



Knox Winter Faire

Winter Camp 2026

December 27-30, 2026

Robert E. Knox Scout Reservation
1150 Fred R. Prater Parkway
Lincolnton, GA 30917

Georgia-Carolina Council
4316 Three J Drive
Evans, GA 30809

Robert E. Knox Scout Reservation

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

Contact Information

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

Knox Scout Reservation Camp Director

Misty Carhart

carhartmistyscouting@gmail.com

Knox Scout Reservation Program Director

Amanda Steele

amanda.steele@scouting.org

Georgia-Carolina Nature Adventure Center

4316 Three J Road Evans, Georgia 30809

P: (706) 733-5277 F: (706) 733-0765

<https://www.gacacouncil.org>

dan.rogers@scouting.org

Knox Scout Reservation Camp Mail

Knox Scout Reservation

[Scout's Full Name]

Troop # [] / Winter Camp

1150 Fred R. Prater Pkwy.

Lincolnton, GA 30817



GEORGIA-CAROLINA COUNCIL

Hear ye, hear ye!

Welcome to Winter Camp 2026 at Robert E. Knox Scout Reservation!

For the next few days, the gates of the Faire stand open, and the woods, trails, and gathering places of Knox will become a lively winter realm filled with adventure, craftsmanship, friendly competition, and fellowship.

Throughout your stay, you'll have plenty of opportunities to try something new and put your Scouting skills to the test., learn from the craftsmen and artisans of the Faire, test your aim upon the range, compete for honor in the Queen's Tournament, explore new skills and challenges, and stand alongside your patrol as you make new friends and memories along the way. Whether your talents lie in creativity, leadership, skill, strength, or simply being willing to give something new a try, there is a place for everyone at the Faire.

Our staff has worked hard to fill Winter Camp with opportunities to learn, explore, compete, create, and—most importantly—have fun. Wander among the booths of the Knox Winter Faire, gather with friends around the Innkeeper's Table, cheer on your fellow Scouts, and share one final evening together at the Gathering at the Great Fire. Through it all, we hope you'll discover that some of the best adventures are built from good friends, new experiences, and the willingness to step forward and take part.

As with any great gathering, the Faire is what its people make of it. Bring your enthusiasm, your Scout spirit, and your sense of adventure. Try the unfamiliar. Welcome someone new into your patrol. Lend a hand when it is needed. Laugh often, compete honorably, and leave Knox a little better than you found it.

May your days be filled with discovery, your evenings with fellowship, and your time at Knox with memories worth carrying home.

Welcome to Winter Camp 2026—the gates are open, the banners are raised, and the Faire begins!

With Scout spirit and winter cheer,



Misty Carhart
Camp Director



Amanda Steele
Program Director

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 gender, 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.

Registration Information

Registration is open on the council website.

Scouts are eligible to register individually or as a unit. If registering as a unit, please provide leadership according to the Guide to Safe Scouting Standards.

Location: Robert E. Knox Scout Reservation
1150 Fred R. Prater Parkway
Lincolnton, GA 30917

Dates: December 27-30, 2026

Cost:

Scouts: \$250.00

Includes:

- meals:
 - Dec. 27-dinner, cracker-barrel
 - Dec. 28-29—breakfast, lunch, dinner, cracker-barrel
 - Dec. 30-on-the-go breakfast
- Program materials
- Event patch

Adult Leaders: \$65.00

Includes:

- meals:
 - Dec. 27-dinner, cracker-barrel
 - Dec. 28-29—breakfast, lunch, dinner, cracker-barrel
 - Dec. 30-on-the-go breakfast
- Event patch

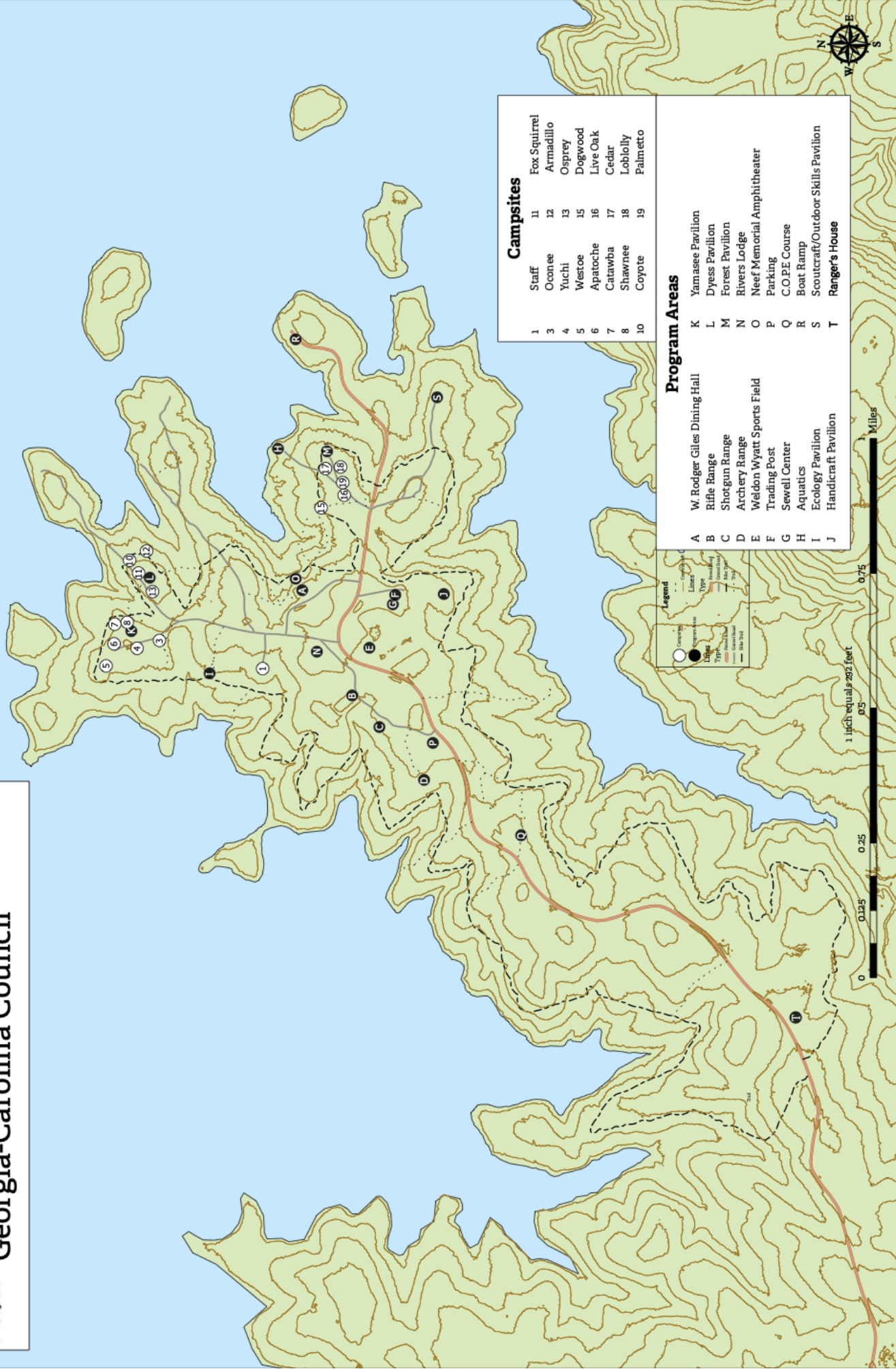
T-shirts are available for purchase for \$20 each until 11:59pm, December 4th.

IMPORTANT DATES:

- **Registration is open until 11:59pm, December 18th.**
- **Late Registration is open until 11:59, December 24th with a \$15 per person late fee.**
- **NO REFUNDS WILL BE ISSUED AFTER NOVEMBER 27, 2026.**



Robert E. Knox Scout Reservation
Lincolnton, GA
Georgia-Carolina Council



Winter Camp participants will be housed in one of three camping areas: Yamasee, Dyess, or Kiokee. All campers will stay in self-provided tents, bringing their own gear appropriate for cold-weather camping.

A limited number of Adirondacks and Fred Sheds are available for units or individuals with special needs or circumstances. While campsite requests are welcome and will be considered, final assignments will be made based on safety, spacing, and health requirements to ensure the best possible experience for all participants.

Each area offers a unique setting within Robert E. Knox Scout Reservation—so wherever you make camp, you'll find a welcoming place among fellow travelers, surrounded by fellowship, adventure, and the winter beauty of Knox. Consider it your home within the realm for the weekend!

*The weather at Knox can vary, so please watch the local reports leading up to camp to be ready for winter temperatures and weather.

Meals

Meals, beginning with dinner and a cracker-barrel on December 27th (arrival day) through a cold breakfast on December 30th (departure day) will be provided. December 28-29 will include breakfast, lunch, dinner and a cracker-barrel. The menu will be posted on our FB event page on December 19, 2026.

Programs

All program materials and costs are included in the registration price. Attached at the end of the leader's guide is a prerequisite form. There are some prerequisites that must be completed prior to camp for specific merit badges in order to end camp with a "complete." The prerequisites do not have to be completed in order to participate in any programs.

The Winter Realm Itinerary

	December 27	December 28	December 29	December 30
7:00		The Herald's Call	The Herald's Call	Breaking the Fast
7:20-7:30		Raising the Colors and the Town Crier's proclamations	Raising the Colors and the Town Crier's proclamations	
7:30-8:20		Breaking the Fast	Breaking the Fast	Farewell to Knox Winter Faire
8:30-10:20		First Quest of the Realm (Session 1)	First Quest of the Realm (Session 1)	
10:30-12:20		Second Quest of the Realm (Session 2)	Second Quest of the Realm (Session 2)	
12:30-1:30		The Midday Feast	The Midday Feast	
1:30-2:00		The Quiet Respite	The Quiet Respite	
2:10-4:00	Welcome to the Realm	Final Quest of the Realm (Session 3)	Final Quest of the Realm (Session 3)	
4:00-5:00	Council of the Realm (Leaders Meeting)	Wander the Faire	Wander the Faire	
5:15-5:30	Retiring the Colors and the Herald's proclamations	Retiring the Colors and the Herald's proclamations	Retiring the Colors and the Herald's proclamations	
5:30-6:30	The Evening Feast	The Evening Feast	The Evening Feast	
6:40-8:00	TARA briefing	Knox Winter Faire	Knox Winter Faire	
8:10-9:20	The First Grand Gathering and the Inn Keeper's Table	The Queens' Tournament	The Gathering at the Great Fire	
9:30-10:00		The Inn Keeper's Table	The Inn Keeper's Table	
11:00	The Realm Retires	The Realm Retires	The Realm Retires	

Merit Badge Schedule

	Session 1	Session 2	Session 3
Sewing and Needlework			
Communication			
Theater			
Movie Making			
Game Design			
Robotics			
Graphic Design			
Leatherwork			
Woodcarving			
Archery (Not MB)			
Rifle (Not MB)			
Knoxervation Project			

Offerings:

Sewing and Needlework-Straight from the test lab! Discover the time-honored skills of needle and thread! Scouts will learn practical sewing and needlework techniques while creating projects of their own and exploring how these useful skills combine craftsmanship, creativity, and patience.

Complete: 1, 2ABCDEF, 3C, 4, 5, 6A

Communication-Strong communication is a skill every Scout can use for a lifetime. Scouts will practice expressing ideas clearly, listening effectively, speaking before others, and exploring the many ways we share information in everyday life.

Complete: 1C, 2A, 3, 4*, 6, 7C, 9

Prerequisite/Incomplete: 4* (can be done ahead of time or at camp), 5, 8

Theater-Take the stage and discover the world of theater! Scouts will explore acting, stagecraft, character development, and the teamwork that brings a production to life while building confidence and creative expression.

Complete: 2, 3, 4, 5A

Prerequisite/Incomplete: 1

Movie Making-From concept to final cut, Scouts will explore the creative and technical sides of filmmaking. Learn how storytelling, camera techniques, planning, sound, and editing work together to transform an idea into a finished production.

Complete: 1, 2, 3B, 4A

Game Design-What makes a game challenging, exciting, and fun to play? Scouts will explore the principles behind successful games, develop their own ideas, test their creations, and discover how thoughtful design turns a simple concept into an engaging experience.

Complete: 1AB, 2, 3, 4ABCD, 5ABCD, 6ABC, 7ABC

Prerequisite/Incomplete: 8AB

Robotics-Enter the world of machines, engineering, and automation! Scouts will explore how robots are designed, built, programmed, and used while applying problem-solving and STEM skills to hands-on challenges.

Complete: 1AB, 2ABC, 3, 4ABCD2E, 5AB, 6B, 7A

Graphic Arts-Explore where creativity meets technology through the world of graphic arts. Scouts will learn about design, printing, production processes, and visual communication while discovering how ideas become the graphics we see every day.

Complete: 1, 2, 3, 4B, 5AB, 6D, 7

Leatherwork-Try your hand at a craft with centuries of history! Scouts will learn the tools and techniques used to work with leather while creating a project that combines practical skills, careful craftsmanship, and personal creativity.

Complete: 1AB, 2ABCD, 3ABCDEFGH (may vary by scout), 4, 5C

Woodcarving-Turn a simple piece of wood into something uniquely your own! Scouts will learn safe tool use, basic carving techniques, and finishing skills while experiencing the patience, creativity, and craftsmanship behind this traditional art.

Complete: 1AB, 2B, 3AB, 4ABCD, 5, 6, 7

Prerequisite/Incomplete: 2A

Archery and Rifle-Both sessions of Archery and Rifle will focus on skills development, training and fun. These are NOT merit badge courses.

TARA Briefing-There will be a mandatory Target and Range Activities (TARA) Safety Briefing in the dining hall on Sunday, December 27, directly after dinner. Any Scout or adult wishing to test their skill at the archery or rifle ranges MUST attend the briefing and receive a bracelet before being permitted to enter any range.

Attendance at this gathering is the responsibility of each Scout and their leader. Those who miss the appointed briefing may find the gates to the range closed, as any re-briefing will be at the discretion of our TARA team members. Attend the briefing, claim your token, and prepare to take your place upon the range!

Knoxervation Project-Leave your mark on Knox through the Knoxervation Project! Scouts looking for an alternative to the scheduled merit badge sessions are invited to roll up their sleeves and take part in a hands-on conservation and camp improvement project. The specific project will be selected by our Camp Ranger based on the needs of the property at the time, giving Scouts an opportunity to complete meaningful work that directly benefits Robert E. Knox Scout Reservation. Whether caring for natural resources, improving habitat, maintaining trails, or lending a hand elsewhere around camp, participants will put the principles of conservation and stewardship into action while helping ensure that Knox remains a place for Scouts to enjoy for generations to come.

Knox Winter Faire-Step through the gates and into the Knox Winter Faire! Each afternoon, camp will come alive with the sights, sounds, skills, and merriment of a Renaissance Faire. Scouts are invited to wander at their own

pace among booths and demonstrations, trying their hand at games, traditional skills, crafts, challenges, and other activities along the way. Visit the different guilds, learn something new, test your talents, and enjoy an afternoon of fellowship and fun. Whether you come to compete, create, explore, or simply see what the Faire has to offer, adventure awaits around every corner!

The Queens' Tournament-Hear ye, hear ye! By royal decree, Scouts from across the realm are summoned to compete in The Queen's Tournament! Units will face a series of lively, lighthearted challenges inspired by the games and contests of the faire, testing teamwork, skill, speed, creativity, and perhaps a little good fortune. Expect plenty of friendly competition, unexpected challenges, and medieval merriment as contenders strive to earn glory for their unit and prove themselves worthy before the court. Come prepared to compete, cheer on your fellow Scouts, and have some fun—only one question remains: who will emerge as champions of the Queen's Tournament?

The First Grand Gathering-Welcome one and all to The Grand Gathering, where the adventure of Winter Camp officially begins! Scouts will be divided into their camp patrols and given the chance to forge their new identities by choosing a patrol name, creating a flag, and developing a yell to represent their group throughout the week. A collection of lively icebreaker games and challenges will help Scouts get acquainted, build some early patrol spirit, and meet their fellow adventurers. By the end of the gathering, each new band will be ready to set forth together and take on everything the Faire has in store!

The Inn Keeper's Table-When the day's quests are finished and the winter night settles over Knox, gather around The Innkeeper's Table for a well-earned evening Cracker Barrel. Scouts and leaders can warm up, enjoy a light snack and drink, swap stories from the day, and spend a little time in fellowship before retiring to camp. No long journey through the realm should end on an empty stomach, so pull up a chair and enjoy the hospitality of the inn!

The Gathering at the Great Fire-As the Faire draws to a close, Scouts and leaders from across the realm will come together for The Gathering at the

Great Fire, our Winter Camp closing campfire celebration. Gather around the flames for an evening of Scout spirit, laughter, and fellowship as Scouts take the stage with skits and entertainment from throughout the kingdom. We'll also recognize accomplishments, present prizes and awards, and celebrate the adventures of Winter Camp before bidding farewell to the Faire. Come ready to cheer, laugh, and share one final night around the fire!

Check-In and Check-Out Procedures

Check-In:

Check-in will be from 2:30pm-4:00pm on Sunday, December 27th. All participants (scouts/scouters) should report to the Sewell Center to check-in, turn in medical records, receive camp bracelet and receive camping assignments. Participants arriving during the designated check-in times may drive to their campsite to unload and move vehicles to the parking lot. Any participants arriving after the designated check-in time must report to the Sewell Center and park directly in the parking lot. Staff will help move gear to the campsite if needed.

Participants will NOT be admitted into camp earlier than 2:30pm.

Medical forms can be found here: <https://www.scouting.org/health-and-safety/ahmr/>

Check-Out:

Check out will be from 7:00am-10:30am on Wednesday, December 30th. All campsites must be clean and inspected before departure and participants must be checked out at the Sewell Center. Upon successful inspection and check out, participants will receive their event patch.

Medical forms must be picked up from our on-site medic before departure.

KSR Trading Post

The KSR Trading Post is stocked full of gifts and merchandise to take home to remember your adventures at winter camp. We have t-shirts, books, hats, bags, patches, coffee mugs, knives, slushies, candy, soda, merit badge supplies, and so much more! We encourage Scouts to bring a little bit of spending money.

Basic Camping Packing List (Suggested)

- Scout Field Uniform (Class A)
- WATER BOTTLE
- Any prescription medications (clearly labeled)
- Medical forms A, B and C
- Clothing for each day appropriate for weather (shirt, pants, underwear, socks, etc.)
- Closed toe shoes
- Sweater or jacket (it may be very chilly)
- Rain gear
- Sleeping bag/pillow/blankets (sleeping bag should be graded for 10°F or lower, and a liner is suggested)
- Sleeping pad or cot
- Toiletries-toothbrush, toothpaste, shampoo, soap, DEODORANT
- Towel
- Scout book, pens, pencils, paper
- Day pack with 10 essentials
- Phone and charger (optional)
- Batteries for anything that needs batteries
- Pajamas
- Tent/hammock (with rain fly and stakes)

Scout 10 Essentials:

Pocket knife and totin' chip

First aid kit

Rain gear

Extra clothes

Water bottle

Flashlight or headlamp

Trail food-sealed container

Fire starter

Sun protection

Compass

Camp Rules and Policies

KSR Camp Rules and Policies are in place to provide a safe and enjoyable environment for all Scouts attending our Winter Camp. KSR rules and policies follow the Guide to Safe Scouting and National Camp Accreditation Program (NCAP) policies. KSR 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 (croc's are acceptable, except on ranges and climbing wall)
- Throwing rocks and sticks is strictly forbidden
- All units 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.

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 to give the food service staff adequate opportunity to purchase and prepare alternate menus. While vegetarian options may be available (if requested in advance), 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, and are required to speak personally with our Camp Director for the safety of the scout. Scouts with allergies will wear a red medical bracelet while at camp. 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 three weeks from your visit to make necessary arrangements.

Internet Usage

Robert E. Knox Scout Reservation has Wi-Fi capabilities in the dining hall for everyone, and in the Sewell Center for adult leaders only.

KSR and the Georgia-Carolina Council are not responsible for any electronics brought to camp.

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.

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 Admins 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 Admin Center Office to check-out. Adults leaving camp must ensure that the unit still has two-deep leadership.

Bicycles

As a form of physical fitness, we encourage the use of bikes in camp during your stay. Scouts and leaders are more than welcome to enjoy our 6 miles of biking trails along the camp's property too. It is the responsibility of the unit leader to make sure that all the bikes brought to camp are safe to use and properly maintained.

Personal protective equipment is required at all times when riding, and there is NO riding after dark.

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 unit. 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.

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 unit gear. As soon as it is unloaded, it must promptly return to the main parking lot—no exceptions. 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. Vehicles may only 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 Field Uniform, sometimes referred to as the Class A uniform, is the expected uniform for retreat ceremonies, dinner, and campfires. At other times, we encourage campers to wear their Activity Uniform, including Scout shorts, Scout belt, and a polo or T-shirt with a Scouting theme. Female scouts must wear one-piece swimsuits. Swim shirts are encouraged for all scouts.

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. Footwear is required at the waterfront for everyone. Closed-toe sandals or Crocs are acceptable unless otherwise specified (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

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 Youth Protection 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, troop leadership *must* make arrangements with the Camp Director *before* arrival at camp. This policy applies to Order of the Arrow activities as well as provisional unit activities.

One-on-One Contact is Strictly Prohibited

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

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 Youth Protection policies must be reported immediately to the Camp Director

We look forward to camping with you!

Prerequisite Form

I certify, on my honor, that _____ has satisfied the following
(Scout's full name)
prerequisite requirements:

[illegible]

Participant Signature: _____ Date _____

Participant Printed Name: _____

Troop #: _____

Participant Email Address: _____

Scoutmaster Signature: _____ Date _____

Scoutmaster Printed Name: _____