

SCOUTER'S WINTER CAMPOUT 2026

SWC 58: THE JOURNEY WITHIN

JANUARY 9- 11, 2026

ROBERT W. WOODRUFF SCOUT RESERVATION

PARTICIPANT 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 Scout 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 with 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 Scouting's finest tradition.

SWC always includes ...

- Opportunities to learn new and refine existing **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 are 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

SWC 2026: The Journey Within: Scouting has always been about a journey. For Boy Scouts, it's a trail marked by ranks, skills, and adventures in the outdoors. For Girl Scouts, it's a journey of discovery, leadership, and service that changes lives. At first glance, these journeys may look different but when you step back, you see they walk the same direction. Both are about growth; both are about service; and both are about becoming the best version of ourselves.

This weekend, our theme is "The Journey Within." The truth is, the most important journey in scouting isn't on a map, and it doesn't end at a badge or rank. It's the journey inside the way the Scout Oath, the Scout Law, and the Motto and Slogan shape us into people of character. Sometimes our journeys run side by side, sometimes they cross paths, but always they call us to look inward and ask, "Am I living the values I've promised to uphold?"

So as we share this Scouter's Winter Campout together, I challenge each of you to pause at some point this weekend and reflect on your own journey. Think about the Scout you were when you started, the leader you are today, and the person you still want to become. Because the journey within is one that never ends, and the steps you take today will guide the path of those who follow tomorrow.

~ Colleen Pope, SM

Scoutmaster.....Colleen Pope678-386-2681.....CMMPPope@gmail.com
SPL.....Jeffrey Sandler.....678-300-5517.....jeffreysandler@gmail.com
Staff AdvisorSteve Parker770-329-3619.....Steve_Parker@cable.comcast.com

KEY STAFF ROSTER

Position	SWC Yrs.	Name	Dist.	Unit
Scoutmaster	16	Colleen Pope	SC	T-757
Senior Patrol Leader	11	Jeffrey Sandler	SC	T-675
Staff Advisor	19	Steve Parker	SC	T-002
Council Representative	1	Christopher DeRose	SC	Council
Program Patrol Leader	7	Mike Thomas	SC	T-757
Registration	6	Mary Johnson	SC	T-002
Judging	18 4	Jeff Higgins Jennifer Germain	SC	T-002 P-675
Webmaster & PR	10	Mariana Wegener	SC	Member at large
Games Coordinator	10	Mariana Wegener	SC	Member at large
<i>Game 1 Lead</i>	18	Katie Robinson	SC	Member at large
<i>Game 2 Lead</i>	2	Jerry Richards	SC	Member at large
<i>Game 3 Lead</i>	11	Scott Strobeck	SC	T-2019
<i>Game 4 Lead</i>	3	James Anderson	Pickett Mills	P-773
<i>Game 5 Lead</i>	4	Torie Shores	SC	T-002
Service Patrol Leader	25	Vicki Quatermous	SC	T-510
Health & Safety Officer	3	Alison Johnson	SC	T-002
Head Chef	18	R. J. Kolencik	SC	T-350
Quartermaster	9	Randy Farmer	SC	T/C-675

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

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PRELIMINARY SCHEDULE

When What Where

FRIDAY

3 – 6 pm	Registration/Check-In	Nunn Building (no early arrivals)
	Patrol Leader gets Patrol Packet @ check-in	
7 – 10 pm.....	Registration/Check-In resumes	Nunn Building
7 pm.....	Set up Presentation Boards for participation credit.....	Main Pavilion (dining hall is closed)
7 - 9 pm	Cracker Barrel	Main Pavilion (dining hall is closed)
9:15 pm	Patrol Leaders' Meeting.....	Main Pavilion (dining hall is closed)
10 pm.....	Registration closes	
11 pm.....	Taps (Quiet please)	

SATURDAY

8:30 am	Morning Assembly.....	Assembly Field
	<i>(Starts on time with the raising of the colors. So why not get there at 8:15 am?)</i>	
9:45 am.....	Morning Games: (25 minutes per game, 10 minutes travel between games)	
	(Note: Train Whistle begins and ends each event)	
	1 st Game 9:45 am - 10:10 am	
	2 nd Game..... 10:20 am - 10:45 am	
	3 rd Game 10:55 am - 11:20 am	
	4 th Game..... 11:30 am - 11:55 am	
	5 th Game..... 12:05 pm - 12:30 pm	
12:45 pm	Lunch / Break Time	
12:45 pm	Skit, Songs & Cheers Submissions Due	Staff Mailbox at Nunn
2 pm	Good Turn Project	Meet at Assembly Field
2 – 4 pm.....	Campsite Evaluations	
3 pm	Camp-wide Activity	Meet @ Dining Hall porch - Carlock Pavilion
3 pm	Patrol Flags & Wood Carvings drop off for judging	Main Pavilion (dining hall is closed)
	(Judging begins at 3:15 – late entries will NOT be judged)	
3 – 5 pm.....	Table decoration setup (NO early admission).....	Main Pavilion (dining hall is closed)
	(Judging begins at 5 pm – late entries will NOT be judged)	
5:30 pm.....	Patrols set up dinner	Main Pavilion (dining hall is closed)
6 pm	SWC Grace and Camp-wide Dinner	Main Pavilion (dining hall is closed)
	<u>All patrols assist with clean up</u>	
7:50 pm.....	Troops meet for Campfire Walk.....	Assembly Field
	<i>Patrols pick up Patrol Flags from Main Pavilion and take to Campfire</i>	
8 pm	Campfire and Awards (<i>Patrols pick up flags after</i>).....	Amphitheater
After Campfire.....	Patrol Leaders' Meeting	Amphitheater
	(Turn in Spirit votes & Elect SPL for SWC 2027)	
9:30 pm	Astronomy @ Assembly Field by Atlanta Astronomy Club (weather permitting);	
	Night Hike – Nicholson Cabin ; Listening Post- Carlock Pavillion	
11 pm	Taps (quiet please)	

SUNDAY

8:30 am.....	Interfaith Service (Collection for World Friendship Fund)....	Council Ring
9 am.....	Closing Assembly, Troop Awards & Recognition	Assembly Field
10 am - noon	Break Camp & Check Out	Nunn Building
	Must check out by noon	

OVERVIEW & REGISTRATION

With **58** years of tradition, SWC can be a little overwhelming if you've never been. It's jam-packed 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.

Even with all the planning in the world there can still be hiccups. Bear with the staff as together we work 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 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 can all 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. We expect everyone to remember that 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 on the SWC website: <http://www.swcbbsa.org>. Registration requires a credit card or eCheck payment. Review the page before beginning the registration process.

Registration is \$35/person. You may add additional participants at check-in.

If you miss all the registration dates but would still like to come to SWC, you can register Friday night at check in for \$35/person.

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

Units with 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 NIGHT 3-6 PM & 7-10 PM

Check-in on Friday night will be at the **Nunn Building** from 3-6 pm. You may arrive earlier to set up your campsite but **do not try to check in before 3 pm, please**. Patrol Leaders need to go to the Nunn Building for the Patrol Packets. The Nunn Building is located behind the main parking lot near the dormitory building.

Check-in will close at 6 pm for dinner and reopen from 7 -10 pm in the Nunn Building, because the Dining Hall is closed for renovation.

Patrol Leader must:

1. **Have BSA Medical Form & copy of Insurance Card** for **every** participant (keep with you during the entire weekend)
2. Two (2) copies of your completed **Patrol Roster to turn in** (Appendix 5)
3. Two (2) Patrol **Totems**
4. **Additional registration fees** if owed

1. MEDICAL FORMS

Health and Safety **requires each participant to submit a completed and signed BSA Health Form (Paper copy) to your Patrol Leader**. (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.

We will not be collecting Health Forms. Your Patrol Leader is responsible for having them ready, if needed. That means carrying them during the event!

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.

2. PATROL ROSTER

The patrol roster form is Appendix 5. Each patrol member listed must have an accompanying medical form present with the Patrol Leader.

3. TOTEMS

Have two (2) patrol totems to present to the SWC staff upon check-in. They will be displayed on the SWC 2026 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.

At each game, it's traditional for each Patrol to exchange Totems with the Game staff to recognize their participation in the Game.

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 20-25 patrols and as many others you may want to "award". But don't forget the 2 requested at check-in.



4. ADDITIONAL FEES

You can pay any unpaid fees at this time.

SCHEDULE DETAILS

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

FRIDAY

CHECK-IN: 3 – 6, and 7 - 10 pm

See page 5 for Check-in details.

CRACKER BARREL

7 – 9 pm @ Main Pavilion

The most exclusive Dining Experience in Georgia with food and merriment: open only one-night a year! BYOC — Bring Your Own Cup: coffee and other drinks provided. We will have Cracker, Cookies, Cheese, and other tasty treats - Scout Cracker Barrel Style.

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, and enjoy the evening. You may show off any memorabilia and other items from past SWCs that tell the story of Scouting: SWC Patrol Flags, totems, photographs, and other mementos.

PRESENTATION BOARDS

7 pm @ Main Pavilion

PARTICIPATION EVENT

Patrols are encouraged to make a three – 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 **Main Pavilion** on the tables provided for viewing during the Cracker Barrel. Pick them up after dinner Saturday night.

Indicate your Troop or Pack number somewhere on the presentation board to receive credit.

PATROL LEADER'S MEETING

9:15 pm @ Main Pavilion

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

SATURDAY

MORNING ASSEMBLY

8:30 am SHARP @ 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!

After 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

JUDGED EVENT

Saturday morning games focus 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 website for use in your units.

GOOD TURN PROJECT: 2 pm

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 patrol members participate. Meet at the flags on the assembly field.

SATURDAY (CONTINUED)

CAMPSITE EVALUATION: 2:00 pm

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

But don't 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.

CAMP-WIDE ACTIVITY: 3:00 pm

PARTICIPATION EVENT

The Camp-wide Activity is a chance to have fun, compete, and learn something new for **another bead**. Don't miss the chance to show your team spirit and have more fun with one more activity for the day.

CAMP-WIDE DINNER

6 – 7 pm @ Main Pavilion

The camp-wide dinner is one of the highlights of the weekend. Patrols bring their meals and decorations to the **Main Pavilion** 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 traditionally decorate their table using the theme of the weekend. Review previous year's photos on the SWC website and Facebook page for inspiration! Judging begins promptly at 5 pm.

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

The Main Pavilion picnic tables are not totally "level", so plan accordingly for drinks and table decorations. If you prefer to eat at your campsite, 1 or 2 staff members can join you there – just let us know!

We request ALL patrols to be "Helpful" and assist with **Main Pavilion** cleanup.

Patrols are asked to share their desserts. You should place them at the end of your table and provide plates and utensils for samples. All patrols are invited to walk by and sample desserts from other patrols.

CAMPFIRE

8:00 pm @ 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 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 12:45 pm on Saturday by delivering a written copy using Appendix 4, complete with all lines scripted out, at either:

- Check-In at Nunn Building
- Staff's mailbox area

Please keep the time of your performance reasonable. **Make it Scout-appropriate**, i.e., pretend Cub Scouts and Scouts will be in attendance.

After we review your scripts, assume you will perform unless the Staff contacts you by later Saturday afternoon. Contact the Scoutmaster if you have any questions.

ROLL CALL CEREMONY

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

SATURDAY (CONT.)

PATROL LEADERS MEETING

After Campfire @ Amphitheater

The 2nd of two required Patrol Leader meetings. Saturday night Patrol Leader meeting is to vote for Spirit Patrol and next year's SPL.

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

ASTRONOMY

Post Campfire @ Assembly Field

PARTICIPATION EVENT

We hope for clear skies this year. It's a favorite evening event ... complete with a black bead. Come enjoy the dark night sky that can't be seen in metro Atlanta.

Thanks to the Atlanta Astronomy Club for heading this up. They always do a great job!

NIGHT HIKE – NICHOLSON CABIN

Post Campfire @ Assembly Field

PARTICIPATION EVENT

This ~2-mile roundtrip to an old cabin is a moderate hike. 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.

LISTENING POST

Post Campfire @ Carlock Pavilion

PARTICIPATION EVENT

Listening Post is returning! Join us and get a special new UV bead!

SUNDAY

SCOUT'S OWN

8:30 am @ Council Ring

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 sing or play a musical instrument, please bring it for the Scout's Own Service and let the Registrar know at Check-in that you are willing to help. More vocalists and musicians are always welcome.

CLOSING MORNING ASSEMBLY

9 am @ 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

Nunn Building

When your campsite is cleaned and ready to be inspected by a staff member, **bring your campsite number** (the one posted at your campsite) and come to the Nunn Building to request a campsite inspection. Once completed, the staff member will radio the Nunn building to confirm, and you will be ready for checkout.

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

Trash goes in the dumpster behind the dining hall.

LEAVE NO TRACE!

RECOGNITION & JUDGED EVENTS

RECOGNITION

- Honor Patrol Gold
- Spirit Patrol Clear

JUDGED: 1ST, 2ND, 3RD (BLUE, RED, WHITE)

- Each Morning Game
- Patrol Flag
- Wood Carving
- Table Decorations

SPECIAL RECOGNITION

Pioneering Projects will be judged by the Scoutmaster and receive special awards IN ADDITION to the participation bead.

PARTICIPATION

- Astronomy.....Black
- Pioneering ProjectTan
- Camp-wide Activity.....Orange
- Night Hike.....Glow-in-the-dark
- Good Turn ProjectGreen
- Presentation BoardCopper
- Worship Service.....Purple
- Listening PostUV
- SWC Staff.....Yellow

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 according to the Loading Factors below.

For the uninitiated, this may seem to be a distant goal; but, for the observant SWC participant, the quest for the gold bead is achievable. 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 want to be the Honor Patrol, **follow this entire document carefully**, participate well in all of the games, display your best Scouting spirit, and your objective just might be reached!

Additionally, the Honor Patrol performs the closing assembly flag ceremony and has their choice of campsites at next year's SWC.

Loading Factors:

- | | |
|-------------------------|-----------------|
| • Game Results | pg 6 25% |
| • Participation | pg 10 25% |
| • Spirit Patrol Votes | pg 9 15% |
| • Campsite Evaluation | pg 11 10% |
| • Patrol Flag | pg 10 10% |
| • Table Decorations | pg 10 10% |
| • Complete Registration | pg 5 5% |
| | 100% |

SPIRIT PATROL CLEAR BEAD

All SWC Patrol Leaders will bring their Spirit Patrol ballot to the 2nd Patrol Leader's meeting Saturday evening after campfire at the Amphitheater. The winner of the Spirit Patrol receives a hefty 15% score toward the Honor Patrol selection. 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, Camp-wide Activity, Memorabilia display, etc. go 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

Your flag should clearly present this year's SWC theme and be an original design. Craftsmanship and design are important – use of all natural materials is optimal!

Judging will be based on:

- Theme adaptation
- Originality
- Design / craftsmanship (homemade using natural materials!)
- Construction (including carrying practicality)
- Patrol information
 - Patrol name (recognize each member individually)
 - Unit number
 - District and Council
 - SWC 2026

Drop off your flag at the **Main Pavilion** for judging no later than 3:00 pm on Saturday. Many patrols drop them off on their way to the Good Turn project or the Camp-wide activity.

WOOD CARVING

This is the only event for individuals, not patrols. 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 at check-in or at the Friday night Patrol Leader's meeting. **You may NOT use any other piece of wood either from your inventory or previous years.** Any other wood used will be disqualified. Use only hand tools - the use of power tools will disqualify your submission.

Judging is based on originality, workmanship, Scouting related elements, and general appeal. Carving to the annual theme increases your chance of winning!

This year, like last year, judging will be done by Patrol Leader silent ballot, not by Staff.

Entries must be in the **Main Pavilion** for judging no later than 3:00 pm on Saturday.

TABLE DECORATIONS

What a sight in the **Main Pavilion** for the Saturday evening dinner! We encourage your patrol to provide decorations and/or centerpieces reflecting the theme of the weekend, your patrol identity, and Scouting. Be sure to look at the website and Facebook page to see previous years' table decorations.

Your table decorations should clearly present this year's SWC theme and be an original design. Craftsmanship and design are important – use of all natural materials is optimal!

Judging will be based on:

- Theme adaptation
- Originality
- Design / craftsmanship (homemade using natural materials!)
- Construction (including carrying practicality)
- Patrol information
 - Patrol name (recognize each member individually)
 - Unit number
 - District and Council
 - SWC 2026

To facilitate assembly, you can enter the **Main Pavilion** at 3 pm ... no earlier ... to set up. Have all your decorations completed by 5 pm so the judges have ample time before dinner starts at 6pm.

You may eat at your campsite if your patrol is more comfortable doing so. Table decorations in the dining hall are not required, but if you would like a chance to be judged for the beads - then you'll want to participate.

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 **Main Pavilion**
- Have a minimum of two members participate in the Good Turn Project
- Have a minimum of two members participate in the Camp-Wide Activity
- Have patrol members participate in one or more of the following activities:
 - Astronomy
 - Night Hike
 - Listening Post

CAMPSITE

All patrols will be evaluated against standards found in the Scout Handbook and Scoutmaster's Handbook. In other words, you are not competing against other campsites. See Appendix 1 for Campsite Evaluation Criteria.

Evaluation of campsites by SWC staff will start at 2:00pm Saturday and should be done by 4:00pm. Every campsite will be visited.

It is not a requirement that someone be in your campsite during the visit, 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 visit.

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 usage.

We will recognize the patrols that go above and beyond in constructing pioneering projects like a shelter, camp gadgets, or a special gateway with bonus points on their campsite evaluations.

In addition, the Scoutmaster will be giving special awards this year for these projects!

QUICK START GUIDE

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 BSA.
 - a. If you are an individual in need of a patrol or a patrol that needs additional members, contact the Registrar who will help match individuals with patrols or help you to form a provisional patrol.
2. **Check-in is on Friday from 3-6pm & 7-10pm. Be prepared with:**
 - a. Ensure that each participant has a BSA Medical form (Parts A & B) with a stapled copy of their insurance card
 - b. Two (2) copies of your patrol roster
 - c. Two (2) totems
 - d. **Pick up Patrol Packets at the Nunn Building from 3-6 pm and from 7-10 pm.**

3. Bring all the equipment and food that your patrol will need for a fun-filled, cold-weather campout.
4. You may drive to and unload equipment at your campsite, ***but immediately return vehicles to one of the required parking areas.*** **CARS ARE NOT ALLOWED IN CAMPSITES WITHOUT A PERMIT.** Permits will be provided during check-in and will be issued by the Medical Officer. **Please request permits prior to arrival.**
5. 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 Main Pavilion for the Saturday night meal, you must only park it in your campsite while it is being loaded or unloaded.**
6. Patrols are ENCOURAGED to construct camp gadgets and other pioneering projects to make your weekend better and demonstrate good Scouting skills.
7. Practice low impact camping techniques to prevent unnecessary wear on the facilities. Youth 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.
8. Patrols are encouraged to prepare a **three-panel Presentation Board showcasing your Unit's activities to share with others.** Boards will be displayed during the Cracker Barrel. Boards are not being judged; however, all Patrol members will receive a bead.
9. 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.
10. **BE PREPARED:** Dress for cold weather – jeans are not recommended; synthetic materials are better. If you have never cold weather camped, research and ask how to do it. There's no bad weather, only poor clothing choices!
11. 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 to the Staff Area by 12:45pm, Saturday. Performance should be reasonably short. Ensure that it's Scout-appropriate.

Contact the Scoutmaster if you have questions about your selection/creation.

12. **Scout's Own Service Needs Singers and Musicians.** Enthusiasm is greatly appreciated. Scout's Own is also a time to see how we handle a non-denominational service. Come for reverence and take ideas back to your Pack, Troop, or Crew!
13. **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. A Working Compass
 - b. Current edition of the **Scout Handbook**
 - c. The **current Field Book**
 - d. **The "10 Essentials"**
 - e. **Paper, pen/pencil** (do pens work well in cold?)
 - f. **Patrol first aid kit**
 - g. **Work gloves** for the good turn project
 - h. **Scouting Spirit** (Always)
14. If there are other items to bring, we will advise the Patrol Leaders via email at least 2 weeks before SWC.
15. 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.
16. **Remind:** During the weekend, we will communicate with Patrols via the remind app available for Apple and Android. This will be used to communicate any schedule changes during the weekend. To join, visit Remind with this link:
<https://www.remind.com/join/swcsco> or scan this QR code:



Note: Although cell and data coverage are excellent at Woodruff, the use of electronic devices is not permitted during the games.

PARTICIPANT SURVEY

There are paper copies in your Patrol Packet, and there will also be paper copies available at checkout. We REALLY want to hear your thoughts!

Everyone that turns in a survey will get a special bead!

And Patrols who turn in evaluations by all members will be entered in a drawing for a great prize!!

Appendix 1

Campsite Evaluation Criteria

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

Tents

- ☐ Pitched properly, using 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 not-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 properly stored

Latrine

- ☐ Toilet paper available
- ☐ Clear of trash and washstand clean
- ☐ Male / Female 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
- ☐ Woodyard marked, neat, with equipment stored safely
- ☐ Trip hazards marked with colored cord, foil, tape, etc.
- ☐ First Aid kit available, labeled, and visible
- ☐ Unit identification/Patrol Flag displayed
- ☐ American Flag displayed
- ☐ No unauthorized vehicles

Bonus Recognition

- ☐ Site entryway (gate)
- ☐ Pioneering projects (the more, the better)

Appendix 2

Key Times to Remember

(Use this with the Schedule on Page 3)

When What..... Where

Friday

3 – 6 pm Check-In/Pick up packet Nunn Building (no early arrivals)
 7 – 10 pm Check-In Nunn Building
 7 pm Set up presentation boards..... Main Pavilion
 7 – 9 pm Cracker Barrel Main Pavilion
 9:15 pm Patrol Leaders Meeting..... Main Pavilion

Saturday

8:30 am Morning Assembly..... Assembly Field
 9:45 am – 12:30 pm GAMES
 12:45 pm Campfire Skits Due Staff Mailbox at Nunn
 2 pm Good Turn Project Meet at Assembly Field
 2 – 4 pm Campsite Evaluations
 3 pm Camp-wide Activity..... Dining Hall - Carlock Pavilion
 3 pm Drop off Patrol Flags & Wood Carvings... Main Pavilion (Judging starts @ 3:15 pm)**
 3 – 5 pm Table Decoration Setup Main Pavilion (Judging starts @ 5 pm)**
 5:30 pm Meal setup Main Pavilion
 6 pm SWC Grace & Dinner..... Main Pavilion
 7:50 pm Meet to walk to campfire Assembly Field
 After Campfire Patrol Leaders Meeting Amphitheater – **Only Patrol Leaders Admitted**
 9:30 pm Astronomy, Night hike, Listening Post

Sunday

8:30 am Interfaith Service Council Ring Motorboat Road
 9 am Closing Assembly..... Assembly Field
 10 am – noon..... Break camp & Check Out Nunn Building

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

Appendix 3



Appendix 4

Campfire Program Submission

Use this form to submit your skit, song, cheer, or presentation for Saturday Evening's Campfire

Patrol Name _____ Unit & No. _____ Campsite # _____

Ex: Troop 4444

Script entire performance for staff review. Use the back or extra sheets as needed. Keep presentations short (i.e. <5 min.), fun, and above all, Scout friendly. Assume you will perform unless you are notified by Saturday afternoon.

Advice: Use of props, set pieces, costumes and the weekend's theme, Back to Basics - The Spirit of Scouting, is encouraged. Always face the audience when speaking or we won't hear you. Practice your performance.

Be prepared for the chance of rain or snow. It is difficult to read lines on stage since lights shine directly in your eyes. Memorize it and practice it for a better performance in front of the patrols. We look forward to your entertainment!

Appendix 5

2026 Scouter's Winter Campout

Patrol Roster

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

Patrol Name _____ Unit & No. _____

	NAME	HOME UNIT & NO.	HOME DISTRICT	SWC experience (before 2022)
Ex:	John Doe	Troop ###	Silver Comet	6 years
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

Guests

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 have a BSA Health Form parts A & B and a copy of the front and back of insurance card.**

Patrol Leader Name _____ Phone # _____

Mailing Address _____

E-Mail Address _____