Welcome to Pathfinders

Pathfinders is a brand-new, unprecedented, advanced camping experience. We are proud to bring you a program that breaks all expectations of a week at camp. 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.

This setting is the perfect environment for Pathfinders, conquer land and sea through one of our Adventure Tracks including, Aquatics Adventure, Voyageur, Trailhead, and Adventure Seekers. Tanah Keeta promises a wide variety of program suited for any outdoor enthusiast!

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 63 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.

In that commitment of excellence, we have observed a demand for a new type of camping experience. In the wake of the COVID-19 outbreak, Campers and Campers from all realms will be seeking to get back to the outdoors! For the first time in our Camp’s History, this program has been designed for Scouts BSA, Venturing, Sea Campers, and Explorers.

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’ll joins us for a truly unforgettable experience – on TK Pathfinders!

Yours in Scouting,
Alec Connolly, Camp Director
Robert Ulrich, Program Director
Kelsey Cupples, Camp Commissioner
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CONTACT INFORMATION

GULF STREAM COUNCIL - CAMP INFORMATION & REGISTRATION ASSISTANCE
Julie or Joanne will be happy to assist you. Phone: (561) 694-8585

GULF STREAM COUNCIL – SUMMER CAMP DIRECTOR
Alec Connolly
Email: alec.connolly@lflmail.org (preferred contact method)
Phone: (772) 260-6796

GULF STREAM COUNCIL – SUMMER CAMP PROGRAM DIRECTOR
Robert Ulrich
Email: robert.ulrich@scouting.org (preferred contact method)
Phone: (772) 361-3821

GULF STREAM COUNCIL – SUMMER CAMP COMMISSIONER
Kelsey Cupples
Email: kelseyrc@me.com (preferred contact method)

TANAH KEETA CAMP INFORMATION
Phone: (561) 746-8749 (during camp only)
Mailing Address: Your campers may receive mail during summer camp addressed as follows:
  Tanah Keeta Scout Reservation
  “Camper Name”, Unit #
  8501 SE Boy Scout Road
  Tequesta, FL 33469

CAMP DATES
Pathfinders Week One: June 7-13, 2020
Pathfinders Week Two: June 14-20, 2020

PATHFINDERS PROGRAM ELIGIBILITY
Due to the nature of the Pathfinders Offerings, attendees must meet the following requirements:
- Participants must be registered with a Scouts BSA Unit, Venturing Crew, Sea Scout Ship, or Explorer Post
- Participants must be at least age 13 by the start of camp, or have completed the seventh grade to participate in a Pathfinders track, participants under 13 may participate in the Adventure Seekers program
- Those participating in one of our Aquatics-based tracks (Aquatics Adventure or Voyageur) must qualify as a Swimmer before the start of camp, units should come to camp with a completed Swim Classification Record. Swim Tests will be offered at a specified date before camp, otherwise units may arrange for their own tests.
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

<table>
<thead>
<tr>
<th>TRADITIONAL SCOUT BSA WEEKS</th>
<th>Regular: By 5/15</th>
<th>Late: After 5/15</th>
</tr>
</thead>
<tbody>
<tr>
<td>Youth</td>
<td>295.00</td>
<td>320.00</td>
</tr>
<tr>
<td>Provisional Youth ( Overnight)</td>
<td>310.00</td>
<td>335.00</td>
</tr>
<tr>
<td>Adults</td>
<td>100.00</td>
<td>100.00</td>
</tr>
<tr>
<td>High Adventure Youth with Unit*</td>
<td>$195.00</td>
<td>$220.00</td>
</tr>
<tr>
<td>High Adventure Provisional Youth*</td>
<td>$210.00</td>
<td>$235.00</td>
</tr>
</tbody>
</table>

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

* Campers attending a High Adventure Trek at a National BSA High Adventure Base (see below) in the Summer 2020 season can take advantage of our High Adventure Discount of $100 off!
  - Philmont Scout Ranch
  - Northern Tier
  - Florida Sea Base
  - Summit Bechtel Reserve (including Venturefest)

CAMP FEE NOTES

- Camp fee includes a summer camp t-shirt, wristband, and plastic mug with carabiner for each camper (youth and adult).
- Late fees will be waived for campers who have just crossed over into the unit

CAMP FEE SCHEDULE

1. Registration is open as of October 1st.
2. Early bird ends January 1st. Early bird rate applies to campers 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 campers 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.
**REGISTRATION**

**BASE / LATE FEES EXPLAINED**

The different rates are based upon when an “effectively paid camper” is paid in full. For example, if a unit is bringing 10 campers to camp and they pay in $885.00 by 5/15, they will get 3 campers at the base rate ($295.00 x 3 = $885.00). 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 alec.connolly@lflmail.org

**REFUNDS**

- Units, Crews, Ships, and Posts may reduce numbers without penalty until 5/30.
- After 5/30, camper fees will only be refunded in case of documented illness, injury, emergency, military transfer or unplanned summer school. Email refund requests to alec.connolly@lflmail.org. These refunds will be calculated at 75% of fees paid.
- No show campers at check-in will be refunded at 50% of fees paid.

**CAMPERSHIPS**

Gulf Stream Council has limited camperships available for Campers registered in units within our council who need assistance in paying their camp fees at 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 campers to attend out-of-council camps.

**PROVISIONAL CAMPER**

The provisional camper program allows campers to attend without their unit or to attend multiple weeks after the unit has attended. It is not uncommon for TK campers to attend all weeks of summer camp! There are two types of provisional campers:

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

NOTE: Campers attending as overnight provisional campers should be of the maturity level that both parent(s) and unit leader 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.*
https://www.gulfstreamcouncil.org/provo-sm

Provisional Camping, especially for the less experienced camper, is more enjoyable with a buddy. Bring a buddy to camp and both campers will get a $10 gift card for use in the trading post. Buddies will share a tent in the provisional site.
REGISTRATION

HOW TO REGISTER PROVISIONAL CAMPERS

All requirements that campers complete at camp are stored in your account. Because of this it is highly recommended (not required) that provisional campers 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 all the requirements completed when campers have camped with us as provisional campers. 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 Unit.
2. **Provisional Youth (Overnight)** – this youth is camping without the unit under the leadership of the Provisional Scoutmaster

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).

VERY IMPORTANT – ALL LEADERS AT CAMP MUST HAVE COMPLETED YPT2 TRAINING.

ONLINE REGISTRATION INSTRUCTIONS

All 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

4/10: Registration Opens
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 and at a rate of 75%
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
- Scout Shorts
- Scout T-shirts
- Underwear and socks
- Raingear 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
- Flashlight with extra batteries
- Swim trunks
- Towels (2)
- Insect repellent (non-aerosol ONLY)
- Sunscreen
- 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

PERSONAL (OPTIONAL)
- Totin’ Chit
- Firem’n Chit
- Camp Chair
- Tent Fan (battery type)

TRAILHEAD & VOYAGEUR
- A small tent
- Hiking Pack or Backpack
- Bed roll or light sleeping bag
- 2 sets of clothes that can get messy. Avoid jeans and other thick materials.
- Mess kit/packable plate, cup, silverware
- Compass
- Pocket Knife
- Hiking Boots and Socks
  - We discourage waterproof boots. Optimal: ventilator boots that are well broken in w/ wool socks to allow for water passing and quick dry.

UNIT (RECOMMENDED)
- Unit first-aid kit
- U.S. flag
- Unit 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
PREPARING FOR CAMP

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 Campers 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 Unit 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 campers and adults are registered, including newly crossed over campers.

REQUIRED DOCUMENTS FOR CHECK IN FOR PROVISIONAL CAMPERS

Provisional campers 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 Unit 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
- Unit 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.
**HEALTH AND SAFETY**

**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 Campers. 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 Campers 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 Campers. 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
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 giving 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+ Unit #). 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. Unit 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). Units / 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:

- Units 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 Unit 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
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.

UNIT 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.
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.
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 Campers 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 Campers First Helpline ensures that follow-up can occur for the safety of our Campers. Scout executives and Campers First coordinate follow-up actions.

Campers First Helpline
As part of its “Campers 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-CAMPERS1 (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: Units 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 Unit 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
need requires substitutions (IE Non-dairy milk versus milk) we will have a special refrigerator in the dining hall where campers 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 campers in their units with dietary needs.

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 conversation and fellowship.

LOST AND FOUND

Prior to coming to camp, Campers should be encouraged to clearly mark all personal items with their name and Unit number. Campers 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 Campers 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.
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 Campers 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 closing campfire
- 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 camper 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 Unit 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.

SWIMSUIT POLICY
Males may wear swim shorts or swim trunks. No speedos
Females may wear a one-piece or modest two-piece swimsuit. No bikinis.

TRADING POST
Tanah Keeta Scout Reservation has a fully stocked Trading Post carrying 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 campers need for a fun and successful week of 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.
Pathfinders is an unprecedented addition to the Tanah Keeta Summer Camp program. Through Pathfinders, participants have several tracks available to choose from to experience a diverse offering of advanced camping and adventure opportunities including water activities, boating, and backpacking. The main Pathfinders program is designed for campers over the age of 13 (or completed with the 7th grade), with a sampler option, called Adventure Seekers, designed for Campers between the ages of 11 to 12.

Traditionally, Tanah Keeta Summer Camp programs are designed for Scouts BSA membership, however, Pathfinders is designed for members of Scouts BSA Units, as well as Venturing Crews, Sea Scout Ships, and Explorer Posts.

Pathfinders is less focused on advancement and more focused on outdoor adventure and teaching skills within the realm of the various tracks. Throughout the program, campers may complete requirements for advancements, for which they will be given credit.

Program Structure

Pathfinders spans over the course of a week. Participants will break into crews or patrols of 5-8 people, comprised of participants from the same Pathfinders Track. Throughout the week, challenges and instructions will be centered around this “team method”. Together, you’ll learn, argue, and grow through the challenges presented by Pathfinders. By the end of the week, your team will be tight-knit and high performing.

For the first three days of program, your team will work on skills in your track, led by qualified and trained instructors from the Tanah Keeta Staff. By Day Four, your track prepares for its “summit experience” which is a test of the skills you’ve learned throughout the week.

Day Five is a day to celebrate your success. Enjoy a more relaxed program, and enjoy free activities from all areas of program, Aquatics, COPE/Climbing, and Shooting Sports. There will be some advancement opportunities offered. Enjoy a celebratory luau, pool party, and relax after a long week. Day fives concludes with a closing campfire and check-out on Saturday morning.

Pathfinders Tracks

Pathfinders is made up of three different tracks, plus an Adventure Seekers program for younger campers.

Continue for information on each of our Pathfinders Tracks

- Aquatics Adventure
- Voyageur
- Trailhead
AQUATICS ADVENTURE

Aquatics Adventure focuses on a variety of water-based adventures, taking full advantage of Tanah Keeta’s aquatics offerings. Through our Aquatics Adventure, you’ll get to experience it all! Discover SCUBA, Sailing, Kayaking, Canoeing, Motorboating, and an assortment of watersports including skiing, wakeboarding, and jet skis!

Experience Adventure!

- In the water – Swimming, drown proofing, and water safety and rescue.
- On the water – Sailing, Kayaking, Motorboating, Skiing, Wakeboarding, Jet Skis!
- Intro to SCUBA Diving – professional instructors and time under water! Our friends at the Jupiter Dive Center will run an instructional course with an intro session to SCUBA Diving. Fit for beginners or skilled divers.
- Shakedown – Does your unit have what it takes for on High Adventure? The Shakedown is encouraged for units attending a BSA High Adventure Base. Bring your full pack and our Adventure Experts will work with you to make sure you have everything you need, and make recommendations for additional gear.

Offerings are subject to change as we get closer to camp. Check back here for any changes!

WHAT TO BRING?

What to bring?

Please note, this is supplemental to the full camp packing list. See page 6.

- Swimsuit
  - Males may wear swim shorts or swim trunks. No speedos
  - Females may wear a one-piece or modest two-piece swimsuit. No bikinis.
- Closed Toed Water Shoes (no crocs, sandals, or flip flops)
- Sun Protection (sunscreen, hat, etc.)

WHAT NOT TO BRING?

What NOT to bring?

- A personal lifejacket. One will be provided for open water activities that meets Coast Guard standards.
- SCUBA Equipment, mask, flippers, tank, etc. These will be loaned to participants.
- Any inflatables or watercraft
VOYAGEUR

Voyageur focuses on skills related to land and water navigation, canoeing, paddling, and wilderness survival! Traverse and explore the full environment of Tanah Keeta, from the pine woods, sugar sand trails, marshes, and lakes! Build your outdoor skills through several teambuilding challenges. Voyageur culminates into an overnight outpost camp and off-the-grid experience. Voyageur is designed to equip youth to face outdoor challenge and encourage personal growth.

Experience Adventure!

- In the water – swimming, drown proofing, and water safety and rescue certification
- On the water – Water Leadership Readiness Challenge (LRC), Dragon Boats, Canoeing and Paddling
- Navigation – By land and sea, finding your way using various techniques.
- Fishing – Learn the basics and learn advanced techniques.
- Wilderness Survival – Getting by when things don’t go to plan!
- Outpost Experience – Design your own adventure and put your skills to the test!
- Shakedown – Does your unit have what it takes for on High Adventure? The Shakedown is encouraged for units attending a BSA High Adventure Base. Bring your full pack and our Adventure Experts will work with you to make sure you have everything you need, and make recommendations for additional gear.

*Offerings are subject to change as we get closer to camp. Check back here for any changes!*

WHAT TO BRING?

What to bring?

Please note, this is supplemental to the full camp packing list. See page 6.

- Swimsuit
  - Males may wear swim shorts or swim trunks. No speedos
  - Females may wear a one-piece or modest two-piece swimsuit. No bikinis.
- Closed Toed Water Shoes (no crocs, sandals, or flip flops)
- Hiking Boots and Socks
  - We discourage waterproof boots. Optimal: ventilator boots that are well broken in w/ wool socks to allow for water passing and quick dry.
- A small tent (for outpost night)
- Hiking Pack or Backpack
- 2 sets of clothes that can get messy. Avoid jeans and other thick materials.
- Mess kit/packable plate, cup, silverware
- Compass

WHAT NOT TO BRING?

What NOT to bring?

- A personal lifejacket. One will be provided for open water activities that meets Coast Guard standards.
- Any inflatables or watercraft
TRAILHEAD
Trailhead is a land-based adventure that focuses on skills in backpacking, camping, climbing, shooting, wilderness survival, navigation, and more! Journey pristine woodlands and admire the diverse plant and wildlife! Participants will leave with a better knowledge of advanced outdoor skills and a better appreciation of the outdoors. Trailhead culminates into an overnight outpost camp and off-the-grid experience.

Experience Adventure!
- On the Trail – Backpacking, Camping, and Orientation over Land.
- Wilderness Survival – Getting by when things don’t go to plan!
- Shooting Sports – Ranging from Archery, Rifle, and Shotgun!
- COPE & Climbing – Teambuilding experiences and time on the wall!
- Outpost Experience – Design your own adventure and put your skills to the test!
- Shakedown – Does your unit have what it takes to take on High Adventure?

WHAT TO BRING?
What to bring?
Please note, this is supplemental to the full camp packing list. See page 6.
- Hiking Boots and Socks
  - We discourage waterproof boots. Optimal: ventilator boots that are well broken in w/ wool socks to allow for water passing and quick dry.
- A small tent (for outpost night)
- Hiking Pack or Backpack
- 2 sets of clothes that can get messy. Avoid jeans and other thick materials.
- Mess kit/packable plate, cup, silverware
- Compass
- Swimsuit (if participating in aquatics activities at the end of the week)
  - Males may wear swim shorts or swim trunks. No speedos
  - Females may wear a one-piece or modest two-piece swimsuit. No bikinis.
- Closed Toed Water Shoes (no crocs, sandals, or flip flops)

WHAT NOT TO BRING?
What NOT to bring?
- Fireworks, lighters, camping stove, etc. (camp stove will be provided for outpost)
- Fixed blades or pocket knives longer than the width of your palm.
ADVENTURE SEEKERS OVERVIEW

While the main Pathfinders Tracks are geared for older campers, we find it very important to have offerings to include our younger campers. For Participants ages 11-13, Adventure Seekers functions as a sampler track for our full Pathfinders program. Our offerings are presented at a basis more suitable for younger campers, tailored to their need to provide a fun, yet challenging blend of learning and adventure.

For our Adventure Seekers, each day is a new adventure! Participate in activities from the full range of pathfinders, including aquatics, shooting sports, COPE/Climbing, and Outdoor Skills Learning!

Adventure Seekers is less focused on advancement and more focused on outdoor adventure and teaching skills within the realm of the various tracks. Throughout the program, campers may complete requirements for advancements, for which they will be given credit.

PROGRAM STRUCTURE

Adventure Seekers spans over the course of a week. Participants will break into crews or patrols of 5-8 people. Throughout the week, challenges and instructions will be centered around this “team method”. Together, you’ll learn, argue, and grow through various challenges. By the end of the week, your team will be tight-knit and high performing.

For the first four days of program, the Adventure Seekers will alternate between different activities, under the realm of each Pathfinders trek, Aquatics Adventure, Voyageur, and Trailhead.

Day Five is a day to celebrate your success. Enjoy a more relaxed program, and enjoy free activities from all areas of program, Aquatics, COPE/Climbing, and Shooting Sports. There will be some advancement opportunities offered. Enjoy a celebratory luau, pool party, and relax after a long week. Day fives concludes with a closing campfire and check-out on Saturday morning.

Experience Adventure!
- On the Trail – Backpacking, Camping, and Orientation over Land
- On the Water – Canoeing, Kayaking, Paddling, and Sailing
- Wilderness Survival – Getting by when things don’t go to plan!
- Shooting Sports – Including Archery, Rifle, and Shotgun
- COPE & Climbing – Teambuilding experiences and time on the wall!
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<th>Sunday</th>
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<td>Adult Leader’s Meeting</td>
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<td>Adult Leader’s Meeting</td>
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<tr>
<td>10:00 AM</td>
<td>Lunch Assembly 12:15pm</td>
<td>Lunch Assembly 12:15pm</td>
<td>Lunch Assembly 12:15pm</td>
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<td>Lunch Assembly 12:15pm</td>
<td>Lunch Assembly 12:15pm</td>
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<tr>
<td>12:30 PM</td>
<td>Lunch @ Dining Hall</td>
<td>Lunch @ Dining Hall</td>
<td>Lunch @ Dining Hall</td>
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<td>Lunch @ Dining Hall</td>
<td>Lunch @ Dining Hall</td>
<td>Lunch @ Dining Hall</td>
</tr>
<tr>
<td>1:00 PM to 1:30 PM</td>
<td>Camp Check In 1:30</td>
<td>Camp Rest/Free time</td>
<td>Camp Rest/Free time</td>
<td>Camp Rest/Free time</td>
<td>Camp Rest/Free time</td>
<td>Camp Rest/Free time</td>
<td>Luau!</td>
</tr>
<tr>
<td>1:30 PM to 3:30 PM</td>
<td>Block 2</td>
<td>Block 2</td>
<td>Block 2</td>
<td>Block 2</td>
<td>Pathfinders prepare for Outpost</td>
<td>Pathfinders prepare for Outpost</td>
<td>Pathfinders prepare for Outpost</td>
</tr>
<tr>
<td>3:45 PM to 4:45 PM</td>
<td>Travelling to Outpost</td>
<td>Travelling to Outpost</td>
<td>Travelling to Outpost</td>
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<td>Travelling to Outpost</td>
<td>Travelling to Outpost</td>
</tr>
<tr>
<td>5:15 PM</td>
<td>Assembly @ Parade Field</td>
<td>Assembly @ Parade Field</td>
<td>Assembly @ Parade Field</td>
<td>Assembly @ Parade Field</td>
<td>Assembly @ Parade Field</td>
<td>Assembly @ Parade Field</td>
<td>Assembly @ Parade Field</td>
</tr>
<tr>
<td>5:30 PM</td>
<td>Dinner</td>
<td>Dinner</td>
<td>Dinner</td>
<td>Dinner</td>
<td>Dinner</td>
<td>Dinner</td>
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</tr>
<tr>
<td>6:30 PM – 8:00 PM</td>
<td>Vespers</td>
<td>Evening Activities and Instruction</td>
<td>Evening Activities and Instruction</td>
<td>Evening Activities and Instruction</td>
<td>Evening Activities and Instruction</td>
<td>Evening Activities and Instruction</td>
<td>Evening Activities and Instruction</td>
</tr>
<tr>
<td>8:00pm – 9:30pm</td>
<td>Opening Campfire 7PM</td>
<td>Opening Campfire 7PM</td>
<td>Opening Campfire 7PM</td>
<td>Opening Campfire 7PM</td>
<td>Opening Campfire 7PM</td>
<td>Opening Campfire 7PM</td>
<td>Opening Campfire 7PM</td>
</tr>
<tr>
<td>10:00 PM</td>
<td>Everyone in sites</td>
<td>Everyone in sites</td>
<td>Everyone in sites</td>
<td>Everyone in sites</td>
<td>Everyone in sites</td>
<td>Everyone in sites</td>
<td>Everyone in sites</td>
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<tr>
<td>11:00 PM</td>
<td>Lights Out</td>
<td>Lights Out</td>
<td>Lights Out</td>
<td>Lights Out</td>
<td>Lights Out</td>
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</tbody>
</table>

Schedule subject to change before the start of camp
## Tanah Keeta Pathfinders Honor Patrol

The purpose of this award is to recognize those patrols which exceed in program and participation during the events of Pathfinders. Patrols will be recognized during the closing campfire on Friday evening. There are two levels for this award: Gold and Silver. The patrol must hand in this form to the Camp Office by noon on Friday.

**Gold is earned by completing 17 of the 20 requirements.**  
**Silver is earned by completing 12 of the 20 requirements.**  
**Duty to God distinction is earned with 2 of 3 requirements (must qualify for Gold or Silver level Honor Patrol)**

<table>
<thead>
<tr>
<th>Requirement</th>
<th>To be initialed by</th>
<th>Initials</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Invite another patrol to your outpost for a planned activity</td>
<td>Patrol Guide</td>
<td></td>
</tr>
<tr>
<td>2. Conduct at least three reflections with your patrol. “Start-Stop-Continue”</td>
<td>Patrol Guide</td>
<td></td>
</tr>
<tr>
<td>3. Lead a song during a meal or other Unit activity. (MUST BE APPROVED BY THE OFFICER OF THE DAY)</td>
<td>Officer of the Day</td>
<td></td>
</tr>
<tr>
<td>4. Write an article for the TK Tribune newsletter and submit to the Camp Office</td>
<td>Office Manager</td>
<td></td>
</tr>
<tr>
<td>5. Check in and write a review on the Tanah Keeta Facebook page.</td>
<td>Office Manager</td>
<td></td>
</tr>
<tr>
<td>6. Make a presentation to an outstanding staff member at a meal or flag ceremony. (MUST BE APPROVED BY THE OFFICER OF THE DAY)</td>
<td>Officer of the Day</td>
<td></td>
</tr>
<tr>
<td>7. As a Patrol, participate in at least 2 evening activities during the week: #1__________ #2__________</td>
<td>Program Director</td>
<td></td>
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<tr>
<td>8. At the end of the week, complete a Pathfinders Survey</td>
<td>Office Manager</td>
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<tr>
<td>9. Arrive on time for all flag ceremonies.</td>
<td>Patrol Guide</td>
<td></td>
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<tr>
<td>10. Properly clean your area of the dining hall after each meal.</td>
<td>Dining Hall Manager</td>
<td></td>
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<tr>
<td>11. Do a camp good turn some time during the week. List your good turn here:</td>
<td>Patrol Guide</td>
<td></td>
</tr>
<tr>
<td>12. Have your entire Patrol wear their complete Uniform to both Monday’s and Friday’s campfire.</td>
<td>Scoutmaster</td>
<td></td>
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</tbody>
</table>

**DUTY TO GOD** distinction: Complete each of the items below.

<table>
<thead>
<tr>
<th>Requirement</th>
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<th>Initials</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Patrol attends a Scout’s Own Service/Scout Vespers</td>
<td>Chaplain</td>
<td></td>
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<tr>
<td>2. Chaplain’s Aid conducts at least three daily devotionals with the patrol</td>
<td>Chaplain’s Aid</td>
<td></td>
</tr>
<tr>
<td>3. Volunteer to say grace before a meal.</td>
<td>Officer of the Day</td>
<td></td>
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</tbody>
</table>

Date:__________________ Week:__________ Unit:____________ Campsite: ____________________  
SPL:_______________________ Unit Leader: ____________________
### Daily Campsite Inspection Form

Campsites will be inspected each day after breakfast.

#### 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 Unit 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 unit 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.

<table>
<thead>
<tr>
<th>Medication Name and frequency of administration listed on the bottle</th>
<th>Medication given around Breakfast (7-8 AM)</th>
<th>Medication given around Lunch (12-1 PM)</th>
<th>Medication given around Supper (6 PM)</th>
<th>Medications given at bedtime</th>
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<tbody>
<tr>
<td>Sunday</td>
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NOTE: If a scout is receiving more than three medications, use an additional form.
Statement of Understanding: I understand that being a provisional camper at Tanah Keeta and being a member of the "TK Provo Unit" 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 Unit 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 Unit 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 Unit’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 Campers 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 PROGRAM AND PROPERTY MANAGEMENT REVISED 2/14 GSC AQUATICS COMMITTEE
PRE-CAMP SWIM CHECK

After medical pre-checks for summer camp only, Units will be escorted to the pool by their Unit 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.

<table>
<thead>
<tr>
<th>UNIT SWIM CLASSIFICATION FORM</th>
</tr>
</thead>
<tbody>
<tr>
<td>Camp Week/Event</td>
</tr>
<tr>
<td>-----------------</td>
</tr>
<tr>
<td>Unit Number</td>
</tr>
<tr>
<td>Council</td>
</tr>
<tr>
<td>E-mail address</td>
</tr>
</tbody>
</table>

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. |             |          |         |
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