

Price-Sanders Scout Reservation

2024 Camp Miles Winter Camp Program Guide



BOY SCOUTS OF AMERICA®
SOUTHWEST FLORIDA COUNCIL

1801 Boy Scout Dr.
Fort Myers, FL 33907
239-936-8072
www.swflcouncilbsa.org

Dear Scouter,

We had a fantastic year in 2023 and are planning a great 2024! Please use this guide as a reference as you begin to plan for this year's Winter Camp.

This guide contains important information about your unit's stay at our camp. **Please make it available to the Leaders, Parents, and Youth Leadership of your unit.** Plan to take the time to thoroughly read over the information contained in this program guide. It contains the answers to most of your questions and is the best way to be prepared for summer camp. Periodically the guide will be revised with updated information as it becomes available. Please check for updates on our council website.

We are once again assembling an excellent staff to support your unit in 2024. They are "highly motivated and truly dedicated" to making the program a success. We think that you'll agree that your unit's winter camp experience will be a fun adventure.

Again, we urge you to share the information in this guide. It is provided to prepare your Scouts and their parents. Please use this guide so Scouts will gain the most benefit from their camp experience.

On behalf of the Council Outdoor Program Committee and Council Advancement Committee, we thank you for committing a part of your winter break to the youth in your unit. We have worked very hard to provide a quality camp experience for your Scouts and Leaders.

We look forward to seeing you a Winter Camp!

Camp Director

Gus Fruauff
239-910-5230
pssrcampdirector@gmail.com

Staff Advisor

Lori Laumeyer
239-990-6801
Lori.Laumeyer@scouting.org

Co-Program Director

Shannon McMahan
pssrprogdirector@gmail.com

Medical Director

Lorraine Martins
pssrmeddirector@gmail.com

Co-Program Director

Jason Wolfe
wolfe.1414@gmail.com

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Why Winter Camp

You can't take the "Outing" out of Scouting. The outdoor program is a feature of Scouting that appeals to youth. No Scout has ever forgotten their experiences from winter camp. Consider also that a unit on its own can't duplicate the program, facilities, and equipment. Our camp provides a variety of programs, fully stocked trading post, showers and restrooms, and other facilities to match your unit's needs and desires.

Program - Our advancement opportunities are second to none! New Scouts can take advantage of our First- and Second-Year Camper program to work on their Scout, Tenderfoot, 2nd Class, and 1st Class rank requirements. All Scouts may work on merit badges toward advancements. Advancement is a prime reason a Scout stays in Scouting...it is a measure of their success in the program. We recognize that no two units are alike. That's why units can develop a program at our camp that suits their individual needs.

Staff - We have Highly Motivated, Truly Dedicated, Trained staff members available to assist your unit with our program - whether for fun or for training.

National Camping Standards - A team that represents the National Office of the Boy Scouts of America assesses our camp annually. We pride ourselves for not only meeting but exceeding all standards and regulations. Strict health and safety standards are always maintained. Emergency facilities are available and trained medical personnel conduct medical screenings.

Food – Our cooks manage our food service. Three well-balanced meals are served every day by our enthusiastic staff.

Please read this guide thoroughly, write down any questions you may have.
If you have questions, please don't hesitate to contact us.

CAMP OVERVIEW

GENERAL CAMP FACILITIES

The Southwest Florida Council works hard to create and maintain a first-class facility for the Scouts attending Price-Sanders Scout Reservation. Many of the buildings, equipment, facilities, and campsites have been maintained with the assistance of the Order of the Arrow, Osceola Lodge #564. Some of the unique features of our first-class facilities include:

- Cool evening temperatures/warm daytime temperatures, during the winter.
- Lake with waterfronts featuring sailing, rowing, canoeing, and kayaking.
- Covered pavilions throughout the camp program areas for program use during the day.
- Dining Hall
- Centrally located Shower Houses – Male/Female/Adult youth protection compliant, and Hot Water!
- 800+ seat Amphitheatre for campfires and assemblies
- Fully stocked Trading Post featuring camping products, snack shack as well as all the basic necessities
- Lakeside Chapel
- Activity Field for inter-troop activities and camp programs
- Quartermaster fully stocked with equipment for campsites and service projects
- Shooting Ranges – fully equipped for shooting sports activities
- Ecology/Conservation Center featuring live specimens and nature displays
- COPE & Climbing
- Swimming Pool

CAMP PROGRAMS

The first-time camper program. With over 30 years of experience, is designed to give Scouts up to First Class a great opportunity to learn the essential skills of Scouting in a winter setting. The courses are offered with half-day session (Periods 1- 2 or 3 - 4). Scouts will work on skills and requirements for Scout, Tenderfoot, Second Class, and First-Class Ranks.

MERIT BADGE ADVANCEMENT

To have a successful merit badge program, Scouts should begin planning weeks or months before arrival at camp. Some merit badges can easily be earned at camp while others will take quite a bit of work after camp to complete. In Scouting, merit badges are open to all Scouts; however, our experience shows that some badges are more difficult and academic in nature and that younger and less mature Scouts could struggle.

Please help your Scouts to choose a schedule with which they can succeed! While we cannot make any substitutions for any requirements, we will do whatever possible to ensure that your Scouts have the most successful camp experience possible. [We are NOT a merit badge “Factory”!!!] Just because a Scout comes to camp and is registered for classes doesn’t mean that they will automatically complete everything offered. Their individual effort and responsibility will play a large part in their success. Keep in mind that your Scouts may be assigned “Camp work” to do in their campsites at night.

Merit Badge Offerings, Locations, and Fee Breakdown

Some merit badge and advancement programs offered have an associated additional fee. This chart designates which fees should be paid with the balance of your camper fees which includes a need for additional materials. Additional fees due with balance of fee payment prior to camp

AQUATICS AREA

- Canoeing
- Kayaking
- Small Boat Sailing
- Swimming
- Lifeguard Training (\$25 additional fee)

C.O.P.E. & CLIMBING AREA

- Climbing

ECOLOGY & S.T.E.M. AREA

- Environmental Science
- Nature
- Oceanography
- Robotics (\$5 additional fee)
- Soil & Water Conservation
- Weather

HANDICRAFT AREA

- Art (\$5 additional fee)
- Basketry (\$15 additional fee)
- Indian Lore (\$15 additional fee)
- Leatherwork (\$15 additional fee)
- Woodcarving (\$15 additional fee)

OUTDOOR SKILLS INSTRUCTION AREA

- Camping
- Cooking (\$10 additional fee)
- Geocaching
- Orienteering
- Public Health
- Wilderness Survival
- First-Year Camper
- Second-Year Camper

RANGE AND TARGET ACTIVITIES

- Archery
- Rifle (\$15 additional fee)
- Shotgun (\$25 additional fee)

TRAIL TO EAGLE

- Citizenship in the Community
- Citizenship in the Nation
- Citizenship in the World
- Communication

VOCATIONAL

- Animal Science
- Emergency Preparedness
- First Aid
- Health Care Professionals
- Salesmanship / Entrepreneurship
- Welding (\$15 additional fee)

EXTRA ACTIVITIES (CHECK SCHEDULE FOR DETAILS.)

Unit Activities are a fun time for units to meet others and experience a few non-merit badge activities. Sign-ups are done ahead of time at the Wednesday, December 4 zoom meeting.

Dutch Oven Sampler (\$5 per person) – Outdoor Skills Area

Troop Rifle Shoot (\$5 per person) – Range and Target Activities Area

Tomahawk Throwing Challenge – Range and Target Activities Area

Troop Shotgun Shoot (\$5 per person) – Range and Target Activities Area

Fingerprinting MB – Ecology Area

Native American Pow Wow – Handicraft Area

Troop Climbing – Climbing Area

Troop Boating – Aquatics Area

Campfires**Opening Night Campfire**

Come enjoy opening night at the Amphitheater with the Camp Staff! This campfire will feature performances by the camp staff including songs, skits, storytelling, and a little camp lore. Steeped in tradition, this campfire is always a great way to start things off right!

Order of the Arrow Campfire

The Order of the Arrow will put on the campfire. Please let the Program Directors know if units would like to participate in the Callout ceremony.

Closing Awards Night Campfire

This campfire is a chance for Staff to recognize outstanding performances of the week. Units can also give awards to staff members who made a lasting impression. This is also one last opportunity for song and celebration for the whole camp!

A SCOUT IS REVERENT

At camp, we recognize the importance of religious faith and duty. The Camp Staff will say grace at the morning and evening meals. A Religious moment will be held at the Sunday Morning Flag Ceremony.

HOW TO REGISTER YOUR UNIT

To register for camp, go onto our website <https://www.swflcouncilbsa.org>.

A non-refundable \$50.00 per person fee is required to register for camp. (goes toward your unit's registration fees) Reservations are taken on a first-come first-serve basis with a camp maximum of 350 participants.

Instructions – Winter Camp Registration

1. Set aside one Unit meeting to discuss with each Scout, summer camp programs and to select courses for each Scout to take. Collect \$50 per person deposit, due at time of registration.
2. You will be able to register your youth and adults at one time. ALL youth and adults must be registered BSA members and YPT must be current.
3. Enter Scouts and adults' information before you enter classes online (Be sure to put in first name, last name, birthdate and gender for youth and adults).
4. SPACE FOR EACH COURSE IS FIRST-COME, FIRST-SERVED. Each merit badge class will have waitlists which will clear automatically.
5. REMEMBER IN ORDER TO SAVE YOUR WORK, PLEASE "CHECK OUT" AND CLICK "SUBMIT MY ORDER" and make the required deposit or your registration will not save.
6. Print the Unit's schedule from the online registration website. This is your confirmation. Please keep a record and bring it with you to camp.
7. Review each Scouts schedule with them again. Check back online frequently for courses that were filled up as some Scouts in other Units may drop out, freeing up space for your Scouts' requests.

How To Be Prepared for Camp

1. Before camp, know each Scout's advancement status.
2. Process your Unit's Merit Badge Course Schedule using Online MB classes.
3. Work on prerequisites before coming to camp.
4. Let the more advanced Scouts help the younger Scouts at camp.
5. Set a goal with each Scout...challenge them to do their best.
6. Check "What to Bring to Camp" list.
7. Have all medical forms turned into your Unit leader (Do not bring originals to camp).

Important Dates

8/31/2024:	Registration Opens at 9am.
11/15/2024:	Unit Activity Selection Begins
11/30/24:	Registration/Merit Badge Selection deadline (no registration drops/adds after this date). Unit Activity Selection ends.
11/30/24:	Payment Deadline, all fees are due to Council Service Center
12/4/24:	Unit Pre-Camp Planning Meeting (LIVE STREAM, 7 p.m.)
12/26/24 – 12/30/24:	Winter Camp in session

Fee Schedule

A **\$50 non-refundable deposit, per person, is due at online registration**. Registration will be limited to the first 350 campers. The balance of registration and all other fees must be paid to the Council Service Center before November 30, 2024. A late fee of \$25 per camper will be assessed to any registration or payment received after November 30, 2024.

Your fee includes registration, one patch, all meals (starting with dinner on December 26 and ending with breakfast on December 30 and most program supplies.

Tickets for Unit Activities may be purchased in the Admin Building.

Youth Registration w/ unit	\$160
Youth Registration Provisional	\$185
Adult Registration w/ unit	\$75
Camp T-Shirt (pre-sold only)	\$15
Extra Patch	\$4

Cancellation / Refund Policy

Once registration fees have been paid, an individual may become ill or otherwise be unable to attend an event. As the event has already incurred expenses related to the activity such as program supplies, insurance, food, patches, etc., event fees are non-refundable & non-transferable. You may request a refund by submitting it in writing to the Southwest Florida Council Office by the individual no less than 72 hours before the date of the event. In most cases, only a partial refund can be made. **Refunds for inclement weather will be made only if the event is cancelled.** No refunds will be given on the Event Processing Fee

Check-In Procedures - NEW for 2024 - PLEASE REVIEW

When you arrive on Thursday

Please have your troop leadership share the check-in responsibilities. This will make your check-in process run smoothly. **Check-in begins at 1pm (12:30pm for Provisional Scouts)**

Scoutmaster:

1. Report to the Admin Building and sign the troop check-in sheet. Starting at 1 PM staffers will give you an arrival welcome package.
2. Bring Med Forms, medication, troop roster, program schedule, checkbook/credit card information.
3. If you need to make any changes to your Merit Badge classes or remove Scouts from waitlists, you will be able to do this after dinner at the Admin Building with the camp director/business manager.
4. After ALL MB classes have been changed at camp, go visit the Camp Director/Business Manager to complete financials, if needed.

Senior Patrol Leader:

1. Make sure everyone is in swim gear.
2. Meet with your troop guide at the Admin Building
3. Tour camp on the way to campsite with your troop guide.
4. Troop guide will lead SPL and troop to dining hall for orientation.
5. Troop guide will lead SPL and troop to waterfront for swim checks/orientation.
6. SPL will lead troop back to campsite where your troop guide will answer any questions.

Check Out Procedures - NEW for 2024 - PLEASE REVIEW

Please sign up early at the Admin Building to schedule your departure if you plan to leave early.

When you depart:

1. Return your Quartermaster Equipment to the Quartermaster.
2. 7:00 AM – “Continental” style breakfast to be delivered to the campsite for the Unit.
3. 7:30 AM – 12PM - Your troop guide will be at your campsite to inspect the site. Units **MUST** be out of camp by 12pm. Any damage to the campsite and/or equipment must be dealt with at the Admin Building. Your troop guide will let the Admin Building know that you have been cleared to leave.
4. Final sign-out at the Admin Building. Pick up all Advancement reports, health forms, medication, and Lost and Found at the Admin Building.

Have a safe trip home!

Medical Information

We provide a health lodge for minor medical care. One or more people trained to handle minor accidents or illnesses will staff the Medical Lodge the entire duration of Winter Camp. Special arrangements for the treatment of more serious cases have been made with the administration of Bayfront Health Center, 809 E Marion Ave, Punta Gorda, FL 33950. In the event such treatment is required, the Scout's parents will be notified by telephone to determine their desires concerning further treatment. It is the responsibility of the troop leadership to provide transportation for Scouts requiring services from a doctor or hospital. Two-deep leadership must be maintained with the injured Scout and the Troop at camp. A leader must obtain the injured Scouts health record including the insurance form from the health lodge before going to the doctor or hospital. Parents will be notified immediately of any serious illness or injury. If a unit doesn't have transportation, then the camp will provide transportation.

- Please bring a copy of each camper's health insurance card. This will exponentially expedite the process for medical treatment at local hospitals, if necessary.
- Make certain medication and treatment practices from home are listed exactly on the medical form signed by the doctor. Parental interpretations, permissions or practices from home are not permissible by State Law at camp if those practices are not listed by a doctor on the medical form. To be clear: our medical staff are legally bound to follow what is written by the doctor on the medical form; not what the parent instructs whether in verbal or written form.
- Units should assign one adult to be familiar with all medical matters within the unit and to handle all medical questions at check-in.
- Please make copies of all forms prior to submitting them to the Southwest Florida Council.

Medical Screening Process

As troops arrive at camp, a medical screening is required. During this process, the camp health officer will examine the troop's medical forms to see that all are complete, review each camper's history, and receive any medications to be administered at the health lodge. Southwest Florida Council reserves the right to refuse admittance to any Scout or Scouter who, in the opinion of the camp health officer and the camp director, has developed any physical or mental situation that could present a hazard to the Scout or Scouter, or other campers, by being in camp.

EPI-Pen & Inhalers

Scouts who need inhalers or EPI-pens should plan to always have them with them.

Special Dietary Needs

Campers with medical related special dietary needs (due to food allergies, etc.) should e-mail the Special Dietary Needs Form, found in the forms section of this leader guide, to the Camp Director (psscrcampdirector@gmail.com) no later than November 30, 2024, to ensure that necessary substitutions are available. Every effort will be made to accommodate the need; however, participants may want to bring items with them.

GENERAL INFORMATION

Plan Ahead!

What Scouts should bring to Camp

- Scout Field uniform – Complete with shirt, shorts, belt, socks and T-shirts.
- Medical form #680-001 (A, B, C sections should be up to date) including copy of insurance card, parents' signature, tetanus date, and doctor's signature.
- Prescription medications only in the quantity needed for camp and must have a proper prescription label.
- Extra clothing - socks, underwear, shoes, etc.
- Sweater or jacket (YES, it can get cold!!)
- Rainwear (We recommend a poncho)
- Sleeping bag or bedding
- Swim trunks
- Soap, comb, toothbrush, towel, and other personal items
- Scout Handbook, pens, pencils, notebooks, merit badge books, and workbooks
- Money for Trading Post, cokes, snacks (\$80 is recommended, we accept Master Card, Visa, Discover & Amex.) Other items such as camera, compass, pack, flashlight, insect repellent, etc.
- Water bottle or camelback.

Leader's Planning Outline

- Read the Program Guide carefully and thoroughly
- Plan your Unit's program. Sign Scouts up for First/Second Year Camper, Merit Badges and Unit Activities
- Have your Patrol Leaders' Council review the guide
- Obtain medical forms from all Scouts and Leaders. Be sure that their family insurance number, parents' signature, and doctor's signature is included.
- Unit flag & US flag
- Arrange two-deep Leadership for camp and traveling.
- Discuss with parents: Time, place, and date of departure and return, the camp mailing address, the Camp Emergency phone number, Directions to camp, the how and when their child's medical form should be completed (the original should be copied and left at home; the copy should be brought to camp.). Camp fees and money needed for program items.

Phone calls are DISCOURAGED! (Not available in Headquarters, EMERGENCY calls only) (Typically, a homesick Scout does not improve if they call home.)

DINING HALL OPERATIONS - NEW for 2024 - PLEASE REVIEW

We will have split shift dining this year and serve cafeteria style.

The Dining Hall serves all meals cafeteria style with the exception of the last night. The last night of camp dinner will be delivered to the youth with guest staff members as the adults attend the adult appreciation dinner in the dining hall. The morning of check-out will be a Continental Breakfast delivered by the commissioner staff. The Food Service Manager and dining hall staff work to ensure hot meals and good service. The Food Service Director will be glad to assist in any way possible. Be sure to speak to us and let us know.

Special meals can be prepared for most Scouts with dietary restrictions. The Camp Director must be notified no later than 2 weeks prior to attending camp, due to special purchasing requirements and preparations. We cannot make provisions at the last minute. If you would like to bring prepared food for dietary issues, please let our camp director know (psscrcampdirector@gmail.com). Any Scout or adult wishing to bring his own food for a special diet may do so with a note from the Unit leader and/or Doctor. However, it is requested that this food in no way enter the dining hall unless properly labeled or in its original packaging and approved by the Food Service Director. The Food Service Director may be able to work with most restrictions. This includes, but is not limited to Vegetarians, Gluten Free, Nut and Food allergies, and some religious situations. Please be prepared to be flexible since we are at Scout camp.

On the 29th, the Food Service department will provide dinner to youth and staff guests in the campsite. The 29th is the night we invite adult leaders to the dining hall for our leader appreciation dinner.

Servers - Troops please have adults sign up for a serving time for each meal/shift; typically, this is 5 adults. Servers should arrive 15 minutes before every meal and not leave until dismissed by the steward in charge. More information will be provided at the zoom meeting.

We want to make sure your dining experience during camp is enjoyable. We try to make the meals satisfying and with variety. Staying on a tight meal schedule is always challenging. We ask for your cooperation in following instructions and being on time.

NEW for 2024

Breakfast and Dinner will be split into two separate shifts. During lunch the dining hall will be open from 11:30am–12:30pm so that you can drop in and go. With this new move to shift dining, the dining hall will be open seating, please eat and move on, the dining hall is not a hang out. Be courteous to others that are coming in to eat.

With the move to split shift meals, this will allow for more space in the dining hall and allow for more open seating. Meals served by going through a serving line. Also added this year will be a self-serve salad bar/condiment table.

At the end of each meal, clean-up instructions will be given by the Dining Hall Steward. Additional details will be given during your dining hall orientation.

Friendly Frankie's Trading Post

Be sure to visit our fully stocked trading post located in the heart of camp. The Trading Post will open everyday and offers a wide variety of camp needs. We accept cash, checks, MasterCard, Visa, Discover and Amex. Some Scouts bring pre-loaded cards. Based on past camps we recommend that Scouts bring approximately \$80.00; please bring small bills (\$20 or less).

Items you can find in the trading post:

- T-shirts, Hats and Patches
- Memorabilia, Souvenirs, Gifts, Brandable Mugs
- Personal Toiletries
- Soft Drinks, Snacks, Ice Cream and other items

QUARTERMASTER

Hand tools such as rakes, brooms, shovels, picks, hammers, mallets, etc. are available for use in limited numbers. The Unit is responsible for returning any items clean and in good working order prior to flag lowering on Sunday evening. Please help us remind the Scouts to take care of our camp and their investment. Should damages occur by members of your Unit, the Unit will be assessed for the costs. Please note and report any damage discovered at check-in to your Troop Guide or director.

	Damage Charges:	
	Damage includes: writing on, cutting, marking, tearing, ripping, bending, breaking, or in any way abusing property!	
	Canopies \$239.00	
	Picnic Tables - \$178.00	
	Other buildings – Specific assessments required.	
	Environmental Damages:	
	To trees -\$200.00 and up	
	Improper disposal of trash and litter -.....\$100.00 and up	
	Other charges will be assessed as needed.	

Emergency Procedures

The camp staff has undergone extensive training to prepare for emergency situations that might arise 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 Sherriff'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 with your unit.

Emergency Horn, Emergency Assembly Area (EAA)

When you hear one, long continuous sound from the camp siren (between one and three 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).

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 youths/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.
2. The Camp Director/Program Director will provide further instructions.

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, 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

Always notify the Camp Staff if you wish to cancel an activity. We will create a safe alternative for you.

Aquatics: All waterfront activities will be suspended under the direction of the Aquatics Director or their designee at the signs of impending thunder and lightning storms. All campers, volunteers and staff will leave the waterfront safely under the direction of the staff. The Aquatics Director will open aquatic program activities when deemed safe.

Boating, sailing and kayaking: All boating, sailing and kayaking activities will be suspended under the discretion of the Aquatics Director or staff leader 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.

COPE and Climbing Tower: At the direction of the COPE/Climbing Director, the climbing tower and high and low elements will be evacuated pending severe electrical and lightning storm. Participants will follow the directions given by COPE Department staff. Program will reopen when deemed safe by the COPE/Climbing Director.

Hiking and outpost camping: Weather conditions will be checked prior to starting the trip. Seek shelter from open areas during electrical and lightning storms. Be aware of dangerous dead trees and branches during high wind alerts when picking campsites.

VISITORS

Visitors are always welcome at our camps. They should sign in and out at the camp office at the Admin Building. For the safety and protection of our campers, all visitors will be required to show a picture ID and wear a wristband while in camp. Visitors may participate in events and activities. Visitors should be prepared to walk in camp as no vehicles are permitted. All visitors must leave camp property at the end of the day.

VEHICLES IN CAMP

NO VEHICLES WILL BE ALLOWED BEYOND THE ADMIN BUILDING. All vehicles must be parked in the camp parking lot. Units must be prepared to “backpack” all gear brought to or from their campsite during the week. Tow vehicles are to drop off trailers in the campsite, but must be moved to the main parking lot.

Telephone and Mail Service

One thing parents always want to know is where their child is and how to reach them. We encourage parents to write their youth, but we must ask not to call, except in the case of emergency. To discourage homesickness, we ask that you tell your youth to not call home. Typically, a homesick Scout doesn't improve if they call home. The camp phone must be reserved for those individuals on camp business.

Please mail packages in advance to assure timely arrival.

<p>“Scout’s Name” & “Troop Number” 38751 Bermont Rd. Punta Gorda, FL 33982</p>
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THE CAMP’S PHONES ARE FOR EMERGENCY AND CAMP BUSINESS ONLY. It is common that a first-year camper can get homesick and it is well documented that if they call home, it gets worse!

Radios and Walkie-Talkies

The use of citizen band radios/GMRS/FRS is permitted in camp. Use of two-way or ham radios must be approved in advance by the Camp Director as they might interfere with camp emergency radio equipment.

WiFi for Adult Leaders

Adult Leaders will find Wi-Fi available in the Admin Building. Leaders are responsible for providing their own computer/device which can access the Wi-Fi service. If any Scout is found utilizing the Wi-Fi at any time, even with an adult present, the router will be turned off. Like the cell phone and smoking policies, Wi-Fi usage is never to include Scouts. When possible, please use the internet in a way which will least interfere/distract other scheduled meetings and activities.

Prohibited Items

- Alcohol possession
- Firearms, weapons
- Fireworks, loud noisemakers, canons
- Drugs/un-prescribed medications (not from Camp Nurse)
- Unauthorized generators
- Unauthorized vehicles of any kind
- Unauthorized bikes or bikes w/o proper safety gear
- Chainsaws
- Logos, slogans, designs that conflict with Scouting ideals
- Pets of any kind
- Open-Toed Footwear

Southwest Florida Council Knife Policy

Folding knives with a blade length not exceeding 3 ½” are appropriate for legal and practical uses at Southwest Florida Council activities including resident camp. Sheath knives, knives with fixed blades of any length, machetes, bayonets, swords, cleavers, death stars, stilettos and switchblades are not allowed for youth or adult use at Southwest Florida Council functions. The only exception to this rule is the use of a chef’s knife for the sole purpose of food preparation.

Wild Animals at Price-Sanders Scout Reservation/Camp Miles

Price-Sanders Scout Reservation is a part of the Fred C. Babcock/Cecil M. Webb Wildlife Management Area and is home to many species of wild animals, from field mice to Florida panthers. To maintain safety for all, we mandate all campers/leaders observe these guidelines:

- No food in tents at any time
- Be careful of non-foods w/curious scents
- Never feed animals nor leave food for them
- Do not feed the Alligators. This is against the law and subject to arrest and fines.

Any abnormally acting animal should be reported to the Administration Building immediately. Keep away from such animals regardless of size.

Campsite Cleanliness

Our commissioner staff will provide training and supplies for the purpose of keeping your campsite and shared camp facilities clean. Each campsite will be monitored daily for health & safety trends and upkeep.

Trash Cans and Trash Pick-up

Please help keep our camp clean. A trash can with bags is provided at each campsite. Please leave tied trash bags by the road so it can be emptied. This will also keep wild animals from coming into your campsite. Trash is picked up after dinner each day. Trash cans are also located throughout the camp.

Footwear

Bare feet are only allowed in your tent, the shower, in a boat or in the pool facility. Everywhere else you must wear closed-toed shoes.

Lost and Found

Please label all of your gear with name and troop number. The camp is not responsible for lost or stolen items. Lost and found items are collected at the Administration Building. When camp ends, items are sent to the Council Service Center in Fort Myers for a limited time.

Promotional Photos

We are always taking photos and video throughout the session for camp promotional purposes. If you or any member of your unit has objections, please notify the Camp Director by November 30, 2024. If your troop is willing to share pictures, we would love to have a copy of them. We're always looking for pictures that capture our staff and campers in action.

Commissioner Service

Your campsite commissioner is your host. The camp commissioner staff will make daily campsite visits to conduct your campsite inspection. Please offer suggestions, ask questions, and seek advice. Our goal is to help you deliver the best possible outdoor program to your troop.

Troop Flags

Don't forget to bring your troop flag to camp. Your troop will assemble behind your troop flag each day on the parade field.

Quiet Hours, Reveille and Taps

A Scout is courteous. Quiet hours are from 10:00 pm – 6:30 am. Leaders are responsible for their unit's conduct. If your troop plays reveille or taps, it must be sounded at 7:00 am and 10:00 pm respectively.

Merit Badge Period Sessions

Scouts can choose up to 4 merit badges to take while at camp at one of our 8 program areas. Refer to the Merit Badge Period Schedule at the back of this guide as a reference while scheduling your Scout's classes on the DoubleKnot online registration system. Remember, you will not be able to schedule merit badge classes until your initial \$50 per camper deposit has been paid online. Scouts must bring proof of completion for prerequisites.

RANGE AND TARGET ACTIVITIES

Archery Merit Badge



Periods Offered:	1-2 (Double Period), 3-4 (Double Period)
Max. Class Size:	12
Recommended For:	Second year campers and older
Notes:	None

Rifle Shooting Merit Badge



Periods Offered:	1-2 (Double Period), 3-4 (Double Period)
Max. Class Size:	10
Additional Fee:	\$15
Recommended For:	Second year campers and older
Notes:	None

Shotgun Shooting Merit Badge



Periods Offered:	1-2 (Double Period), 3-4 (Double Period)
Max. Class Size:	8
Additional Fee:	\$25
Recommended For:	Participants must be 13 years of age or older.
Notes:	None

OUTDOOR SKILLS INSTRUCTION

Camping Merit Badge



Periods Offered:	1, 2, 3, 4
Max. Class Size:	16
Prerequisites:	Requirements 5e, 8d, 9a, 9b, 9c,
Recommended For:	All campers
Notes:	None

Cooking Merit Badge



Periods Offered:	1-2 (Double Period), 3-4 (Double Period)
Max. Class Size:	8
Prerequisites:	Requirements 4, 6
Additional Fee:	\$10
Recommended For:	All campers
Notes:	None

Geocaching Merit Badge (NEW in 2024)

Periods Offered:	4
Max. Class Size:	16
Additional Fee:	\$0
Recommended For:	All campers
Notes:	None

Orienteering Merit Badge

Periods Offered:	3
Max. Class Size:	16
Prerequisites:	Requirements 7 - 10
Recommended For:	All campers
Notes:	None

Public Health Merit Badge (NEW in 2024)

Periods Offered:	2
Max. Class Size:	12
Recommended For:	All campers
Notes:	None

Wilderness Survival Merit Badge

Periods Offered:	1-2 (Double Period)
Max. Class Size:	16
Recommended For:	All campers
Notes:	Participants will be required to camp overnight in a shelter they constructed. This overnight outpost will take place on December 28; weather permitting.

HANDICRAFT AREA**Basketry Merit Badge**

Periods Offered:	1, 3
Max. Class Size:	12
Additional Fee:	\$15
Recommended For:	All campers
Notes:	Merit Badge kits are presold at registration and will be issued in class.

Leatherwork Merit Badge

Periods Offered:	2, 4
Max. Class Size:	16
Additional Fee:	\$15
Recommended For:	All campers
Notes:	Merit Badge kits is presold at registration and will be issued in class.

Indian Lore Merit Badge

Periods Offered:	2, 4
Max. Class Size:	12
Additional Fee:	\$15
Recommended For:	All campers
Notes:	Indian Lore Merit Badge kit is presold at registration and will be issued in class.

Art Merit Badge

Periods Offered:	4
Max. Class Size:	16
Additional Fee:	\$5
Recommended For:	All campers
Notes:	None

Wood Carving Merit Badge

Periods Offered:	1, 3
Max. Class Size:	12
Additional Fee:	\$15
Recommended For:	All campers
Notes:	None

C.O.P.E. / CLIMBING AREA**Climbing Merit Badge**

Periods Offered:	1-2 (Double Period), 3-4 (Double Period)
Max. Class Size:	12
Prerequisites:	Requirements 1, 2
Recommended For:	All Campers
Notes:	

Participants must print out the merit badge workbook from <https://boyscouttrail.com/boy-scouts/merit-badges.asp> prior to coming to camp.

AQUATICS AREA - ALL Aquatics merit badges require onsite Swim Check.**Canoeing Merit Badge**

Periods Offered:	1, 4
Max. Class Size:	12
Prerequisites:	Successful completion of the BSA Swimmer's Test
Recommended For:	All campers
Notes:	None

Kayaking Merit Badge



Periods Offered: 2, 3
 Max. Class Size: 12
 Prerequisites: Successful completion of the BSA Swimmer’s Test
 Recommended For: All campers
 Notes: None

Small Boat Sailing Merit Badge



Periods Offered: 1 – 2 (Double Period), 3 – 4 (Double Period)
 Max. Class Size: 8
 Prerequisites: Successful completion of the BSA Swimmer’s Test
 Recommended For: Participants must be 13 years of age or older.
 Notes: None

Swimming Merit Badge



Periods Offered: 3, 4
 Max. Class Size: 16
 Recommended For: All campers
 Notes: None

TRAIL TO EAGLE

Citizenship in the Community Merit Badge



Periods Offered: 1, 3
 Max. Class Size: 16
 Prerequisites: Requirements 2, 3, 7
 Age Requirement: **Participants must be 13 years of age or older.**
 Notes: **Participants must print out the merit badge workbook from <https://boyscouttrail.com/boy-scouts/merit-badges.asp> prior to coming to camp.**

Citizenship in the Nation Merit Badge



Periods Offered: 2, 4
 Max. Class Size: 16
 Prerequisites: Requirements 2, 3, 6, 8
 Age Requirement: **Participants must be 13 years of age or older.**
 Notes: **Participants must print out the merit badge workbook from <https://boyscouttrail.com/boy-scouts/merit-badges.asp> prior to coming to camp.**

Citizenship in the World Merit Badge



Periods Offered: 1, 3
 Max. Class Size: 16
 Prerequisites: Requirement 7
 Age Requirement: **Participants must be 13 years of age or older.**
 Notes: **Participants must print out the merit badge workbook from <https://boyscouttrail.com/boy-scouts/merit-badges.asp> prior to coming to camp.**

Communications Merit Badge

Periods Offered: 2, 4
 Max. Class Size: 16
 Prerequisites: Requirement 5, 8
 Age Requirement:
 Notes:

Participants must be 13 years of age or older.
Participants must print out the merit badge workbook from <https://boyscouttrail.com/boy-scouts/merit-badges.asp> prior to coming to camp.

ECOLOGY / S.T.E.M. AREA**Nature Merit Badge**

Periods Offered: 3
 Max. Class Size: 16
 Recommended For: All campers
 Notes: None

Oceanography Merit Badge

Periods Offered: 4
 Max. Class Size: 16
 Prerequisites: Requirement 8a, 8b or 8c
 Recommended For: All campers
 Notes: None

Robotics Merit Badge

Periods Offered: 2, 4
 Max. Class Size: 12
 Additional Fee: \$5
 Recommended For: All campers
 Notes: None

Weather Merit Badge

Periods Offered: 3
 Max. Class Size: 16
 Recommended For: All campers
 Notes: None

Soil & Water Conservation Merit Badge

Periods Offered: 1
 Max. Class Size: 16
 Recommended For: All campers
 Notes: None

Environmental Science Merit Badge



Periods Offered: 1-2 (Double Period)
 Max. Class Size: 16
 Recommended For: Second year campers or older
 Notes: None

VOCATIONAL AREA

Animal Science Merit Badge



Periods Offered: 4
 Max. Class Size: 12
 Recommended For: All campers
 Notes: None

First Aid Merit Badge



Periods Offered: 1
 Max. Class Size: 16
 Recommended For: All campers
 Notes: None

Emergency Preparedness Merit Badge



Periods Offered: 4
 Max. Class Size: 16
 Prerequisites: **Must have earned the First Aid Merit Badge prior to the start of Camp**
 Recommended For: All campers
 Notes: None

Entrepreneur / Salesmanship Merit Badge



Periods Offered: 2
 Max. Class Size: 12
 Recommended For: All campers
 Notes: None



Welding Merit Badge

Periods Offered:	1, 2, 3, 4
Max. Class Size:	8
Additional Fee:	\$15
Recommended For:	Second year campers or older
Notes:	None

Health Care Professions Merit Badge

Periods Offered:	2
Max. Class Size:	16
Recommended For:	All campers
Notes:	None

First Year Camper Program

Our First Year Camper program is led by friendly, adult instructors who will see to it that each Scout's first time at camp is a great one. Campers will be able to focus on becoming comfortable in basic camping and outdoor skills all the while having a lot of fun. Scouts will participate in activities such as swimming, team building games, orienteering skills, pioneering skills, basic first aid skills, knot skills, cooking skills, and more. This program is designed to teach your Scout the skills needed to complete many Tenderfoot requirements.

Periods Offered:	1-2 (Double Period), 3-4 (Double Period)
Max. Class Size:	20
Prerequisites:	None
Supplies Needed:	None
Additional Fee:	\$0
Recommended For:	New troop members
Notes:	Campers will be required to participate in a one-mile orienteering course during a unit activity period.

Second Year Camper Program

Our Second Year Camper program is led by friendly, adult instructors. Campers will be able to focus on becoming comfortable in basic camping and outdoor skills all the while having a lot of fun. Scouts will participate in activities such as swimming, team building games, orienteering skills, pioneering skills, basic first aid skills, knot skills, cooking skills, menu planning and more. This program is designed to teach your Scout the skills needed to complete many Second Class and First-Class requirements.

Periods Offered:	1-2 (Double Period), 3-4 (Double Period)
Max. Class Size:	20
Prerequisites:	None
Supplies Needed:	None
Additional Fee:	\$0
Recommended For:	Tenderfoot/Second Class Scouts
Notes:	Campers will be required to take a five-mile hike during a unit activity period.

Lifeguard Training

Youth and Adults are able to participate in Lifeguard Training. Youth **MUST** be 15 by the end of camp in order to take the Lifeguard training. Youth who complete the Lifeguard training will also earn the Lifesaving merit badge. **This program will run 9:00am – 5:30pm and 7pm – 9pm.**

Max. Class Size:	10
Prerequisites:	Swimming Merit Badge, Second & First Class swimming requirements, Successful completion of the BSA Swimmer's Test
Supplies Needed:	Wet Suit encouraged
Additional Fee:	\$25

CAMP-WIDE ACTIVITIES

Opening Campfire

Sit back and enjoy the show as the PSSR staff entertain you at our Opening Campfire.

When: Dec. 26, 8:00 PM

Camp-wide Fun and Games

A variety of games and activities for units to enjoy.

When: Dec. 27, 8:00 PM

Order of the Arrow Show, Call Out and Camp-wide Cracker Barrel

Learn all about the Osceola Lodge of the Order of the Arrow. Share in the excitement of seeing new Candidates, who were elected by their troop.

When: Dec. 28, 8:00 PM

Closing Ceremony & Luau

Join the SWFL Camp Staff as we hand out awards and close the camp with a luau party.

When: Dec. 29, 8:00 PM

Directions to Price Sanders Scout Reservation

Street Address for your GPS

38751 Bermont Road
Punta Gorda, Florida 33982

Directions from points North

Take Interstate 75 South towards Naples

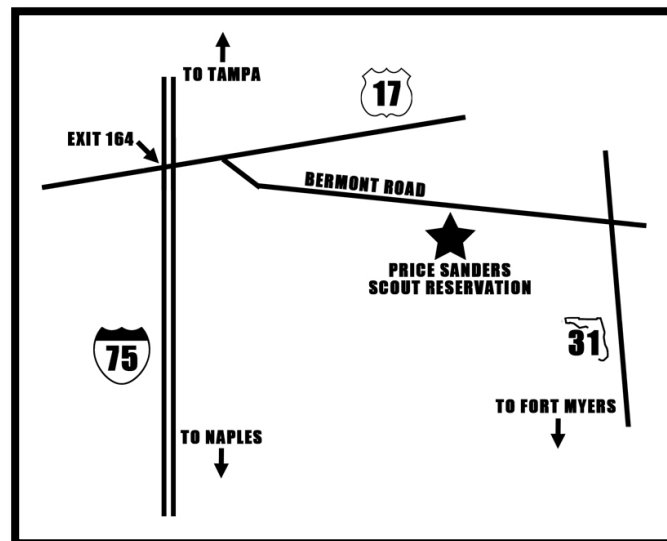
- Take exit 164 and travel East on US 17 toward Arcadia for 1.5 miles.
- Turn right onto Bermont Road/County Road 74 and follow for approximately 12 miles.
- Price Sanders Scout Reservation will be on the right.

Directions from points South

- Take Interstate 75 towards Tampa
- Take exit 141 to merge onto State Road 80 East toward La Belle and follow for 2.9 miles.
- Turn left onto State Road 31 North and follow for 16.9 miles.
- Turn left onto Bermont Road/County Road 74 and follow for approximately 4 miles.
- Price Sanders Scout Reservation will be on the left.

OR

- Take Interstate 75 North towards Tampa
- Take exit 164 and travel East on US 17 toward Arcadia for 1.5 miles.
- Turn right onto Bermont Road/County Road 74 and follow for approximately 12 miles.
- Price Sanders Scout Reservation will be on the right.





2024 Winter Camp Program Schedule

	December 26	December 27	December 28	December 29	December 30
7:00 AM	Camp Closed	Breakfast - 1st Shift (7:00AM - 7:30AM)	Breakfast - 1st Shift (7:00AM - 7:30AM)	Breakfast - 1st Shift (7:00AM - 7:30AM)	Check-out Begins Continental Breakfast (7:30 AM-12:00 PM)
7:45AM		Campwide Flag Ceremony	Campwide Flag Ceremony	Campwide Flag Ceremony	
8:00 AM		Breakfast - 2nd Shift (8:00AM - 8:30AM)	Breakfast - 2nd Shift (8:00AM-8:30AM)	Breakfast - 2nd Shift (8:00AM-8:30AM)	
9:00 AM		Scoutmaster Meeting (8:45AM - 9:00AM)	Scoutmaster Meeting (8:45AM - 9:00AM)	Scoutmaster Meeting (8:45AM - 9:00AM)	
10:00 AM		Merit Badge Period 1 (9:00AM - 10:00AM)	Merit Badge Period 1 (9:00AM - 10:00AM)	Merit Badge Period 1 (9:00AM - 10:00AM)	
11:00 AM		Merit Badge Period 2 (10:15AM - 11:15AM)	Merit Badge Period 2 (10:15AM - 11:15AM)	Merit Badge Period 2 (10:15AM - 11:15AM)	
12:00 PM		Daily SPL Meeting (11:30AM - 11:45AM)	Daily SPL Meeting (11:30AM - 11:45AM)	Daily SPL Meeting (11:30AM - 11:45AM)	
12:30 PM		Lunch / Free Time Dining Hall Open (11:30AM - 12:30PM)	Lunch / Free Time Dining Hall Open (11:30AM - 12:30PM)	Lunch / Free Time Dining Hall Open (11:30AM - 12:30PM)	
1:00 PM		Provo Scouts Arrive (12:30PM - 1:00PM)			
2:00 PM		Troop Arrivals - Meet Staff Guide (1:00PM - 2:00PM)	Merit Badge Period 3 (1:00PM - 2:00PM)	Merit Badge Period 3 (1:00PM - 2:00PM)	
3:00 PM	Orientation Led By Staff Guide (2:00PM - 4:30PM)	Merit Badge Period 4 (2:15PM - 3:15PM)	Merit Badge Period 4 (2:15PM - 3:15PM)	Merit Badge Period 4 (2:15PM - 3:15PM)	
4:00 PM		Unit Activity Period 1 Free Time (3:30PM - 4:30PM)	Unit Activity Period 1 Free Time (3:30PM - 4:30PM)	Unit Activity Period 1 Free Time (3:30PM - 4:30PM)	
5:00 PM		Troop Meeting Time (4:30PM - 5:30PM)	Unit Activity Period 2 Free Time (4:30PM - 5:30PM)	Unit Activity Period 2 Free Time (4:30PM - 5:30PM)	
6:00 PM	Flag Ceremony (5:45PM)	Flag Ceremony (5:45PM)	Flag Ceremony (5:45PM)	Flag Ceremony (5:45PM)	
7:00 PM	Dinner - 1st Shift (6:00PM - 6:30PM)	Dinner - 1st Shift (6:00PM - 6:30PM)	Dinner - 1st Shift (6:00PM - 6:30PM)	Dinner (6:00PM - 7:00PM)	
8:00 PM	Dinner - 2nd Shift (6:45PM - 7:15PM)	Dinner - 2nd Shift (6:45PM - 7:15PM)	Dinner - 2nd Shift (6:45PM - 7:15PM)	Camp Closed	
9:00 PM	Free Time	Free Time	Free Time		
10:00 PM	Opening Campfire (8:00PM - 9:00PM)	Campwide Festival Pool / Activity Field (8:00PM - 9:30PM)	OA Show, Call Out, Ampitheater (8:00PM - 9:30PM)	Closing Cermony & Luau (8:00PM - 9:30PM)	
10:00 PM	Quiet Time	Quiet Time	Quiet Time	Quiet Time	
10:00 PM	Taps	Taps	Taps	Taps	



2024 Winter Camp Advancement Period Schedule

Merit Badge / Award	Capacity/ Period	9:00 - 10:00A	10:15 - 11:15A	1:00 - 2:00P	2:15 - 3:15P
Range and Target Activities					
Archery MB	12	X (Double Period)		X (Double Period)	
Rifle Shooting MB	10	X (Double Period)		X (Double Period)	
Shotgun Shooting MB*	8	X (Double Period)		X (Double Period)	
Outdoor Skills					
Camping MB	16	X	X	X	X
Cooking MB	8	X (Double Period)		X (Double Period)	
Orienteering MB	16			X	
Geocaching MB (NEW in 2024)	16				X
Public Health MB (NEW in 2024)	12		X		
Wilderness Survival MB	16	X (Double Period)			
First Year Camper**	20	X (Double Period)		X (Double Period)	
Second Year Camper**	20	X (Double Period)		X (Double Period)	
Handicraft					
Basketry MB	12	X		X	
Leatherwork MB	16		X		X
Wood Carving MB	12	X		X	
Art MB	16				X
Indian Lore MB	12		X		X
COPE & Climbing					
Climbing MB	12	X (Double Period)		X (Double Period)	
Aquatics					
Canoeing MB	12	X			X
Kayaking MB	12		X	X	
Small Boat Sailing MB*	8	X (Double Period)		X (Double Period)	
Swimming MB	16			X	X
Lifeguard Training***	10	X (Full Day/Full Week Program)			
Trail To Eagle Program (13 years old or older)					
Citizenship in the Community MB*	16	X		X	
Citizenship in the Nation MB*	16		X		X
Citizenship in the World MB*	16	X		X	
Communications MB*	16		X		X
Ecology / STEM					
Nature MB	16			X	
Oceanography MB	16				X
Robotics MB*	12		X		X
Weather MB	16			X	
Soil & Water Conservation MB	16	X			
Environmental Science MB	16	X (Double Period)			
Vocational					
Animal Science MB (NEW in 2024)	12				X
First Aid MB	16	X			
Emergency Preparedness MB	16				X
Salesmanship / Entrepreneurship MB	12		X		
Welding MB	8	X	X	X	X
Health Care Professionals MB	16		X		

* Participant must be 13 years old or older

** First & second year camper program participants must choose the morning or afternoon double period. Participants may then choose up to two merit badges for the remaining two periods.

***Lifeguard available for adults and youth 15 years old or older.