



“Wild West Dogs”

Price-Sanders Scout Reservation

38751 Bermont Rd., Punta Gorda, 33982

December 6 – 8, 2024

There have been many changes to policies and procedures.

Please review this guide in its entirety and share with those attending with your unit.

Welcome to the 2024 Broke Back Dog Challenge!

Here we go again! It's time to start your preparations for the 22nd annual **Broke Back Dog Challenge**, the biggest and best Scouting event in Florida. Our theme for this year's Challenge is "**Wild West Dogs**". The Challenge is a fun way for our Scouts to show off their Scout skills and compete for the coveted "Top Dog Patrol" trophy. We have different competitive events for **Scouts BSA**, and **Arrow of Light Scouts**. The **Cub Scout Challenge** introduces the younger Scouts to many fun and exciting events of their own and allows them to interact with Scouts BSA in a Camporee like setting not normally available to them.

The spirit of the Challenge is one of **friendly competition**. Everybody wins, and everybody has a great time. If someone with no knowledge of Scouting wanted to find out what "Scouting" was all about they would only have to attend one **Broke Back Dog Challenge** to understand. Imagine it: Scouts, Scouters, parents, and siblings, all having a **great time** and treating one and all with respect and conducting themselves according to the Scout Oath and Law. That's the way Scouting should be, at the **Broke Back Dog Challenge**, it is.

The Challenge is also an opportunity for Broke Back Dogs from all over the Council to get together, share fellowship and ideas for improving the Scouting Program, and have **FUN!**

So, let's get started. Read the Challenge Guide; begin to prepare your unit for their mission. Practice your best dog bark. Get ready to have a great time. The Broke Back Dog Challenge awaits YOU!

I look forward to seeing you there and having a great time.

Gene "Flash" McMullen
Event Chairman
Broke Back Dog Challenge Committee

Guidelines and Rules

1. This event is first and foremost for our/your YOUTH. All rules and regulations are in place to assure their safety and preservation of this camp for their use.
2. **Absolutely no alcoholic beverages or illegal drugs allowed.**
 - a) BSA policy states there is zero tolerance regarding alcoholic beverages or illegal drugs at any BSA event.
 - b) Camp Miles is also a State Park and under State Law there are to be no alcoholic beverages on the property.
 - c) Coolers may be subject to search at any time by event staff.
3. **Each unit should bring and have readily available at their campsite a fire extinguisher capable of putting out a propane fire.**
4. No trees or other living things should be disturbed. Scouting's "Leave no Trace" policy will be enforced.
5. Units are responsible for the removal of all trash and debris from their campsite.
6. **No Sheath Knives allowed.** All Scouts must carry their Totin' Chip/Whittling Chip.
7. Participants are not allowed to use Radios, Walkie-Talkie's, Cell Phones or any other type of electronic transmission device.
 - a) Use of these devices by competing patrols will result in disqualification.
8. ALL Scouts must use the Buddy System. Units must provide **Two-deep leadership.**
9. Vehicles **must** be restricted to assigned parking areas (see special needs section of this guide for handicap policy).
10. The SCOUT OATH, LAW, and OUTDOOR CODE are the laws of the Broke Back Dog Challenge.
11. Units **MUST** have their campsites cleared by challenge staff and checked out by NOON on Sunday.

All other concerns will be addressed at the meetings on Friday Night.

The Broke Back Dogs hold themselves to a higher standard of behavior and Scout Spirit. Let everyone you meet see that you do also.

Campsite Assignment:

Campsites are assigned by the facilities staff using the following criteria:

1. Number of people originally registered to attend at the time registration closes.
2. Type of unit, Cub Scout Pack or Scouts BSA Troop.
3. Any special needs of a unit.

Meals:

Units are responsible for their own meals and cooking supplies. Meals will be prepared and consumed at the unit's designated campsite except for the following:

Friday Night Cracker-barrel – Staff meeting.

Saturday Night Cracker-barrel – Immediately following the Saturday night Campfire there will be a Cracker-barrel in the dining hall, for **Broke Back Dog Members**.

Packing/Gear:

Please, label everything with **name, Pack or Troop and unit number**. Items do get left behind or separated and there are thousands of blue coolers or green camp chairs.

Cub Scout Packs cook and eat as a Pack this cuts down on the amount of equipment brought by each family and the room needed to set up personal cook areas.

As stated above, campsites are assigned by number of people registered with the unit and due to lack of space cannot accommodate many small campsites within each unit campsite. For this reason, we suggest you do not bring condominium size tents.

Troop/Pack Trailers:

Trailer Tow Vehicles cannot remain in the campsite. After dropping your trailer in your campsite on Friday night, move the tow vehicle into the main parking lot. To assist us in getting everyone in camp quickly we ask that your tow vehicle park the trailer and unload anything that may be in the tow vehicle and then remove it from the campsite as soon as possible. EVERYONE wants to get set up, "a Scout is Courteous".

Gear Transportation:

We encourage you to pack into unit trailers to eliminate gear getting misplaced during transportation.

Gear trailers will be running to assigned campsites on a regular basis. We suggest you put everything that you do not need on your person on the gear trailers, so you will not have to carry it to your campsite. We encourage participants to load all their gear into the Unit's trailer.

Note: Gear trailers will stop transporting gear after 9:00pm on Friday night. If you are planning on leaving Saturday evening after campfire, please plan to have your gear moved early. Please let us know at the admin building that you need assistance.

Unit Check In:

We suggest that your unit travel together to the Challenge, so you can arrive at the same time. However, we understand this is not always possible, so we have worked to make check In easier for you. Your unit campsite will be listed at the main parking area.

The **Unit Leader listed on your registration as the Point of Contact and Senior Patrol Leader/President (troops & crews only) must check your unit in at the Administration Building.** Everyone else should proceed to assigned campsite. Please inform your leader of any questions you may have and they can get you the answer at the Friday night meeting.

Unit Check Out:

All units will check out with the Challenge Staff Member assigned to the campsite prior to departure. Once the unit has been cleared, they can pick up their check-out packet containing the event patches and other materials in the admin building.

Should a unit need to depart Saturday evening, they will need to notify Registration personnel Friday evening when checking in. Doing this will ensure that someone is available to clear the unit prior to its departure and any arrangements to transport gear can be made.

All units must be checked out and have departed the campsite area not later than NOON Sunday.

Garbage/Trash:

Please keep trash picked up. Camp is the home to a lot of wildlife that will get into the trash. Please keep your trash contained. Please don't overfill your trash bags. A dump trailer will be available in Apache campsite.

In the event of an emergency please see that ALL members of your unit follow the instructions given to you. Doing so will help us to resolve the situation quickly and safely. We thank you in advance for your cooperation.

Medical:

The Health Lodge will be manned 24 hours a day throughout the entire Broke Back Dog Challenge.

The Health Lodge is not a camp hospital to reside in, and is not for long term (multiple hours, day long, or weekend long) care. If the Health Officer on duty determines that a participant's need/care is beyond what the Health Lodge can provide, then it will be the duty of an adult family member/guardian/ Scout leader to make sure the participant gets the needed care (go home, see your doctor, go to Urgent Care/ ER, etc.).

Leaders should encourage each family to bring a basic first aid kit for minor injuries. Kits should include: Band-Aids, gauze pads, bandage tape, Neosporin or similar topical antibiotic, Tylenol and/or Advil (or generic equivalent) and basic personal medical items. Basic personal medical items include insect repellent, sun block SPF 30 or higher and any prescription medication any participant may need to take. **Consult with the Challenge Medical staff for any problem beyond minor scrapes, bruises, other minor injuries or when in doubt.**

BBDC SCHEDULE

FRIDAY		
<i>TIME</i>	<i>ACTIVITY</i>	<i>LOCATION</i>
5:00 - 9:00 pm	Check-in & Camp Set-up	Admin Building
9:00 pm	Cub Scout/Webelos Leader Briefing	Pool Classroom
9:00 pm	Arrow of Light Leader Briefing	Ecology Lodge
9:00 pm	Scouts BSA Patrol Leader & SM Briefing	Dining Hall
10 – 11:00 pm	Staff Meeting	Dining Hall
11:00 pm	Lights Out/Quiet Time	Unit Camping Area
SATURDAY		
<i>TIME</i>	<i>ACTIVITY</i>	<i>LOCATION</i>
7:00 AM	Breakfast	Unit Campsite
8:15 – 8:40 am	Opening Ceremony	Central Flagpole
8:45 – 9:00 am	Travel to First Station	TBA
9:00 – 12:00 pm	Designated Activities	TBA
12:00 – 1:00 pm	LUNCH	Unit Camping Area: Cub Scouts, Webelos & Siblings Competition Areas: AOL, Scouts BSA – bring brown bag lunch
1:00 – 4:30 pm	Designated Activities	TBA
4:30 – 5:30 pm	Catholic Mass	Chapel
6:00 – 7:00 pm	Dinner/Unit Time	Unit Campsite
7:30 – 8:30 pm	Campfire	Amphitheater
9:00 – 10:00 pm	BBD Member Cracker-barrel	Dining Hall
11:00 pm	Lights Out/Quite Time	Unit Camping Area
SUNDAY		
<i>TIME</i>	<i>ACTIVITY</i>	<i>LOCATION</i>
7:00 AM	Breakfast	Unit Campsites
8:00 AM	Flag Ceremony	Amphitheater
8:15 AM	Scout's Own Service	Amphitheater
	Closing Ceremony	Amphitheater
10:00 - 12:00 pm	Check-out	By assigned Staff

Patrols should be prepared with a Dog Mascot and Name Show your Scout Spirit

Patrols: All Troop, and AOL Patrols should have patrols of 4 – 8 members.
Let us know if you have any problems with this, so we can help.

Scoring: 1st, 2nd, and 3rd place ribbons awarded for each station. Overall score determines the top 3 patrols. The overall Scouts BSA winner receives the coveted traveling trophy to take back to their home unit for one year and of course, all bragging rights that go along with that honor. A very special Spirit award will be given to the patrol with the highest Spirit points.

Scouts BSA Information

The patrols will be given a map issued to the team leader at the **Patrol Leader's Briefing on Friday night at 9:00 p.m. in the dining hall**. It is highly recommended that **ALL** Patrol Leaders attend this briefing! Patrols will be in boats; bring swim gear and change of clothes.

Patrols could use the following skills: Pioneering – Shooting Sports – First Aid - Communications – Scout Knowledge – Team Building

Patrols should have the following items: handbook, patrol flag, flint & steel, blanket/tarp, 2 walking staves, 4 tent stakes and 5 pieces of rope.

Arrow of Light Scout Information

The patrol will be given their passport and camp map to all events. The passport has a place for event staff signatures.

This is a perfect opportunity for the youth to experience the true Patrol Method used by Scout BSA Troops. Patrols will work together on the trail, *including lunch time without direct adult supervision*. **Again, without adult supervision!** It is time for these boys to learn the transition to Scouts BSA. *Spirit points will not be given to patrols who have parents or leaders in sight*. This is their first chance to see what it is like to be a Scout BSA, and for you to see how well they do on their own.

Each participating patrol will have a Patrol Leader, Asst. Patrol Leader and a Scribe to take notes. A patrol should consist of a minimum of 3 Scouts to a maximum of 8 Scouts per patrol.

Competition Activities: First Aid – Knots – Orienteering – Cooking - Marksmanship - Orienteering / Compass - Team Building - Scout Knowledge

Cub Scout Information

The primary objective of the Cub Scout Program is to give the Scouts exposure to future Scouts skills that they may encounter at future events. They will have a weekend of fun while being introduced to the following outdoor skills:

*Physical fitness, Camping skills, Flag etiquette, Basic first aid
Individual Challenge games, Team development games, Fire safety, And more...*

Every Pack needs to send at least 1 adult or leader representative from each level (Lion, Tiger, Wolf, Bear & Webelos) to the Pool Classroom Friday night at 9 pm for a last minute briefing, to let you know who your "Buddy Pack(s)" will be (if needed).

Cub Scouts will have their own activities, passports will be distributed Saturday morning after opening ceremony, listing each event and the core values and achievements they will earn and learn over the weekend. In order to give everyone a chance to do all of the activities, please be patient.

Den Equipment Needed:

- Each person (adults included) needs a drinking cup (none provided)
- Each Scout must have a HUGE smile

If you have any questions regarding specific areas, please contact the following:

Facilities	Darren Watkins	dwatkins@tmcfla.com
Scouts BSA	Michael Esterline	Mesterline2@yahoo.com
Arrow of Light	Kelly Rogers	gearheadtattoo@gmail.com
Cub Scouts	Jason Wolfe	wolfe.1414@gmail.com
Safety & Courtesy	Jr. Snow	MertonSnow@yahoo.com
Medical	Lorraine Martins	LorraineMartins06@gmail.com
Administration	Lori Laumeyer	Lori.Laumeyer@scouting.org
Campfire	Randy Cantrell	prcantrell@gmail.com
Chairman	Gene "Flash" McMullen	gmnfmd@gmail.com



Emergency Procedures

Emergencies in Camp

The camp has emergency phone numbers posted near all building entrances; FM radio communication throughout the reservation; a written agreement with the local emergency service providers; fire equipment and first aid material and a working relationship with the local Sheriff's Department and the Fire Department. If you have any questions about procedures after reading this section of the manual, please ask. During an emergency your responsibility is for your unit.

- **Emergency Horn, Emergency Assembly Area (EAA)**

When you hear one, long continuous sound from the camp siren (between three and five minutes in duration), please assemble your unit immediately on the parade ground.

Once assembled, please take a head count and send a junior leader to report attendance to the staff member in charge next to the parade field flagpole. The staff member in charge will provide further instructions to the junior leader to share with your unit.

Please stay in the Emergency Assembly Area until the all clear signal is given (three steady 5 second blasts from the siren).

If you hear the camp siren give a 15 second blast, the Thor-Guard lightning prediction system has been triggered and you must cease program and move to a grounded shelter. All hard roofed pavilions and camp building are grounded shelters.

Please stay under hard shelter until the all clear signal is given (three steady 5 second blasts from the siren).

- **Fire**

1. Mobilize your unit in a safe area. Send someone to the Administration Building to report the location of the fire.
2. Fire-fighting tools are located in each campsite. We do not want youth/units fighting fires.
3. Proceed to emergency assembly area; take attendance; send junior leader to staff member at the flagpole with a two-way radio, report unit status; further instructions will follow.
4. Check your Fire Guard Chart provided at camp for further details.

- **Lost Bather/Boater**

1. Upon hearing the emergency horn, report to the emergency assembly area and check attendance.
2. Send a junior leader to a staff member at the flagpole and report attendance.
3. Stay at the emergency assembly area until all clear is given.

- **Lost camper**

1. Report situation to the administration building immediately.

- **Personal Accident**

1. Give immediate first aid.
2. Report accident to Health Lodge.
3. Medical Officer will administer further first aid and complete the Incident Information Report.

- **Severe Weather/Storm**

1. If you hear the camp siren give a 15 second blast, the Thor-Guard lightning prediction system has been triggered and you must cease program and move to a grounded shelter. All hard-roofed pavilions and camp building are grounded shelters.
2. Please stay under hard shelter until the all clear signal is given (three steady 5 second blasts from the siren).

- **Limitations to activities due to extreme weather**

- **Boating, sailing and kayaking:** All boating, sailing and kayaking activities will be suspended under the discretion of the Aquatics Director in charge due to pending lighting storms or unsafe wind. Campers and volunteers will follow the directions of the staff member in charge to bring boats ashore. Program will reopen when the Aquatics Director feels conditions are safe.

- **Encounters with Wildlife**

Price-Sanders Scout Reservation covers roughly 1,300 acres and offers a wide range of exciting adventures, including the opportunity to observe many types of birds, fish and wildlife. Undoubtedly the opportunity to observe these animals will provide lifetime memories.

Seeing them in their natural habitat is always a pleasure, but it is wise to remember that they are the permanent residents of the camp while you are the visitor. Treat them with respect; give wildlife enough space so it will not feel threatened by your presence. Most conflicts between people and wildlife are linked to careless handling of food or garbage.

In the event you are injured, provide first aid then please report to the Health Lodge immediately.

DON'T FEED OR ENTICE THE ALLIGATORS!
This is a violation of Florida State Statute 372.667