

Webelos

RESIDENT CAMP

June 24-27, 2027

Robert E. Knox Scout Reservation
1150 Fred R. Prater Pkwy.
Lincolnton, GA 30817



BOY SCOUTS OF AMERICA®
GEORGIA-CAROLINA COUNCIL

Webelos Resident Camp 2027 Leader's Guide

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Lincolnton, GA 30817

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<https://www.gacacouncil.org/posts/280803/knox-scout-reservation>

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BOY SCOUTS OF AMERICA®
GEORGIA-CAROLINA COUNCIL

Mission of the Boy Scouts of America

The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Our Commitment

We are committed to upholding the mission of the Boy Scouts of America and maintaining its traditions by delivering a safe, engaging, and memorable camping experience. We strive to develop a culture of inclusivity, offering programs that are open to all individuals regardless of sex, race, religion, color, age, disability, or national origin. We make every effort to deliver exceptional service and substantial nourishment. We aim to provide unforgettable experiences that reinforce a positive scouting experience for every Scout.

Knox Scout Reservation Grace

*For the food that You give, For the life that we live.
For the forest that we love, For the blue skies above.
For the beauty of the lake, For the friendships we make.
We thank Thee, O' Lord.
Amen.*



REGISTER HERE:



BOY SCOUTS OF AMERICA®
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It's-A Knox, Webelos Resident Camp!

Dear Webelos, Arrows of Light and Leaders,

Welcome to Webelos Resident Camp 2027 at Robert E. Knox Scout Reservation! This summer, we're turning camp into a classic game-inspired adventure, where every program area is a new level, every challenge is an opportunity to build your skills, and there's always something new waiting just around the corner.

Over the course of camp, Scouts will make their way through a variety of activities designed to put their skills, teamwork, and sense of adventure to the test. You'll hit the waterfront, take on the ranges, explore the outdoors, work toward advancement, and tackle plenty of challenges along the way. Some levels may be easy. Others might take a few tries. That's part of the game—and part of Scouting.

So pack your gear, bring your den, and get ready to see how many levels you can clear before the weekend is over. Try something new, collect a few achievements, help your teammates when they need an extra life, and don't be afraid to take another run at a challenge when the first attempt doesn't quite go as planned.

Let's Goooooooooooo!

Program Theme: Super Mario brothers

It's-a time for adventure! This summer, Robert E. Knox Scout Reservation is taking a trip into the colorful world of Super Mario Bros.—where every new world brings another challenge, a few surprises, and probably something waiting around the next corner.

Just as Mario and Luigi make their way through different worlds, our Webelos will travel across Knox from one program area to the next, completing levels, collecting power-ups, and reaching checkpoints. They may need a little Toad-style advice, a teammate to give them a boost, or another try when a Bowser-sized challenge gets in their way.

Throughout camp, dens will work together to clear challenges and keep moving toward the final flag. Some levels will test Scout skills, others will require teamwork, creativity, or a little determination—and there may even be a few bonus levels and surprises hidden along the way.

Because in Scouting, you don't start with the final boss. Every level teaches you something you'll need for the next one. By the time our Webelos reach the end of the course, they'll have more skills, more confidence, and be ready to level up for their next adventure in Scouting.

Facilities:

Knox Scout Reservation hosts 16 residential camping sites, which are divided into 3 main campground hubs. Each campground hub includes a large pavilion equipped with lights, fans, a wash station, electricity, and single restrooms/bath houses with hot water. While we will do our best to honor campsite requests, we reserve the right to assign sites to divide bath house use accordingly and accommodate unit needs.

Units attending summer camp will be housed in either BSA wall tents, nylon dome tents or adirondacks. Each tent houses 2 people. Cots are furnished, but you are welcome to bring extra personal accommodations, such as a sleeping pad. Tennis ball fittings must remain on the cot ends in the tents in order to keep from ripping the tent fabric.

Alternatively, we have equipped many campsite locations with hammock pods capable of holding up to 8 hammocks at a time. (Please only use hammock straps and do not attach hammocks to structures other than the hammock pods.) While the camp does not provide hammocks to check out, we do sell hammocks at our camp's trading post!

Requests for electricity access (for CPAP machines) should be noted in the registration system. Should you need access to electricity, a 100 foot extension cord is often the minimum needed. KSR does not supply extension cords. Batteries for CPAPs can be charged daily in the Sewell Center and Health Lodge.

World 3

When the sun sets over Knox, the daytime levels may be finished—but the game definitely isn't over.

Evenings bring a different set of challenges. Scouts will gather for campfires, all-camp games, special programs, and team activities where working together becomes even more important. Like Mario and Luigi, sometimes getting through the next level means having a good teammate beside you. You may need to follow a few clues, take on a bonus challenge, dodge an obstacle or two, or face something worthy of Bowser's castle before the night is through.

LET'S-A GO TO KNOX REGISTER NOW!

Online Registration: <https://www.gacacouncil.org/events/40052>

Cost	Coverage
\$200	Fee for each registered participating youth (includes event patch)
\$50	Fee for each registered adult (includes patch)
\$20	Event T-shirt *t-shirt order must be made by May 15, 2026

Registering for Webelos Resident Camp:

Registration can be done individually or by pack online at:

<https://www.gacacouncil.org/wrc26>

For assistance with the registration process, please contact our council office at 706-733-5277

Who May Attend:

All registered Webelos and Arrow of Light Scouts may attend Webelos Resident Camp. Registered leaders and parents may serve as Pack leadership at camp. Individual Webelos/AOL scouts may attend and will be placed in a patrol with another pack for participation. Patrols and packs may be combined as needed.

Leaders in Camp:

Adults attending may be registered leaders or parents in the Pack. All scouts attending camp must be under the supervision of their own adult leadership. If registering as an individual, a parent/registered adult partner MUST attend with scout. If registering as a unit, a minimum of 2-deep leadership meeting all SYT standards is required.

Refunds

In the sad, sad event that you cannot attend camp, a full refund may be issued up to 30 days before the event. Because we have to pre-purchase food and materials, NO refunds will be issued within 30 days of the event. Registration is transferrable between participants at the same event and is the responsibility of the participants/unit to process transfers and notify the camp and program directors.

CAMP RULES AND POLICIES

KSR Camp Rules and Policies are in place to provide a safe and enjoyable environment for all Scouts attending our long-term camp. Many of our rules and policies follow the Guide to Safe Scouting and National Camp Accreditation Program (NCAP) policies. Therefore, K.S.R. Camp Rules and Policies are not up for negotiation. We must also abide by State and local laws.

Everyone on camp will abide by the following Camp Rules and Policies:

- No personal firearms, bows and arrows, or ammunition are allowed on camp property.
- Closed toed shoes must be worn at all times (Crocs are okay unless otherwise advised).
- Throwing rocks and sticks is strictly forbidden
- All troops are required to follow two-deep leadership at all times in camp
- The Buddy System is always required at camp

Registration and Insurance: In accordance with National Policy, every Scout/Scouter that attends summer camp must be registered with the Boy Scouts of America. The Georgia-Carolina Council provides council-wide accident and sickness coverage for all registered Scouts and Scouters from the Georgia-Carolina Council. Provisional Scouts and Troops from outside the Georgia-Carolina Council must provide certification from their own council that they have Troop and/or council accident insurance coverage.

Immunizations: The State of Georgia Immunization Unit requires that all attendees have adequate immunizations. Those immunizations listed on the BSA medical forms must be obtained and documented before arrival at camp.

Medical Forms: Every camp resident (youth or adult) must have a completed BSA Medical Form (parts A, B, and C) signed by a Physician within the past 12 Months. No other medical forms are accepted. Medical forms should be hand carried by Adult Leaders to camp. Upon arrival at camp on that Sunday, the Health Lodge check-in team will check and collect all medical forms for the week, unless mailed in ahead of time.

Medications can be kept and administered by the Unit Leader, only if properly locked in storage. Medications that require refrigeration can be left with the Health Officer and administered by the Camp Health Officer if desired. All medicine must be in a container with a typed label from the pharmacy.

Camp and/or Camp Equipment Damage: Camp equipment and facilities are expected to be maintained and cared for. Units will be responsible for repairing or replacing (to be determined by the Camp Ranger) equipment and facilities that have been vandalized or carelessly damaged. A normal amount of wear and tear is expected and will not be considered as damage.

Food Allergies and Special Diets: The Robert E. Knox Scout Reservation is open to any registered member of the Boy Scouts of America, and every effort will be made to accommodate special needs.

Food allergies/intolerances need to be reported in advance (when completing the online registration) to give the food service staff adequate opportunity to purchase and prepare alternate menus. While vegetarian options may be available (if requested in advance via the registration system), vegan diets cannot be accommodated. Vegan campers will need to bring meal supplements for their time at KSR. Scouts with life-threatening allergies may need to bring all meals needed for their time at KSR. Our kitchen staff will be happy to store food that is brought for scouts as long as it is labeled with the scout's name and is in sealed containers. Please contact the Camp Director for possible accommodations no earlier than 1 month from your visit to make necessary arrangements.

Internet Usage: Robert E. Knox Scout Reservation has Wi-Fi capabilities for Adult Leaders only in our Sewell Center, and Wi-Fi available in the dining hall for all participants. KSR and the Georgia-Carolina Council are not responsible for any electronics brought to camp.

Fires, Stoves, Tents & Open Flames: For safety reasons, there are to be no open flames in tents. This ban on open flames in tents includes a ban on the use of matches, candles, kerosene, propane or liquid lanterns in tents. Lighting in tents is to be provided by battery-powered lanterns or flashlights only. It is, however, acceptable to use a lantern under a dining fly with proper/required clearance.

All cooking fires, campfires, and stoves are to be attended while they are burning. Fires are only to be built in designated areas and must be extinguished so that they are cold to the touch when unattended. No exceptions.

Pets and Service Animals: Pets are not allowed on camp. For the safety of our campers, we ask that all pets remain at home and that those who require a service/medical animal must have permission from the Camp Director before arriving to camp.

Leaving Camp: Anyone leaving the camp at any time during the week must sign-out at the Sewell Center Camp Office and sign-in upon their return. We strongly discourage Scouts from leaving camp during the week. Scouts may only leave with a parent, guardian, or other individual designated in writing on the Medical Form. Photo IDs are required. Two adult unit leaders (two-deep leadership) must accompany a Scout to the Sewell Center Office to check-out. Adults leaving camp must ensure that the unit still has two-deep leadership.

Required Swim Tests: All Scouts and Scout leaders at KSR must complete a swim test in order to participate in our aquatics activities. Our Aquatics team administers swim tests during the check-in process on Sunday afternoons.

Our Aquatics Director reserves the right to retest any scout/scouter and re-designate their swim class based on observation and ability at their discretion. If a person does not pass the swim test, they are eligible to re-try throughout the week if the Aquatics staff schedules allow.

Smoking/Vaping/Use of Tobacco Products: Anyone under 18 years old is prohibited from using tobacco in any form while at camp. Adults who dip, smoke, or vape must do so out of sight of any youth members. Smoking and vaping is prohibited in any tent or building. Cigarette butts must be field stripped and placed in a trash receptacle.

Alcohol and Drugs: No alcoholic beverages or illegal drugs are permitted on camp property. There are no exceptions to this policy and all violators will be removed from camp. In any illegal incident, law enforcement will be notified.

Staff: We work hard to recruit and train the best possible staff to provide a dynamic program in support of your units. All KSR Staff members have been selected based on their Scouting skills, leadership experience, enthusiasm, and maturity. They have very demanding jobs, and they do it cheerfully because they love Scouting. Sometimes Camp Staff Members make honest mistakes or judgment errors. If you feel that the

performance of any staff member does not meet the highest standards of Scouting, please see the Camp Director or Program Director immediately so that they can handle and corrections.

Vehicles in Camp: While camp is in session, all Scouts, Adult leaders, and visitors are prohibited from driving into main camp and the campsite. This is to ensure the safety of everyone on camp while the Summer Camp Program is in session. During check-in, one vehicle will be allowed to your campsite to drop off a trailer and unit gear. As soon as it is unloaded, it must promptly return to the main parking lot. Those requiring a medical/handicapped tag must have advanced approval from the Camp Director before arriving at camp in order to make medical exceptions. Follow the posted Speed Limit signs and any other traffic control devices. Absolutely no one should ever ride in the back of a truck or on a trailer. This is prohibited and unlawful in the State of Georgia.

Unit Trailers: Unit trailers may be parked and left at designed trailer parking locations adjacent to each unit campsite. It is important to let us know that you have a trailer in advance of your arrival. Only one vehicle at a time may be in the site loop for loading and unloading during the check-in and check-out process. No exceptions.

Uniform & Dress Code: The Scout's BSA Field Uniform, sometimes referred to as the Class A uniform, is the expected uniform for retreat ceremonies, breakfast, dinner, and campfires. At other times, we encourage campers to wear their Activity Uniform, and/or scout appropriate spirit day themed wear.

Field uniform wear may be modified due to high temperatures of 95°F and higher, or at the discretion of the camp or program directors. Female scouts must wear one-piece swimsuits, and swim shirts are encouraged for all scouts. Swimwear may only be worn in the Aquatics area.

Footwear: Closed-toe shoes must be worn at all times by everyone, including visitors. The only exceptions are while in the water at aquatics or in bed. Athletic closed-toe sandals and Crocs may be worn, except in areas that require secured footwear (All ranges, climbing wall, etc.). Flip-flops are only allowed in the shower and may not be worn at any other time while in camp.

Youth Protection: KSR follows all safeguarding youth policies outlined in the official Guide to Safe scouting. The following policies have been adopted to provide additional security for youth Scouts in the program. These policies also provide protection for the adult leadership, restricting situations in which there may be vulnerability to allegations of abusive behavior. Make sure that all Adult Leaders attending camp with your unit are familiar with all Scouting America Safeguarding Youth policies.

Two-Deep Leadership: Two registered adult leaders, both of whom must be 21 years of age or older, are required on all trips and outings. The charter organization is responsible for ensuring that sufficient leadership is provided for all activities. If special provisions are required, unit leadership must make arrangements with the Camp Director before arrival at camp.

- One-on-one contact between adults and the youth members is not allowed. In situations requiring a personal conference, meetings will be conducted in full view of other adults and youth.

Respect of Privacy: Adult Leaders must respect the privacy of Scouts, such as changing into swimsuits or taking showers at camp. Adults may intrude only to extent that health and safety is an issue. Adults are responsible to protect themselves in similar situations.

High-endurance Activities: Any activities with elements of risk will be undertaken only with proper supervision, proper preparations, and safety measures taken by Camp Staff.

Reporting of Incidents: All those involved in Scouting shall report to local authorities any good-faith suspicion or belief that any child is or has been physically or sexually abused, physically or emotionally neglected, exposed to any form of violence or threat, exposed to any form of sexual exploitation, including the possession, manufacture, or distribution of child pornography, online solicitation, enticement, or showing of obscene material. No person may abdicate this reporting responsibility to any other person.

Any good-faith suspicion, belief of an incident, or violation of Scouting America's Safeguarding Youth policies must be reported immediately to the Camp Director.

CHECK-IN AND OUT PROCEDURES

Day 1: Thursday Check-In

Scouts/units should plan to arrive at Robert E. Knox Scout Reservation between 4:00-5:45pm. Upon arrival, you will be greeted at the parking lot by your Camp Staff Guide, who will help you and your Scouts through the following checking-in procedures:

One designated adult leader (or parent) will be directed to the Camp Office/Registration Check Point at the Sewell Admin Center to complete an administrative check-in. A Camp Staff member will confirm the final roster (i.e., the number and names of youth and adults attending WRC) and collect annual medical records.

Once the administrative check-in is completed, your Camp Staff Guide, youth scouts, and all registered adult leaders will proceed to their assigned campsite for set up/unpacking.

At the campsite, all Scouts and leaders should change into their swimsuit and pack water and a towel before leaving for the swim tests at Aquatics.

Day 4: Sunday CheckOut

Some local units may elect to leave camp after the Saturday evening Campfire, while others will choose to leave the next morning. All units will need to schedule a check-out time with the Camp Administration at the Sewell Admin Center. Sites and equipment will be inspected by the Camp Commissioner and/or Ranger. All inspection reports will be filed at the Sewell Admin Center. An adult leader can report to the Medical Lodge at the Sewell Center to pick-up all medical forms. Any medical forms left may be shredded at 12:00 p.m. on the day of departure. Event patches will be handed out at time of check-out.

An evaluation of camp will be given on upon arrival and can be turned in at check-out. Evaluations are not mandatory, but are appreciated!

Regardless of departure time, all units are expected to participate in the Closing Campfire Friday night.

WORLD MAP: CAMP SCHEDULE

	SUNDAY 6/21	MONDAY 6/22	TUESDAY 6/23	WEDNESDAY 6/24
7:00		Reveille	Reveille	Reveille
7:30		Morning Flags	Morning Flags	Camp Clean-Up
7:45-8:45		Mushroom Kingdom Morning Grubs	Mushroom Kingdom Morning Grubs	Mushroom Kingdom Morning Grubs
9:00-9:30		Bobcat Web/AOL Flags practice	Web:BB AOL: Archery	Departure
9:40-10:10		Bobcat Web/AOL flags practice	AOL:BB Web: Archery	
10:20-12:20		Session 1 Web: Stronger, Faster, Higher AOL: Swimming	Session 1 Web: Paddle Onward AOL: First Aid	
12:30-1:30		Power Up! (Lunch)	Power Up! (Lunch)	
1:30-2:00		Game pause	Game pause	
2:15-4:15		Session 2 Web: Aquanaut AOL: Into the Woods	Session 2 Web: Champions for Nature AOL: Paddlecraft	
4:00	Arrival and Check-In			
4:30-5:30	Arrival and Check-In	Free Play	Free Play	
5:45	Arrival and Check-In	Afternoon flags: AOLs with Staff	Afternoon flags: Webs with Staff	
6:00-7:00	Bowser's Banquet	Bowser's Banquet	Bowser's Banquet	
7:15-8:00	Opening Campfire Program	Super Mario Makers	Mario Party: Knox Edition	
8:15	Super Mario Galaxy Movie	Rainbow Road Relay	Closing Campfire: Bowser's Castle	
9:15	Leader's Meeting			
10:00	Taps	Taps	Taps	

Recommended Personal Gear

Clothing & Uniform

- Complete Scout field uniform
- Troop/activity T-shirts
- Comfortable shirts and shorts
- Underwear and plenty of socks
- Sleepwear
- Lightweight sweatshirt or jacket
- Closed-toe shoes
- Extra pair of shoes
- Water shoes, (for aquatics)
- Hat
- Rain jacket or poncho
- Swimsuit

Camping & Sleeping Gear

- Sleeping bag
- Pillow
- Sleeping pad
- Small battery-powered fan (optional)
- Flashlight or headlamp with extra batteries
- Personal daypack with 10 essentials

Personal Essentials

- Refillable water bottle
- Sunscreen
- Insect repellent
- Sunglasses
- Toiletries
- Towels and washcloths
- Personal medications,

handled according to camp procedures

Helpful Extras

- Extra towel
- Extra socks—you'll be glad you brought them!
- Laundry bag or trash bag for wet/dirty clothing
- Zip-top bags or dry bags for protecting belongings
- Camp chair
- Spending money for the Trading Post

Please Leave at Home

Units should remind Scouts to leave unnecessary valuables and prohibited items at home.

All personal equipment brought to camp must comply with Scouting America policies and the Guide to Safe Scouting.