

2022 Webelos Winter Weekend

LEADER'S GUIDE

Two Rivers and Manatee Districts,
Southwest Florida Council, BSA

Date: February 11th – 13th, 2022

Location: Camp Flying Eagle

16009 Upper Manatee River Rd, Bradenton, FL 34212



Minecraft: CubScout Edition

For questions please contact the event Chairs

Misty Hassy and Shari Kurutz

941- 445-1734 / 941-526-3318

w.w.eventchairs@gmail.com

General Rules and Information

These rules are the general framework around which this event will be operated. The Scout Oath, Law, and Outdoor Code are the guides for ALL behavior at this event. Individuals who do not conform to this spirit will be asked to leave the event.

1. This event is first and foremost for our/your **YOUTH**. All rules and regulations are in place to assure their safety and the preservation of this camp for their use.
2. A registration fee will be charged to cover the cost of event supplies, patches and awards.
3. Scouts should arrive and depart in full Class A uniform. Full Class A uniform is required to be worn for the Saturday Crossover Ceremony.
4. Scouts should dress appropriately for the events according to the weather. **Scouts are encouraged to dress in a space themed manner during the Saturday Activities except for the Crossover Ceremony.** Closed toe shoes must be worn at all times. This includes the parents.
5. Campsites will be assigned by the administrative staff and will be based on the number of participants registered at the registration cut off. Each unit will be required to use the minimal space for its campsite. All units are required to exercise "low-impact" camping techniques. Administrative staff will dismiss units from campsites upon check out.
6. Units should not plan on arriving before 5:00pm Friday evening. Check-in will not begin until that time.
7. Units will be allowed to have their unit trailer in their site. Please email the Event chairman at w.w.eventchairs@gmail.com no later than Thursday night if you will be bringing a unit trailer.
8. **NO VEHICLES ARE ALLOWED TO REMAIN INSIDE THE CAMPSITES.** There will be a designated parking area for all vehicles. To assist us in getting everyone in camp quickly we ask that your tow vehicle park the trailer in the campsite then immediately proceed to your assigned parking lot before unloading the trailer. Everyone wants to get set-up. A Scout is courteous.
9. Upon arriving, one adult leader from each unit will need to report to the check-in location to receive the event information, campsite location and pre-ordered event t-shirts.
10. Food should be provided by each individual unit for their participants.
11. The Webelos and Arrow of Lights from your unit will combine to create a patrol with a minimum of 5 and not more than 8 members.
12. Absolutely no alcoholic beverages or illegal drugs allowed. BSA policy states there is zero tolerance regarding alcoholic beverages or illegal drugs at any BSA event. Coolers may be subject to search at any time by event staff.
13. Safety and fire prevention are the responsibility of everyone. If permitted by the camp ranger one campfire per campsite will be allowed. NO GROUND FIRES. ONLY ABOVE GROUND FIRE PITS ARE TO BE USED AT ALL TIMES. All fires must have a 5 foot radius safety zone cleared, a shovel and two 5 gallon buckets of water. Each unit should bring and have readily available at their campsite a fire extinguisher capable of putting out a propane fire.
14. Scouting's "Leave No Trace" policy will be enforced. No trees or other living things should be disturbed. No green (live) wood (for camp craft projects or other) may be cut from the camp. Bamboo is not allowed within Camp Flying Eagle.
15. Units are responsible for removal of all trash and debris from their campsite. Please use the dumpster.

16. Unit leaders are responsible for the supervision of their units when they are not competing during the day. Remember two-deep leadership is required at **ALL TIMES**. Please enforce safety and discipline. All scouts must use the buddy system.
17. Lights out will be at 11:00pm each evening. Quiet hours and dim lights are between the hours of 11:00pm and 6:00am.
18. Units must have campsites cleared by staff and checked out by NOON on Sunday.
19. Visitors (other than registered participants) are welcomed to attend the Crossover Ceremony Saturday night, but must check-in at the information desk located in the dining hall. Visitors to a campsite must have permission from the unit leader and the administration. All visitors must depart before Taps (lights out).
20. Any two-way radios in use **MUST NOT** operate or interfere with the same channel as the staff. We need clear uninterrupted communication for emergency use. Your cooperation in this is greatly appreciated. The channel for the staff will be distributed at the Friday night meeting.
21. Patrols are encouraged to dress as a unit for the Saturday competitions. All members are encouraged to be in either SPACE Themed outfits or in Class-B shirts. Class A uniforms are required for the Saturday night cross over ceremony.
22. Bonus Spirit points will be awarded for the following: Working as a team, Having a Patrol Name, Cheer/Yell, Patrol Leader, Patrol Flag. Spirit points may be lost if there is bickering or an adult is present with the patrol during the competition. If a parent must accompany the patrol for medical reasons, please notify administration at check-in on Friday night.

All other concerns will be addressed at the meeting on Friday night.

Check-in: One adult from each unit should immediately proceed upon arrival to admin for check-in. No individuals will be allowed to set up camp prior to check-in. Units should have health forms available at check-in. These are required for all Webelos, Arrow of Lights and participating adults including staff and will remain with the unit during the weekend.

First Aid: First Aid will be available at all times in the health lodge. Units should have adequate first-aid supplies as part of their unit's equipment. All injuries, even if treated at the unit level, are to be reported to the health lodge.

Meals: All units will provide meals for their participants. Units should pack a lunch on Saturday as the events will be going all day. There is no dedicated lunch time. Staff members will be eating in the Dining Hall with the other staff members.

Sunday Interfaith Service: There will be a non-denominational Scouts own service on Sunday morning. All event participants are requested to attend as the awards ceremony immediately follows. Please wear full Class A uniform.

Check-out: Unit check-out will begin after the awards ceremony on Sunday. Units must have their campsites cleared by a staff member prior to reporting to admin for their check out packet.

General Rules and Information

Equipment for the event:

Pack and patrol flag for your campsite

Shelters

First Aid Kit

any other items that your unit would bring while camping

Unit Cooking supplies.

Participants

Each Scout and/ or Parent should have their Scout 10 essentials with them. Some of these items may be necessary to complete the events.

Webelos Handbook

Boy Scout Handbook, optional

Pocketknife

First-aid kit

Clothes (appropriate for the weather)

Rain Gear

Water bottle

Flashlight

Trail food (sack lunch recommended)

Matches and fire starters

Sun protection

Compass

Walking Stick

Bandana

And any other items that you would bring and need while camping

ATTENTION ADULT PARTICIPANTS

The only way that the parents/leaders get to see the events are as a parent patrol. You will need to bring the same scouts items as the youth. You will be competing against the other parent patrols. At no time will you be able to follow your youth around the event.

Event Schedule

FRIDAY

5:00 PM Check-in

7:00 – 10:00 PM DJ near the Parade Field (subject to change)

9:00 PM Adult Leader with Patrol Leader meeting in the Dining Hall
9:30 PM Staff Meeting in the Dining Hall

11:00 PM Taps (lights out!)

SATURDAY

6:30 AM Reveille

6:30 - 7:45 AM Breakfast on your own

8:00 AM Opening Ceremonies at the flagpole

8:30 – 3:30 PM Rotation Events (lunch on the go)

3:45 – 5:45 LEGO derby (1 car per patrol)

5:45 - 7:15 PM Dinner on your own

7:30 PM AOL Scouts assemble at Flag Pole

8:00 – 9:30 PM Ceremony in the Amphitheater

9:45 PM Leader's meeting in the Dining Hall

10:00 PM Staff meeting in the Dining Hall

11:00 PM Taps (lights out!)

SUNDAY

7:00 AM Reveille

7:00 - 8:15 AM Breakfast on your own

8:30 AM Flag Raising

8:45 – 9:00 AM Scouts Own-Amphitheater

9:00 AM – 9:30 Awards

9:30- 11:00 AM Check-out

Patrol Events

Events are subject to change

Island Hopping: team building events

Steve's Game: memory

Endermans Journey: Archery

Taking out the Creepers: wrist rockets

Healthy Hearts: First Aid

Scavenger: Orienteering

Hunger: cooking

Crafting: fire building

Derby Day: Lego Minecraft themed derby

Gateway Competition: Minecraft is all about building, one block at a time. Does your pack have what it takes to create a recycled campsite gateway? Gateway should be made using recycled materials, staking them together. All items used must be removed from camp at the conclusion of camp. Please do not dispose of items in the camp dumpster. This is a pack event. One gateway per Pack will be judged.



Lego Derby: We will be having a Minecraft themed Lego derby on Saturday afternoon. This will take place after the events are over, but is a patrol event. Cars should be made completely out of legos that patrols must provide. Cars should be created at the event. The event will provide the wheels and axels needed for the race. This is a patrol event, one car should be created per patrol.

