

Scouters' Winter Campout 2021

Aiming For Success

January 8 - 10, 2021

Robert W. Woodruff Scout Reservation

Participants' Packet

Since 1968, the Districts of Cobb County Georgia (currently Foothills and Silver Comet) in the Atlanta Area Council have held a unique adult training event to promote camping the year round, i.e. camping in the cold.

What began as a simple *ad hoc* training course has evolved into a full blown, fun-filled Adult Camporee by promoting the patrol method, scouting skills, and "games with a purpose" concepts. It is open to all registered Scouter Leaders over the age of 18. Leaders from Packs, Troops, Crews, Ships, Committee members at large, Explorer Posts, etc. are all welcome.

SWC will provide you a chance to experience the Scouting Program through the eyes of a teenager in a winter camping experience: compete in exciting Patrol based games, plan delicious meals, sit around a cozy campfire, and enjoy entertainment and fellowship. It's a great time in Colossal Cobb's finest tradition.

SWC always includes ...

- Opportunities to learn new or refine **winter camping skills**
- A **program full of ideas** to use for cold-weather camping at the unit level
- The chance to show "those that didn't attend" that you can be **comfortable in the cold** ☐
Gatherings, both small & large, to **exchange ideas** and fellowship with your fellow Scouters ☐
A program loaded with **FUN, FUN, and MORE FUN!**

The staff is working hard to make this a unique and exciting event. The more YOU plan to have fun, the more you will get out of it.

From our Scoutmaster ...

Scoutmaster**Bill Jones**.....770-490-1934.....BillJonesCabinets@yahoo.com
SPL.....**Bob Griffin**.....404-547-9996.....BobGriffin25@gmail.com
Staff Advisor.....**Greg Knight**

Key Staff Roster

Position	SWC Yrs.	Name	Dist.	Unit
Scoutmaster	13	Bill Jones	SC	T-757
Senior Patrol Leader	12	Bob Griffin	SC	T-7020
Admin Patrol Leader	17	Don Dodge	FH	T-714
Staff Advisor	27	Greg Knight	FH	T-714
Program Patrol Leader	13	Tracy Jones	SC	P-757
Scribe	17	Vicki Quertermous	SC	T-51 C-161
Registration	19	Marci Nadeau	SC	C-422
Judging	19	Marci Nadeau	SC	C-422
Scout's Own		Phillip Medlin	SC	T-7020
Games Coordinator	14	Steve Parker	SC	P-002
<i>Game A Lead</i>	3	Tara Neal	SC	T-757
<i>Game B Lead</i>	7	Brian Bos	SC	T-675
<i>Game C Lead</i>	2	Katie Jones	SC	T-757
<i>Game D Lead</i>	4	Phillip Medlin	SC	T-7020
<i>Game E Lead</i>	4	Tee Talton	SC	T-7020
Service Patrol Leader	18	Clint Pope	SC	T-757
Health & Safety Officer	15	Nancy Domoracki	SC	C-22
Head Chef	5	Jeremy Hendricks	SC	T-11
Quartermaster	10	Colleen Pope	SC	P-757

T=Troop, C = Crew, P = Pack, DC = District Committee or Position

Preliminary Schedule

Friday, January 8, 2021

- 3:00 pm Registration/Check-In opens at the Nunn Building (no early registrations)
- 6:00 pm Registration/Check-In at Nunn Building closes and moves to Dining Hall
- 7:00 pm Colossal Cobb Café opens & Registration **@ Main Pavilion**
Presentation Boards may be set up
- 9:00 pm Café closes. Participants return to camp except Patrol Leaders
- 9:15 pm Patrol Leaders Meeting **@ Dining Hall**
- 10:00 pm Registration closes
- 11:00 pm Taps (quiet please)

Saturday, January 9, 2021

- 8:30 am Troop Assembly **@ Assembly Field**
- 9:45 am Morning Games: 25 minutes per game, 10 minutes travel between games
(Note: Train Whistle begins and ends each event)
 - 1st Game.....9:45 am - 10:10 am
 - 2nd Game 10:20 am - 10:45 am
 - 3rd Game 10:55 am - 11:20 am
 - 4th Game 11:30 am - 11:55 am
 - 5th Game 12:05 pm - 12:30 pm
- 12:45 pm Lunch / Break Time
Skit, Songs & Cheers Submissions Due at Staff Mailbox
Return Presentation Boards to campsite
- 2:00 pm Good Turn Project & Campsite Evaluations Begin
- 3:00 pm Show and Do
Patrol Flags & Wood Carvings Due **@ Dining Hall**
- 3:00 pm Dining Hall opens for table decoration setup (early admission not allowed)
- 5:30 pm Patrols report to Dining Hall with meals
- 6:00 pm Grace and Campwide Dinner **@ Dining Hall**
All patrols assist with Dining Hall clean up
- 7:15 pm Patrol Leader Meeting **@ Nunn Building**
Turn in Spirit Vote & Elect SWC 2021 SPL
- 7:50 pm Troop Assembly **@ Assembly Field** for Campfire Walk
Patrols pick up Patrol Flags from dining hall and take to Campfire
- 8:00 pm Campfire and Awards **@ Campfire Ring**
Patrols pick up Patrol Flags at end of Campfire
- 9:30 pm Star Study **@ Assembly Field** by Atlanta Astronomy Club (weather permitting)
Davis Inn Hike
- 11:00 pm Taps (quiet please)

Sunday, January 10, 2021

8:30 am Interfaith Worship Service @ **Old Fire Ring**: Collection for World Friendship Fund

9:00 am Closing Assembly, Troop Awards & Recognition @ **Assembly Field**

10:00 am Break Camp & Check Out @ **Staff HQ**

Must check out by noon

OVERVIEW & REGISTRATION

With 52 years of tradition, SWC can be a little overwhelming if you've never been. It's jampacked with events, games, projects, camping, food, fellowship and the great outdoors. Nevertheless, many units jump right in, create a great patrol with nothing but first timers and have a fantastic time. Others choose to join a seasoned unit for their first experience and then return with their own patrol the following years. Whichever you choose, we hope this document makes for smooth sailing and a pleasant experience.

But with all the planning in the world, there can still be hiccups. Bear with the staff as we work together through issues in service to each other and Scouting.

Veterans should also look over the document to note changes from previous years. Important changes from last year will be highlighted in **GREEN**. Scouting is always evolving, as is SWC.

WINTER CAMPING

Be prepared for **any** weather conditions that could occur in the north Georgia Mountains during January. If you've never camped in the cold, do some research, talk to veterans and prepare yourself with the right equipment, information and attitude. While we are certain that the weather will allow for a "great weekend for Scouting," anything from balmy spring-like conditions to icy blizzards can and have occurred. So, **BE PREPARED!**

Participants should practice **Leave No Trace** principles. We want to leave only footprints and take only our shared memories of the fun and the good turns we have done.

PATROLS

You will participate with your unit as a typical Boy Scout Patrol. **This patrol should consist of between 6 and 10 people.** No more and no less. If you have more than 10, form 2 patrols each with their own name, yell, etc. You all can still camp in the same area and sit at the same dining hall table, you'll just participate as two different patrols during the games and competitions.

Our Scoutmaster has asked that we use **traditional Scouting skills and methods** throughout the weekend. Patrols should consider the theme as they prepare. But also, we expect everyone to remember this is a Scouting event, i.e. conduct ourselves as we would want our young Scouts to act. The Scout Oath and Law are in effect. This includes patrol names, patrol yells, totems, skits, and songs, males dress as males and females dress as females.

With that, the first thing to think about is ...

REGISTRATION

Registration information is at <http://www.swcbasa.org>. Registration requires a credit card or eCheck payment. Review the page before beginning the registration process.

Early registration is \$25/person until midnight, November 30, 2020.

December 1-31, 2020 it's \$30/person. You may add additional participants at check-in.

CAMPSITE SELECTION

Campsite choice is based on the order of registration, i.e. first-registered, first given. The website is updated regularly with available campsites. You may choose a site number, but not a letter.

Review the Woodruff map (Appendix 3). It shows all camping locations. Each campsite is divided into 2, 3 or 4 areas with each area big enough to accommodate your patrol. You may, however, have to share amenities (pavilions, lean-tos, water spigots, etc.) with the other patrol(s).

Units that have multiple patrols may want to register at the same time and add a comment that they would like to share 2 or 3 areas within a single campsite, i.e. site 2a, 2b, & 2c.

CHECK-IN INSTRUCTIONS: FRIDAY, JAN 8, 2021 3-6 PM & 7-10 PM

Check-in on Friday, January 10, 2021 will be at the SWC HQ in the Nunn Building (see map, Appendix 3) from 3-6 pm. You may arrive earlier to setup your campsite but **Do not try to register earlier than 3 pm, please**. The Nunn Building is located behind the main parking lot near the dormitory building.

Check-in will close at 6 pm and relocate to the Dining Hall where it will be open from 7 -10 pm.

First arrivals should check-in before going to campsite.

You must provide:

1. **BSA Medical Form & copy of Insurance Card** for **every** participant
2. Two (2) copies of your completed **Patrol Roster** (Appendix 5)
3. Two (2) **Patrol Totems**
4. **Additional registration fees** if owed

1. MEDICAL FORMS

Health and Safety requires **each participant** submit a completed and signed BSA Health Form (**Paper copy**). (link on Registration page). Complete this form **before** arriving for a quicker check-in. It should include ...

- **Parts A and B**
- A photocopy of their **insurance card**, front and back, stapled to the above Medical form.

Note that Parts A and B do not require a doctor visit. The BSA recommends an annual physical and you should consult your doctor if you believe there might be an issue with cold-weather camping.

The current BSA medical form is a PDF file that can be filled out on the computer, printed, and then saved for future printings. We suggest doing this as the computer font decreases handwriting miss-readings.

2. PATROL ROSTER

The patrol roster form is Appendix 5. Each patrol member listed must have an accompanying medical form.

3. TOTEMS

Have two (2) patrol totems to present to the SWC staff upon check-in. They will be displayed on the SWC 2021 Totem Pole for all to see.

What's a totem? Totems are small, traditional Scouting devices that symbolize your patrol. They should be unique and in the spirit of Scouting. They may be simple or elaborate.

After each game, each unit will receive a Game Totem in recognition of Patrol participation.

Patrols are encouraged to provide totems to recognize a campsite visitation with another patrol or in appreciation for something that another patrol has done for them.

Plan enough totems for at least 45 - 50 patrols and as many others you may want to "award". But don't forget the 2 requested at check-in.



4. Additional Fees

Since it is after November 30, registration is \$30/person.

SCHEDULE DETAILS

Note: The following is in order of the schedule on page 3.

FRIDAY CHECK-IN 3 - 10 pm, Friday

See page 5 for Check-in details.

COLOSSAL COBB CAFÉ

7 – 9 pm, Friday @ Dining Hall

The most exclusive Dining Establishment in Georgia with food and merriment: opened only one-night a year! BYOC — Bring Your Own Cup: coffee and other drinks provided. The night's meal will be a creation of our staff cooks. Actually, one is a professional chef!

There will be no chili cook-off this year due to COVID restrictions.

We know getting to Woodruff after work and setting up camp leaves little time for dinner. So, come as a patrol and expect a tasty, hot meal. It is a great time for Scouting fellowship: catch up with Scouters you haven't seen in a while, browse the Presentation boards (see below) to get ideas for your unit, enjoy the evening. You may show off any memorabilia and other items from past SWCs that tell the story of Scouting in Cobb County: SWC Patrol Flags, totems, photographs and other mementos.

PRESENTATION BOARDS

7 pm, Friday - 12 pm, Saturday @ Dining Hall

PARTICIPATION EVENT

Patrols are encouraged to make a 3 - panel presentation board of your Unit's activities to share with others. Create a display with information for other units to explore and take back to their Scouts. Set up boards at 7 pm in the Dining Hall on the provided tables for viewing during the Colossal Cobb Café. Pick them up after games on Saturday to display in campsite areas Saturday afternoon. Indicate your patrol name and campsite number somewhere on the presentation to receive credit.

PATROL LEADERS MEETING

9:15 pm, Fri. @ Dining Hall

1st of two required Patrol Leader meetings. Only your patrol leader attends.

SATURDAY MORNING ASSEMBLY

8:30 am, Sat. @ Assembly Field

The day begins so come prepared! This event ALWAYS starts on time. Do not be THAT patrol that walks in late while the flag is being raised! ☹ (There is always one.)

Assembly is where we will see your costumes, hear your patrol yell, tell a few jokes, have a little fun and get to know the other patrols. Show your patrol Spirit and go for the Spirit Patrol Award! From assembly, be prepared for a morning full of games and fun. Bring your water bottle (or hot cocoa bottles), map, schedule, and any items you'll need for the games.

Game rotation schedules will be given out at the end of the morning assembly.

GAMES 9:45 am – 12:30 pm, Sat.

JUDGED EVENTS

Saturday morning games focuses on inter-patrol teamwork. Some will be skilled, some problem solving, some scout skills, some just fun. You will need a minimum of 6 and a maximum of 10 people to play and each patrol member is encouraged to participate. Be enthusiastic and cheer on your fellow Scouters. As the Cubbies say, "Do Your Best." Note: Electronic devices (smartphones, iPads, etc.) are not allowed during the games. After SWC is over, game instructions and details will be posted on the SWC Web Site for use in your units.

GOOD TURN PROJECT

2 pm, Sat. PARTICIPATION EVENT

The Scout Slogan is "Do a Good Turn Daily." In keeping with SWC tradition, we offer a camp-wide Good Turn Project. Send 2 or 3 members from your patrol to complete this year's project for the Rangers. **Bring work gloves and water.** The whole patrol earns the bead if at least 2 participate. The start location will be announced at morning assembly.

SATURDAY CONTINUED

CAMPSITE EVALUATION

2:00 pm, Sat.

Each campsite will be evaluated on how well it follows the Boy Scouts camping guidelines. Review your Boy Scout Handbook and set up your camp as close as possible to standard practices. Also see Appendix 1.

But do not limit your campsite to the status quo. Pioneering projects, decorations, themed material, comfort, safety, etc. go a long way toward both better scores and a pleasant campsite.

Campwide Game

3:00 pm, Sat.

Campwide game is a chance to have fun and compete for *another bead*. Don't miss the chance to show your team spirit and have more fun with one more game of the day.

CAMPWIDE DINNER

6 – 7 pm, Sat. @ Dining Hall

The camp-wide dinner is one of the highlights of the weekend. Patrols bring their meals and decorations to the Dining Hall for a collective feast! Show off your culinary chops because you'll also host one or two guest staff members.

The SWC Cook staff will provide drink service: coffee, hot cocoa, fruit drink, ice water, and iced tea but BYOC (cup). Your patrol will provide everything else: utensils, plates, etc.

Patrols also traditionally gussy up their table in the theme of the weekend. Review previous year photos at the SWC website for ideas on how you might do your table up right.

Table decorating begins no earlier than 3 pm. and then food should begin arriving around 5:30. Dinner begins promptly at 6:00 pm.

We request ALL patrols to be "Helpful" and assist with Dining Hall cleanup.

All patrols are asked to share their desserts. Patrols need to have plates and utensils to dish out small servings. Desserts will be placed on the end of the tables in the center of the dining Hall. All patrols are

invited to walk by and sample deserts from other patrols.

PATROL LEADERS MEETING

7:15 pm, Sat. @ Nunn Building 2nd of two

required Patrol Leader meetings. Saturday night Patrol Leader meeting is to elect the 2021 S PL

At this meeting ONLY the Patrol Leader from each patrol will be admitted. Your Spirit Patrol ballot will be your entry ticket, so do not forget it.

CAMPFIRE

8:00 pm, Saturday, Meet at Assembly Field

What would Scouting be without a campfire and entertainment? We meet at the Assembly Field at **7:50 pm** and then walk quietly to the amphitheater. Bring your patrol flag from the Dining Hall to display on the amphitheater wall.

Bring something warm to sit on. The seating area is stone and can draw your heat quickly away.

The program is a fun-filled evening of skits, songs, and cheers that **YOU** provide (See Appendix 4), hopefully with enthusiasm and Scout spirit.

Two things happen at Campfire: performances and the Roll Call Ceremony ...

CAMPFIRE PERFORMANCE

Campfire entertainment is provided by **YOU**, the patrols, and we really want to see some great skits or songs this year. Do not leave them to the last minute. Plan write and practice well ahead of time. Using props, costumes and the weekend's theme is highly encouraged.

Submit your skit or song for consideration by delivering a written copy using Appendix 4, complete with all lines scripted out, at any of these places:

- Check-In at Nunn Building
 - Check-In at Cobb Café
 - Staff Area's mailbox by **12:45** pm Saturday
- Keep the time of your performance reasonable. Make it Scout-appropriate, i.e. pretend Cub Scouts and Boy Scouts will be in attendance. After we review your scripts, assume you will perform unless the Staff contacts you by Saturday afternoon. Contact the Scoutmaster if you have any questions.

SATURDAY CONTINUED

ROLL CALL CEREMONY

And then it's time for what you've come all this way for: the awarding of Bear Claws during the Roll Call Ceremony.

STAR STUDY

Post Campfire, Sat., Assembly Field PARTICIPATION EVENT

Clear skies this year unlike last year when it rained? We hope so. It's a favorite evening event ... complete with black bead ... when the clouds are gone, and the sky is black. See things that can't be seen in metro Atlanta. Thanks to the Atlanta Astronomy Club for heading this up. They always do a great job!

DAVIS INN HIKE

Post Campfire, Sat., Assembly Field PARTICIPATION EVENT

This ~2-mile roundtrip to an old cabin is a moderate hike up old Turner Gap road. Be prepared with a flashlight, a water bottle, and a buddy. What is up there? A bead? Campfire? Something else? You'll have to hike to find out. This is one of our newest traditions started in 2011. What a way to end the day and the walk will warm you up before crawling into your sleeping bag.

SUNDAY

SCOUT'S OWN

8:30 am, Sun. @ Location TBD PARTICIPATION

EVENT

A Scout is Reverent. A simple, interfaith worship service will be offered. Location will be the old council ring near the boat dock. Attendees receive a Purple Bead.

Elements of the Christian faith will be included. If anyone wishes to have elements of their faith included, contact the SWC SPL ahead of time.

If you are good at singing or playing a musical instrument, please bring it for the Scouts Own Service and let the Registrar know at Check-in that you are willing to help. More vocalists are always wanted.

CLOSING MORNING ASSEMBLY

9 am, Sun. @ Assembly Field

Directly after Scout's Own, we have our last roll call and fun at the assembly field. "Gifts" to the SPL and SM are given, next year's SPL is announced, and this year's Scoutmaster is inducted into the Silver Claw patrol.

And most importantly, the Honor and Spirit Patrol awards are announced. After that, it's back to camp, clean up and head for home sweet home.

CHECKOUT

Sunday @ SWC HQ, Nunn Building

When your campsite is cleaned and completely vacated, **bring your campsite number** (the one posted in your campsite) and come to checkout.

You will receive your exit packet: medical forms, participation beads, patches, etc.

Trash goes in the dumpster behind the dining hall.

RECOGNITION & JUDGED EVENTS

Beads

<u>Recognition</u>	<u>Participation</u>
<ul style="list-style-type: none"> • Honor Patrol..... Gold • Spirit Patrol Clear <p>Judged: 1st, 2nd and 3rd (Blue, Red, White)</p> <ul style="list-style-type: none"> • Each Morning Games • Patrol Flag Campsite <input type="checkbox"/> Wood Carving • Table Decorations 	<ul style="list-style-type: none"> • Astronomy Black • Campsite Pioneering Project Tan • Campwide Game Orange • Davis Inn Hike Glow-in-the-dark • Good Turn Project Green • Presentation Board Copper • Worship Service Purple • SWC Staff Yellow

DETAILS

If bead color not mentioned, then it is a 1st, 2nd or 3rd place prize.

HONOR PATROL

Gold Bead

This is the TOP award. It is given to the one patrol that achieves the highest overall score. Score is calculated per the Loading Factors (see below).

For the uninitiated, this may be a distant goal. But for the serious SWC participant, the quest for the gold bead is serious. We encourage this “Scouting” competition only to bring out the BEST in each of us and to show others that we can be in competition while still having fun as Scouts.

If you truly want to be the Honor Patrol, **follow this entire document carefully**. Participate well in all games, show your best Scouting spirit, and your objective just might be reached.

Additionally, the Honor Patrol has their choice of campsites at next year’s SWC.

Honor Patrol (1st place only) Loading factors:

Game Results	(pg. 6)	25%
Participation	(pg. 10)	25%
Spirit Patrol Votes	(pg. 9)	20%
Campsite Evaluation	(pg. 10)	15%
Patrol Flag Judging	(pg. 9)	10%
Complete Registration ...	(pg. 5)	5%
		100%

SPIRIT PATROL

Clear Bead

All SWC Patrol Leaders will vote for the patrol with the most “Spirit” at the 2nd Patrol Leaders meeting Saturday evening. The winner of the Spirit Patrol receives a hefty 20% score toward the Honor Patrol. But just because a patrol wins the Spirit award does not guarantee an Honor Patrol win ... but it sure helps!

To win this bead, show your fellow Scouters your patrol Scouting Spirit! Costumes, cheers, inter-patrol support, Campwide Game/Activity, Memorabilia display, etc. goes toward how your fellow Scouters perceive you. The question you should ask is, “Will other Patrol Leaders remember my patrol’s Spirit (and name) come voting time?”

Additionally, the Spirit Patrol has second choice, after the Honor Patrol, of campsites at next year’s SWC.

PATROL FLAG

For top prize winner, your flag should use natural materials and be an original design. It must display ...

- Your patrol name & SWC 2021”
- Your Unit number, Your District/Council and BSA affiliation
- Recognize each individual patrol member

All patrol members should participate in the construction. Judging will also be based on theme adaptation, originality, craftsmanship, and carrying practicality. The use of natural, non-commercial, traditional materials is noticed by the judges.

Drop off your flag in the Dining Hall for judging no later than 3:00 pm on Saturday. Many drop them off on their way to the Good Turn project or the Campwide game/activity.

WOOD CARVING

This is the only event for individuals. It is amazing what some of you can do with a piece of wood and hand tools in less than a day. All participants will receive a special bead.

SWC Staff will provide traditional wood blocks. Request these at check in. **You may NOT use any other piece of wood either from your inventory or previous years.** Any other wood used will be disqualified.

Obtain your block at check-in or at the Friday night Patrol Leaders meeting. Use only hand tools. Power tool use results in disqualification.

Judging is based on originality, workmanship, BSA orientation and general appeal. Entries must be in the Dining Hall for judging no later than 3:00 pm on Saturday.

Carving to the theme increases your chance of winning ... hint, hint.

TABLE DECORATIONS

What a sight at the Saturday evening dinner! craftsmanship (handmade vs. store-bought), Creative and wonderful decorations adorn each table functionality, and practicality. The decorations must and make the meal extra special. (See the SWC fit on the table, be stable, and safe. Do not forget to visit the website picture archive for ideas!) leave room for eating. 😊

We encourage your patrol to provide decorations and/or centerpieces reflecting the theme of the weekend, your patrol identity, and Scouting. Tables are judged on creativity, craftsmanship (handmade vs. store-bought), functionality, and practicality. To facilitate assembly, the Dining Hall opens at 3 pm ... no earlier ... to allow setup. Have decorations weekend, your patrol identity and, of course, completed by 5 pm so the judges have ample time.

Due to COVID, we will have the tables arranged in the Dining Hall to keep distance between patrols.

DO NOT MOVE THE TABLES AT ALL!!!

PARTICIPATION

Patrol participation is based upon a combination of items. Factors in this category include:

- Providing 2 totems and correct paperwork at check-in
- Bring a Presentation Board to the Café.
- Have a minimum of two members participate in the Good Turn Project
- Participate in the camp wide activity
- Display a table decoration at the campwide dinner

CAMPSITE

See Appendix 1 for some Campsite Evaluation Criteria.

Evaluation of campsites by SWC staff starts after 2:00 pm on Saturday and should be completed by 4:00 pm. Each campsite will be visited.

It is not a requirement that someone be in your campsite during that time, i.e. no score will be lost or gained by interacting with the visiting staff.

Even though they enjoy visiting patrols, try not to 'keep' them too long as they have several campsites to review.

All patrols will be evaluated against standards found in the Boy Scout Handbook and Scoutmaster's Handbook. In other words, you are not competing against other campsites.

Shared campsite facilities, i.e., pavilions, Adirondacks, etc., will be scored as one patrol. So, if two patrols utilize the pavilion as their kitchen, both will receive the same score for that particular usage.

We will recognize the patrols that go the extra effort in constructing a shelter, camp gadgets, or a special gateway; however, these items will not be factored into the campsite evaluation score.

1. Form a patrol of **at least six (6) and no more than ten (10)** adult leaders from your Pack, Troop, Crew, Ship, Post or Team or a combination of the above. All adults must be registered with the BSA.

If you are an individual in need of a patrol or a patrol that needs additional members, contact the Scoutmaster who will help match individuals with patrols or help you to form a provisional patrol.

2. **Check-in is on Friday from 3-6 pm & 7-10 pm.** Be prepared with a BSA Medical form (Parts A & B) with a stapled copy of their insurance for each participant, two (2) copies of your patrol roster and two (2) totems. **Check-in at the Nunn Building from 3-6 pm and then at the Dining Hall from 7-10 pm.**

3. Bring all equipment and food your patrol will need for a fun-filled, cold-weather campout. You may drive to and unload equipment at your campsite, **but immediately return vehicles to one of the central**

parking areas. CARS ARE NOT ALLOWED IN CAMPSITES WITHOUT A PERMIT.

Permits may be requested at registration during check-in and will be issued by the Camp Ranger or Medical Officer.

One (1) trailer is allowed in each campsite, but the accompanying tow vehicle must be moved to a parking lot. You may not block the road in any way. **If you use a vehicle to transport food to the dining hall for the Saturday night meal you must only park it in your campsite while it is being loaded or unloaded. Have everything ready to load when the vehicle arrives and then depart once loaded.**

4. **Patrols are ENCOURAGED to bring pioneering-type camp gadgets** that will make your weekend more enjoyable and that demonstrate good Scouting skills. Practice low impact camping techniques to prevent unnecessary wear on the facilities. Boys in your units will follow your example so practice what you preach. Your campsite will be evaluated using the same standards used for our Scouts' campsites. The Scoutmaster Handbook is a great source for this information. Also see Appendix 1.
5. Patrols are encouraged to prepare a **three-panel Presentation Board of an activity or activities of your Unit to share with others.** Boards will be presented in the Dining hall for others to view during the Colossal Cobb Café. Boards are not being judged; however, Patrol members, that have Presentation Boards displayed will receive a Copper Bead at Checkout!

6. Create an awesome, well-practiced and understandable **patrol cheer/yell** to show your Scouting Spirit. Add a song and a call and you will surely be in the running for the Spirit Patrol award.
7. **BE PREPARED:** Dress warm. If you have never cold weather camped, research and ask how to do it. If it becomes extremely cold you should have the right equipment and training.
8. Plan and practice a **skit, song, or cheer** for the Campfire. Do something other leaders would want to offer to their Scouts. The SWC Campfire is a lot of fun and we want your patrol to be part of it.
Submit your skit or song for consideration using Appendix 4: deliver a written copy complete with all lines scripted out either at Check-In or in the Staff Area by 12:45 pm, Saturday. Performance should be reasonably short. Ensure its Scout-appropriate. Contact the Scoutmaster if you have questions about your selection/creation.
9. Scout's Own Service Needs Singers and Musical Instrument players.

10. We strongly recommend that each Patrol have the following additional items with them (especially during the games) to fully enjoy and participate in the planned activities:

- **A Working Compass**

- Current edition of the **Boy Scout Handbook**
- The **current Field Book**

- **The "10 Essentials"**

- **Paper, pen/pencil** (do pens write well in cold?)
- **Patrol first aid kit**
- **Work gloves** for the good turn project
- **Camera** (Optional)
- **Scouting Spirit** (Always)

If there are other items to bring, we will advise the Patrol Leaders via e-mail at least 2 weeks before SWC.

11. Visit the SWC Web Site for information, who to contact, copies of forms, history and other interesting facts, and any last minute info: www.swcbsa.org.

Note: Although cell and data network service are excellent at Woodruff, **electronic devices are not permitted during the games unless specifically required.**

Appendix 1

Campsite Evaluation Criteria

Information taken from Scoutmaster's Handbook and Woodruff Health & Safety Report

Tents

- Pitched properly, uses a ground-cloth
- Natural drainage, i.e. no trenching or ditches
- Neat, clean, orderly
- Adequate distance from fire and kitchen, i.e. min. 10 ft.

Kitchen & Dining Area

- Duty roster posted and visible
- Cooking area cleared of non-in-use combustibles
- Permanent fire pit free from debris
- Sump marked properly at edge of camp, strainer in place Food safely stored in sealable containers, bear bag, etc.
- Dining fly or another shelter set up
- Dining area neat, trash safely stored

Latrine

- Toilet paper available
- Clear of trash and washstand clean
- "Men" / "Women" sign used (*This will count the same for all patrols in a campsite*)

Campsite Area

- Clear of trash, receptacles available
- Natural ground cover undisturbed
- Fire control equipment...buckets, extinguisher, etc....available
- Fires attended; Completely out before leaving
- Fuel yard marked with fuel properly stored
- Wood yard marked, neat, with equipment stored safely Trip hazards marked, i.e. colored cord, foil, tape, etc.
- First Aid kit available, labeled, and visible
- Unit identification/Patrol Flag displayed
- American Flag displayed
- No unauthorized vehicles

Special Recognition

- Site entryway (gate)
- Pioneering methods in use!

Appendix 2

Key Times to Remember

(Use this with the Schedule on Page 3)

When What Where

Friday

3 – 10 pm Check-In 3 - 6 pm, Nunn Building (no early arrivals)
7 - 10 pm, Dining Hall

7:00 pm Colossal Cobb Café Dining Hall

9:15 pm Patrol Leaders Meeting Dining Hall

Saturday

8:30 am Morning Assembly..... Assembly Field
Starts **on time** with the raising of the colors. So why not get there at 8:15 am?

12:45 pm Campfire Skits Due Staff HQ Mailbox

2:00 pm Good Turn Project *To Be Announced*
Campsite Evaluations Begin.... All sites inspected between 2 & 4 pm

3:00 pm Patrol Flags due in Dining Hall – Judging starts @ 3:15 pm**
Wood Carvings due in Dining Hall – Judging starts @ 3:15 pm**

3:00 pm Campwide Activity/Game *To Be Announced*

3-5 pm Table Decoration Setup Dining Hall – Judging starts @ 5 pm**

5:00 pm Meal setup Dining Hall

6:00 pm Grace & Campwide Dinner.....Dining Hall

7:15 pm Patrol Leaders Meeting Nunn Building – **Only Patrol Leaders admitted**

8:00 pm Meet to walk to campfire Meet at Assembly Field

Sunday

8:30 am Interfaith Service Location TBD

9:00 am Closing Assembly Assembly Field

** Entries that arrive after judging begins will not be judged.

Appendix 3

Map of Woodruff SWC 2021

Honor Patrol	
Loading factors for Honor patrol consideration:	
25%	Games Results
25%	Participation Events
20%	Spirit Patrol Voting
15%	Campsite Evaluation
10%	Patrol Flag Judging
5%	Complete Registration

SWC 2021: CAMPSITES & ACTIVITIES

Woodruff Scout Reservation



Appendix 5

2021 Scouters Winter Campout

Patrol Roster

(2 copies at check-in. Print clearly.)

Patrol Name _____ Unit & No. _____

	NAME	HOME UNIT & NO.	HOME DISTRICT	SWC experience (before 2017)
Ex:	John Doe	Troop ###	Silver Comet	6 years
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

Guests

- a
- b
- c
- d
- e

Campsite # _____

Note: Patrols are limited to 10 members - if you have guests staying with you, add their names to provide an accurate count of Scouters at this event. **All attendees and guests must submit a BSA Health Form parts A & B and a copy of the front and back of insurance card.** Submit forms & 2 copies of this roster at check-in.

Patrol Leader Name _____ Phone # _____
 Mailing Address _____
 E-Mail Address _____

