Chit
- ☐ Camp Chair
- ☐ Tent Fan (battery type)

ADVENTURE TRAIL SCOUTS

- ☐ A small tent (if you do not have a small tent, scouts in the patrol can share)
- ☐ A back pack suitable for a one night campout (school back pack is fine)
- ☐ Bed roll or light sleeping bag
- ☐ Water Bottle
- ☐ Hat
- ☐ Scouts BSA Handbook
- ☐ 2nd pair of shoes that can get wet and muddy on the Mike Machek hike

TROOP (RECOMMENDED)

- ☐ Troop first-aid kit
- ☐ U.S. flag
- ☐ Troop flag
- ☐ Patrol flags
- ☐ Tools/axe/saw/duct tape/clothesline/rope/clothespins
- ☐ Water Cooler (s)
- ☐ Office Supplies – paper, sharpie, tacks, stapler
- ☐ Games/cards/campsite activities
- ☐ Battery powered clock
- ☐ Lighter

PROVIDED IN THE CAMPSITE

- ☐ Pavilion with lights and overhead fans
- ☐ Picnic tables/bulletin board
- ☐ Canvas tents mounted on platforms – each with two cots
- ☐ Flag Pole
- ☐ Fire Ring
- ☐ Garbage can and Recycling Bins
- ☐ Running Water (hot and cold)
- ☐ Latrine with showers/toilet paper supply
- ☐ Cleaning supplies/garbage bags

HEALTH AND SAFETY

ARRIVAL TIME

Units should plan to arrive at camp no earlier than 1:30 p.m. and no later than 5:00 p.m. on Sunday. If your unit cannot check-in during these times, you are requested to contact the camp office at least a week prior to the arrival date to make the arrangements. This will ensure that all the logistics surrounding a modified check-in can be organized prior to your arrival. Provisional Scouts have a special check-in time. Please arrive by 12:30pm (lunch is not provided)

REQUIRED DOCUMENTS FOR CHECK IN FOR UNITS

1. A unit roster of summer camp participants (**youth and adult**). We highly recommend that you print your RECHARTER Roster and highlight those that are in attendance. In this way we can be sure that all attending are registered and that all adults in attendance are registered leaders in the unit.
2. OUT OF COUNCIL ONLY: Certification and claim forms for Troop Accident & Sickness Insurance
3. Any outstanding payments.
4. For each youth and adult leader:
 - ✓ The BSA Annual Health and Medical Record, completely filled out, signed by a physician and guardian and dated within 12 months. A copy is recommended.
 - ✓ A copy of the Family Insurance Card attached to the medical form
 - ✓ Medication Dosing Form for each attendee bringing prescription medication
 - ✓ Any program-specific permission forms (IE SCUBA, Permission to leave Camp)
5. Unit Health Officer Waiver Form

NOTE: Please ensure all scouts and adults are registered, including newly crossed over scouts.

REQUIRED DOCUMENTS FOR CHECK IN FOR PROVISIONAL SCOUTS

Provisional scouts should have everything listed in #3, #4 & #5 above plus Provisional Scout Code of Conduct.

CHECK-IN

Upon check in you will meet with your Troop Guide who will guide you through the check in process. Be sure to have all of the required documentation for check-in. Each unit will be guided through check-in in such an order as to prevent any one area becoming too congested. The check-in procedure will include the following:

- Paperwork Check
- Troop Photo
- Medical Screening
- Camp Orientation and Tour
- Swim Tests

The check-in process may be changed in the event of inclement weather.

PRE CAMP SWIM CHECKS

Units may conduct swim tests prior to camp (following BSA guidelines listed on the form). Please ensure that the date the swim test was conducted is within 12 months of the starting date of your unit's week at summer. Please bring a copy of the form with the unit to camp. As per BSA NCAP standards, the aquatics director reserves the right to retest any scout for any reason, if the director is concerned for the safety of any participants. Note that all provisional campers will be tested.

ANNUAL HEALTH AND MEDICAL RECORD

This is the area that causes the most issues at check in so please adhere to the policies listed below. WE CANNOT MAKE EXCEPTIONS to the health form requirements as it is a violation of National Camp Standards.

Annual Health and Medical Records completed and dated within the last 12 months are required for all campers and leaders who are on property during summer camp. Here are some very important points regarding the Health and Medical Records:

- All 3 parts (**A, B, and C which includes a physical dated within 12 months of the last day of camp**) are REQUIRED for all campers on property more than 72 hours.
- Please understand that it is the responsibility of EACH PARENT to ensure that their scout has the correct medical forms. It is not camp's responsibility to track down the forms from scoutmasters, the OA etc. There is NO FILE OF HEALTH FORMS at camp or the council office from previous activities. A new form must be brought to camp either with the unit or the scout.
- Rotating leaders on property less than 72 hours require form A and B.
- The Annual Health and Medical Record is located under the resources section of the summer camp page. This is THE ONLY FORM allowed. **Sports and school physicals will not be accepted.**
- This form is a fillable PDF (Parts A and B). A typed form is preferred over a handwritten form for legibility purposes.
- All information should be filled out COMPLETELY including immunization and emergency contact information.
- Certified and Licensed health-care providers recognized by the BSA to perform these exams include physicians (MD, DO), nurse practitioners, and physician's assistants.
- Please only send **COPIES** (clean and easy to read) of your health form to camp.
- Do not mail, email or bring health forms to the council office prior to camp. All health forms should be brought to camp.
- Units can assist us by pre-checking all health forms to ensure they are accurate and complete and neatly organized in a binder alphabetically. It is easiest for us if the forms are NOT in page protectors.
- Health Forms that note prescription medications or have noted health issues should be separated out, as they will be checked in at a separate station.
- **PLEASE READ THIS!!!! If you do not have the complete and correct health forms you will not be permitted to check into camp.**

HEALTH LODGE

The camp health lodge is staffed 24 hours a day by qualified health officers who will handle all minor injuries, scrapes and bruises, etc... Any person requiring care outside of the scope of the health lodge will be referred to urgent care or the emergency room of the local hospital. For insurance purposes and for the health and safety of all participants, all accidents and illnesses, must be reported to the Health Lodge and recorded.

TRIPS TO THE HOSPITAL OR DOCTOR

It is the responsibility of the unit leadership to provide transportation for the unit member(s) requiring attention from a doctor or a hospital, unless the Health Officer determines that emergency transport is necessary. One

HEALTH AND SAFETY

adult leader from the unit, and one additional adult leader, will accompany the unit member(s) requiring services and is asked to carry insurance forms in for completion. He/she must obtain the Scout's health and medical form from the Health Lodge before going to the doctor or hospital. Parents or guardians will be notified by the Camp Director immediately of any serious illness or injury. If parents will not be at home while the scout is at camp, have them advise the unit how they can be contacted. The Camp Medical officer must clear all cases requiring outside medical care. The following medical facilities are the designated summer camp providers:

Jupiter Medical Center: 1210 S Old Dixie Hwy, Jupiter, FL 33458

Helix Urgent Care Tequesta: 225 US-1, Tequesta, FL 33469, (561) 747-4464

ACCIDENT AND SICKNESS INSURANCE

Each camper and leader should have a copy of his or her personal health/accident insurance card attached to their health form. The Boy Scouts of America - Council Accident and Sickness Insurance Plan provides secondary coverage for registered Scouts. Gulf Stream Council provides insurance for all units registered in the council.

NOTE: Out of Council units will be required to show "proof of unit insurance" at check-in.

MEDICATIONS

Prior to arrival at camp, units should fill out the Medication Dosing Form for each unit member taking medication. Use one form/sheet for each camper. The medication, dosage, and dosage schedule should be recorded. Each unit should be prepared to show these forms at check-in to the Camp Health Officer, and then keep them updated throughout the unit's week at camp. We will ask that you leave these completed forms at camp when you depart. We will maintain them safely in the permanent camp medical files.

Prescription medication should be in the original container with the medication name, strength, dose and frequency marked on the container. Any Over the Counter Medications brought with camper(s) should be labeled clearly and listed on the BSA Health Forms. Any medications that can be dispensed, such as Motrin, Benadryl, should be listed or included. Aspirin will not be given to campers under 18 years old. Aspirin will only be given, if risk for stroke or heart attack, per medical dispatch.

Generally, all medication will be dispensed in the unit area by a responsible adult leader. Medication should be kept in a locked box issued by the camp. Medication requiring refrigeration or injection may be kept in the Health Lodge. This medication may be dispensed by the Camp Health Officer or the unit leader. It remains the responsibility of the unit leader to assure that the scout is present at the appropriate times for medication.

Be sure to properly fill out the Health Form regarding medications and make sure to check the yes/no boxes regarding the administration of over the counter medicine.

Important Note: If the BSA Medical Form indicates that an individual must have an inhaler, EpiPen® or similar medical device, the health officer must confirm that the individual has the required item(s) in their possession. If the items are not in possession of the camper or leader, they must either obtain the items indicated on the form or the individual will be required to leave camp.

HEALTH AND SAFETY

HEALTH AND SANITATION

Living in a communal setting such as camp can promote the transmission of illnesses more readily than when at home. Therefore, we strongly recommend for every camper to:

- ✓ Wash hands regularly
- ✓ Not share towels
- ✓ Cover mouth and nose when sneezing
- ✓ Practice high standards of personal hygiene
- ✓ Visit the health lodge at first sign of illness

If a participant is sick with nausea, vomiting, diarrhea, or fever prior to camp, please leave that person at home. Camp Management and the health team reserve the right to send a participant to a local health care facility to get checked if they suspect a participant has a health concern that may affect the health & safety of the camp.

CAMP SECURITY

All attendees will be required to wear the wristband issued at check in. Staff will be identified by a TKSC name badge or wristband. All visitors to camp **MUST** report immediately to the camp office to sign in and receive a visitor's wristband. Upon leaving camp, it is required that visitors sign out and turn in the wristband. **NOTE:** If a leader is coming to camp to relieve another leader, they must first sign in (and the other leader needs to sign out). Any person on camp without a name badge or a wristband should be reported immediately to the camp office.

THE BUDDY SYSTEM

The buddy system should be used at all times. The buddy system is a safety measure for all Scouting activities. Buddies should know and be comfortable with each other. Self-selection with no more than two years age or significant differences in maturity should be strongly encouraged. When necessary, a buddy team may consist of three Scouts and is required for mixed gender buddies. No youth should be forced into or made to feel uncomfortable by a buddy assignment.

CAMP EMERGENCY PLAN

All units will receive a Camp Emergency Procedures Manual at the Sunday leaders' meeting. (It is also located on the Summer Camp page). Camp Management makes every reasonable effort to monitor weather conditions that may pose a threat to the health and safety of the camp. Unit Leaders are ultimately responsible for the safety of their Scouts. Below are the highlights of the plan:

CAMP SIREN: In the event of an emergency in camp, the camp siren will be sounded in one of two ways. Each way will direct you to a specific location.

1. Long blasts (30 seconds or more) - when this alarm is sounded all persons in camp will assemble in the parade field, quickly and safely, by unit, including all staff. Each leader will account for all the members of his or her group and then await direction.
2. Short blasts (10 seconds each) - when this alarm sounds it indicates severe weather and everyone should move to their assigned location, quickly and safely, as follows:
 - a. LASSITER BUILDING: Miccosukee, Calusa, Tocobaga, Mayaca
 - b. DINING HALL: Ais, Maiyami, Seminole, Tequesta, Timucua

HEALTH AND SAFETY

Once in the location the unit leader should account for everyone and report to the Camp Director (Lassiter) or Program Director (Dining Hall). No one is to leave either the parade field or designated shelters until an all clear is given by either the Camp Director or Program Director only.

SEVERE WEATHER / TORNADOS: Severe Weather Alert will be issued by short blasts of the camp siren. If severe weather approaches, and/or the alarm is sounded, immediately and safely evacuate to the Dining Hall or the Lassiter as assigned and take attendance. If the severe weather happens in the middle of the night, the unit leader will ensure that all members are awoken and travel to the correct location. If moving to the correct location is not possible, take shelter in the closest building possible. No one should remain in tents during severe weather due to the potential for falling trees.

LIGHTENING / THUNDERSTORMS: When thunderstorms approach, the aquatics and COPE / Climbing areas will shut down and report to the Camp Office at which time all areas will secure their areas and report to their designated secure location. The camp office will also constantly monitor these conditions. These locations are:

- Outdoor Skills - Lassiter Building
- Adventure Trail - Dining Hall
- Ranges - Shelter in place
- Aquatics - Shelter in place
- COPE - COPE Pavilion, Climbing- Dining Hall
- Handicraft and Ecology - Shelter in place

ENCOUNTERS WITH WILDLIFE: Tanah Keeta Scout Reservation is 640 acres of mostly wilderness with a large wildlife population. Please respect the wildlife and do not capture, touch, corner or harass any animals. In some cases, such as with our gopher tortoises, it is a crime to do so. Keep in mind that having food of any type in your tent or in your campsite is an invitation for animal guests. If you encounter any wildlife, please slowly recede from their environment. Report any dangerous wild life to the camp office. If you are bitten by an animal, report to the health lodge.

LOST CAMPER: Report lost camper to the camp office immediately. Camp staff will check the camper sign out sheet. The camp office will first put a BOLO out on the radio for the scout (first name+ Troop #). Camp staff will first check all the tents in the camper's campsite AND his merit badge schedule. The camp staff will then, if necessary, enact the siren. Camp will assemble at the flag pole (long blasts). Units will take attendance. Troop Guides are responsible for reporting to the Camp Commissioner at the flagpole that their unit is completely accounted for. If lost camper has not assembled, the staff will be mobilized for a camp-wide search. All units must stay in place until the scout is located. Health Officer to report to flagpole and then directed from there.

LOST SWIMMER / BOATER: Aquatics staff will initiate lost swimmer / boater alert. Camp will assemble at the flag pole (long blasts). Troops / Companies will take attendance. In the interim, the Aquatics Search Team will initiate the search. If lost swimmer / boater has not assembled, the Camp administration will direct additional staff to the search. All units must stay in place until the camper is located. Aquatics Director takes the lead of the search, working closely with camp administration. Health Officer to respond to waterfront area.

CAMP RULES AND POLICIES

CAMP POLICIES

These general rules are for the safety of all campers:

- Troops must have two-deep leadership at all times while at camp. No exceptions!
- No fireworks of any kind are permitted on camp property.
- No flames, fires, or fuels of any kind are permitted inside tents.
- Throwing rocks is strictly forbidden.
- Personal firearms and bows are not permitted, leave them at home.
- All vehicles must be parked in the designated camp parking areas. Only authorized vehicles are allowed in campsites or on the roads.
- No alcoholic beverages or illegal substances are allowed on camp property.
- Smoking by adults is only allowed in the parking lot out of sight from youth campers.
- Shoes must be worn at all times at camp. Shoes must not be open at the toe or sides.
- Sheath Knives – Camp policy prohibits the possession of sheath knives.
- No LASER (pens/pointers) of any kind are permitted in camp.
- All guests are required to immediately check-in at the Camp Office.
- Refer to the Boy Scouts of America Guide to Safe Scouting for additional policies.

DAMAGES TO EQUIPMENT

Normal usage and wear will result in some breakage of equipment; however, the cost of malicious damage or breakage due to horseplay will be charged to the unit. These fees must be paid before leaving. Each campsite will be inspected upon check-in with the unit leaders. All imperfections to equipment will be noted on the check-in forms. Upon check out, the same sheets will be used for check out. If intentional damage has been done the unit will be charged the following:

Cot Replacement	\$50.00
Rips and Tears to Tents	\$30.00 per inch
Damage to Tent Platform	Up to \$150.00
Damage to Tent Frame	\$25.00 per pole
Tent Replacement	\$500.00
Other Damages	Amount determined by Ranger and Camp Director

FOOD IN CAMPSITES

Raccoons and other wildlife are found on camp property. To keep nighttime visitations to a minimum, follow these guidelines:

1. Do not eat, drink, or store any foods in tents.
2. Keep your campsite clean! All trash should be removed from your campsite in the evenings. The quartermaster staff will do a trash run in the evenings by 9 PM.
3. Secure all food and drinks in a secure location such as troop trailer, coolers that are strapped shut or 5-gallon buckets with screw on lids.

CAMP RULES AND POLICIES

GOLF CARTS

Golf Carts are not permitted in camp, other than those used by camp staff. However, the camp will consider allowing individuals with unique challenges, the opportunity to bring a golf cart/car. This requires advance permission and the owner and operator must sign a waiver, provide evidence of insurance coverage and agree to operate under camp rules.

LIQUID FUELS

The use of liquid fuel stoves and lanterns in a campsite is permitted under the supervision of an adult leader. Under no circumstances are liquid fuels or lanterns allowed in tents. Bulk containers of fuel and unattached propane tanks must be stored in the fuel room in the maintenance yard. An approved spun aluminum fuel bottle is not considered to be a bulk container.

NON-REGISTERED / UNDERAGE CAMPERS

No underage or non-registered youth are allowed in camp, except for Family Night (Friday). All youth should be registered as either Scouts BSA or Venturers. All adult leaders must also be registered.

PETS

Pets are not allowed in camp at any time except those aiding the disabled. No exceptions! Please make a note when registering if an individual is using a guide animal. Note: Please make sure to inform your Friday night visitors about this no pet policy.

POWER GENERATORS

Power generators are not allowed in the campsites at Tanah Keeta.

SPEED LIMIT AND DRIVING WITHIN CAMP

The main road leading in and out of camp has been recently paved, but do not forget that there is still a strict speed limit of 15 mph for the safety of our campers and abundant wildlife.

TALENT RELEASE / CONSENT GIVEN

During camp, it is possible that photographs or recordings of camp participants might be taken. These photos might be used in camp promotion and report items, council publications or possibly region or national publications. No individual Scout will be identified in any of these photos.

By default, attendees at camp grant the local council and the Boy Scouts of America the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings made of me or my child by the Boy Scouts of America, and I hereby release the Boy Scouts of America from any and all liability from such use and publication.

Camp participants hereby authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings

CAMP RULES AND POLICIES

without limitation at the discretion of the Boy Scouts of America, and they specifically waive any right to any compensation that they may have for any of the foregoing.

If you do not agree with the above paragraph, or if you desire that your Scout or a Leader not be photographed or recorded while at camp, you must request (in writing) that we refrain from this activity. Please be prepared to turn in the written request naming that individual during check in.

TROOP DISCIPLINE

The conduct of all youth and leaders is the responsibility of the unit leaders in camp. The Camp Management Team is ready and willing to assist at any time with problems that might arise. Unit committees should be sure that the camp leaders are trained and they understand their responsibilities while at summer camp. Discipline used in Scouting must be constructive and reflect Scouting's values. Corporal punishment is never permitted at Tanah Keeta or in the Boy Scouts of America.

UNIFORMS

Uniform standards at camp are as follows:

- During the day and most nights after dinner, the activity uniform (a.k.a. Class B) is appropriate.
- Uniform for dinner, campfires, and chapel is full field uniform (a.k.a. Class A).
- Footwear: Closed toe shoes must be worn at all times at camp.

VEHICLES AND TRAILERS

- No riding is permitted in the backs of trucks, trailers, or cargo areas of cars. Passengers may ride in designated seats with seat belts only.
- Trailers may be parked in campsites in the designated areas. Please do not remove any barriers to bring the trailers into the campsites. Trailers must be disconnected from the tow vehicle and the tow vehicle must return to the camp parking lot. Trailer wheels must be chocked and the tongue must be secured on a block or stand such that the trailer is safe, secure and does not block roads or trails.
- NO VEHICLES ARE TO BE LEFT IN CAMPSITES – No Exceptions!!!

YOUTH PROTECTION GUIDELINES

Scouting's Barriers to Abuse

The BSA has adopted the following policies for the safety and well-being of its members. These policies primarily protect youth members; however, they also serve to protect adult leaders. All parents and caregivers should understand that our leaders are to abide by these safeguards. Parents and youth are strongly encouraged to use these safeguards outside the Scouting program. Registered leaders must follow these guidelines with all Scouting youth outside of Scouting activities.

Registration Requirements

The chartered organization representative, or in their absence the executive officer of the chartered organization, must approve the registration of the unit's adult leaders.

CAMP RULES AND POLICIES

Registration includes:

- Completion of application including criminal background check and mandatory Youth Protection training
- Volunteer Screening Database check

Current Youth Protection training is required for leaders when renewing their registration or at unit charter renewal. Adult program participants must register as adults and follow Youth Protection policies.

Adult Supervision

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 over 21 in every unit serving females. A registered female adult leader over 21 must be present for any activity involving female youth. Notwithstanding the minimum leader requirements, age- and program-appropriate supervision must always be provided.

All adults accompanying a Scouting unit who are present at the activity for 72 total hours or more must be registered as leaders. The 72 hours need not be consecutive.

One-on-one contact between adult leaders and youth members is prohibited both inside and outside of Scouting.

- In situations requiring a personal conference, the meeting is to be conducted with the knowledge and in view of other adults and/or youth.
- Private online communications (texting, phone calls, chat, IM, etc.) must include another registered leader or parent.
- Communication by way of social media (Facebook, Snapchat, etc.) must include another registered leader or parent.

Discipline must be constructive.

- Discipline must reflect Scouting's values.
- Corporal punishment is never permitted.
- Disciplinary activities involving isolation, humiliation, or ridicule are also prohibited.

Responsibility

Leaders must ensure that all participating in Scouting activities abide by the Scout Oath and Scout Law.

Adult leaders and youth members share the responsibility for the safety of all participants in the program, including adherence to Youth Protection and health and safety policies.

- Adult leaders are responsible for monitoring behavior and intervening when necessary.
- Physical violence, sexual activity, emotional abuse, spiritual abuse, unauthorized weapons, hazing, discrimination, harassment, initiation rites, bullying, cyberbullying, theft, verbal insults, drugs, alcohol, and pornography have no place in the Scouting program and may result in revocation of membership.

All leaders are required to adhere to the Scouter Code of Conduct.

CAMP RULES AND POLICIES

Accommodations

Separate accommodations for adult males and females and youth males and females are required.

Tenting

- Separate tenting arrangements must be provided for male and female adults as well as for male and female youth.
- Youth sharing tents should be no more than two years apart in age.
- In Cub Scouting, parents and guardians may share a tent with their family.
- In all other programs, youth and adults tent separately.
- Spouses may share tents.

Lodging/Cabin Accommodations

Whenever possible, separate cabins or lodging should be provided for male and female adults as well as for male and female youth. Where separate accommodations cannot be provided due to group size or limited availability, modifications may be made. Where completely separate accommodations are not available, additional supervision is required.

- If adults and youth of the same gender occupy single-room accommodations, there must be a minimum of two adults and four youth, with all adults being Youth Protection trained.
- Physical separation by other means, including temporary barriers or space, should be used only when no other arrangements are possible.
- These modifications are limited to single-gender accommodations.

Restrooms

Separate shower and latrine facilities should be provided for male and female adults as well as for male and female youth. If separate facilities are not available, separate times should be scheduled and posted.

Privacy of youth is respected.

- Adults and youth must respect each other's privacy, especially in situations such as changing clothes and taking showers at camp.
- Adult leaders should closely monitor these areas but only enter as needed for youth protection or health and safety reasons.

Program Requirements

- The buddy system should be used.
- The use of smartphones, cameras, mirrors, drones, etc., in places or situations where privacy is expected is prohibited.
- All aspects of the Scouting program are open to observation by parents and leaders.
- The BSA does not recognize any secret organizations as part of its program.
- Hazing and initiations are prohibited and have no part during any Scouting activity.
- All forms of bullying and harassment including verbal, physical, and cyberbullying are prohibited.

CAMP RULES AND POLICIES

- Inappropriate public displays of affection are prohibited.
- Sexual activity is prohibited.
- Appropriate attire is required for all activities.

Reporting Requirements

Adult leaders and youth members have a responsibility to recognize, respond to, and report Youth Protection violations and abuse.

Reporting

Youth Protection Policy Violations

- Serious Youth Protection policy violations or behaviors that put a youth's safety at risk must be reported to the Scout executive.
- Alternatively, policy violations may be reported to the Scouts First Helpline when the Scout executive is not available.
- Online reporting is also available at www.scouting.org/health-and-safety/incident-report/.

Mandatory Reporting of Child Abuse

- All persons participating in Scouting programs are mandated reporters of child abuse.
- Reports must be made to local law enforcement and child protective services. State law may require additional reporting.
- This reporting duty cannot be delegated to any other person.
- Reporting to the Scout executive or Scouts First Helpline ensures that follow-up can occur for the safety of our Scouts. Scout executives and Scouts First coordinate follow-up actions.

Scouts First Helpline

As part of its "Scouts First" approach to the protection and safety of youth, the BSA has established a dedicated 24-hour helpline to receive reports of known or suspected abuse or behavior that might put a youth at risk.
1-844-SCOUTS1 (1-844-726-8871)

When to use it:

- Anytime you believe a youth has been harmed or their safety and wellbeing is at risk, and you cannot immediately reach your Scout executive or local council.
- If a Scout is bullied because of race, color, national origin, religion, sexual orientation, or disability, and local help is unable to resolve the problem.

If someone is at immediate risk of harm, always call 911.

BSA Incident Reporting Resources:

www.scouting.org/health-and-safety/incident-report/

GENERAL CAMP INFORMATION

CAMP T-SHIRTS AND MUGS

All campers (youth and adults) will receive 1 t-shirt and 1 plastic camp mug and carabiner with their registration. Extra t-shirts and mugs, if available, can be purchased from the camp office. Mugs are to be used for camp beverage service at meals. Shirts/Mugs are guaranteed for those paid in full by 5/30.

DIRECTIONS TO CAMP

Exit at the Jupiter Interchange (Turnpike) or Jupiter East (I-95) travel east on Indiantown Road to the first traffic light. When you reach the first traffic light, turn left (north) onto Island Way. Follow Island Way (curvy road) through the wooded area and the community. It will terminate into Country Club Drive (the 3rd stop sign). Make a left at this intersection (Country Club Drive) and follow this road directly to the front gate of Tanah Keeta Scout Reservation.

FANS AND CPAP MACHINES

There is limited power available in most campsites. We recommend that units bring additional fans to help circulate the air in their campsite, especially during the daytime. We also recommend that users of CPAP Machines bring a battery backup (remember to bring the extension cords).

FOOD SERVICE

ASSIGNED SEATING: Troops are assigned seating during the dining hall orientation on Sunday. For breakfast and dinner units are dismissed from the flag ceremony on the activity field. Lunch is first come/first served but is still enjoyed at your assigned seating. Please note that units are assigned a door of entry. Please line up at the correct door for all meals and wait until the door is opened by a staff member.

DINING HALL SERVICE: The Dining Hall serves cafeteria-style meals utilizing two serving lines to expedite service. Diners should not leave the dining hall until the entire dining hall is dismissed.

DINING HALL CLEAN UP: Each troop is expected to thoroughly clean their area after each meal. This includes throwing out all trash, wiping down tables and benches, sweeping the floor under and around tables.

HAND WASHING: To prevent camp illnesses, everyone should wash / sanitize their hands prior to each meal. Hand washing sinks and sanitizing stations are located at each entry door.

SATURDAY MORNING BREAKFAST: Breakfast on departure day (Saturday) is served continental style, and is delivered to your campsite. You will receive an order list on Monday that will outline what you can request for your continental breakfast. This will help us provide you with only the items your unit will consume.

SPECIAL DIETARY CONCERNS: . If you have special dietary needs that cannot be met within the realm of the camp menu, you will need to bring appropriate substitutions with you. We find it is easier on the scout and the kitchen staff if the dietary needs are significant, that complete, frozen meals be provided which can be microwaved. If the

GENERAL CAMP INFORMATION

need requires substitutions (IE Non-dairy milk versus milk) we will have a special refrigerator in the dining hall where scouts can store their ingredients and access them at will. We ask that unit leaders take a lead role in ensuring that the proper substitutions are made for those scouts in their units with dietary needs.

TROOP COOK NIGHT: Friday is Troop Cook Night where troops have the option of cooking in their campsites (hamburgers, potato salad, and watermelon) with all supplies provided by the camp, or ordering pizza (coordinated by the camp and delivered to the camp at an additional cost), or coordinating with troop parents to have a family style unit pot luck prior to the Friday Closing Campfire. Please refer to the section, ***Parents and Visitors at Camp.***

ICE

Each unit will receive 2 bags of free ice per day. Please pick up the ice at the trading post during operating hours.

LEADER'S LOUNGE

We recognize the importance of providing a comfortable space that leaders can retreat to, check their e-mail, make phone calls, complete paperwork, catch up on work, hold a meeting with other leaders or just kick back and relax in air-conditioned comfort. Meet some of your fellow leaders for some great Scout conversation and fellowship.

LOST AND FOUND

Prior to coming to camp, Scouts should be encouraged to clearly mark all personal items with their name and troop number. Scouts are also encouraged to leave valuable, sentimental or hard to replace items at home. A lost and found box is located in the Camp Office. We ask that when things are found they are brought to the lost and found box. After camp has ended, all lost and found items will be brought to the council office.

MOBILITY NEEDS

Camp Commissioners will be able to provide cart transportation to Scouts with special mobility needs between merit badge sessions. Please contact the Camp Director prior to your arrival to make these arrangements. There is a wheelchair accessible campsite with accessible showers and restrooms at camp. Campers may bring their own wheelchairs or motorized chairs.

GENERAL CAMP INFORMATION

PARENTS / VISITORS AT CAMP

Parents often remark at how much their son has grown during his week away from home. Camp provides an excellent opportunity for Scouts to mature in a safe environment. For these reasons, we ask that you only visit during the following hours:

Sunday between 12:30-5:00 p.m. (Camp Check In)

Friday 7:00 p.m. (for the campfire – or at 5:30 PM if the unit is doing a pot luck dinner)

Saturday 6:00-10:00 a.m. (Camp Check Out)

ALL VISITORS must sign in and out of the Camp Office. We require each visitor to wear a security wristband.

SPECIAL NEEDS

If a Scout or adult needs some extra help to enjoy their camp experience, please let us know. Unit leaders should contact the Camp Director prior to arrival regarding campers with special needs that require assistance from the camp staff. Most arrangements should be made in writing so the preparation can be accurate and complete. Tanah Keeta Scout Reservation is not able to accommodate all possible special needs, but the staff will work diligently to make accommodations wherever possible.

SPENDING MONEY

We HIGHLY recommend that one adult leader in each troop serve as a banker for the youth. This prevents the loss of large amounts of money and allows leaders to help the youth pace their spending for the week. The amount of spending money to bring to camp is at the discretion of the unit leaders / parents. We recommend about \$50 per scout.

TRADING POST

Tanah Keeta Scout Reservation has a fully stocked Trading Post carrying Merit Badge pamphlets, uniforms, t-shirts, belts, equipment, handicrafts, toiletries, gift items, knives, Tanah Keeta souvenir items, snacks, beverages, and lots of neat stuff. We have everything you and your Scouts need for a fun and successful week of summer camp.

WI-FI AND CELL SERVICE

There is intermittent wireless and voice phone coverage at Tanah Keeta. Data service depends on the provider. There is wi-fi connectivity within certain areas of the camp, including in the Scoutmasters' Lounge and on the Lassiter Porch.

NOTE: We have noticed an increasing issue with youth and cell phones becoming a disruption in classes and an impediment to youth interaction during activity and social times. For this reason we are asking units to collect and secure cell phones in the campsite during the day. Wifi will all require a password that we ask be kept for adult usage only AND youth will not be allowed to use / plug in cell phones in main camp areas.

MERIT BADGES AND CLASSES

PREPARATION FOR MERIT BADGES AND OTHER CLASSES

Scouts should come to camp with a familiarity of the subjects they will be learning about for the week. It is also important to be familiar with:

- Prerequisites
- Equipment needed to complete a merit badge
- Some merit badges are age specific. Younger Scouts should not enroll in merit badge sessions until they are academically and physically ready to succeed in completing them. Some examples are Lifesaving, Environmental Science, Shotgun, Water Sports, or the Citizenship merit badges.
- SCUBA has some very specific requirements. Please read the documentation thoroughly. This program also requires that scouts and adults taking the class meet the BSA Height / Weight requirements.

Merit badge pamphlets are available for purchase at the trading post but acquiring a book (and reading it!) prior to camp is always recommended. Scouts should bring a notebook or folder with paper and pens or pencils.

PREREQUISITES: Some merit badges have requirements that cannot be completed at camp. Each merit badge that is listed in the program guide identifies the prerequisite associated with the specific badge. The camp staff recommends that each merit badge that is selected by the Scout be reviewed and the prerequisite requirements be completed prior to arrival at camp. This will insure that the Scout leaves camp with as many completed merit badges as possible.

- ❖ **Prerequisite Approval Form:** This form can be found under the Resources section of the summer camp page. If the scout has completed the recommended prerequisites, he should fill out the form, have the scoutmaster verify and sign it and bring it to camp. This form should be turned in to the merit badge counselor at the beginning of the class.
- ❖ The first requirement of many merit badges is to know first aid procedures for common injuries or illnesses that may occur during the associated activity. Counselors will touch upon this requirement but Scouts should be familiar with basic first aid procedures before attempting more difficult or advanced merit badges.
- ❖ In some cases, the prerequisite for the selected badge requires that the Scout must have successfully completed another merit badge prior to the commencement of the current badge selected. If this is the case, camp staff asks that the Scout bring the prerequisite form signed by the Scoutmaster stating that the merit badge has been completed.
- ❖ Scoutmaster verification is also required for merit badges such as camping, which has a camping night requirement. (Submit on the Prerequisite approval form.)
- ❖ Some merit badges have requirements dealing with "your state" or "your community." If a merit badge requirement is completed at summer camp, we will use Florida as the relevant state and Jupiter/Tequesta as the community. Requirements not possible to be completed in this manner will require the Scout to complete these requirements in their home town, with their family, troop, school or in their community.

MERIT BADGES AND CLASSES

CLASS SELECTION

Class selection will open 12/1!!!

Units may enter as many “numbers” of youth and adults they are planning to bring at any time. However, because scouts can select classes only when 50% of the fees have been paid, it is recommended that number of participants be added as the unit receives payment. In this way, those that pay the unit can select their classes right away.

We do not maintain waiting lists for classes. We will have a rolling class schedule that opens classes as others fill. The secondary classes will be noted on the matrix so you can see what classes will open when others are full. In general, these will be the higher demand classes such as First Aid, Emergency Prep, Swimming, etc. Class sizes will also be limited as to offer quality instruction.

BLOCK SCHEDULING

Why block scheduling? Quality merit badge instruction is a key concern for unit leaders at summer camp. We have reached out to experts in a variety of fields to invite them to share their experience at summer camp through merit badge or other instruction. To accommodate those who are coming into camp to teach merit badges we will be using a block schedule. There are three blocks per day as follows:

	Start	End	Amount
Block 1	8:15 AM	12:15 PM	4 hours
Block 2	2:00 PM	4:00 PM	2 hours
Block 3	4:00PM	5:00 PM	1 hour

NOTE: Some classes might happen on more than one day. For example, Archery is a class that needs 8 hours of instruction so it may happen in Block 1 on Monday AND Tuesday. Both the block number and day(s) of the week show up on your schedules. The hour session in the afternoon can be used in any of the merit badge areas for extra work or if they need to complete any assignments not done in class. This will also be the time where we schedule the supplemental classes that are sometimes needed such as Intro to CPR.

Friday morning will also be a time where scouts can go to areas and finish up any requirements not yet completed. It may also be used for field trips such as golf or make up time for SCUBA.

Merit Badge Pre-Requisites

Merit Badge	Prerequisites	Cost	Notes
Adventure Trail			First Year Camper Requirements in the AM, sign up for merit badges in the afternoon
Adventure Trail+			Extension for morning First Year Camper program. Work on First Class
American Heritage / American Culture	Heritage Requirement: 3c, 5		
Angler Adventure		+\$80	Age, 12+. If 16 or older must have a fishing license.
Animation			
Archery	Requirement: 1 a, b, c	\$10	Read Merit Badge Book
Archery - Bowman		\$10	*Not a Merit Badge* Enjoy some time to practice your skills with a Bow and Arrow!
Art	Requirement: 6		
Astronomy			
Basketry		\$25	
Camping	Requirement: 4b, 5e, 7b, 8d, 9		
Canoeing			Must take and pass BSA Swim Test; Bring shoes that can get wet (water shoes preferred)
Chess			
Citizenship in the Nation		\$12	Lighthouse trip Friday morning (Requirement 2)
Citizenship in the World			
Climbing			
Communications	Requirement: 5, 7, 8		
Cooking	Requirement: 4	\$10	
Cyber Chip			
Digital Technology			Scouts should have a current, up to date Cyber Chip
Emergency Preparedness	Requirement: 1, 2c, 6c, 8b, 9a		
Energy	Requirement: 4		Bring Notebook
Entrepreneurship			
Environmental Science			
Fingerprinting			
Fire Safety	Requirement: 11		
First Aid	Requirement: 1, 5		Scouts should have completed all first aid reqs for their rank requirements and bring a first aid kit that was prepared for their home.

MERIT BADGES AND CLASSES

Fish and Wildlife Management		\$12	Class fee covers Bird House Kits
Fishing			
Game Design			
Geocaching			
Geology			
Home Repair			Class Size Limit of 4
Instructional Swim			Not a merit badge. Will help scouts learn how to swim and work on some requirements for swimming merit badge.
Intro to CPR			*Not a Merit Badge*
Inventing	Requirement: 8		
Kayaking			Must take and pass BSA Swim Test; Bring shoes that can get wet (water shoes preferred)
Leatherwork		\$20	
Lifesaving			Scouts must be at least 1st Class; Bring Clothes for Requirement 9; Must take and pass BSA Swim Test, 13+
Mammal Study			
Metalwork			
Motorboating		\$15	Age 13+; Must take and pass BSA Swim Test; Bring shoes that can get wet (water shoes preferred)
Movie Making			
Music	Requirement: 6		
Oceanography	Requirement: 8		
Painting			Bring clothes to paint in
Photography			Bring camera for photography
Pioneering			
Programming			Scouts should have a current, up to date Cyber Chip
Public Health			
Radio			Scouts will need to use additional time right after lunch to finish this badge.
Reptile & Amphibian Study	Requirement: 8		
Rifle	Requirement: 1 a, d, e, f, h	\$15	Read Merit Badge Book
Rifle - Marksman		\$15	*Not a Merit Badge* Enjoy time to practice your marksmanship skills
Robotics			
Salesmanship			
Search and Rescue	Requirement: 6a		

MERIT BADGES AND CLASSES

Scouting Heritage			
Sculpture	Requirement: 2c	\$10	
SCUBA Adventure		+\$315	Age 13+; Must meet BSA Height/ Weight Requirements; Must take and pass BSA Swim Test; Must bring all required signed paperwork, including PADI Medical Form.
Shotgun Shooting	Requirement: 1 a, d, e, f, h	\$30	Read Merit Badge Book, 12+
Signs, Signals, & Codes			
Small Boat Sailing			Must take and pass BSA Swim Test; Bring shoes that can get wet (water shoes preferred)
Soil and Water Conservation			
Space Exploration		\$20	
Swimming			Must take and pass BSA Swim Test
Textile			
Traffic Safety			
Watersports		\$15	Age 13+; Must meet BSA Height/ Weight Requirements; Must take and pass BSA Swim Test; Bring shoes that can get wet (water shoes preferred)
Weather			
Welding			Bring long sleeved shirt and long pants
Wilderness Survival			Age 13+. Scouts will need to bring additional clothing / shoes for hike and overnigher.
Woodwork		\$10	Must have Totin' Chip
Woodcarving		\$10	Must have Totin' Chip

ADVENTURE TRAIL OVERVIEW

The Adventure Trail is designed for scouts on their first or second year in a resident summer camp. This 4-day program is focused on helping new Scouts enjoy their camp experience while working on skills for rank advancement. Scouts have the option to join **Adventure Trail** or **Adventure Trail+**. Scouts in Adventure Trail will work on requirements for the Scout, Tenderfoot, and Second Class ranks. Scouts in Adventure Trail+ will work on requirements for First Class. While working on these advancements, scouts will experience the camaraderie of the patrol and troop method, explore all areas of summer camp and engage in a wide variety of FUN activities.

PROGRAM STRUCTURE

Scouts in the Adventure Trail program are formed into patrols of 8-10 scouts based on rank requirements covered within their program. Upon their arrival to the Adventure Trail area, Scouts will meet the Scoutmaster and SPL of the Adventure Trail Troop. Then, under the guidance of an enthusiastic, experienced staff Troop Guide, each patrol will set up their Patrol Campsite for the week, create a patrol name, flag and cheer as well as elect leaders (will rotate each day). From this moment on, the patrol will work together on advancement skills for their ranks in a setting that allows practical application and practice! They will have the opportunity to cook as a patrol, camp as a patrol (1 night), learn and play as a patrol.

SCHEDULING

Scouts have the option to enroll in a morning or afternoon session of Adventure Trail. Their session meets at the same time each day, Monday through Thursday. YES – Scouts can register for one or both sessions. But should not conflict time slots.

	Block 1	Block 2	Block 3
Adventure Trail AM	8:15am-12:15pm		
Adventure Trail+ AM	8:15am-12:15pm		
Adventure Trail PM		2:00pm – 5:00pm	
Adventure Trail+ PM		2:00pm – 5:00pm	

Afternoon sessions will have a smaller class size cap due to the shorter time block. Scouts have the option of signing up for Merit Badge classes outside of their scheduled class time. We recommend they pick badges that interest them and are also appropriate to their age level. For example: Swimming, First Aid, Art, etc.

The Mike Machek hike to satisfy Second Class Requirement 3b to do a 5-mile hike while navigating with a map and compass will no longer be offered as part of the Adventure Trail program. Instead, it will be offered to all as an optional Friday morning session for which Scouts can register like any other class. Also available to scouts are sessions to complete their Totin' Chit and Fireman Chit. NOTE: These may NOT be completed in the base Adventure Trail Program. If your scout is registered for one of these sessions, and they do manage to complete in Adventure Trail, the scout will have the chance to switch into another Merit Badge or Skills Instruction.

WHAT TO BRING

Adventure Trail Scouts should be sure to bring the following:

- A small tent (if you do not have a small tent, scouts in the patrol can share)
- Bed roll or light sleeping bag
- A backpack suitable for a one-night overnighter (school back pack is fine)
- Water Bottle and Hat
- Scouts BSA Scout Handbook
- An old second pair of shoes or water shoes for the Mike Machek hike
- Swimsuit and towel

ADVENTURE TRAIL OVERNIGHTER

Adventure Trail scouts will have an overnight camping experience, where they will experience setting up camp, cooking as a patrol, scout skills, campfire and more. There have been instances in which the overnighter has been postponed or even cancelled due to inclement weather. We try to combat this by planning on doing it early in the week so we can move it back if need be. The unit leader will be updated if a change in plans occur.

SKILLS SIGN OFFS

Adventure Trail Troop Guides for each patrol will record all of the scout skills successfully completed by each scout. Note that satisfactory completion of the skill as written is required in order for the Troop Guide to deem the requirement completed. The Troop Guide will notate all requirements attempted and completed on an Adventure Trail form that will be attached to the scout handbook. The Troop Guide will not sign off on the handbook itself. The requirements completed will also be entered into Tentaroo (the online registration system). Note that the system will say “Partial” instead of “Completed” but will list all of the skills that the Troop Guide deems were successfully completed. Note it is up to the troop to determine if they choose to retest the scout before signing off the skill in the handbook.

ADVENTURE PROGRAMS

ADVENTURE PROGRAMS OVERVIEW

Adventure Programs are geared for those scouts who have been to summer camp for several years and are ready to experience camp above and beyond. We ask that unit leaders steer scouts to these programs if they have shown that they have the maturity to participate in these higher level programs. Adventure Programs will take place both on and off camp property but all will return to camp each evening to allow the scouts to participate in all of the troop activities and camp-wide games. When signing up for an Adventure Program, the base camp fee is paid when selecting the Adventure Program class, the additional fee will then be added on.

ANGLER ADVENTURE

Fishermen, Anglers and Scouters come and join us for an action packed week of nonstop fishing! On this adventure, anglers will experience fishing like never before through Shore Fishing, Pier Fishing, Inlet Fishing, Lake Fishing, and Deep Sea Fishing! Tanah Keeta boasts of access to 4 different types of waterways. Campers will explore the aquatic environment, along with learning how to rig up their own rod and reel, how to tie a proper fishing knot, basic tackle, and how to tie flies & jigs to help on future fishing adventures. Scouts will work on requirements for the Fishing and Fish and Wildlife Management Merit Badges. Scouts are encouraged to bring their own rod, reel and the tackle they need to catch bass, snapper, and maybe even a swordfish! To participate in this outing fishermen are required to be 12+ years of age and be ready to catch a big one!

Includes: Excursion Fees, Patch, Camp and Program Fees, Meals, Endless Fish Tales!

Adventure fee: \$375 per person

*Fishermen 16 and older are required to have proof of an active fishing license upon arrival to camp. Licenses can be purchased at <http://myfwc.com/license/recreational>

ADVENTURE PROGRAMS

SCUBA ADVENTURE

Being proclaimed as the ultimate underwater high adventure, SCUBA is an EXPERIENCE like no other. This highly demanded activity is back at TK! Scouts will complete requirements for SCUBA BSA, the SCUBA Diving Merit Badge and PADI Certification. Scouts must be 13 years old or older, have earned the swimming merit badge prior to camp, and must meet BSA height and weight requirements. NOTE – there is a classroom component to SCUBA which requires passing a written test. Please review the SCUBA Information and permission slips on the Gulf Stream Council website (Summer Camp page). See important medical note on the next page. **NOTE – All Scuba programs must have at least 2 participants enrolled in order to conduct the class.** We offer two levels of SCUBA Certifications along with optional add-on adventures as follows...

SCUBA 1: PADI OPEN WATER CERTIFICATION: 1 week program

Get your scuba certification. If you've always wanted to learn how to dive, discover new adventures or simply see the wondrous world beneath the waves, this is where it starts. When you complete the class, you will receive your own personal set of mask, snorkel and fins to take home with you and you will receive your certification ID Card in the mail. *Course includes:* Classroom academics, dive computer training, final review, pool session, dives 1-4 and equipment. Camp fees, camp patch, and SCUBA patch are included. **The first session of SCUBA I will take place on Sunday at 2:00pm.**

Students under the age of 15 will received a junior certification. This certification does not need to be repeated at age 15. The diver can contact PADI and request a new certification card. There will be a processing fee from PADI.

Course fee: \$615 per person (class registration will display as \$315, plus camp fee)

Add-on adventures for SCUBA I

- Friday 2-tank dive with gear **\$95** (Retail value of this add-on \$150)

SCUBA 2: PADI ADVANCED ADVENTURE DIVER CERTIFICATION: 1 week program

Get more comfortable by completing five adventure dives under the supervision of your PADI Instructor. The focus will be on skills needed to enhance navigation, buoyancy, boat, drift and animal awareness diving. When you complete the class, you will receive your certification ID Card in the mail. *Course includes:* Classroom academics, 5 dives and equipment. Camp fees, camp patch, and SCUBA patch are included.

Students under the age of 15 will received a junior certification. This certification does not need to be repeated at age 15. The diver can contact PADI and request a new certification card. There will be a processing fee from PADI.

Course fee: \$615 per person (class registration will display as \$315, plus camp fee)

Add-on adventures for SCUBA II

- Friday 2-tank dive with gear **\$95** (Retail value of this add-on \$150)
- Nitrox Certification **\$155** (Retail value of this add-on \$225)

Extend your no decompression time and stay underwater longer. Complete the academics during the week and dive Friday afternoon with your instructor on Nitrox.

ADVENTURE PROGRAMS

Other Jupiter Dive / SCUBA opportunities (available to scouts not enrolled in a SCUBA trek)

Ocean Odyssey (\$75)

Snorkel tour at Coral Cove. Includes rental of mask, snorkel, and fins. Scout must have Swimming Merit Badge. Discover the underwater world while learning basic snorkel techniques.

Discover SCUBA (\$75)

For those who want to test the waters and try SCUBA, this is the course for you! This program gives you a glimpse of what you can expect to experience in the underwater world as well as what you could expect to learn in the Open Water SCUBA Diver course. During this experience program, you will go through the basic safety procedures for enjoyable SCUBA diving under the watchful eye of an active instructor. Course includes: loan of all equipment. Scout must have the Swimming merit badge.

IMPORTANT: BSA Rules state that Scuba diving is prohibited for the following conditions.

- Use of medication to control seizures or seizure occurrence within the past five years
- Use of insulin to control diabetes
- History of asthma or RAD unless resolution confirmed by methacholine testing (Persons who have been asymptomatic and medication free for the previous five years are exempt from the methacholine testing requirements.)

IT IS VERY IMPORTANT THAT YOU READ ALL OF THE SCUBA PERMISSION SLIPS BEFORE SIGNING UP FOR SCUBA PROGRAMS. THIS INCLUDES THE MEDICAL QUESTIONNAIRE AND GUIDELINES FOR RECREATIONAL SCUBA DIVER'S PHYSICAL EXAMINATION. YOU MAY NOT PARTICIPATE IN THE SCUBA PROGRAM WITHOUT THE PROPER PAPERWORK.

TROOP ACTIVITIES AND INFORMATION

EVENING ACTIVITIES

Troops may schedule Troop Specific Activities while at camp. These activities include:

1. Open Swim – everyday M-Th (30 min increments)
2. Open Ranges – Tomahawk M, Th, (SM Shoot W)
3. Open Climb – M-Th
4. Troop Cracker Barrel at your campsite – (nominal fee)
5. Movie Nights – T & Th open to all

CAMP DAILY SCHEDULES

The daily schedule for our Scouts BSA Summer Camp is outlined at the end of this section.

CAMP SITE INSPECTIONS

Each campsite will be inspected daily and scored based on the criteria listed in the campsite inspections sheet. The Commissioner staff will oversee campsite inspections which will be done by camp leader volunteers. Note that campsite inspections are part of the Honor Troop Award. As part of the campsite inspections, each troop will be asked to perform one service duty per day.

OPTIONAL INSTRUCTIONAL PROGRAMS

In the 3:30 pm to 4:30 pm time slot we have a number of supplemental instructions. These programs include:

- ✓ Intro to CPR – meets the requirements for merit badges such as Swimming and Climbing
- ✓ Totin' Chip, Firem'n Chit
- ✓ Cyber Chip

HONOR TROOP

The purpose of this award is to recognize those troops which conduct an excellent troop camping experience during their stay at Tanah Keeta Scout Reservation. Units will be recognized during the closing campfire on Friday evening. There are two levels for this award: Gold and Silver. The troop must hand in the form to the Camp Office by noon on Friday.

SENIOR PATROL LEADER MEETINGS

There will be an SPL Meeting each day (Monday to Thursday) after lunch. At these meetings the SPL's will have the chance to give feedback on the camp program, receive announcements about upcoming camp events or evening activities, review their campsite inspections, and ask questions.

TROOP ACTIVITIES AND INFORMATION

WELCOME TO THE JUNGLE: THEME DAYS

Each weekday of camp features a new daily theme around “Welcome to the Jungle”! We invite everyone to embrace the daily theme both in their sites and camp wide! Theme specific attire is welcome at morning assembly and throughout the day. But Class A for dinner please!

- ❑ **Monday** is the ***Jungle Cruise Ride*** – Disney themed exploration! Dress as a Jungle Cruise Tour Guide, or any other Disney character!
- ❑ **Tuesday** is ***Explorer!*** – Don the persona of your favorite explorer! Steve Irwin, Bear Grylls, Coyote Peterson just to name a few!
- ❑ **Wednesday** is ***Jumanji!*** – What crazy things will this day hold? Will you conquer the challenge?
- ❑ **Thursday** is ***Tiger King!*** – Bonus points for mullets and tiger prints! The events will conclude with a wild murder mystery!
- ❑ **Friday** is ***Tropical Hideaway*** – Enter the secret cove! Waterfalls, palm trees, and a day on the water! Join us for our end of week Tropical Luau!

TROOP COMPETITIONS AND THE TK TRIATHLON

We have a number of troop competitions throughout the week – sports, games, and wacky events! Wednesday will peak with the return of the famous ***TK Triathlon***, a camp wide troop versus troop series of wild and wacky events! Who will bring home the gold?!

TROOP GUIDES

Upon check in you will meet your Troop Guide. He or she will be your concierge throughout the week. They will be there to answer questions, direct you to the various activities, and provide you with any resources that you may need. If you would like to recognize your Troop Guide for exemplary service, let the Program Director know and a presentation will be done at an assembly or meal.

Scouts BSA Summer Camp Schedule

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		<i>Jungle Cruise</i>	<i>Explorer!</i>	<i>Jumanji</i>	<i>Tiger King</i>	<i>Tropical Hideaway</i>	
7:15 AM		Assembly @ Parade Field	Assembly @ Parade Field	Assembly @ Parade Field	Assembly @ Parade Field	Assembly @ Parade Field	Breakfast delivered to campsites
7:30 AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Campsite breakdown and check out
8:15 AM to 12:15 PM		CLASSES: Block 1	CLASSES: Block 1	CLASSES: Block 1	CLASSES: Block 1	CLASSES: Block 1 Merit Badge Areas open	
9:00 AM		Leaders' Meeting	Leader Training/Activities	Leaders' Meeting	Leader Training/Activities	Leaders' Meeting	
10:00 AM		Leader Training/Activities		Leader Training/Activities			
12:30 PM		Lunch @ Dining Hall	Lunch @ Dining Hall	Lunch @ Dining Hall	Lunch @ Dining Hall	Luau!	
1:00 PM		SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting		
1:00 PM to 1:30 PM	Camp Check In 1:30	Camp Nap / Rest	Camp Nap / Rest	Camp Nap / Rest	Camp Nap / Rest		
1:30 PM to 3:30 PM		CLASSES: Block 2	CLASSES: Block 2	CLASSES: Block 2	CLASSES: Block 2		
3:45 PM to 4:45 PM		CLASSES: Block 3	CLASSES: Block 3	CLASSES: Block 3	CLASSES: Block 3	Staff v. Scoutmaster Volleyball	
5:15 PM	Assembly @ Parade Field	Assembly @ Parade Field	Assembly @ Parade Field	Assembly @ Parade Field	Assembly @ Parade Field		
5:30 PM	Dinner	Dinner	Dinner	Dinner	Dinner	Troop Cook Night	
6:30 PM	SPL & SM Meeting						
6:30 PM – 8:00 PM	Vespers 7 PM	Unit Activities	Unit Activities	TK Triathlon!	Unit Activities		
8:00pm – 9:30pm	Opening Campfire 7PM	Events/Tournaments	Events/Tournaments	Night-Time Unit Activities	Events/Tournaments	Closing Campfire 7PM	
10:00 PM	Everyone in sites	Everyone in sites	Everyone in sites	Everyone in sites	Everyone in sites		
11:00 PM	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out		

Schedule subject to change before the start of camp

Tanah Keeta Summer Camp Honor Troop Award

The purpose of this award is to recognize those troops which conduct an excellent troop camping experience during their stay at Tanah Keeta. Units will be recognized during the closing campfire on Friday evening. There are two levels for this award: Gold and Silver. The troop must hand in this form to the Camp Office by noon on Friday. Each Honor Troop will receive a special banner to proudly display on their troop flag.

Gold is earned by completing 17 of the 20 requirements.

Silver is earned by completing 12 of the 20 requirements.

	Requirement	To be initialed by	Initials
1.	Invite another troop to your campsite (excluding your troop guide) for a troop activity.	Troop Guide	
2.	Complete a Troop Service Project from the service project board in the office.	Junior Ranger	
3.	Construct a safe and secure entry gateway using lashings and pioneering skills.	Camp Commissioner	
4.	Lead a song during a meal or other troop activity. (MUST BE APPROVED BY THE OFFICER OF THE DAY)	Officer of the Day	
5.	Have a well-informed bulletin board in your campsite to include: Troop Duty Roster, Tent Assignments, Fire Guard Chart and any other important information.	Camp Commissioner	
6.	Check in and write a review on TK Summer Camp Facebook page.	Office Manager	
7.	Make a presentation to an outstanding staff member at a meal or flag ceremony. (MUST BE APPROVED BY THE OFFICER OF THE DAY)	Officer of the Day	
8.	Participate in at least 2 troop activities during the week: #1 _____ #2 _____	Program Director	
9.	SPL attends each SPL meeting.	Program Director	
10.	At least one adult leader in the troop earns the Scoutmaster Merit Badge.	Camp Commissioner	
11.	SPL participates in at least one lunch with the Camp Key 3 to provide feedback about the troop's experience at camp. This will be available each day Monday – Thursday at lunch in the dining hall.	Camp Director	
12.	Attain a cumulative campsite inspection score of 375 for the week.	Camp Commissioner	
13.	Turn in at least 5 camp evaluations (from youth). Get and return surveys to the camp office.	Office Manager	
14.	Arrive on time for all flag ceremonies.	Scoutmaster	
15.	Properly clean your area of the dining hall after each meal.	Dining Hall Manager	
16.	Do a camp good turn some time during the week. List your good turn here:	Scoutmaster	
17.	Have your entire troop wear their complete Uniform to both Monday's and Friday's campfire.	Scoutmaster	
18.	Troop attends Vespers or conducts their own worship service.	Chaplain	
19.	Participate in Wednesday's TK Triathlon	Program Director	
20.	Commit to the following Summer Camp season with TKSC.	Office Manager	

Date: _____ Week: _____ Unit: _____ Campsite: _____

SPL: _____ Scoutmaster: _____

LEADER MEETINGS

Leader Meetings will be held on Monday, Wednesday and Friday at 9 AM in the Scoutmaster Lounge. At this meeting we will review upcoming activities, answer any questions and address any concerns. We ask that at least one adult from each unit attend.

LEADER TRAINING

A number of optional leader training sessions will be held throughout the week, coordinated by a variety of guests. Adults attending camp are encouraged to sign up for both classes and fun leader activities. These classes and activities will be under the “CLASSES” tab of the registration so that leaders can reserve their spots in advance.

ACTIVITIES FOR LEADERS

1. **The Scoutmaster Belly Flop Contest** is one of the highlights of TK Summer Camp! Do you have what it takes to win this prestigious contest?
2. **Scoutmaster Chopped!** – calling all leaders! We would love to try your favorite camp dish prepared in any manner you would like! You supply ingredients! If you need equipment let us know.
3. **Loxahatchee River Cruise and Tour of Trapper Nelson’s** - our camp borders Jonathan Dickenson Park which is home to the historic homestead of Trapper Nelson. Trapper Nelson came to the area in the 1930s and lived off the land by trapping and selling furs. He quickly became famous as the “Wildman of the Loxahatchee”. After his death in 1968, the state acquired his land, preserving his home and grounds for future generations to enjoy. Enjoy the scenic river cruise and a guided tour of the Trapper Nelson Homestead. Register and pay under your online registration.
4. **Scoutmaster COPE** – enjoy a fun, teambuilding experience on the COPE Course.
5. **Scoutmaster Shoot**
6. **Leader Training** - we will offer a variety of training sessions during the week at little or no cost.
7. **Water Safety & Paddle craft Safety** - Learn about aquatics safety and special skills with our highly skilled TK Aquatics Staff. Requires Safe Swim Defense.

SCOUTMASTERS' LOUNGE

Camp leaders are welcome to enjoy some peace and quiet in the Brian Morgan Scoutmasters' Lounge located in the building that houses the camp office. Recharge your phone, enjoy some cool A/C, or kick back and relax on the comfy couches. This building also has wifi!

SCOUTMASTERS MERIT BADGE

Leaders can receive this badge for taking part in different activities around camp. To earn this badge, adults must complete the requirements as outlined on the form. Scout leaders are “on your honor” to fulfill the requirements. Upon completion, leaders can turn the form in to the Leader Activities Coordinator or the Camp Commissioner. Those earning the award will be recognized at the closing campfire.

SCOUTMASTERS SERVICE CORP

Service is always needed and any assistance you would be willing to provide us will be immensely appreciated. There are ample service opportunities at camp including:

- If you are an accomplished handyman, experienced tradesman, or a “jack of all trades” and want to help the Camp Ranger with some specific camp projects, please contact the Camp Director at least 2 weeks prior to your arrival. We'll see if we can find a great “Good Turn” project for you to do while at camp.
- If you have a hobby or profession that we teach as a merit badge, we welcome assistance. Please let the Program Director know in advance what merit badges you would be interested in assisting or teaching.
- We welcome help with transportation for all our off-property expeditions!
- We do ask that unit leaders sign up for assisting in the kitchen with our certified Executive Chef, August Carreiro, for at least 1 meal period.

Tanah Keeta Summer Camp Scoutmaster Merit Badge

Name: _____ Troop No.: _____

Please have each requirement initialed upon completion. The first two items are required. Under the ELECTIVES section – complete 7 of the 10 items. Please turn this form into the Commissioner by noon Friday.

_____ REQUIRED: Participate in a camp service project from the service project board (Commissioner)

REQUIRED: Visit all Program areas for at least 15 minutes & get the director's initials and learn one fact about the director or a staff member working there.

- _____ 1. Aquatics: _____
- _____ 2. Outdoor Skills: _____
- _____ 3. Life Skills: _____
- _____ 4. Adventure Trail: _____
- _____ 5. Shooting Sports: _____
- _____ 6. Kitchen (via volunteering before/at/after a meal): _____
- _____ 7. Handicraft: _____
- _____ 8. Trading Post: _____
- _____ 9. Ecology: _____
- _____ 10. Digitech: _____
- _____ 11. Rangers / Junior Rangers: _____

ELECTIVES: Complete 7 of the 10 items below.

- _____ Help in the kitchen for at least 4 hours (Chef)
- _____ Take at least one nap in the Scoutmasters' Lounge. Bonus points will be awarded if someone photographs you doing so. (Yourself or another leader)
- _____ Assist with at least one day of campsite inspections (Commissioner)
- _____ Attend all 3 leader meetings (Camp Director or Program Director)
- _____ Introduce yourself to a leader that you do not already know. (The other person)
- _____ Attend and participate in at least 3 Leader Activities during the week. (Commissioner)
- _____ Post 10 good photos from the week on social media. Send a link for verification (Office Manager)
- _____ Tell the Camp Director or Program Director at least one funny joke or story.
- _____ Meet the staff member who has the highest seniority (most years on staff), and find out how many years they have been on staff _____
- _____ Give out 4 praise coupons during the week and list the names here of who was deserving of praise. _____

Tanah Keeta Summer Camp

Daily Campsite Inspection Form

Campsites will be inspected each day after breakfast.

TROOP: _____

DATE: _____

Item	Possible Points	Points Awarded
TENTS:		
Tents neat and orderly.	10	
HEALTH AND SAFETY		
Water cooler available and filled	5	
First Aid Kit present and labeled	5	
FIRE PIT		
Fire Pit cleaned and raked	5	
Fire Guard chart properly filled out	5	
Fire tools present and readily available	5	
Firewood, if present, neatly stacked	5	
LATRINES		
Toilet and sinks cleaned, toilets closed	5	
No personal gear in latrines	5	
Latrine floors swept and hosed	5	
PAVILION		
Duty Roster filled out and posted	5	
Pavilion cleaned, organized and swept	5	
American and Troop Flag present	5	
If campsite is vacant, lights and fans shut off	5	
CAMP		
Campsite is neat and clear of litter and debris	10	
Camp gadget (new every day)	5	
Daily assigned adopt a spot completed	10	
BONUS POINTS		
Gateway with troop number (and something new added each day.. ie patrol flags / emblems, spirit items, themed items.)	10	
TOTAL	110	

MEDICATION DOSING FORM
Gulf Stream Council – Boy Scouts of America

Scout Name: _____ Age: _____ Unit #: _____

Summer Camp Session/Date: _____ Campsite: _____

Instructions:

- Each participant taking medications should have a separate form.
- Ideally, the form should be completed by the adult in the unit who will administer the medication at camp (unit health officer).
- List each prescription medication the scout is receiving separately.
- The unit health officer giving the medication should put their name or initials by the time at which the medication was given. If no medication is given, leave the space blank.

Medication Name and frequency of administration listed on the bottle		Medication given around Breakfast (7-8 AM)	Medication given around Lunch (12-1 PM)	Medication given around Supper (6 PM)	Medications given at bedtime
	Sunday				
	Monday				
	Tuesday				
	Wednesday				
	Thursday				
	Friday				
	Saturday				
	Sunday				
	Monday				
	Tuesday				
	Wednesday				
	Thursday				
	Friday				
	Saturday				
	Sunday				
	Monday				
	Tuesday				
	Wednesday				
	Thursday				
	Friday				
	Saturday				

NOTE: If a scout is receiving more than three medications, use an additional form



Tanah Keeta Scout Reservation Provisional Scout Code of Conduct



Statement of Understanding: I understand that being a provisional camper at Tanah Keeta and being a member of the "TK Provo Troop" is an honor. I recognize that I am a direct reflection on my home unit, District, Council, my Leaders and the World Brotherhood of Scouting. I also promise that I will have fun and tell all of my scout friends what an awesome time I had and will encourage them to join me at camp next year! . **All provisional campers are expected to abide by the code of conduct as follows:**

1. I will be guided by the Scout Oath and Scout Law and will obey all U.S. federal laws, state laws, and local laws.
2. I will listen, respect, and follow direction of the Provisional Troop Leadership and Tanah Keeta Staff. I will do my best to be a leader and a role model to others.
3. I will attend all scheduled programs and participate as required in cooperation with other provisional campers and leaders.
4. I agree to follow the camp check-in and check-out procedures and to observe camp quiet hours.
5. I will be responsible for keeping my quarters and personal gear labeled, clean, and neat. I will do my share to prevent littering of the campgrounds and agree to follow the principles of Leave No Trace.
6. I understand that the possession or consumption of alcoholic beverages or illegal drugs or the misuse of prescribed drugs is prohibited at camp. I will follow the Health Lodge Policy's regarding medications.
7. I will respect the wildlife at camp (plants and animals), and refrain from any destruction or harassment.
8. I understand that possession of lasers of any type and possession or detonation of fireworks is prohibited.
9. I will follow Totin Chit rules in regards to the use of a pocket knife and will not possess any knives that are in violation of camp policy.
10. I will not use a lighter, matches or any other fire starting devices unless it is under the direction of my Provisional Troop Leadership or a camp staff member in a program area. I will not use flammable items in an unsafe manner.

11. Neither the camp, its staff, nor the BSA local council will be responsible for loss, breakage, or theft of my personal items. I will label all of my personal items and lock up items of value (or leave them home). Theft on my part will be grounds for immediate dismissal from camp.

12. I will use camp equipment in a safe manner and for its intended purpose and will return the equipment in good condition. I will not intentionally damage any camp equipment including tents or cots. I understand intentional damage will be charged to me, my parents or my scout unit.

13. I understand that all campers and staff are prohibited from possessing firearms and weapons on camp property, in accordance with federal, state, and local laws.

14. I understand the importance of following BSA's Youth Protection and safety policies and will follow those guidelines. I will report all violations that come to my attention to the Camp Office.

15. Hazing has no place in Scout camp. As a provisional camper, I agree to not participate and report any and all hazing activities.

16. I will respect diversity—whether the differences be in physical characteristics or in perspectives.

17. I have the responsibility not to engage in behavior that constitutes discrimination or harassment in any way, including race, color, national origin, sex, religion, age, disability, or citizenship of an individual. This applies to everyone, including fellow provisional campers. I have the responsibility to report instances of discrimination or harassment (directed at me or at others) to the camp director or the Scout executive.

18. I will comply with this code of conduct and the policies printed in the *Camp Admin/Program Guide*. I understand that any violation may result in dismissal from camp at my own expense. I understand that all such decisions will be final.

Camper Signature: _____ Date: _____

Parent signature: _____ Date: _____

Unit Health Officer Waiver Form

By signing below, I acknowledge that I am responsible for keeping my Troop's medications under safekeeping, as well as distributing said medications as noted by given instructions on the Prescription Medication Dosing Form. Gulf Stream Council and Tanah Keeta Scout Reservation is not liable for the administration of medications not in our possession.

I also agree to document all given doses of medicine on the attached form. I agree to keep this form in an easily accessible location. I understand that this form must be turned into the Tanah Keeta Health Officer on Saturday morning prior to departure.

Additionally, I acknowledge that I attended a medication consultation with the Health Officers on staff.

I also agree to keep medication under lock and key as described in the Administration Guide except for those specific medications that are to be carried by the individual (inhalers, EpiPens, etc)

I understand that Gulf Stream Council and Tanah Keeta Scout Reservation is not liable for any damages that arise from failing to comply with these instructions.

Print name _____ Date _____

Sign Name _____ Unit No. _____

BSA SWIM TESTS

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer's Test demonstrates the minimum level of swimming ability required for safe deep-water swimming. The Beginner's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined swimming area with a maximum 6-foot depth, and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Precise statements of the tests are as follows:

Swimmer's Test Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a **strong** manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

Beginner's Test Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

ADMINISTRATION OF SWIM CLASSIFICATION TEST

Special note: Although swim tests may be conducted prior to summer camp, the aquatics director is expected to review or retest any Scout or Scouter whose skills appear to be inconsistent with his classification. **Additionally, the aquatics program director is authorized to retest any Scout or group of Scouts when he is reasonably concerned that precamp swim tests were not properly administered.**

The **Gulf Stream Council Aquatic Committee** chooses Option A or Option C of these options:

- **Option A** (at camp): The swim classification test is completed the first day of camp by aquatics program personnel. Buddy Tags will be issued.
- **Option B** (council-conducted/council-controlled): The council controls the swim classification process by predetermined dates, locations, and approved personnel to serve as aquatics instructors. When the unit goes to a summer camp, each individual will be issued a buddy tag under the direction of the aquatics program director for use at the camp.
- **Option C** (at unit level with council-approved aquatics resource people): The swim classification test done at a unit level should be conducted by one of the following council-approved resource people: BSA Aquatics Instructor, BSA Lifeguard Counselor, or Cub Scout Aquatics Supervisor. If unit swim classification tests are done at local aquatic facilities within Palm Beach County or Martin County, the aquatic facility manager or supervisors will complete forms. Testing will be done under their direction. Please provide information on requirements of the BSA swim tests. We have found that many public facility lifeguards and ARC Lifeguards are not performing the correct BSA Swim Tests. Certification, and contact numbers must be included.

The classification tests should be renewed annually, preferably at the beginning of each outdoor season. An explanation of each test element and proper test procedures are included in Aquatics, Section IV, *CAMP*

PRE-CAMP SWIM CHECK

After medical pre-checks for summer camp only, troops will be escorted to the pool by their troop guide. Unit leaders should bring completed unit swim classification form(s) and present to aquatic director(s) for events or summer camp. Units doing this must follow the Safe Swim Defense guidelines and policies outlined in the *Guide to Safe Scouting*. The description of BSA swim testing should be presented to an approved aquatic facility managers or council approved BSA Aquatic Instructor, BSA Lifeguard Counselor, or a GSC Aquatics Committee Member. Please attach a copy of certification card.

Unit Swim Classification Form							
Camp Week/ Event		Campsite		Camp Scoutmaster			
Troop Number				Address			
Council		District		City		State Zip	
E-mail address				Home Phone		Work Phone	
<p>Submission of this form to Tanah Keeta Scout Reservation or Gulf Stream Council certifies that the unit named above has conducted its own swimming ability classification testing following the guidelines of Safe Swim Defense as defined in the Guide to Safe Scouting. The unit requests that this classification be used for aquatics activities at Tanah Keeta Scout Reservation or Gulf Stream Council Aquatic events. PRINT CLEARLY. Units are encouraged to retain a printed copy for future unit aquatic activities for attending summer camp(s) or aquatic events outside of Gulf Stream Council. The classification of tests should be reviewed annually.</p>				Date Swim-test conducted:			
				Location of test:			
				Test conducted by:			
				Title: _____			
				Signature: _____			
				Phone Number: _____			
				Certification Expiration Date: _____ Public Aquatic Facility Address: _____ _____ Attach a copy of the certification card.			
NAME	Non-Swimmer	Beginner	Swimmer	NAME	Non-Swimmer	Beginner	Swimmer
1.				21.			
2.				22.			
3.				23.			
4.				24.			
5.				25.			
6.				26.			
7.				27.			
8.				28.			
9.				29.			
10.				30.			
11.				31.			
12.				32.			
13.				33.			
14.				34.			
15.				35.			
16.				36.			
17.				37.			
18.				38.			
19.				39.			
20.				40.			

AQUATIC TESTER: PLEASE MARK SWIMMING CLASSIFICATION FOR EACH SCOUTER. DO NOT LEAVE BLANK OR DRAW LINE THROUGH. TOTAL NUMBER OF SCOUTERS TESTED: _____ INITIALS _____ 03/17-REVISED

CAMP MAP

