



**July 11 and/or July 18**

**9 AM-4 PM**

## **CSD Program Guide**

### **What is Scouts, BSA Fun Day all about?**

The Northwest Georgia Council is opening Camp Sidney Dew to encourage and support our units to get out and reconnect their youth within all Troops. With all that is currently going on in the world, many units are excited to get scouting in their Troops back on track and enjoy the outdoors. The best place in the world to do this is at our council's premier centerpiece, Camp Sidney Dew. During Scouts, BSA fun Days, Troops will be able to come out for the day and take advantage of several program opportunities throughout camp. If units are interested in camping at CSD, this would be a great time to venture out and enjoy the beautiful campsites. Selected program areas will be available including our pool, Lake Goodyear, an orienteering course, frisbee golf course plus many other exciting opportunities. Of particular interest is our Spike Buck Area, which will run the entire day with a full staff focused on achieving multiple advancement requirements to First Class rank. This program will be a modified syllabus of the famous summer camp Spike Buck program with an emphasis on quality instruction.

In this unprecedented time, safety is the Council's top priority. We will be taking additional steps during Scouts BSA Fun Days to offer a safe environment for all who attend; from medical checks at check-in to having a dedicated cleaning staff to sanitize camp facilities throughout the day. We hope that your Troop will Get Out & Get Scouting this July at Camp Sidney Dew!

## REGISTRATION

Registration is available online on the council website [www.nwgabsa.org](http://www.nwgabsa.org) through the Tentaroo unit registration. Registration costs is \$10 per youth and must be complete by July 9<sup>th</sup> 2020 for July 11 Fun Day and complete by July 16<sup>th</sup> 2020 for July 18 Fun Day. **NO WALK-ONS CAN BE ACCOMMODATED DUE TO HEALTH GUIDELINES.** We must know who is on the camp in advance. There is no cost for adult leaders. A maximum of 100 registered youth participants will be allowed per day. The registration fee covers program supplies and mitigation costs. There will be no patch or t-shirts available for Scouts, BSA fun Days.

Check-in at Camp Sidney Dew on Saturday morning will be at Hubbs Reception Center from 8AM to 9AM. The main gate will be open at 7:30AM for early arrivals. All vehicles must be parked in the main parking lot. Upon arrival, all participants and leaders will have a temperature check and have their medical form reviewed. BSA Medical Form A and B are required to gain entry to camp via BSA mandatory mitigation standards. **Anyone that is at high risk (or has a high-risk family member at home) should not attend.**

## TROOP CAMPING

This is a one-day program on Saturday. If troops want to camp over the weekend and participate in program opportunities, they should register for camping by submitting the campsite registration for at <https://www.nwgabsa.org/SidneyDewReserve>. Specific campsite availability will be on a first come first serve basis. Personal tents or hammocks per individual are required. Individuals not from the same family/household are not permitted to sleep in a tent together.

## MEALS

Scouts and Leaders are responsible for lunch at this event. Everyone should eat breakfast before arrival and will be dismissed in time to eat supper at home or at camp if unit camping is utilized. Remember to bring a water bottle to carry throughout the day to help stay hydrated and appropriate attire for the forecasted weather. The trading post will not be open.

## IN CAMP

During Scout BSA Fun Days at CSD :

**Social distancing will be practiced by all.** Social distancing, also called “physical distancing,” means keeping space between yourself and other people outside of your home.

To practice social or physical distancing stay at least 6 feet (about 2 arms’ length) from other people.

### **Identifying Small Groups and Keeping Them Together (Cohorting)**

Scouts will need to be in identified specific day groups that spend the day together. Cohorting groups reduce the risk of spreading Covid 19 by limiting exposure within each group. For example, if your Troop has several Spike Buck Scouts, that would be a cohort group which would stay together the entire day and instruction would target that group on one skill while other groups would receive instruction on another skill some distance away from other groups.

**Mask face coverings**

Cloth face coverings are an additional step to help slow the spread of COVID-19 when combined with every day preventive actions and social distancing in public settings. Face coverings may be challenging for campers (especially younger campers) to wear in all-day settings such as camp. Face coverings should be worn by staff and campers (particularly older campers) as feasible and are **most** essential in times when physical distancing is difficult. If you have a face mask, please bring it with you. We do have a limited supply, but your assistance is appreciated.

**Who should NOT use cloth face coverings:** anyone who has trouble breathing.

Stations throughout camp will be available for handwashing with soap and water. If soap and water are not readily available, hand sanitizer that contains at least 60% alcohol will be available at multiple locations.

**ACTIVITIES**

There will be several program opportunities throughout Camp Sidney Dew. Areas will be open at 9 am to scheduled groups. These include: Spike Buck, COPE (Climbing wall and zip line), Pool, Lake Goodyear Aquatics, Pioneer Tech, Merit badge stations (Forestry and Sustainability). A Frisbee Golf course and Orienteering course will be available for unit usage the entire weekend and will have support staff between 9 and 4 on Fun Days. Gaming equipment such as corn hole will be available for use for camping units also.

There will be 3 Session times during fun days.

Session A. 9:00 AM-11:00 AM

Session B. 11:15 AM- 1:45 PM (including 30 min Lunch)

Session C. 2:00-4:00

**Spike Buck Program:** This area covers the basic skills that all Scouts must master to become proficient in camping and outdoor activities. This program concentrates on covering those skills that are required for advancement to the ranks of Tenderfoot, Second Class, and First Class. While designed primarily for Scouts who are new to the Scouts, BSA program, and generally those coming to summer camp for the first time, it is not limited to those Scouts. This version is a reduced version from the traditional summer camp curriculum. Some aquatics requirements will be covered in this version. Fire building, 5-mile physical hike, and the compass course will not be completed during this time. Course is for the entire day.

**Pool:** Our pool will be open to scheduled groups during 1st and 2nd periods. Lifeguards will be on staff, but units are responsible for any program such as swim tests and completing advancement requirements desired within their group. Spike buck will have the pool the last session.

**Lake Goodyear Aquatics:** Canoes, kayaks, and paddle boards.

**Pioneer Tech:** Is an innovative program touching on many Pioneering skills. This hands-on program will include teepee building, rope making, monkey bridge construction, bow and drill fire building.

**Merit badges:** Available merit badges include-

**Forestry (A and B session)** In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

**Sustainability (C session)** Scouts learn to conserve energy at home and think about how their food, housing, and consumption choices impact society at large. They make a plan to use the Earth's resources more wisely. This merit badge is an Eagle required instead of Environmental Science.

**Moviemaking (A,B,and C sessions)** Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture. Course is for the entire day.

**Cope:** The climbing wall and zip line will be available during 1st, 2nd, and 3rd periods.

#### DISMISSAL

All activities are scheduled to be completed by 4 PM. Unless Scouts are camping with their unit, transportation should be at the camp parking lot no later than 4:15 PM to pick them up.



BOY SCOUTS  
OF AMERICA®

NORTHWEST GEORGIA COUNCIL



# GET OUT & SCOUTS BSA CAMP SIDNEY DEW FUN DAYS JULY 11 2020 JULY 18

## Explore the fun for all Troops at Camp Sidney Dew

Get excited about opportunities throughout Camp Sidney Dew during Scouts, BSA Fun Days. Areas will be open at 9 am to scheduled groups. These include:

**Spike Buck-** Get a jump start on some advancements to First Class!,

**COPE** –Get above it all with our Climbing wall and zip line,

**Pool** – Get wet swimming or knock out swimming requirements,

**Lake Goodyear Aquatics-** Get a paddle and Canoe or Kayak,

**Pioneer Tech-** Get skills about ropes and Bow and Drill Fire Making,

**Merit badges** – Get exciting requirements for Forestry and/ or Sustainability (That’s an Eagle badge!).

Get Out and check out our Frisbee Golf course and/or Orienteering course.

Cost is \$10 per youth per Fun Day!

Adults are Free!

Does your Troop want to camp on one of these weekends- Its free!!

Just go to [nwgabsa.org](http://nwgabsa.org) and make a reservation!

Register for Scout BSA Fun Day at CSD today at [NWGABSA.ORG](http://NWGABSA.ORG)

Questions: [max.mcadams@nwgabsa.org](mailto:max.mcadams@nwgabsa.org) or [kelli.sterling@scouting.org](mailto:kelli.sterling@scouting.org)