



JULY 16-20

5pm to 10pm

Central Georgia Council

Camp Director: Danielle Hanners

Program Director: Raymond Carnley

Dining Hall Director: Debbie Thomas

Location: Camp Benjamin Hawkins

Disclaimer

Please understand that this is a working document and plans are fluid. Activities may change based on registration, budget, and the availability of materials and supplies. The schedule may also be modified to make sure that enough time is given to all to participate in each event. This guide is designed to give you an idea of what will be going on at camp. This will also give you the information that you need to plan and give information to your pack and parents. Please see Registration Guidelines at end of guide.

Leaders Guide

Please use the registration form at the end of this guide to register. Complete the form and deliver/mail/email/fax to the council office with payment. Register early! This is a maximum capacity event. Once capacity has been reached, registration will be closed and a waiting list will be started for those interested. Please send registration forms and payment to Council prior to June 30th. Thank you for your help. This allows us to make sure enough materials and supplies can be purchased and prepared. Your registration fee includes the camp program, meals, shirt, water bottle and patch for each registered participant. All cancellations made by June 20th will receive a full refund. Cancellations after 5 p.m. on June 20th, do not qualify for a refund. Twilight Camp is a rain or shine event. Before arriving at camp, each unit is responsible for ensuring that they have the appropriate trained leaders and medical forms for every participant. Any adult participating in camp MUST present proof of Youth Protection Training.

Medical Forms

ALL Medical Forms will be collected during pre-camp orientation or at check-in for Twilight Camp. No camper will be admitted to camp without proper medical form. Medical Forms will not be accepted at council prior to event, please bring a completed medical form for every camper and adult. All participants (scouts, tag-alongs, and adults) will be required to have the BSA Medical Form parts A and B!

Link: [BSA Health Form](#)

Leadership

Each unit MUST provide 2 den walkers for the first 2-10 boys, and then 1 den walker for every 5 boys after that:

Required Leadership:

1 scout : 1 Parent

2-10 Scouts : 2 Adults

11-15 Scouts : 3 Adults

15-20 Scouts : 4 Adults

Staff

In order, to make this a successful event, we need lots of hands. We are looking for motivated, dedicated, energetic Scouts, Ventures, and Adults to help staff camp this year. We need staff members who are available for the entire duration of camp, and that can attend the staff training prior to camp. If you are interested, please fill out the staff commitment form and more information. If you have scouts or adults interested in becoming a part of the fantastic Twilight Camp Staff, please have them contact Danielle Hanners at datcrazymommy@gmail.com or 478-955-6998 to apply for a position on this year's camp staff.

Orientation and Arriving at Twilight Camp:

A pre-camp orientation will be held on Sunday, July 15 from 2p-5p in the Dining Hall at CBH. Units are encouraged to attend the pre-camp orientation to check-in, receive your finalized schedules, turn in medical forms, youth protection trainings, pick up shirts and water bottles, and ask any questions. Units may also arrive on Monday at camp at 4 p.m. to check-in. **PLEASE DO NOT** plan to arrive at 5p on Monday, July 16 and expect to check-in. Camp starts at 5p sharp and all units are expected to be checked-in and ready to go. It's a fun-filled and packed schedule and we must maximize the time we have for camp. Please make plans to attend the pre-camp orientation or arrive early on Monday. Units are asked to check in at Dining Hall as a group.

Waiters:

A briefing of Dining Hall procedures will happen at check-in. All units will receive a table assignment at the time of check-in. Units will be assigned either a Before Meal/After Meal Caper.

Before Meal Duties:

- Place Pitcher of drink on all tables, located on drink cart.
- Place Condiments on tables.
- Set Table as desired

After Meal Duties:

- Remove all items to trash
- Return pitchers of remaining drinks to drink cart at end of dining hall
- Wipe down table
- Sweep/mop as needed

Campfires

The program director will welcome campers, introduce staff, and get camp started off with a bang. However, the last evening of camp the tables are turned and it is time for campers to entertain the camp with your special songs, skits, and stories. Plan check with the program director right after dinner on the last day of camp to share what you would like to present.

Uniforms at Twilight Camp

Staff recommend the following camp attire:

- Camp fire- An appropriately themed costume may be worn in lieu of the Field Uniform.
- For all other events, a scout themed t-shirts (Class B) is appropriate.
- Shoes **MUST** be worn at all times while at camp. Shoes must not be open at the toe or sides. Swim shoes or sandals are permitted for the water activities on Friday.
- It is not the role of the staff to be the "uniform police", that is the role of the unit leader.

Trading Post:

The Trading Post at Twilight Camp will be open during the free hours on Friday and will be selling cold drinks, snacks, CBH gear, and, of course, snow cones.



Camp Activities

Day One: Check-in EARLY, dinner followed by four sessions.

Days Two-Four: Dinner followed by four sessions.

Day five: Open activities, water games, Nerf, Closing Campfire.

Day Five: Will include Leave No Trace, and Dismissal.

Special Dietary Needs/Meals:

Anyone with special dietary needs will have to contact: Danielle (478)955-6998 or Debbie Thomas (478)297-6101

Completion Reports

Advancement Reports will be distributed at Twilight Camp on the last day to leaders at dismissal.

Water Bottles

Participants are required to have a water bottle on their person always. Water bottles will be provided during check-in.

First Aid

The first aid station will be open and available to any individual needing assistance.

Headquarters/Lost & Found

The far end of the dining hall will be used as the Headquarters of Camp. You may bring lost and found items to this location, report problems/concerns, and receive information.

Clean-Up/Leave No Trace

All Units are responsible for making sure there is no trash and/or debris left in their assigned area. Units will also be assigned a common area to help Leave No Trace. These assignments will be distributed during dinner on the first evening of camp. This will help Camp Planners and Staff leave camp in the same condition we found it in. Thank you for your assistance with this.

Tag-Alongs

Age appropriate siblings (boys and girls) may participate in twilight camp as a tag-along. If participating, please include their name in the registration form and indicate that they are a tag-along. Tag-alongs must be of Cub Scout age (rising 1st-5th grader) and will be combined with the other dens. The cost and requirements (medical form, etc.) for tag-alongs is the same as a registered Cub Scout.

TWILIGHT CAMP SCHEDULE

SUNDAY – JULY 16

Pre-Camp Orientation from 2-5p

	Monday July 17	Tuesday July 18	Wednesday July 19	Thursday July 20	Friday July 21	
5:00-5:30p	Dinner	Dinner	Dinner	Dinner	5:00-5:30p	Dinner
5:30-5:40p	Flags	Flags	Flags	Flags	5:30-5:40p	Flags
5:45-6:45p	Period 1	Period 1	Period 1	Period 1	5:45-6:30p	Period 1
6:50-7:30p	Period 2	Period 2	Period 2	Period 2	6:30-7:30p	Free
7:40-8:20p	Period 3	Period 3	Period 3	Period 3	7:30-8:30p	Free
8:30-9:20p	Period 4	Period 4	Period 4	Period 4	8:45-9:00p	Robotics Demo
9:20-9:30p	Closing	Closing	Closing	Closing	9:00p-Until	Closing Campfire

Classes: Monday-Thursday

ALL Classes will have a STEM theme and will focus on completing the NOVA program for each rank. This includes earning the following activity belt loops and pins.

TIGER	WOLF	BEAR	WEBELOS	WEBELOS 2 ND YR
Tiger Theater	Germes Alive	Bear Goes Fishing	Earth Rocks	Adventures in Science
Tiger Tag	Motor Away	Robotic	Build it/Engineering	Into Wood
Floats and Boats	Code Wolf	Make it Move	Game Design	Into Wild
Good Knight				
Stories in Shape				

Friday: Open Program

- Range: Nerf Range
- Kickball slip and slide
- Splash Ball Volley ball
- Arts and Craft
- Campfire
- **Wear a swim suit and bring costume!**



Registration Guidelines

Step 1: Discuss attending Summer Camps with your pack.

Step 2: Appoint POC to register Campers/Leaders and communicate with Camp Directors.

Step 3: Fill out Registration Form, and turn in to council as a unit.

Step 4: Ensure Proper Leadership.

Step 5: Pay any Balance before arriving at camp.

Step 6: Collect documents to bring to camp: Medical Forms, Youth Protection Certificates, Balance

Arriving at Resident Camp what to expect:

Step 1: Report to Dining Hall for Check-in.

Step 2: Medical Form (PARTS A, B) Check / Youth Protection Cert.

Step 3: Pick Up Camp Information and Period Assignments

Twilight Camp Registration

Pack: _____ Leader _____ Phone: _____

Scouts	First Name	Last Name	Phone Number	Allergies	Rank	Shirt Size
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
Tag-Along	First Name	Last Name	Phone Number	Allergies	Age	Shirt Size
1						
2						
3						
4						
5						
6						
7						

Shirt Sizes are YS, YM, YL, YXL, AS, AM, AL, AXL, A2XL, A3XL. Please add \$3 per shirt for A2XL and A3XL. Extra shirt \$10.00

Pack: _____ Leader _____ Phone: _____

Adults	First Name	Last Name	Phone Number	Allergies	YPT	Shirt Size
1						
2						
3						
4						
5						
6						
Tots	First Name	Last Name			Age	
1						
2						
3						

Shirt Sizes are YS, YM, YL, YXL, AS, AM, AL, AXL, A2XL, A3XL. Please add \$2 per shirt for A2XL and A3XL. Extra:\$10.00

Please be sure to comply with required leadership ratios:

1 scout : 1 Parent

2-10 Scouts : 2 Adults

11-15 Scouts : 3 Adults

15-20 Scouts : 4 Adults

REGISTRATION TOTALS:

Total Scouts:		x \$100 each	
Total Tag-Alongs:		x \$100 each	
Total Adult:		x \$40 each	
Tots:		FREE	
Extra Shirts \$10.00 each			
GRAND TOTAL:			

T-SHIRT TOTALS:

YS		AS		A2XL	
YM		AM		A3XL	
YL		AL			
YXL		AXL			



**ROBERT L. SCOTT TWILIGHT CAMP
STAFF APPLICATION**



Name _____ Age _____ Phone _____ Shirt Size _____

Address (street, city, zip) _____

Current Registered Position Pack# _____ Troop/Crew/Post _____

What camp staff positions have you held in the past? (list year & program area)

Which area do you want to work in? Check all that apply and indicate top choices with 1,2, & 3.

Cub Scout Program:										
STEM		TIGER		WOLF		BEAR		WEBELOS-1		WEBELOS-2
Science Class		Tiger Theater		Germes Alive		Bear Goes Fishing		Earth Rocks		ADVENTURE OF SCIENCE
Technology Class		Tiger Tag		Motor Away		Robotic		Build It /Engineering		INTO WOODS
Engineering Class		Good Knight		Code Wolf		Make it Move		Game Design		INTO WILD
Mathematics Class		Stories in Shape		WEBELOS THAT ATTEND BOTH YEARS WILL COMPLETE ALL 7 STEM PROGRAMS						
		Floats and Boats								
Other Staff Needs:										
Crafts FRIDAY ONLY		Archery BB Gun FRIDAY ONLY		Water Game FRIDAY ONLY		Trading Post FRIDAY ONLY		Kitchen		
Den Chief		Walker Runner		Wee Camp		First Aid		Wherever Needed		

What experience and/or skills do you have which will help you do this job? _____

If accepted as a staff member, you will be expected to fulfill the following requirements:

- | | |
|--|---|
| 1. Attend training. | 6. Help out as necessary when asked by the Camp Director or Program Director. |
| 2. Help set up program areas. | 7. Meet national standards. |
| 3. Plan program activities. | 8. Submit an evaluation of my area and camp operation. |
| 4. Wear official twilight camp uniform. | |
| 5. Conduct myself in a Scout-like manner always. | |

YOUR SIGNATURE: _____ DATE: _____