

CAMP GUIDE

For Leaders, Parents, and Scouts



**TANAH KEETA SUMMER
CAMP 2026**

Updated 2/3/2026

Welcome to Tanah Keeta Summer Camp 2026!

To our fellow Scouts, Parents, and Leaders,

We are thrilled that you have chosen Tanah Keeta Scout Reservation as your Summer Camp destination for 2026. Our goal for Tanah Keeta Summer Camp 2026 is to bring you time-honored TK traditions and a fun variety of merit badge classes while implementing new and improved programs. This summer, you're given a chance to see the world of wonders around you! For those who've attended TK Summer Camp in the past, you will find new adventures and a continuously revamping rank advancement workshop. For those who've never attended TK Summer Camp, you'll find a program with well-loved traditions, exciting adventures, and an enthusiastic staff, sure to keep you engaged and smiling the whole week.

Our camp sits on a bend of the river Loxahatchee. It is an ideal sanctuary with riverfront access, woodlands, spring-fed lakes, and diverse wildlife. In addition to our natural beauty, our camp has a remodeled swimming pool, a climbing tower, and both high and low C.O.P.E. courses that allow us to put on a spectacular Scouts BSA Summer Camp Program! Over its rich 73-year history, Tanah Keeta Scout Reservation has seen many 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 to excellence to our campers and leaders.

Tanah Keeta Summer Camp 2026: A World of Wonders will bring a quality program mixed with a unique blend of fun, adventure, and advancement. Our Summer Camp Staff is spirited, skilled, and always attentive to your needs. At Tanah Keeta, every camper joins our Summer Camp family. We pride ourselves on our staff and program. We know you'll have a great experience!

As your Camp Administration, we pledge to you our well-defined mission: to provide every camper with a safe, fun, and truly unforgettable experience, while fulfilling the mission of Scouting America.

Yours in Scouting,

Kris Hanson

Camp Director

Victoria Orozco

Program Director

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Camp Map

REGISTRATION

CONTACT INFORMATION

GULF STREAM COUNCIL - CAMP INFORMATION & REGISTRATION ASSISTANCE

Julia or Joanne will be happy to assist you. Phone: (561) 694-8585

GULF STREAM COUNCIL – SUMMER CAMP DIRECTOR

Kris Hanson

Email: tk.krishanson@gmail.com

GULF STREAM COUNCIL – PROGRAM DIRECTOR

Victoria Orozco

Email: victoriaorozcotk@gmail.com

TANAH KEETA CAMP INFORMATION

Phone: (561) 746-8749 (during camp only)

Mailing Address: Your scouts may receive mail during summer camp addressed as follows:

Tanah Keeta Scout Reservation

“Scout’s Name”, Unit #

8501 SE Boy Scout Road

Tequesta, FL 33469

PURCHASE A CHEER BOX FOR YOUR SCOUT!

Send a care package to your Scout! You can purchase a Cheer Box on Tentaroo for \$35, which will be delivered during the mail call at the flag ceremony!

- Note from sender
- Trading Post snacks and drinks (punch card)
- String backpack
- Cooling towel
- Sunglasses
- Vintage patches
- Vintage water bottle
- TK wood coin
- TK pen

CAMP DATES

Scouts BSA Camp Week 1: June 14-20, 2026

Scouts BSA Camp Week 2: June 21-27, 2026

REGISTRATION

RESERVATION DEPOSITS

Camp Sites will be assigned based on when an initial payment is received. No deposit is required. Please note that if a unit is bringing fewer participants than the capacity of the campsite, they may be assigned to share a campsite. **Provisional campers do not need to request a campsite.**

CAMP FEES

TRADITIONAL SCOUT BSA WEEKS	Early: By 3/15	Regular: By 5/23	Late: After 5/23
Youth	375.00	385.00	425.00
Provisional Youth (Overnight)	390.00	410.00	450.00
Provisional Youth (Day Campers)	375.00	395.00	425.00
Adults	125.00	125.00	150.00

ADVENTURE TREK & ADD-ON ADVENTURE FEES

- TK Angler Adventure (All Weeks) Camp fee + \$ 150.00 Activity fee
- Scuba Adventure 1 Open Water (Weeks 1 and 2) Camp fee + \$ 550.00 Activity fee
- Scuba Adventure 2 Advanced (Weeks 1 and 2) Camp fee + \$ 610.00 Activity fee
- Scuba Add-On Adventure (All Weeks) See pages 25 and 26 for fees.

Please note: Adventure Trek Fees listed above are total fees. When you register online the registration fee will be charged (i.e. \$350) and when you add the actual class the balance will be added to equal the total fee listed above. Also note: if paying during the late fee period, the late fee will apply to the above.

CAMP FEE NOTES

- Camp fee includes a summer camp wristband, event patch, and plastic mug for each camper (youth and adult). These items are not guaranteed after May 15, 2026.***
- To sign up for classes, 50% of camp fees must be paid. For Adventure Treks – the full additional fee must be paid when signing up for the class.
- Late fees will be waived for scouts who have just crossed over into the unit.
- Select classes and merit badges will have additional fees to cover the cost of supplies. These are noted on the merit badge list.

REGISTRATION

CAMP FEE SCHEDULE

1. Registration is open as of August 1st.
2. Early bird ends January 15th. Early bird rate applies to scouts PAID IN FULL by Jan 15th. If you pay half before January 15st and half after, the full base rate will apply.
3. Base rate ends April 15th. Again, the base rate applies to scouts PAID IN FULL by April 15th. If you pay half before April 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 at camp.

EARLY / BASE / LATE FEES EXPLAINED

The different rates are based upon when an “effectively paid scout” is paid in full. For example, if a unit is bringing 10 scouts to camp and they pay \$1125.00 by 3/15, they will get 3 scouts at the lower rate (\$375.00 x 3 = \$1125.00). Then any money paid in after that will “buy slots” at the regular rate. The same holds true after 5/23. If the account is not paid in full, payments made after that will “buy slots” at the late rate. If you have any questions about how camp fees are calculated contact tk.krishanson@gmail.com.

REFUNDS

- Units may reduce numbers without penalty until 5/30.
- After 5/30, camper fees will only be refunded in case of documented illness, serious injury, death in the family, military transfer or unplanned summer school, which prevents attendance. Email refund requests to Tess.English@scouting.org. These refunds will be calculated as spelled out below:
- Requests for refunds for participant cancellations will be calculated as follows:
 - ☐ **After 5/30** = 75% Refund
 - ☐ **Less than fourteen days** and until the event = 50% Refund
 - ☐ **Up to five days after** the event = 50% Refund
 - ☐ **Six or more days after** the event = No Refund
- Refunds for fees of \$10 or less will not be issued.
- Activities or events canceled by the Council will be refunded 100%.

CAMPERSHIPS

Gulf Stream Council has limited camperships available for Scouts registered in units within our council who need assistance in paying their camp fees at Tanah Keeta Summer 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 **3/1** using the online form located under the resources section of the summer camp page. Unit leaders will be notified of campership allotments by **3/14**. 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 scouts to attend out-of-council camps. Apply for a campership here:

<https://www.gulfstreamcouncil.org/tksc-scholarship>.

REGISTRATION

PROVISIONAL CAMPERS

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

There are two types of provisional campers:

PROVISIONAL DAY CAMPERS: Day campers come to camp before the first session and stay until they have completed their last session. They are also invited to stay for afternoon activities. They are provided lunch each day and will receive a camp T-shirt and mug. If day campers wish to stay for dinner, they may purchase a meal ticket for \$8.00. Day campers attend camp from Monday morning until noon Friday.

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

NOTE: Scouts attending as overnight provisional campers should be of the maturity level that both parent(s) and Scoutmaster 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>

HOW TO REGISTER PROVISIONAL SCOUTS

All requirements that a scout completes at camp are stored in your account. Because of this, it is highly recommended (not required) that provisional scouts 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 scouts have camped with us as provisional scouts. However, when registering a provisional scout within a unit account it is important to select the proper participant type.

1. Youth with Unit—a youth who is camping with the unit under the leadership of adults in the troop
2. Provisional Youth (Overnight) – a youth who is camping without the unit and is under the leadership of the Provisional Scoutmaster
3. Provisional Youth (Day Camper) – a youth that is not staying overnight but is coming for classes and activities Monday through Friday; the Provisional Scoutmaster is the supervising leader

LEADERS

BSA National requires all leaders attending camp for more than 72 hours to be registered leaders in the BSA with Youth Protection 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.

PREPARING FOR CAMP

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).

ONLINE REGISTRATION INSTRUCTIONS

All summer camp registrations and payments will be made using our online registration system. **Full directions with screenshots can be found 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. You have added both YOUTH and ADULT names to fill the number of slots you have reserved.
4. You have selected classes for all youth (and adults if applicable)
5. You PAY IN FULL before coming to camp.

REGISTRATION CALENDAR

- 8/1: Registration Opens
- 3/1: Scholarship Applications Due
- 3/14: Campership Notifications go out
- 3/15: Early Bird Registration ends (Scouts BSA **and** Cub Resident)
- 4/1: Merit Badge Class Registration Opens
- 5/23: On Time Pricing ends (Scouts BSA **and** Cub Resident)
- 5/30: Refund Deadline

SUGGESTED SUMMER CAMP PACKING LIST

This list provided below is a simple guideline to plan what you will need for your week in camp. Your Scoutmaster may have

PREPARING FOR CAMP

other suggestions that do not appear on this list. Clothing and personal property should be permanently marked with your name and troop #. There is a lost-and-found box in the Camp Office. Medications should be in the original pharmacy containers clearly marked with the patient's name, Troop #, medication name & dosage.

We recommend packing your items in a footlocker that can be locked. Backpacks may be needed for outpost overnight or as a merit badge requirement. Day packs are recommended for carrying essentials around camp.

Please leave these items at home:

- Electronic Devices (Radios, Game Systems, etc. Cell Phones should be limited use.)
- Sheath Knives / Fixed Blades, Axes / Saws, Fireworks, Weapons of any kind

Official BSA Uniform:

- Hanger
- Short Sleeved Shirt (Khaki)
- Shorts/Pants (green)
- Belt
- Scout Socks (more than 1 Pair)
- Troop Neckerchief & Slide
- OA Sash

Clothing:

- Socks (6 pairs)
- T-Shirts (6) (Scout-related/Scout-appropriate)
- Underwear (6)
- Pair of Long Pants (1)
- Pair of Shorts (4)
- Sweatshirt/Jacket
- Sleepwear
- Hiking shoes/boots (broken in)
- Extra Pair of Shoes (**No Open-Toe Sandals/Shoes**)
- Raingear/Poncho
- Bathing Suit and Beach Towel
- Water Shoes *shoes are **required** for boating MBs
- Handkerchiefs/Bandanas
- Hat / Sunglasses
- Clothing/Accessories for Theme Days

Camping Gear & Bedding (Cots supplied by camp):

- Footlocker 13"-14" tall with lock
- Flashlight (w/extra batteries & bulb)/Headlamp
- Refillable Water Bottle
- Dirty Laundry Bag
- Camping Chair
- Sleeping Pad
- Sleeping bag or blankets
- Pillow and Pillowcase
- Twin sheets (optional)

Toiletries:

- Soap/Bodywash & Shampoo
- Towels and washcloths
- Toothbrush & Toothpaste
- Comb or Brush
- Deodorant
- Tissues
- Shower Shoes (Water Shoes or Crocs)
- Medication – Clearly labeled
- Gold Bond
- Chapstick
- Sunscreen
- Hand sanitizer

Other Items:

- BSA Handbook in a Ziplock Bag /M.B. Pamphlets
- Day Pack / Backpack
- Insect Repellent
- Mosquito Net (Sansbug Folding Net recommended)
- Personal First Aid Kit
- Battery-powered fan w/ extra batteries
- Watch / Battery-powered Clock
- Totin' Chip / Folding Pocketknife (as permitted by Unit)
- Firem'n Chit / Firestarter
- Compass
- Camera
- Merit Badge Supplies or Items listed as pre-requisites; Notebook and Pencil/Pen
- Optional: Board/Card Games, Bible or Prayer Book, Musical Instrument (if you play one)
- Duct tape for Cardboard Boat Regatta
- Spending Money (recommended \$50-\$75)
 - Merit Badge Supplies / Extra Programs
 - Trading Post Souvenirs & Snacks

PREPARING FOR CAMP

SUGGESTED SUMMER CAMP PACKING LIST

(CONT)

Recommended Troop Packing List:

- Troop First Aid Kit
- U.S. Flag
- Troop Flag
- Patrol Flags
- Tools
- Rope/Paracord/Clothesline & Clothespins
- Games/Cards/Campsite Activities
- Lighter
- Duct Tape for Cardboard Boat Regatta
- Items for Camp Gadgets

Provided in the Campsite:

- Canvas tents mounted on platforms – each with two cots
- Pavilion with lights and overhead fans
- Picnic Tables/bulletin board
- Flagpole
- Fire Ring
- Running Water
- Latrine with showers/toilets & supplies (toilet paper/soap)
- Cleaning supplies/garbage bags

CHECK IN

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 Day 1. If your unit cannot check in during these times, you are requested to contact the camp director at least one week before the arrival date to make arrangements to ensure all the logistics surrounding a modified check-in can be organized.

Scouts participating in SCUBA 1 Open Water Scuba Diver must arrive by 11:30 on Day 1. The class will begin at 12:00 noon.

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 who are in attendance. This way, we can be sure that all participants are registered Scouts and that all adults in attendance are registered leaders in the unit.
NOTE: Please ensure all scouts and adults are registered, including newly crossed-over scouts.
2. OUT OF COUNCIL ONLY: Certification and claim forms for Troop Accident & Sickness Insurance. This can usually be found on your Council's website.
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 (i.e. SCUBA, Permission to leave Camp)
5. Unit Health Officer Waiver Form

REQUIRED DOCUMENTS FOR CHECK-IN FOR PROVISIONAL SCOUTS

Provisional scouts should have everything listed in #3, #4 & #5 above plus Provisional Scout Code of Conduct: <https://www.gulfstreamcouncil.org/tksc-forms>

CHECK-IN

Upon check-in, you will meet with your Troop Guide who will guide you through the check-in process. Be sure to have all the required documentation. Each unit will be guided through check-in to prevent any one area from becoming too congested. *The check-in process may be changed in the event of inclement weather.

The check-in procedure will include the following: Paperwork Check, Troop Photo, Medical Screening, Camp Orientation and Tour, Swim Tests.

PRE-CAMP SWIM CHECKS

Units may conduct swim tests before camp (following BSA guidelines listed on the Unit Swim Classification form: <https://www.gulfstreamcouncil.org/tksc-forms>). Please ensure that the date the swim test was conducted is within 12 months of the starting date of your unit's week at camp. Please bring a copy of the form 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: all provisional campers will be tested.

CHECK IN

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 the property during summer camp. Here are some very important points regarding the Health and Medical Records:

- All 3 parts (A, B, and C which include 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 the 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. <https://www.scouting.org/health-and-safety/ahmr/>, you will need to download the camp version with part C.**
 - ✓ 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 healthcare 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, 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 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.

HEALTH AND SAFETY

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 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 on how they can be contacted. The Camp Health 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 Scouts. Gulf Stream Council provides insurance for all units registered within the council.

NOTE: Out-of-Council units will be required to show "proof of unit insurance" at check-in. This can usually be found on your Council's website.

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 the 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, and 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 ensure 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. **These must be kept in their front right pocket**

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
- ✓ Do Not share towels or Water Bottles
- ✓ Cover mouth and nose when sneezing
- ✓ Practice high standards of personal hygiene
- ✓ Visit the health lodge at the 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 healthcare 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 leaders need to sign out). Any person on camp without a name badge, a visitor 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 of age or significant differences in maturity should be strongly encouraged. When necessary, a buddy team may consist of four Scouts 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 Scouts. 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

HEALTH AND SAFETY

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 given 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 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.

LIGHTNING / THUNDERSTORMS: When thunderstorms approach, the aquatics and COPE / Climbing areas will shut down and report to the Dining Hall 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
- 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 your campsite is an invitation for animal guests. If you encounter any wildlife, please slowly recede from their environment. Report any dangerous wildlife to the camp office. If you are bitten by an animal, report it to the health lodge.

LOST CAMPER: Report the 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, Troop #). 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 flagpole (long blasts). Units will take attendance. Troop Guides are responsible for reporting to the Camp Commissioner at the flagpole that their unit is completely accounted for. If the lost camper has not been 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 the flagpole and then directed from there.

LOST SWIMMER / BOATER: Aquatics staff will initiate a lost swimmer/boater alert. Camp will assemble at the flagpole (long blasts). Troops / Companies will take attendance. In the interim, the Aquatics Search Team will initiate the search. If the 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. The Aquatics Director takes the lead in the search, working closely with camp administration. The Health Officer will respond to the waterfront area.

CAMP RULES AND POLICIES

CAMP POLICIES

These general rules are for the safety of all campers:

- Troops 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 designated area in the parking lot.
- Shoes must be worn at all times at camp. Shoes must not be open at the toe or sides.
- Sheath knives are prohibited by Tanah Keeta Camp Policy.
- 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 checkout, the same sheets will be used. If intentional damage has been done the unit will be charged the following:

Cot Replacement	\$70.00
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 food in tents.
2. Keep your campsite clean! All trash should be removed from your campsite in the evenings.
The logistics staff will do a trash run in the evenings by 9 PM.
3. Secure all food and drinks in a secure location such as a troop 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 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. Once you enter the parking lot or are on the back roads of camp the speed limit is 5 mph.

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 regional 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 them or their child by the Boy Scouts of America, and they 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

CAMP RULES AND POLICIES

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.

TROOP 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.
- Crocs[™] / clogs are not permitted at the Ranges, climbing tower, or C.O.P.E. areas.

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!!!

SAFEGUARDING YOUTH

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.

CAMP RULES AND POLICIES

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.

CAMP RULES AND POLICIES

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 three 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 and 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 (i.e. the latrines located in the campsites), **flip the wood sign posted at the entrance to indicate YOUTH/ADULT and MALE/FEMALE.**

The 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.
- **Cell Phones are PROHIBITED IN THE RESTROOMS AND SHOWERS!**

Program Requirements

- **The buddy system is mandatory.**
- 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

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

Scouts First Helpline

As part of its "Scouts 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-SCOUTS1 (1-844-726-8871)

When to use it:

- Anytime you believe a youth has been harmed or their safety and well-being 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 SWAG

All campers (youth and adults) will receive a wristband 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 5/15.

DIRECTION 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.

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: Troops 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 troop is expected to thoroughly clean their area after each meal. This includes throwing out all trash, wiping down tables and benches, and sweeping the floor under and around tables.

HANDWASHING: 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 picked up at the Dining Hall.

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 scouts and the kitchen staff if the dietary needs are significant, that complete, frozen meals be provided that 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 scouts 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 scouts in their units with dietary needs.

GENERAL CAMP INFORMATION

ICE

Each unit will receive 2 bags of free ice per day. Please pick up the ice at the trading post during operating hours. If your bags are not picked up for the day, they are forfeited and do not roll over to the next day.

SCOUTMASTER'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 Scout conversation and fellowship.

LOST AND FOUND

Prior to coming to camp, Scouts should be encouraged to clearly mark all personal items with their name and troop number. Scouts are also encouraged to leave valuable, sentimental or hard to replace items at home. A lost and found box is in the Camp Office. We ask that when things are found they are brought to the lost and found box. 3 months after the end of camp, any unclaimed items will be donated or disposed of.

MOBILITY NEEDS

Camp Commissioners will be able to provide cart transportation to Scouts 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 on how much their Scout has grown during his week away from home. Camp provides an excellent opportunity for Scouts to mature in a safe environment. For these reasons, we ask that you only visit during the following hours:

Sunday between 12:30-5:00p.m. (Camp Check In)

Friday 7:00 p.m. – 8:00 p.m. (for Camp Fire)

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 Scout 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.

GENERAL CAMP INFORMATION

SPENDING MONEY

We HIGHLY recommend that one adult leader in each troop 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. We recommend about \$50 per scout.

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 Scouts need for a fun and successful week of summer 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.

NOTE: We have noticed an increasing issue with youth and cell phones becoming a disruption in classes and an impediment to youth interaction during activity and social times. For this reason, we are asking units to collect and secure cell phones in the campsite during the day. Wi-Fi will all require a password that we ask to be kept for adult usage only. Youth will not be allowed to use/plug in cell phones in main camp areas.

MERIT BADGES AND CLASSES

PREPARATION FOR MERIT BADGES AND OTHER CLASSES

Scouts should come to camp with a familiarity of the subjects they will be learning about for the week. It is also important to be familiar with:

- Prerequisites
- Merit Badge Prerequisite Form: <https://www.gulfstreamcouncil.org/tksc-forms>
- Scouts should bring a notebook or folder with paper and pens or pencils.
- Some merit badges are age specific. Younger Scouts should not enroll in merit badge sessions until they are academically and physically ready to succeed in completing them. Some examples are Lifesaving, Environmental Science, Shotgun, Water Sports, or the Citizenship merit badges.
- SCUBA has some very specific requirements. Please read the documentation thoroughly. This program also requires that scouts and adults taking the class meet the BSA Height / Weight requirements. <https://www.gulfstreamcouncil.org/summer-camp>.

It is recommended that the MB requirements are reviewed prior to camp. You can purchase merit badge pamphlets at the Scout Shop or review the requirements here: <https://www.scouting.org/skills/merit-badges/all/>. You can also purchase MB pamphlet E-Books: https://www.scoutshop.org/literature/digital-downloads.html?a_literature_category=15025.

PREREQUISITES: Some merit badges have requirements that cannot be completed at camp. Each merit badge that is listed in the program guide identifies the prerequisite associated with the specific badge. The camp staff recommends that each merit badge that is selected by the Scout be reviewed, and the prerequisite requirements be completed prior to arrival at camp. This will ensure that the Scout leaves camp with as many completed merit badges as possible.

- ❖ Prerequisite Approval Form (<https://www.gulfstreamcouncil.org/tksc-forms>): This form can be found under the Resources section of the summer camp page. If the scout has completed the recommended prerequisites, they should fill out the form, have the scoutmaster verify and sign it and bring it to camp. This form should be turned in to the merit badge counselor at the beginning of the class.
- ❖ The first requirement of many merit badges is to know first aid procedures for common injuries or illnesses that may occur during the associated activity. Counselors will review this, but Scouts should be familiar with basic first aid procedures before attempting more difficult or advanced merit badges.
- ❖ In some cases, the prerequisite for the selected badge requires that the Scout must have successfully completed another merit badge prior to the commencement of the current badge selected. If this is the case, camp staff asks that the Scout bring the prerequisite form signed by the Scoutmaster stating that the merit badge has been completed.
- ❖ Scoutmaster verification is also required for merit badges such as camping, which has a camping night requirement. (Submit on the Prerequisite approval form.)
- ❖ Some merit badges have requirements dealing with "your state" or "your community." If a merit badge requirement is completed at summer camp, we will use Florida as the relevant state and Jupiter/Tequesta as the community. Requirements not possible to be completed in this manner will require the Scout to complete these requirements in their community, with their family, troop, or school.

MERIT BADGES AND CLASSES

Merit Badge List, Prerequisites, and Supplies can be found here under Camp Resources:
<https://www.gulfstreamcouncil.org/summer-camp>

CLASS SELECTION – OPENS 2/1/2026.

Units may enter as many “numbers” of youth and adults they are planning to bring at any time. However, because scouts can select classes only when 50% of the fees have been paid, it is recommended that the number of participants be added as the unit receives payment. In this way, those that pay the unit can select their classes right away.

CLASS SCHEDULING

There will be three merit badge time blocks per day, along with a daily Rank Workshop block.

NOTE: Some classes might happen on more than one day. For example, Archery is a class that needs several hours of instruction so it will be scheduled over multiple days. Both the block number and day(s) of the week will show up on the schedule.

RANK WORKSHOP

Your **Rank Workshop** should be selected based on the Rank your Scout **is currently working on**. The Workshop will have Scouts working on critical skills and rank requirements with Camp Staff. They will work in various program areas throughout the week and that are specific to their needs. Rank Workshop time blocks can be selected under Class Registration along with your other Merit Badge Classes. Options will include:

- Scout Workshop
- Tenderfoot Workshop
- Second Class Workshop
- First Class Workshop
- Star & Life Workshop
- Eagle Workshop
- After Eagle Workshop

Rank Workshop – Advancement in Tentaroo

Staff for each Rank Workshop will record all the requirements successfully completed by each scout. Note that satisfactory completion of the skill as written is required for the Staff to deem the requirements completed. The requirements completed will also be entered into Tentaroo (the online registration system). Note that the system will say “Partial” instead of “Completed” but will list all of the skills that the Staff deems were successfully completed. Note it is up to the troop to determine if they choose to retest the scout before signing off the skill in the handbook

Adventure Programs are geared for those scouts who have been to summer camp for several years and are ready to experience camp above and beyond. We ask that unit leaders steer scouts to these programs if they have shown that they have the maturity to participate in these higher-level programs. Adventure Programs will take place both on and off camp property, but all will return to camp each evening to allow the scouts to participate in all of the troop activities and camp-wide games. When signing up for an Adventure Program, the base camp fee is paid when selecting the Adventure Program class, the additional fee will then be added on.

ANGLER ADVENTURE - ALL WEEKS

Fishermen, Anglers and Scouters come and join us for an action-packed week of nonstop fishing! On this adventure, anglers will experience fishing like never before through Shore Fishing, Pier Fishing, Inlet Fishing, Lake Fishing, and Deep-Sea Fishing! Tanah Keeta boasts access to 4 different types of waterways. Campers will explore the aquatic environment, along with learning how to rig up their own rod and reel, how to tie a proper fishing knot, basic tackle, and how to tie flies & jigs to help on future fishing adventures. Scouts will work on requirements for the Fishing, Fly Fishing, and Fish and Wildlife Management Merit Badges, earning the Complete Angler award. Scouts are encouraged to bring their own rod, reel, and the tackle they need to catch bass, snapper, and maybe even a swordfish! To participate in this outing, fishermen are required to be 12+ years of age and be ready to catch a big one!

Includes: Excursion Fees, Patch, Camp, and Program Fees, Meals, Angler Adventure DriFit Shirt, and of course, Endless Fish Tales!

Adventure fee: On-time Camper Fee (\$375 early bird, \$385 regular, \$425 late fee) plus \$150 class fee

*Fishermen 16 and older are required to have proof of an active fishing license upon arrival to camp. Licenses can be purchased at <http://myfwc.com/license/recreational>

SCUBA ADVENTURE

Being proclaimed as the ultimate underwater high adventure, SCUBA is an EXPERIENCE like no other. This highly demanded activity is back at TK! Scouts will complete requirements for SCUBA BSA, the SCUBA Diving Merit Badge and SCUBA Certification. Scouts must be 13 years old or older, have earned the swimming merit badge prior to camp, and must meet BSA height and weight requirements. NOTE – there is a classroom component to SCUBA which requires passing a written exam. Please review the SCUBA Information and permission slips on the Gulf Stream Council website (Summer Camp page). See important medical notes on the next page. NOTE – All Scuba programs must have at least 4 participants enrolled in order to conduct the class. Jupiter Dive Center Snorkel and Discover Scuba opportunities require 2 participants. We offer three levels of SCUBA Certifications along with optional add-on adventures as follows...

SCUBA 1: OPEN WATER CERTIFICATION: 1 week program

Offered Week 1 and week 2

Get your scuba certification. The first session of SCUBA 1 will take place on Sunday at 11:30am. If you've always wanted to learn how to dive, discover new adventures, or simply see the wondrous world beneath the waves, this is where it starts. When you complete the class, you will receive your own personal mask and snorkel to take home with you, and you will receive your certification. Scouts will need to download the scuba agency app for their certification card. Course includes Classroom academics, dive computer training, final review, pool session, dives 1-4 and equipment. Camp fees, camp patch, and SCUBA patch are included. The first session of SCUBA 1 will take place on Sunday at 11:30am.

Students under the age of 15 will receive a junior certification. This certification does not need to be repeated at age 15. The diver can contact the scuba agency and request an update to the online training agency app. There will be a processing fee from training agency.

Course fee: \$925 per person before 3/15 (class registration will display as \$550 for scuba, plus camp fee)[3/15-5/23 \$935; After 5/23, \$975]

Note: There are a minimum of 4 divers and maximum capacities of 6-12 divers depending on the week.

Add-on adventures for all SCUBA courses –

Friday 2-tank dive with gear \$120 (Retail value of this add-on \$200)

Add on Nitrox Certification \$200

This course is a popular specialty. Enriched air, also known as nitrox or EANx, contains less nitrogen than regular air. Breathing less nitrogen means you can enjoy longer dives and shorter surface intervals. This class includes Nitrox Certification. **Must be Scuba Certified** to take this course.

SCUBA 2: ADVANCED ADVENTURE DIVER CERTIFICATION: 1 week program

Offered Week 1 and Week 2

Get more comfortable by completing five adventure dives under the supervision of your instructor. The focus will be on skills needed to enhance navigation, buoyancy, boat, drift, and animal awareness diving. Scouts will need to download the training agency app for their certification card. Please bring your mask and snorkel. Course includes classroom academics, 5 dives and equipment. Camp fees, camp patch, and SCUBA patch are included.

Students under the age of 15 will receive a junior certification. This certification does not need to

be repeated at age 15. The diver can contact the training agency and request an update to the online training agency app. There will be a processing fee from the training agency.

Course fee: \$985 per person before 3/15 (class registration will display as \$610 for SCUBA 2, plus camp fee)[3/15-5/23 \$995; After 5/23, \$102

0]

Note: There will be a minimum of 4 divers and a maximum capacity of 8 divers.

Add-on adventures for all SCUBA courses –

Friday 2-tank dive with gear \$120 (Retail value of this add-on \$200)

Add on Nitrox Certification \$200

This course is a popular specialty. Enriched air, also known as nitrox or EANx, contains less nitrogen than regular air. Breathing less nitrogen means you can enjoy longer dives and shorter surface intervals. This class includes Nitrox Certification. **Must be Scuba Certified** to take this course.

Snorkel Tour \$85

Offered Week 1 & 2

Snorkel tour at Phil Foster Park. Includes loan of mask, snorkel, and fins. **Scouts must have the Swimming Merit Badge.** Discover the underwater world while learning basic snorkeling techniques.

Note: There will be a minimum of 2 snorkelers and a maximum capacity of 6 snorkelers.

Discover SCUBA \$85

Offered Week 1 & 2

For those who want to test the waters and try SCUBA, this is the course for you! This program gives you a glimpse of what you can expect to experience in the underwater world as well as what you could expect to learn in the Open Water SCUBA Diver course. During this experience program, you will go through the basic safety procedures for enjoyable SCUBA diving under the watchful eye of an active instructor. Course includes loan of all equipment. **Scout must have the swimming merit badge.**

Note: There will be a minimum of 2 divers and a maximum capacity of 6 divers.

IMPORTANT: BSA Rules state that Scuba diving is prohibited for the following conditions.

- Use of medication to control seizures or seizure occurrence within the past five years
- Use of insulin to control diabetes
- History of asthma or RAD unless resolution confirmed by methacholine testing (Persons who have been asymptomatic and medication free for the previous five years are exempt from the methacholine testing requirements.)

*** Please refer to the Guide to Safe Scouting for a full list

IT IS VERY IMPORTANT THAT YOU READ ALL OF THE SCUBA PERMISSION SLIPS BEFORE SIGNING UP FOR SCUBA PROGRAMS. THIS INCLUDES THE MEDICAL QUESTIONNAIRE AND GUIDELINES FOR RECREATIONAL SCUBA DIVER'S PHYSICAL EXAMINATION. YOU MAY NOT PARTICIPATE IN THE SCUBA PROGRAM WITHOUT THE PROPER PAPERWORK

TROOP ACTIVITIES AND INFORMATION

EVENING & FUN DAY ACTIVITIES

Some activities require sign up prior to event:

1. Open Swim
2. Open Ranges
3. Open Climb
4. Movie Night
5. Night Climbing
6. COPE by Unit (sign up online, may be available to sign up if offered on Friday)
7. Order of the Arrow Night – Wednesday is Order of Arrow Day. Bring your OA sash and OA Lodge T-shirt. That evening, the Aal-Pa-Tah Lodge will host a fun activity and cracker barrel. All are invited, in the OA or not!
8. Pajama Dance Party – Wear your Scout-appropriate jammies!
9. Fishing Derby – Bring your own fishing poles and tackle (TK can also provide these)
10. Cardboard Boat Regatta – ***Beginning 2026*** You may bring your own duct tape and extra cardboard from home. Extra rolls of duct tape are available for purchase in the trading post.
11. Canoe Tug-O-War

THEME DAYS

Bring theme outfits for each day to show camp spirit.

- **Monday: History of Man** - Represent your favorite era from the protozoic to the Taisho and everything in between and otherwise! Be dressed to look to the future or to gaze back at the past.
- **Tuesday: Night at the Museum** - TK comes to life at night! Stay in your PJs all day while we try to keep the exhibits (and staff) from escaping!
- **Wednesday: OA Day** – Show off your Lodge Spirit by wearing your Order of the Arrow attire! Indulge in fun evening activities hosted by our very own Aal-Pa-Tah Lodge!
- **Thursday: Mad Science** – Test your hypotheses on how crazy we can get before the end of the summer by dressing in your best lab safety gear! (Bunsen Burners not included)
- **Friday: The Deep Dive** - We're up to some fishy business here at TK! Wear your scaliest of shirts to hang out with the mermaids or your best sea-faring garb!
-

CAMP DAILY SCHEDULE

The daily schedule for our Scouts BSA Summer Camp are listed under resources on the Tanah Keeta Summer Camp page on the Gulf Stream Council website: <https://www.gulfstreamcouncil.org/summer-camp>

CAMP SITE INSPECTIONS

Each campsite will be inspected daily and scored based on the criteria listed in the campsite inspections sheet. The Commissioner staff will oversee campsite inspections which will be done by camp leader volunteers. Note that campsite inspections are part of the **Honor Troop Award**. As part of the campsite inspections, each troop will be asked to perform one service duty per day.

HONOR TROOP

The purpose of this award is to recognize those troops which conduct an excellent troop camping experience during their stay at Tanah Keeta Scout Reservation. Units will be recognized during the closing campfire on Friday evening. There are two levels for this award: Gold and Silver. The troop must hand in the form to the Program Director **by noon on Friday**.

SENIOR PATROL LEADER FORUM

There will be an SPL/Scoutmaster Meeting each day at 1:00 pm at Lassiter. At these meetings the Unit Leadership will have the chance to give feedback on the camp program, receive announcements about upcoming camp events or evening activities, review their campsite inspections, and ask questions. Scoutmasters are also encouraged to attend.

TROOP GUIDES

Upon check in you will meet your Troop Guide. He or she will be your concierge throughout the week. They will be there to answer questions, direct you to the various activities, and provide you with any resources that you may need. If you would like to recognize your Troop Guide for exemplary service, let the Program Director know and a presentation will be done at an assembly or meal. You can also fill out a **Praise Coupon** in the Camp Office.

Tanah Keeta Summer Camp Honor Troop Award

The Purpose of this award is to recognize those troops which conducted an excellent troop camping experience during their stay at Tanah Keeta. Units will be recognized during the closing campfire on Friday evening. There are two levels for this award: Gold and Silver. The troop must hand this form in to the Camp Office by noon on Friday. Each Honor Troop will receive a special banner to proudly display on their troop flag.

Gold is earned by completing 17/20 requirements

Silver is earned by completing 12/20 requirements

	Requirement	To be initialed by	Initials
1.	Invite another troop to your campsite (Excluding your troop guide) for a troop activity	Troop guide	
2.	Complete a Troop Service Project	Quartermaster	
3.	Construct a safe and secure entry gateway using lashings and pioneering skills.	Camp Director	
4.	Lead a song during a meal or other troop activity. (Must be approved by the officer of the day)	Officer of the Day	
5.	Have a well- informed bulletin board in your campsite to include: Troop Duty Roster, Tent Assignments, Fire Guard Chart, and any other important information.	Camp Director	
6.	Check-in and write a review on the TK Summer Camp Facebook page or Google Review tagging Tanah Keeta.	Camp Director	
7.	Make a presentation to an outstanding staff member at a meal or flag ceremony (Must be approved by the officer of the day)	Officer of the Day	
8.	Participate in at least two troop activities during the week: 1: _____ 2: _____	Program Director	
9.	SPL attends each SPL meeting	Program Director	
10.	At least one adult leader in the troop earns the Scoutmaster Merit badge.	Camp Director	
11.	SPL or Scoutmaster participates in at least one meal with the Camp Key 3 (Camp director, Program Director, or Ranger) to provide feedback about the troop's experience at camp.(Please Schedule a time!	Key 3 (Any)	
12.	Attain a cumulative campsite inspection score of 375 for the week.	Camp Director	
13.	Turn in at least 5 camp evaluations from youth. Get and return surveys from/to the Office.	Camp Director	
14.	Arrive on time for all flag ceremonies	Scoutmaster	
15.	Properly clean your area of the dining hall after each meal	Dining Hall Cleaning Crew	
16.	Do a camp good turn sometime during the week. List your good turn here:	Scoutmaster	
17.	Have your entire troop wear their complete uniform to both Monday's and Friday's campfire.	Scoutmaster	
18.	Troop attends Vespers or conducts their own worship service.	Chaplain	
19.	Participate in the Cardboard Regatta	Program Director	
20.	Commit to the following Summer Camp Season with TKSC.	Camp Director	

Date _____ Week: _____ Unit: _____ Campsite: _____
 SPL: _____ Scoutmaster: _____

LEADER TRAINING

Lots of optional leader training sessions will be held throughout the week, coordinated by a variety of guests. Adults attending camp are encouraged to sign up for both classes and fun leader activities. Activities include scoutmaster specific, basics on trekking, Leave No Trace, Wilderness First Aid, CPR/AED, COPE Level 1 Instructor, Eagle Seminar, Scoutmaster Roundtable, just to name a few. Look for the registration in Tentaroo on March 1st! Please note, some leader trainings will have pre-requisites.

LEADER FUN

Summer Fun isn't only for the youth! Adult leaders are more than welcome to participate in the Leader Activities, help out around camp, or just relax and take in the beautiful sights of Camp Tanah Keeta.

- Scoutmaster vs. Staff – Scoutmasters challenge the Camp Staff to a game of their choice!
- Scoutmaster Belly Flop
- Dutch Oven Cook Off (bring your own supplies and ingredients)
- Scoutmaster Chopped (TK provides the ingredients)
- Scoutmaster Merit Badge

SCOUTMASTER MERIT BADGE

Leaders can receive this badge for taking part in different activities around camp. To earn this badge, adults must complete the requirements on the form. Scout leaders are “on your honor” to fulfill the requirements. Upon completion, leaders can turn the form into the Camp Commissioner to receive a special prize!

SCOUTMASTERS SERVICE CORP

Service is always needed and any assistance you would be willing to provide us with will be immensely appreciated. There are ample service opportunities at camp including:

- If you are an accomplished handyman, experienced tradesman, or a “jack of all trades” and want to help the Camp Ranger with some specific camp projects, please contact the Camp Director at least 2 weeks prior to your arrival. We'll see if we can find a great “Good Turn” project for you to do while at camp.
- If you have a hobby or profession that we teach as a merit badge, we welcome assistance. Please let the Program Director know in advance what merit badges you would be interested in assisting or teaching.

Tanah Keeta Summer Camp Scoutmaster Merit Badge

Name: _____ Troop Number: _____

Please have each requirement initialed upon completion. Please turn into the office by noon on Friday.

REQUIRED: Visit all program areas for at least 15 minutes and learn one fact about the director or a staff member working there.

- | | |
|-------|----------------------------|
| _____ | 1. Outdoor Skills: _____ |
| _____ | 2. Eagle Quest: _____ |
| _____ | 3. Shooting Sports: _____ |
| _____ | 4. Handicraft: _____ |
| _____ | 5. Trading Post: _____ |
| _____ | 6. Ecology: _____ |
| _____ | 7. Ranger/Logistics: _____ |
| _____ | 8. COPE/ Climbing: _____ |
| _____ | 9. Aquatics: _____ |
| _____ | 10. Digitech: _____ |

ELECTIVES: Complete 7 of the 10 items below.

- | | |
|-------|--|
| _____ | Help in the trading post for at least 1 evening (Trading Post manager) |
| _____ | Take at least one nap in the Scoutmaster's Lounge. Bonus points will be awarded if someone photographs you doing so. (You or another leader) |
| _____ | Assist with at least one day of campsite inspections. (Camp Director) |
| _____ | Attend at least two leader meetings (Camp Director or Program Director) |
| _____ | Introduce yourself to a leader that you do not already know. (The other person) |
| _____ | Attend and participate in at least 3 Leader Activities during the week. (Program Director) |
| _____ | Post 10 good photos from the week on social media. (Program Director or Camp Director) |
| _____ | Tell the Camp Director or Program Director at least one funny joke or story. |
| _____ | Meet the staff member who has the most years on staff and find out for how many years they've been on staff. _____ |
| _____ | Give out 4 praise coupons during the week and list the names here of who was deserving of the praise. |
- _____

SCAVENGER HUNT: Many answers can be found on various signs and plaques around camp!

- 1: Name of the Camp Rangers _____
- 2: Name one animal you might see at camp _____
- 3: Who is the Scoutmaster's Lounge dedicated to? _____
- 4: What is the date of dedication of the OA ring? _____
- 5: What year was the Camp given to the Gulf Stream Council? _____
- 6: What was the name of the property before it became a Scout Camp? _____
- 7: How big is Tanah Keeta Scout Reservation? _____
- 8: What do the words 'Tanah Keeta' mean? _____
- 9: What is the name of the creek just west of the Dining Hall? _____
- 10: What does the word 'Loxahatchee' mean? _____
- 11: What does it say on the back of the Camp Loxahatchee gateway? _____
- 12: Name all 14 campsites.

Tanah Keeta Summer Camp

Daily Campsite Inspection Form

Campsites will be inspected each day after breakfast.

TROOP: _____

DATE: _____

Item	Possible Points	Points Awarded
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 Troop 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 troop number (and something new added each day. ie patrol flags / emblems, spirit items, themed items.)	10	
TOTAL	100	

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.

Medication Name and frequency of administration listed on the bottle		Medication given around Breakfast (7-8 AM)	Medication given around Lunch (12-1 PM)	Medication given around Supper(6PM)	Medications given at bedtime
	Sunday				
	Monday				
	Tuesday				
	Wednesday				
	Thursday				
	Friday				
	Saturday				
	Sunday				
	Monday				
	Tuesday				
	Wednesday				
	Thursday				
	Friday				
	Saturday				
	Sunday				
	Monday				
	Tuesday				
	Wednesday				
	Thursday				
	Friday				
	Saturday				

NOTE: If a scout is receiving more than three medications, use an additional form



Tanah Keeta Scout Reservation Provisional Scout Code of Conduct



Statement of Understanding: I understand that being a provisional camper at Tanah Keeta and being a member of the "TK Provo Troop" 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 the direction of the Provisional Troop 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 Troop 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 Troop'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 Scouts 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 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*

Swim Classification Record

(Changes and/or corrections to the following chart should be initialed and dated by the test supervisor.)

Unit Number _____

Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces)	Medical Recheck Parts A-B	Swim Classification		
			Non-Swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

The swim classification test performed at a unit level should be conducted by one of the following council-approved resource people: Aquatics Instructor, BSA; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. Test administrators should utilize chapter 5 of the [BSA Aquatics Supervision Guide](#).

NAME OF PERSON SUPERVISING & FACILITATING THE SWIM TEST:

Print Name

Signature

Type of Authorization/Training
(Attach a copy of certification if required by council procedure)

Expiration Date if applicable

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in Safe Swim Defense and Safety Afloat. These swim classification tests are a foundational unit of the Aquatics Continuum.

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 individual's circumstances in the water.

SWIM TESTS FOR COUNCIL ACTIVITIES

Swim tests for **council activities** are conducted following procedures approved by a council-level committee, preferably the Council Aquatics Committee. The council committee should use the guidance contained in *BSA Aquatics Management Guide*. SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

REGARDLESS OF WHERE OR WHEN THE SWIM TEST IS GIVEN THE FOLLOWING PROCEDURES APPLY:

- **The test is given one-on-one.** The test administrator and the swimmer are buddies during the administration of the test.
- **Each component of the test is important.** The test must not be changed either to assist the Scout or to expedite the process.
- **The test must be completed without aid or support.** Aid includes lifejackets, wetsuits, fins, etc. Swim goggles may be used to avoid eye irritation.
- **Swim tests must be renewed annually,** preferably at the beginning of the outdoor season.

TO THE SWIM TEST ADMINISTRATOR

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: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. 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.

Anyone who has not completed the beginner or swimmer tests is classified as a **Non-swimmer**.

TKSC MERIT BADGE PREREQUISITE FORM

ALL SCOUTS MUST HAVE A SEPARATE FORM SIGNED FOR EACH BADGE WITH A PREREQUISITE

FULL NAME: _____

WEEK OF CAMP: _____

UNIT NUMBER: _____

COUNCIL: _____

The Scout named above realizes that certain designated merit badges cannot be completed at camp unless prerequisite requirements are met prior to arriving at camp. He/She also realizes that this form must be completed correctly, signed, and given to the camp merit badge instructor as verification that the requirements have been met.

The camp can then grant the merit badge upon successful completion of all requirements done at camp.

I certify that the above-named Scout has met the following requirements:

Merit Badge: _____

Requirements Completed:

Scoutmaster: _____

Date: _____

Scoutmaster Phone Number: _____

Scoutmaster Email: _____

CAMP MAP

