

Camp Sidney Dew

A scenic photograph of a campsite. In the foreground, there is a lush green field of tall grass. In the middle ground, several tents and a small wooden structure are visible, along with some people. The background features a dense forest of trees and rolling hills under a blue sky with light clouds.

Summer Camp

Leader Guide

2019



NORTHWEST GEORGIA COUNCIL

BOY SCOUTS OF AMERICA®

Camp Sidney Dew prides itself on being the best “customer service camp” in the country where our customers experience an exciting Scouting program from the friendliest, most enthusiastic staff that Scouting offers!



Mission Statement

It is the mission of the Boy Scouts of America to serve others by helping to instill values in young people and, in other ways, to prepare them to make ethical and moral choices over their lifetimes in achieving their full potential. The values we strive to instill are based on those found in the Scout Oath and Law.

Camp Sidney Dew strives to provide the best customer service-oriented summer camp experience where we see ourselves as the highlight of your year-round program. Our mission as a staff is to help you, as Scout Leaders, accomplish your goals that you aim to achieve at summer camp and to ensure that your Scouts have a positive, exciting summer camp experience that will keep them involved and enthusiastic about Scouting.

Our entire staff, from the Management Team to our Counselors-in-Training, is continually looking for ways to improve the camp and its summer camp program, but we need your help to reach our full potential. We want your feedback and your ideas about how we can make Camp Sidney Dew and its programs even better. We at Camp Sidney Dew know that the best measure for our success is seeing the smiles on the faces of your Scouts and knowing that we had a positive impact on them for Scouting. With your help, we will continue to be one of the most successful summer camps in the country.



Summer camp is the heart of the Scouting program. At Camp Sidney Dew we have a reputation for excellent service, facilities, and programs. We want every camper to feel like they are part of our Scouting family. Our staff and I are dedicated to providing you the best camping experience possible in 2019. I hope that we can provide your youth with memories that last a lifetime.

[Jeff Brasher](#)

Scout Executive

In the 79 years since Sidney Dew's founding, our camp has become a summer home to not only Northwest Georgia Council Scouts, but also troops from across the Southeast. We hope that your troop would choose Sidney Dew and give us the opportunity to prove that our camp is unparalleled in the quality of service that we provide.

[Anthony Hall](#)

Camp Director

Developing the Leaders of Tomorrow, Through Adventures Today!

Welcome

Somewhere, someplace, sometime in the maze of schedules, the rush of activity, the intensity of excitement, the attention to duty, come moments of deep value and lasting impressions in the camping experience. No one can guarantee these values, no one can establish them in a program schedule, and no one can assess the results. We, as camp staff and as Scout Leaders, can establish a tone within the program or create and suggest circumstances that may result in depth of meaning and understanding to boys. In this we deal in faith and extreme hopefulness.

When, before the break of day, a group of boys and their adult leaders climb to the summit of a lofty hill and from there observe the panorama of the valley below, when they gaze in wonder at the first streaks of dawn signifying the birth of a new day, then there can come to each one a lasting spiritual joy never before experienced. God is there! A new creation is taking place.

When the adult leader and his small group sit quietly in the waning shadows of the evening and the leaders speak softly, recounting the blessings of the day and the hopes and plans of the morrow, then there can come a depth of spiritual understanding for each one present.

When, in the clamor and excitement of daily activities, one boy in discussion with another draws himself erect and makes the Scout sign and says "Scout's honor" – here may be the beginning of a practice that demands that a man's word should be as good as his bond.

You can expect only the best from our dedicated camp staff in providing these programs. It is our sincere desire to assist you in providing your unit the best possible program while at camp. We are looking forward to hosting your camping experience this summer. If you have any questions, please do not hesitate to call on us.

In the Spirit of Camping,

Anthony Hall

Anthony Hall
Camp Director

**Rules for acceptance and participation in the programs are the same for everyone
without regard to race, color, age, handicap, or national origin.**



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New Additions



Programs and Activities

Climbing and 300 feet Zip Line:

Our C.O.P.E. crew was so excited to offer climbing and zip line opportunities last year, that we made it a full-time event! Come conquer our wall or race down our amazing zip line. Troops can sign up for troop climb or zip as a twilight program. Individual campers are welcome to come to our zip and climb events also held during our twilight program. ** A nominal fee will be charged for individual scouts**

Beekeeping:

The art of beekeeping has existed for thousands of years, but most of us don't think much about where the jar of honey we bought at the supermarket came from. We're proud to introduce our apiarist program at Camp Sidney Dew. Through this program, we hope to educate our scouts in the skills needed to successfully maintain an active beehive and harvest honey through hands-on practice and real-life application. Upon completion of the program, campers will receive a Camp Sidney Dew Apiarist patch.



New 2019 Merit Badges



**Signs, Signals, and Codes
Merit Badge**



**Moviemaking
Merit Badge**

Planning

- Before you begin registration, be sure to check out the information in this section.

Camp Calendar

Week 1	Week 2	Week 3
June 9 th – June 15 th	June 16 th – June 22 nd	June 23 rd – June 29 th

Registration Fees and Deadlines

2018 Summer Camp Fees		
Paid-in-full	Before May 15th	After May 15th
Scouts from NWGA Council	\$260	\$285
Scouts from other Councils	\$260	\$285
Adult Leaders	First 2 (\$75 each)	After First 2 (\$120 each)

Camp Fees and Reservations

The camp fees for this summer are listed in the table above. The fee includes a camp patch for each Scout and is paid in two parts.

The first payment of \$75 per Scout is due by March 15 with the completed Unit Count (CSD 1) form. This allows us to plan for the size of each unit. It is possible to add Scouts after this date, pending available space. Information about available space for each week will be posted on our web site campsidneydew.org. The initial deposit is re-fundable up until May 15th.

The final payment (to qualify for early-bird rate) is due May 15th with the completed Registration Form (CSD 2b) and the Final Payment Form (CSD 2a).

Leaders in Camp

All units are required to have at least two adult leaders in camp at all Times, as required by the Boy Scouts of America. All leaders must be registered members of the BSA and must meet the qualifications for the leadership position in which they serve. The unit leader must be at least 21 years of age. Any additional leaders must be at least 18 years of age. Parents, committee members, and other adults who accompany the unit to camp and/or plan to stay overnight, must meet all of the above requirements.

Additional leader-spaces are available for a fee of \$120. Each leader-space provides meals, a tent (2/tent), and one official camp patch. The official leader count for the unit will be the number of additional leader-spaces plus the first two leaders.

Leaders may rotate when necessary; however, for the best interest of the Scouts, we recommend having consistent leadership throughout your unit's stay at camp. Rotation of leaders can give way to situations that are not conducive to the positive influences of a week of summer camp. Units that rotate leaders during the week can fill a leader-space with more than one person staying different parts of the week.

For example, one leader might stay the first half of the week and another the second half. If the two leaders do not stay in camp at the same time, they use only one leader-space and pay the fee for only one leader-space. They will, however, only receive one patch for the one leader- space. Additional patches are available for purchase in the Trading Post.

Additional leaders not staying the entire week should plan to provide their own tent and must pay a Dining Hall fee of \$5 per meal. This fee should be paid in the Hubbs Administration Building upon arrival at camp. They will not receive a patch but may purchase one from the Trading Post. Our Administrative staff to ensure enough tent space for everyone will contact units with a high ratio of leaders to Scouts.

Leaders should plan to share tents since the camp will only provide one tent for every two leaders. Unfortunately, Sidney Dew does not have the resources to provide each leader with a separate tent. Those leaders who wish to guarantee their own tent should decide to bring one from home.

Provisional Scouts

Scouts who are unable to attend during their unit's week at camp or wish to attend an additional week of camp should consider attending camp with another unit from their local area. The Scout will likely know other boys from the troop, which will help him to have a more enjoyable week at camp. The Scoutmaster of the Troop attending camp will be responsible for the Scout's paperwork. Provisional Scouts should bring a completed medical form with them to camp.

Campsite Reservations

The \$100 campsite deposit reserves a space for your unit to attend summer camp during a specific week. As the camp staff prepares for each unit's arrival, it may be necessary to adjust a unit's campsite based on the size of the units attending camp that week. A unit that brings fewer Scouts than the site minimum may be asked to share that site, or to move to a smaller site. Likewise, if a unit exceeds the maximum size of a site, they may be asked to move as well. The Campsite Capacities table on this page indicates the minimum and maximum for each campsite. The Sidney Dew staff will work to accommodate each unit as much as possible. Your patience and understanding are appreciated.

Units attending Sidney Dew this summer have first choice in making a reservation for the same site/week next year while they are at camp. After they leave camp, all unreserved campsites are open for new reservations on a first-come, first-serve basis.

Campsite Capacities		
Campsites	Max	Type
Apache	50	Tent
Blackfoot	35	Tent
Chaparral	26	Tent
Cherokee	50	Tent
Choctaw	28	Lean-To
Comanche	36	Tent
Creek	40	Tent
Lenni Lenape	30	Tent
Mohawk	30	Tent
Muscogee	36	Lean-To
Pawnee	24	Lean-To
Pioneer	22	Lean-To
Sequoyah	60	Tent
Shawnee	26	Lean-To
Sioux	40	Tent

Refund Policy

Units that withdraw their campsite reservation **prior to March 15th** may receive a Camp Reservation Deposit refund of \$100. Units who make a reservation and for some reason do not attend will forfeit their entire \$100 Reservation Deposit. The \$100 deposit will automatically be applied to the overall balance of the current year's camp registration fees.

The camp policy regarding Scout fee refunds is as follows: **Prior to June 1**, all payments made are fully refundable or transferable to another participant. **Cancellations made after June 1 are subject to a non-refundable fee of \$50.** Additional amounts paid more than \$50 may be refunded, subject to circumstances and a written request for refund being submitted (each request will be considered individually). The Camp Director reserves the right to make an exception for extreme or extenuating circumstances.

Refunds will be credited to the unit's account balance, which will be settled during check-in. Units from the Northwest Georgia Council may request a credit to their unit account with the council, for use year-round at the Northwest Georgia Council Office or, if desired, request a council check. Out-of-council units will receive the refund as a council check mailed to the contact address on file. Please allow at least 2-3 weeks for delivery.

Scouts, not the unit, should cover all camp costs. This prevents the unit from losing money if a Scout cannot attend camp and has not yet paid. Please note that we cannot offer refunds for Scouts who leave camp early and under no circumstances may any refunds be carried over to the following summer. We strongly advise units not to "pre-pay" for Scouts if possible, unless funds for camp have been secured from the family or through council and unit fundraisers in advance.

Registering for Camp

Our goal is to make the registration process easy and efficient. An overview of the registration steps is presented here. The Registration Packet at the end of this guide contains all the required forms and detailed instructions.

Leaders will note that the registration process is divided into four major steps. The forms for each step have a number coordinating with that step.

If after reviewing the Leader's Guide and the Registration Packet you still have questions, feel free to check our website, campsidneydew.org, or contact us directly:

Anthony Hall, Camp Director: Anthonywaynehall@gmail.com

Angela Goodson, Angela.Goodson@scouting.org

Online Registration

Camp Sidney Dew is proud to offer complete online registration to all of our units through Tentaroo.com. By establishing a login, unit leaders can view reservation and campsite information as well as update contact information. Unit leaders can login 24 hours a day to update unit counts, enter merit badge schedules, and even make payments online with a Visa or MasterCard. Once submitted, you will receive instant confirmation via e-mail. If you have any issues navigating Tentaroo, contact the Northwest Georgia Council Scout Office or Anthony Hall.

The online registration system is flexible. If you still prefer a hard copy, or do not wish to make an online payment, simply print a copy of the online form and submit it to our office with your payment.

Correspondence

All summer camp correspondence and registration materials should be sent to the Council Office until the end of May. Starting in June, all correspondence should be sent directly to camp. The addresses for both locations are listed in the table above. To allow enough time to receive and process registration, do not send any money or registration materials through the Postal Service less than two weeks prior to your arrival at camp. For your convenience, fax and e-mail service is available 24 hours a day.

The camp office will be open from May 27th to June 26th. Summer Camp Administration will not be able to be reached at camp before or after these dates.

Confirmation and Changes

When we receive your Registration paperwork from Step 2, we will confirm receipt with an email. If any conflicts arise with your schedule requests, we will contact you directly.

While we try to accommodate all schedule requests, the administration reserves the right to limit the size of any program to ensure the safety of Scouts and quality of instruction. Sessions typically limited in size include merit badges in the Shooting Sports and Aquatics areas, Spike Buck Program, most of the Climbing programs, and the Eagle Eye Experience.

Summer Camp Addresses

Before June 1st , 2019

Northwest Georgia Council, BSA

P.O. Box 1422

Rome, GA 30162

(706)-235-5545

Fax: (706)-290-1765

After June 1st

Camp Sidney Dew

3624 Everett Springs Rd

Armuchee, GA 30105

(706)-234-2393

Registration Overview

Step 1	Step 2	Step 3	Step 4	Step 5
Unit Count	Registration/ Payment #2	Registration/ Final Payment	Additional Paperwork	Check-in
Due Mar. 15 \$75 per Scout (Non- Refundable after May 31 st)	Due Apr. 15 \$100 per Scout	Due May 15 for Early- Bird Discount, June 1 All balances due	Due at Arrival of Camp	Sunday arrival Unit Roster due
The first step of the process is the Unit Count. This indicates the number of Scouts from your unit attending camp. Complete the Unit Count (CSD 1) form and return it with a payment of \$75 per Scout to the Northwest Georgia Council Service Center by Mar. 15.	The second step is Payment #2 and Registration for program Sessions via online registration. NOTE: Scout signups for Merit Badge and other programs not guaranteed until the initial \$75 deposit for that Scout is received.	The third step is Final Registration for program sessions. Payment for Scouts registering for camp after either of the first two deadlines may be submitted at any time.	The additional optional paperwork will be due at the arrival of camp. Please follow the Instructions on the forms in the Registration Packet. Copies of current BSA Health Forms Should be presented to Medics at Hubbs for re-checks and turn-in.	The last step is Check-in on Sunday afternoon. Will collect any remaining paperwork, the Unit Roster, update schedules and settle any remaining balances.
Online MB registration Will go "live" on March 15th				

If you don't see a program or class available when you go to register online, then that means that the program is full and that you are not able to register for this program unless someone drops it. Schedules can be modified and will be finalized during check-in.

Changes to a Scout's requested schedule or other registration materials can be submitted to our Administrative staff by phone, fax, or e-mail.

Due to the number of Scouts registering for some programs at camp, some schedules may not be exactly as requested. By "capping" our attendance each week, we avoid most scheduling problems, but at times certain classes become filled quickly. We will work with you upon arrival to ensure that every Scout gets an opportunity to take the classes they requested as their 1st choice, if possible.

Express Check-In

Units that meet all registration deadlines, confirm their merit badge schedules in advance, provide names of leaders coming to camp and make payment in full prior to arrival will be rewarded with an expedited check-in process that can be expected to be completed in 5-10 minutes. Units must still complete Health Checks with Medic upon arrival and check-in. Swim tests may be administered prior to camp and proof of completion (including signature of Aquatics Instructor and skill rating of each participant) should be turned in at the Pool. However, the Aquatics staff reserves the right to re-test anyone if they deem it necessary.

Age, Maturity, and Skill Level

Please keep in mind that the unit leader is responsible for ensuring that all Scouts meet age, maturity and skill level requirements for all sessions. Scouts who have already earned a merit badge are not eligible to sign up for that merit badge session again. This allows every Scout the opportunity to participate in the program. On the first day of sessions, instructors will verify participant qualifications to ensure all required qualifications are met.

Please note the programs listed that have specific requirements for enrollment. In addition, Scouts registered in Spike Buck may not participate in any of the programs designed for older Scouts including "Life Scouting". All rifle and shotgun MB scouts must attend a mandatory safety training class after supper on Sunday.

Age/Rank Requirements	
Project C.O.P.E.	Age 14
Climbing Program	Age 14
Shooting Sports	Age 13
Life Scouting	Age 13, Star
Aquatics Supervision	Age 15

Medical Forms and Insurance

All Scouts and leaders attending camp must have a physical examination before coming to camp and must have the proper medical form completed. The examination must be by a physician licensed to practice medicine.

Youth participants and adults are required to use BSA Medical Form 680-001. National has consolidated all previous versions of the medical form in one form for youth and adult. These forms are available through your local council service center or on our web site at sidneydew.weebly.com. Please use the most current version of each form. Older versions of the medical forms cannot be accepted.

Each Scout and leader will have a health re-check after his arrival as part of the check-in procedure. In accordance with the new federal HIPPA regulations, medical screenings will be completed discreetly to ensure privacy for Scouts and Leaders. The unit's medical forms will be **kept on file for the week with** the camp's Health Officer. They will be returned to the unit leader on Saturday at the end of the week.

Please make arrangements for physical examinations before summer camp. Any Scout or leader who does not have a completed health form - including the examination - will be restricted from all camp activities until an examination has been given. There are no provisions for an examination to be given at camp. Also, make sure that all parties in the appropriate places have signed each health form. Please keep a copy of each Scout's physical for your records. National is requiring that proof of insurance be on file for all participants coming to camp. Please attach proof of insurance by providing a copy of an insurance card to the medical form.

Required Medical Forms
All Scouts and leaders are required to have a physical examination before camp and complete the appropriate medical form.
SA Form 680-001 Scouts and leaders should use these forms
Personal/Insurance Card Attach a copy of Personal Insurance Card to Medical Form

BSA Medication Policy

The BSA National Standard related to prescription medication at camp dictates how medication is stored and dispensed at summer camp. Under this policy, all prescription medications (including those needing refrigeration) are to be kept in locked storage and in compliance with local and state laws. An exception may be made for a limited amount of medication to be carried by a camper or leader for life-threatening conditions including bee- stings, heart medications, and inhalers. It is required that all Schedule II Narcotics must be secured in the Health Lodge under dual lock and key in the Health Lodge for Participants under the age of 18.

Personal Animals on Camp

While we love animals of all kinds, we cannot allow personal animals on camp property. This is to protect the health and safety of all campers who are under our care. Personal animals include, but are not limited to, emotional support animals and all other animals that are not expressly identified under the ADA.

Express Health Check-In

Units can mail medical forms to camp for pre-screening prior to arrival. Please mail the forms directly to camp (Attn. Health Lodge Staff) at least two weeks prior to arrival. To protect privacy please do not FAX forms. The unit should also plan to bring another set of copies of all medical forms with them as well, just in case! National BSA requires that everyone must go through a Health Check upon arrival. Participants with forms that the Health Lodge staff has already inspected will be allowed to go through an expedited Health Check process at the Hubbs Program Center on Sunday.

Packing

What to Bring

Other than some basic items, different people and units will bring different items with them. A good exercise is to think about your perfect week at camp and bring the items that you see in your mental picture. If you want to spend the afternoon fishing on the edge of the lake, don't forget your fishing rod and tackle box. To help keep you from forgetting those all-important items, we have a list on this page to help you when you are packing.

What Not to Bring to Camp

Personal rifles or other firearms, ammunition, and bows, including paintball guns, are not allowed in camp; only those supplied by the Shooting Sports area are to be used. Sheath knives are also not allowed at camp. Any such equipment brought to camp must be delivered to the Camp Director when the unit checks in; it will be returned when the unit checks out. In addition, no pets of any kind are allowed at camp; this is policy of the Boy Scouts of America and includes visitors. Finally, we strongly recommend that items such as radios, music players, electronic games, and other electronic devices not be brought to camp. Summer camp is an outdoor experience, and these items are not appropriate to that experience. Camp Sidney Dew is not responsible for personal or Unit items that are damaged, lost or stolen.

Tips

Have Scouts bring a footlocker or locking suitcase and provide an extra key for the unit leader. That way, if one key is lost, the spare one will be stored safely. With the heat and humidity of June and July, it would be advisable to have a change of clothing for each day of the week.

Privacy Notice

By participating in Northwest Georgia Council activities, you agree to allow the Northwest Georgia Council to use your image in camp and council promotional materials.

Transportation

Each unit is responsible for the safe transportation of its members to and from camp, and to make sure that all vehicles meet national insurance requirements. Transporting Scouts or adults in the bed of a pickup truck or trailer - whether it is covered or uncovered - is against the policy of the Boy Scouts of America, as well as poor judgment. In addition, units visiting Camp Sidney Dew from other councils are responsible for attaining the appropriate tour permits. Tour permit forms are available online at sidneydew.weebly.com.

Parking

Upon arrival at camp, park all vehicles in the Main Parking Lot. Do not block the road. This road serves as a vital artery for camp logistics and two-way through passage must be maintained.

The main parking area for leaders and visitors is between the main gate and the Hubbs Administration building. Vehicles are not to be parked in the campsite during the week. Units are encouraged to leave a trailer in the campsite to store gear.

All campsites must be cleared of vehicles by Sunday night before campfire, unless prior permission is arranged with the Camp Ranger. Exceptions approved will receive a special tag for the vehicle. To keep traffic in camp to a minimum, only

Personal Equipment

- T-shirts
- shorts or long pants
- swim trunks
- underwear
- socks
- Footwear for Boating
- Hat, if desired
- sweater or jacket
- extra shoes or boots
- poncho or rain gear
- notebook and pencil or pen
- Scout Handbook
- merit badge pamphlets
- watch (very important)
- washcloth and towel
- toiletry items (soap, shampoo, toothpaste, etc. No glass bottles)
- flashlight with new batteries
- sleeping bag or sheets & blankets
- alarm clock (optional)
- pocketknife
- footlocker or suitcase or backpack
- laundry bag
- hand sanitizer

camp vehicles will be allowed beyond the main parking lot during the week of camp. Some vehicles will be permitted into camp during check-in and check-out, for the purposes of loading and unloading of personal and unit equipment. While driving in camp, please observe the camp speed limit of 10 miles per hour. No vehicles will be allowed to operate in camp or be parked in the campsite after check-in on Sunday. If you need to leave camp during the week, always check out at the admin center.

Tour Buses

If your unit will be traveling to Sidney Dew in a charter or tour bus, please notify the camp administration (**706 234-2393**) one week prior to your arrival so that preparations can be made. Upon arrival to camp, please go directly to the main parking lot where you will need to unload. This area is one of the few places large enough to easily turn around such a large vehicle. Arrangements will be made to transport all your gear from the bus to the campsite.

Handicapped/Service Permits

Individuals with special needs should contact the Camp Ranger prior to arrival at 706-234-2393 or Bill.Pompie@scouting.org. We have a strict "no vehicle" policy in camp and our camp vehicles/carts are for staff use only, so the camp does not furnish individual golf carts or other modes of transportation. Needs of people with physical disabilities will be addressed and/or our Ranger Staff on an as-needed basis will issue service permits.

Safety

While we want every Scout to have a fun and exciting week, safety is a top priority in our program, in the campsite, and around camp. Please take note of the policies and procedures to ensure a fun and safe experience.

Buddy System

The buddy system should always be used during your stay at camp. We highly recommend that your Scouts schedule their classes so that they can travel around camp together so that we all stay safe.

Bicycles

To maintain safe travel corridors, personal bicycles are not permitted on camp property.

In Case of Accident or Emergency

Sidney Dew has a Health Lodge that is open 24 hours a day and manned by staff members trained in handling minor accidents and illnesses.

In addition, Sidney Dew has a working arrangement with physicians in Rome for the treatment of more serious cases. If this kind of treatment is required, the Scout's parents will be notified by telephone, and their wishes concerning treatment will be respected. If such a trip is required, we ask that one of the Scout's leaders drive him to the hospital. This way, the Health Officer will still be in camp to treat any other potential injuries.

At the health recheck, the camp reserves the right to refuse admittance to any person who, in the opinion of the Camp Director and Health Officer, has any physical or medical condition that might present a hazard to self or others. Medication brought to camp should be kept in the Health Lodge.

Emergency phone is located at the Hubbs Reception area. This phone is primarily for adult use only. Youths will only be allowed to make phone calls accompanied by one of their adult leaders. In the event of an emergency, it is important that camp policies and emergency procedures are followed at all Times. Camp staff will provide direction as required.

If a Scout or Leader requires medical treatment beyond the services of the Sidney Dew Health office, payment for these services will be handled as follows:

Northwest Georgia Council participants will be covered by the Health Risk (HSR) insurance that the council carries for all traditionally registered members. This policy will cover the initial \$300 of fees for treatment. Beyond this, all other charges

are those of the participant and his family. In the event that the participant does not have medical insurance coverage, HSR will upon written notification review the charges for payment.

Out of Council participants are required to show proof of insurance for the unit on CSD 2d. When the participant receives professional medical services, this policy will be used along with medical insurance from the participant's family. It is the responsibility of the unit leader to notify their insurance carrier of a pending claim. Furthermore, it will be the responsibility of the participant's family to work with their troop leaders to process all claims of service after returning home.

Fire Safety

Sidney Dew has a fire and emergency alarm system. This system will be explained at the Leaders' Meeting on Sunday, and a test of the system will be conducted early in the week. Basic firefighting equipment is located at each campsite. If there is an emergency, this equipment will be used by members of the camp staff. This equipment is not to be used by Scouts; Scouts do not fight fires under any circumstances.

Under no circumstances shall flames of any kind be used in any tent or Adirondacks. If a Scout or leader plans to utilize their own tents for lodging, they should have the tent labeled "NO Flames In Tents." This can be stenciled on the tent or on a place card in front of the tent. Flashlights or battery-powered lanterns-which do not pose the threat of fire or asphyxiation - are the only acceptable light for use in tents.

Liquid and LP Fuels

Liquid-fueled equipment (kerosene, gasoline, white gas, etc.) is not allowed at Camp Sidney Dew. Empty propane cylinders should be taken home with the unit and not placed in fireplaces or trashcans, as they may explode when heated.

Equipment Damage

Any damage to camp-owned equipment through abuse will be the responsibility of the Unit. The camp staff will assess any damages and notify the unit. The unit is responsible for paying for damages before leaving camp.



Merit Badge Program

The merit badge program is the cornerstone of the summer camp program and Camp Sidney Dew offers a wide selection. Most merit badges can be completed at camp. However, there are a few that need some additional work at home because of time requirements, special projects, or other considerations. In addition, some merit badges require prerequisites or practice to develop proficiency in specific skills.

If your council requires blue cards, please bring them with you to camp. The cards should be completely filled out by the unit and brought to the Hubbs Administration Building for an official signature. The Scoutmaster will receive an advancement report prior to departure on Saturday, noting completes and partials, including those requirements that remain outstanding. It is the unit's responsibility to transfer this information to the corresponding blue card.

Prerequisite Requirements

Some merit badges, unfortunately, cannot be completed entirely at summer camp. However, if your Scout has signed up for one of the following badges, he can complete the prerequisite requirements before coming to camp. By completing these requirements and bringing a Scoutmaster-signed Prerequisite Requirement Form, he will be marked off on these requirements and will complete the badge at camp.

Merit Badges	Req.	Description
Environmental Science	3e	Write a report on an endangered species
Reptile & Amphibian Study	8	Care for and observe a reptile or amphibian for at least 30 days
Camping	8d	Cook meals for your patrol
		Camp 20 days and 20 nights
Wilderness Survival	5	Put together a personal survival kit (Bring this to camp!)
Geocaching / Orienteering	TBD	Currently determining requirements
Personal Management	2	Keep track of a budget for 13 weeks
Communication	5	Attend a public council meeting
Emergency Preparedness	8b	Take part in at least one troop mobilization
	9a	Inspect your home for potential hazards
Personal Fitness	1a	Receive a physical examination using the Boy Scout exam form

Merit Badges

Aquatics



Canoeing Merit Badge

Pre-Req: Pass Swimmer Test

Location: Lake Goodyear



Kayaking Merit Badge

Pre-Req: Pass Swimmer Test

Location: Lake Goodyear



Lifesaving Merit Badge

Pre-Req: Pass Swimmer Test

Location: Lake Goodyear



Rowing Merit Badge

Pre-Req: Pass Swimmer Test

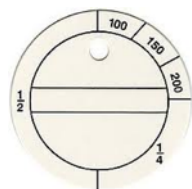
Location: Lake Goodyear



Swimming Merit Badge

Pre-Req: Pass Swimmer Test

Location: Pool



Swim Test and Buddy System

Pre-Req: None

Location: Pool



Aquatic Supervision

Pre-Req: Swimmer Test/ 16 yrs

Location: Pool



Ecology/Conservation



Astronomy Merit Badge

Pre-Req: NONE

Location: Dining Hall



Environmental Science Merit Badge

Pre-Req: Requirement 3e

Location: Nature Lodge



Fishing/Fish & Wildlife Management Merit Badges

Pre-Req: NONE

Location: Nature Lodge



Weather Merit Badge

Pre-Req: None

Location: Nature Lodge



Forestry Merit Badge

Pre-Req: None

Location: Nature Lodge



Nature Merit Badge

Pre-Req: None

Location: Nature Lodge



Reptile & Amphibian Study Merit Badge

Pre-Req: Requirement 8

Location: Nature Lodge

Active Lifestyles



Golf Merit Badge

Pre-Req: None

Location: Dining Hall

Handicraft



Art Merit Badge

Pre-Req: Requirement 6

Location: Handicraft Lodge



Basketry Merit Badge

Pre-Req: \$15 for supplies

Location: Handicraft Lodge



Indian Lore Merit Badge

Pre-Req: \$15 for supplies

Location: OA Lodge



Leatherwork Merit Badge

Pre-Req: \$15 for supplies

Location: Handicraft Lodge



Pottery Merit Badge

Pre-Req: None

Location: Handicraft Lodge



Woodcarving Merit Badge

Pre-Req: \$15 for supplies

Location: Handicraft Lodge

Scoutcraft/Outdoor Skills



Camping Merit Badge

Pre-Req: Requirement 8d, 9

Location: Scoutcraft Shelter



Signs, Signals, and Codes

Pre-Req: None

Location: Scoutcraft Shelter



Geocaching/Orienteering Merit Badge

Pre-Req: None

Location: Scoutcraft Shelter



Pioneering Merit Badge

Pre-Req: None

Location: Scoutcraft Shelter



Wilderness Survival Merit Badge

Pre-Req: Requirement 5

Location: Scoutcraft Shelter



Shooting Sports



Archery Merit Badge

Pre-Req: Requirement 8d, 9

Location: Archery Range

** Scouts must be able to draw a 22lb bow

*** Scouts in Spike Buck are not eligible



Rifle Shooting Merit Badge

Pre-Req: None

Location: Rifle Range

** Minimum age of 13 years old

*** \$15 ammunition fee



Shotgun Shooting Merit Badge

Pre-Req: None

Location: Shotgun Range

** Minimum age of 13 years old

*** \$25 ammunition fee

STEM (Science, Technology, Engineering, and Math)



Chemistry Merit Badge

Pre-Req: None
Location: Simmons Shelter



Chess Merit Badge

Pre-Req: None
Location: Simmons Shelter



Electricity Merit Badge

Pre-Req: None
Location: Simmons Shelter



Home Repairs Merit Badge

Pre-Req: None
Location: Simmons Shelter



Moviemaking Merit Badge

Pre-Req: None
Location: Simmons Shelter



Radio Merit Badge

Pre-Req: None
Location: Simmons Shelter

** Offered as a twilight badge



Space Exploration Merit Badge

Pre-Req: None
Location: Simmons Shelter



Health and First Aid



First Aid Merit Badge

Pre-Req: None
Location: Health Lodge



Emergency Preparedness Merit Badge

Pre-Req: None
Location: Health Lodge



Disability Awareness Merit Badge

Pre-Req: None
Location: Health Lodge

** Offered as a twilight badge

Life Scouting

“Life Scouting” is an intensive program focused on some of the Eagle-required merit badges.

Scouts may register to complete as many requirements as are feasible over the course of the week, however some requirements will need to be completed at home. As these Eagle-required badges are quite involved, Scouts are advised to take no more than two of these badges at a time.

Most of the badges require prior preparation or bringing materials from home. All these sessions require written material. Scouts need to bring a standard notebook, pencil, and pen.

These sessions are for older Scouts working toward Eagle. Scouts that are under the age of 13, first year campers or are in any of the Spike Buck sessions are not eligible to enroll in Life Scouting sessions.



Communication Merit Badge

Pre-Req: Requirement 5
Location: Blackfoot Shelter



Personal Management Merit Badge

Pre-Req: None
Location: Blackfoot Shelter

Spike Buck “First Year Camper” Program (Blackfoot Shelter)

Each Scout in the Spike Buck Program learns the basic skills that all Scouts must master to become proficient in camping and outdoor activities. There are two programs available covering those skills that are required for advancement to the ranks Of Tenderfoot, Second Class, and First Class. While designed primarily for Scouts who are new to the Scouting program, and generally those coming to summer camp for the first time, it is not limited to those Scouts.

The Spike Buck staff will attempt to help Scouts master the basic skills for camping, first aid, rope work, map and compass work, and nature hiking.

Unlike the merit badge program, it is impossible to come to camp and, in a week, complete all of the requirements for First Class. The Camp Sidney Dew staff will do everything in its power to help each Scout become proficient in as many of the Scouting skills as possible. Each Scout will receive credit for those requirements he has completed toward the ranks of Tenderfoot, Second Class, and First Class. How much each Scout completes is up to him, and it is very possible for two different Scouts will complete different requirements, and that some complete more than others.

Requirements Covered

Scout: 1a, 1e, 3a, 3b, 4a, 4b, 5

Tenderfoot: 3a – 3d, 4a – 4d, 5a – 5c, 6a, 7a, 7b, 8

Second Class: 1b, 2a – 2c, 2f, 2g, 3a – 3d, 4, 5a, 6a – 6e, 8a, 8b, 9a, 9b

First Class: 3a – 3d, 4a, 4b, 5a – 5d, 6b, 7a – 7c, 7f

Who Should Sign Up?

Unit leaders should consider each Scout individually when deciding whether he should sign up for this program. While a Second-Class Scout may gain valuable skills in the program; he may be better served in the merit badge program. Likewise, a 14 or 15-year-old may be in his first summer at camp but may be advanced enough to bypass this program in favor of merit badges.

Leaders are encouraged to work with Spike Buck participants in the Troop's campsite. A review here can put into practice the skills the Scouts have learned during the week.

Keep in mind that Scouts enrolled in any Spike Buck sessions are not eligible to participate in Life Scouting or other advanced merit badges.

What to Bring to Spike Buck?

In addition to regular items to bring to camp, Scouts in the Spike Buck Program should bring the following items:

- Daypack
- Water Bottle
- Poncho
- Compass
- Pencil & Paper
- Scout Handbook

Climbing and C.O.P.E. (Challenging Outdoor Personal Experience)



Climbing Merit Badge

Pre-Req: None

Location: COPE Shelter



C.O.P.E

Pre-Req: None

Location: COPE Shelter

Scouts will learn the basics of climbing and rappelling and practice these skills on the tower. Safety is stressed as ability is developed. Scouts who successfully complete the Climbing program at Camp Sidney Dew will earn the Climbing merit badge. Each session is limited to Scouts. Scouts must be at least 14 years of age to participate in this program. There is a \$25 program fee.

Project C.O.P.E.—Project COPE stands for Challenging Outdoor Personal Experience. Minimum age is 14. It is a ropes/confidence course created by the Boy Scouts of America to develop leadership and teamwork skills in the participants. A three-hour session that meets only in the afternoon. There is a \$25 program fee. Class will not be held if minimum class size is not met.

Twilight and Other Activities

Many activities are available in the evening hours between Vespers and Taps. Some activities have been scheduled by the camp staff and are open to all Scouts and leaders. Other activities may be done on a unit basis and can be scheduled by the unit leader through the appropriate program area. These arrangements can be made at the Sunday Leaders' Meeting.

Patch Trading

Calling all Patch Collectors! Join us on the porch of the Trading Post for Patch Trading. Bring some patches you want to trade and enjoy the fellowship with other traders. Celebrate over a century of Scouting with Patch Trading on Tuesday night at 8:00 pm to 9:30 pm. Drop on by, grab a Slush Puppy, and let the Trading Wars begin.

Shooting Sports Twilight

We will provide Shooting Sports opportunities during Twilight Time. Evening activities will be announced by the Shooting Sports Director at the Leader meeting on Sunday and again at daily SPL mtgs. Younger Scouts are welcome to participate!

Rome Braves Baseball

Rome is proud to be the home of the Rome Braves, 2016 South Atlantic League Champions. The Rome Braves are a Class A farm team for the Atlanta Braves and are a lot of fun to watch! If the Braves are in town during your week at camp, we can help you arrange for your troop to catch a game. Check the Braves' website, www.romebraves.com, for their 2018 schedule.



Athletics

We will be running troop/team competitions in Ultimate Frisbee, Basketball, and Volleyball. Tournament brackets will be available for signups at the Dining hall on Monday. Rules, schedules, etc. will be discussed at the first SPL meeting on Monday. Winning Troops/Teams will be recognized at the closing Campfire.

Disc Golf

We hope that you take advantage of our updated disc golf course. If you don't have your own discs, sets are available for checkout at the athletic field equipment shelter. Get your practice in during the week, because we will have a winner take all tournament on Friday.

Leader Academy

	Sunday	Monday	Tuesday	Wednesday	Thursday
A.M.	N/A	Summer Camp Roundtables			
P.M.	SM/SPL Mtg.	Trek Safely	Climb On Safely	Safe Swim Defense/ Safety Afloat	Leave No Trace
*Please note that sessions and days offered are subject to change but each of these trainings will be offered at least once during your week at camp.					

Summer Camp Leader Roundtables

After leader's meetings, we will be offering Summer Camp Roundtables that will showcase a new subject every day and may differ from week to week depending on what you would like to see! If you are particularly proficient at a specific Scouting skill and want to share your knowledge, then contact the Program Director to set up a roundtable meeting that will highlight your skill. We will always have something to offer leaders during this time so stick around after the leader's meeting to learn!

Intro to Outdoor Leader Skills (ITOLS)

We are excited to announce that we will be offering leaders a chance to earn their ITOLS certification during your week at camp! During our program, leaders will work with our Spike Buck team and move through the requirements as a single patrol. More information about the specifics of this course is to come.

Unit Leader Dinner

One night during your week at camp, the Northwest Georgia Council will sponsor a dinner for the adult leaders in camp to share their experiences and comments on Camp Sidney Dew. The Council looks forward to your input and invites you to help make Camp Sidney Dew the best it can be.

Scoutmaster "Badge of Merit"

The Camp Sidney Dew Scoutmaster Achievement Award, a.k.a. Scoutmaster Badge of Merit, recognizes the tremendous contribution adult leaders make to the Camp and the Scouts in attendance. To qualify for the award, an adult leader must earn a minimum number of points on his/her Scorecard. Applications for the award should be submitted on Friday afternoon. Get your SMB scorecard when you check in.

Advancement

Often, adults in camp bring with them special knowledge or skills that would be beneficial to various merit badge sessions. If any adult would like to assist with a merit badge - or offer one not on the schedule - please email the Program Director (antelope659@gmail.com). He will discuss details such as prerequisites, material needs, session Times and capacity. The Administration staff will notify units coming to camp of the special offerings and assist with generating end of week advancement reports.

Service

If you are a carpenter, plumber, electrician, or just a general handyman, your skills are always needed at camp. The Camp Ranger will be glad to suggest a list of projects to any interested leader. Bring your tools and feel at home.

Week at a Glance

Your First Day

Units should plan to arrive at Camp Sidney Dew between 2:00 P.M. and 4:00 P.M. on Sunday. The camp is closed between noon Saturday and 2:00 P.M. Sunday, and there will be no one available to handle early arrivals.

Upon arrival to camp, immediately park all vehicles in the grass parking lot between the front gate and the administration building. Do not block the road. This road serves as a vital artery for camp logistics and two-way through passage must be maintained.

The first thing the unit leader should do is report to the Hubbs Administration building with the SPL to meet the camp administrative staff. At that time, the unit leader should have a final roster of Scouts and leaders, registration changes, and any unpaid fees.

The assistant leader should remain with the unit and have copies of the unit's medical forms and written explanation for any boy who needs special medical treatment.

A guide will be assigned to assist the unit through the check-in process. The Troop Guide and the assistant leader will take the unit to their campsite and then to the Pool for swim checks and medical re-checks. The assistant leader should bring the medical forms to the Pool for turn-in to the medic at that time. Everyone - youth and adult - must have a current health form. The re-check is to make sure that no significant changes have occurred since the physical examination was given. A buddy tag will be issued for each person with a health form. To best facilitate this process, all members of the unit are asked to arrive at camp at the same time. The unit leader should inform a member of the health staff if any Scouts plan to arrive late.

Camp Tour

New units that may be unfamiliar with the layout of Camp Sidney Dew can request a tour from their Troop Guide. This tour includes locations of various program areas, the trading post, dining hall and other areas of interest. Your Troop Guide can also further assist by pointing out time saving shortcuts for getting to and from your campsite. Be sure to pick up a camp map and follow along!

Swim Checks

For units who participate in multiple aquatic activities throughout the year and have had swim checks within the last six months, a pre-camp swim check form is included in the Registration Packet.

Please note that these swim checks must be authorized by a certified American Red Cross or BSA Lifeguard. A copy of the certification card must be attached to the completed pre-camp swim check form. All other units will take the swim test upon arrival at camp. It is important to note that Aquatic activities will be held in Lake Goodyear and the pool. Lake Goodyear has very different characteristics from the pool. All boating activities require footwear.

Swim Checks at the Pool

Beginner Test

Jump feet first into water overhead, level off, and swim 25 feet on the surface. Stop, turn, and resume swimming back to the starting place.

Swimmer Test

Jump into the water over your head, feet first, level off, swim 75 yards using one stroke then 25 yards on your back and demonstrate the ability to float on your back.

Leaders' Meetings

A meeting of all unit leaders and Senior Patrol Leaders will be held on Sunday after supper in the Hubbs Administration Center. At this meeting, members of the camp staff will give an overview of camp policies and procedures, and special program activities that will be offered during the week. This meeting will also provide an opportunity to answer any questions about your week at summer camp. Members of the administrative staff will also be on hand to process last minute session adjustments.

A daily adult leader meeting will be held at 10:00 AM every morning in the Hubbs Reception Center. There will also be a Senior Patrol Leader Meeting that will be held each day after lunch at the Chapel. If it is raining, the meeting will be on the front porch of the Health Lodge.

Rest of the Week

Tentage

Generally speaking, all units will be housed in standard two-person wall tents or four-person Adirondack shelters. The tents have wooden floors with cots. Some campsites are equipped with Adirondack shelters instead of tents. These shelters accommodate four Scouts and have permanent wooden bunk beds and vinyl-covered mattresses. Pictures of most campsites are available on our web site at CampSidneyDew.org.

Unit leaders should plan to share tents since the camp does not have the resources to provide each leader with his/her own tent. Leaders who wish to guarantee separate accommodations, and leaders not staying the entire week, should make arrangements to provide their own tent.

Uniform

The official Boy Scout summer field uniform is recommended be worn by both youth and adults while in camp. This uniform - commonly referred to as Class A uniform - is to be worn to Supper each day and to camp wide activities such as campfires, unless High Heat Protocols

are in effect. Here are a few tips to help your uniform stay fresh longer:

Don't wear it at times when it does not have to be worn; change clothes after supper to avoid getting it dirty.

Bring a hanger for the shirt, and keep the neckerchief and slide (if worn) in the same place each time, so they won't get lost.

It would be a good idea to have several pairs of Scout socks to avoid wearing the same pair all week.



Check-In Overview Sunday

2:00-4:00 Arrive in Camp

Paperwork - The unit leader should report to the Administration building with the entire unit's registration forms, money, and medical forms. Here you will meet your guide who will guide you through the check-in procedure.

Health Recheck - Your guide and assistant leader will take your unit to the Pool for Swim Checks and Medical Forms will be turned in there.

Campsite - Your guide will take you to your campsite where you can unload gear and prepare for the camp tour & swim checks.

Camp Tour & Swim Checks - All Scouts will go on a tour followed by swim checks if not complete prior to camp.

6:00 PM Assembly

6:10 PM Supper

Supper—Scouts and leaders wear Class A uniform to supper.

8:00 Leader's Meeting

9:45 Call To Quarters

10:00 Taps

Daily Schedule

Each day follows a regular daily schedule. The schedule for Saturday and Sunday vary for check-in and check-out. On Monday and Friday, the evening activity is a camp wide campfire in the Council Ring just across from the Trading Post. Everyone in camp is expected to attend and wear their Scout uniform. There are a variety of activities available to choose from on the remaining evenings.

Dining Hall

Before each meal, units line up in formation on the parade ground outside of the Dining Hall. A member of the Camp Sidney Dew staff will lead the camp in returning thanks.

At the morning and evening meal, the Staff will lead the flag ceremonies unless a Troop has signed up to do so. Scouts and leaders should wear their Class A uniform to the evening meal. After the meal, the Program Director usually has some important announcements for the camp. We ask that all Scouts remain in the Dining Hall until dismissed by the staff.

Here at Camp Sidney Dew we eat family style. The waiter system is used in the Dining Hall for setting the tables and cleaning up. This process will be explained in more detail during supper on Sunday.

Our Dining Hall staff provides a balanced diet for young Scouts at all meals. If you have a Scout or Leader with Special dietary concerns or restrictions, please complete Special Diet Request form (CSD-2c). Each year we have individuals who have Diabetes, Celiac Disease, Peanut Butter allergy, as well as milk and egg allergy.

These individuals are encouraged to bring any specialty foods that they may need to supplement our regular menu with them. Such foods should be labeled with the individual's name, Unit Number and any specific instructions. We will make every effort to prepare these foods as required and have them at each meal. Check our website before coming to camp for our Summer Camp Menus to help with this planning.

Vespers and Chaplain

Vespers is a short fellowship service held Tuesday evening after supper. Vespers is held in the Chapel, located across from the Dining Hall. Everyone is encouraged to attend. Members of the Commissioners staff will conduct Vespers service, with assistance from visiting clergy. In addition, they can provide assistance with homesick Scouts. Scouts and units may volunteer to assist with Vespers during the week. Scouts who are working on their religious award are especially encouraged to do so.

Commissioner Service

After your guide finishes helping you check in, you probably won't see him in your campsite again until you check out on Saturday. That is okay, because we have a staff member with the full-time job of taking care of your needs during the week. That staff member is your Commissioner. The Commissioner Staff will stop by the campsite each morning to visit with the leaders in the site. They will make sure you have all the supplies and equipment that you need. If there is something broken or missing in your site, they will work to see that it is fixed or replaced. You can also meet with your Commissioner at the morning Leaders' Meeting. In addition, Commissioners are knowledgeable about the Program and can answer questions or help you plan unit activities.

Trading Post

The Trading Post is ideally located in the center of camp and has a variety of items, such as camp memorabilia (patches, mugs, T-shirts, etc.), program supplies and concession items. The Trading Post is open during the day and evening, except at meals and during camp wide activities. It is a popular place for Scouts and leaders to get a snack and relax. The Trading Post Manager will announce and post hours, but it is usually open approximately 8 hours daily.

Lost and Found

A central lost and found area is located at the Trading Post. If you lose something during the week, check with the Trading Post staff to see if it has been turned in. In addition, the Aquatics area has a small lost and found area at the Pool and Lake. At the end of each week of camp, all lost and found items will be boxed and stored. After camp closes for the summer, lost and found items will be kept until September 1. To make it easier to recover lost items, Scouts should clearly mark their personal possessions with their name and unit number.

Scoutmaster Lounge

Scoutmasters are more than welcome to stop and take a breather in the Hubbs Administration Building. We will have coffee in the mornings as well as a cool place to sit down and relax for a bit.

Check Out

The check-out procedure begins on Friday. Merit badge print-outs, health forms, Spike Buck progress charts and patches will be available for pick-up by Friday supper. Starting on Wednesday, we will begin assigning check-out times to troops. We will work around your schedule to make your check-out process go smoothly. The Camp Ranger will discuss check-out procedures with unit leaders at the Thursday leader meeting and again at lunch on Friday.

Some vehicles will be allowed in camp to load personal and unit Equipment on Friday, per the Ranger's instructions, and units may schedule a check-out time with the Ranger at that time. At check-out, the Ranger or designee will inspect the site to be certain that it is clean, and the site assessed for damage. The cost of any damaged property or equipment will be charged to the unit. The unit leader should stop by the Hubbs Administration building on the way out of camp to check-out and take care of any last-minute business.

Contacting the Outside World

Postal Mail

Scouts may receive mail at camp. Please send mail addressed as follows:

***Scout Name
Troop #r
Camp Sidney Dew
3624 Everett Springs Rd
Armuchee, GA 30105
(706)-234-2393***

Please be sure to include the Scout's unit number on all mail; this will make sure it is routed to the proper mailbox. Also include a return address in case a letter arrives at camp after the Scout has left. Mail service is dependable, but it is recommended that mail not be sent to camp later than the Wednesday while the unit is at camp. Mail can take from two to four days to reach camp. Any letters or packages that contain currency or valuables should be insured.

Telephone

A phone is located inside the Hubbs Administration building. It is the only telephone available for Scout use. We discourage the continued use of the telephone by Scouts. A Scout can only use the phone when a Scout Leader accompanies the scout. No exceptions.

Should someone at camp need to be contacted, the camp telephone number is (706) 234-2393. The staff member will take a message and deliver it to the unit. Of course, emergency messages will be delivered as soon as possible.

Website

Visit us on the www.nwgabsa.org for the latest updates to prepare for camp. This is an excellent resource for parents, leaders and Scouts. Leaders will find information about summer camp and last-minute registration updates. They can register online and pay camp fees. It is also a convenient way to submit last minute schedule changes before coming to camp. Scouts can find a list of what to bring to camp, helpful hints for their merit badge sessions.

Facebook

Parents and family can see pictures of their unit in camp at our Facebook page, Like us on Facebook at www.facebook.com/campsidneydew . We encourage our Scouts to make the most of this outdoor experience, but we will try our best to update our Facebook page, as well as Twitter page, as often as we can with our limited connectivity.

Visitors Night

Visitors' night at camp is Friday evening. At that time, parents may wish to bring a picnic supper to enjoy with their son and friends. The highlight of the evening's activities is the campfire program and the Order of the Arrow ceremony. Visitors should not plan to arrive at Camp Sidney Dew before 4:00 p.m., as Scouts will be involved in camp-wide activities until then and will need time to take a shower and change clothes. The ceremony will last until approximately 9:30p.m., So visitors should plan to leave shortly after that so Scouts and leaders can get a good night's sleep. Bring a good flashlight to light you way around camp after dark. The Friday Campfire and OA ceremony are important to the camping experience; therefore, parents are encouraged to not check youth out to go home early.

In the event of inclement weather, the campfire and tap-out ceremony will be moved to the Dining Hall. Vehicles are not allowed into camp on Friday evenings. If desired, visitors may eat in the Dining Hall on Friday evening. The cost for the meal is \$5 regardless of age. Visitors may purchase tickets for their meal as they enter the Dining Hall on Friday evening. In addition, they should notify their Scout's unit leader prior to their visit, who will make arrangements with the Administration for camp. Visitors at any time other than Friday should make prior arrangements with the Camp Director. There are no facilities at Camp Sidney Dew to allow visitors to stay overnight. Any adults staying overnight must be BSA-registered adult leaders and have completed Youth Protection.

Coming and Going

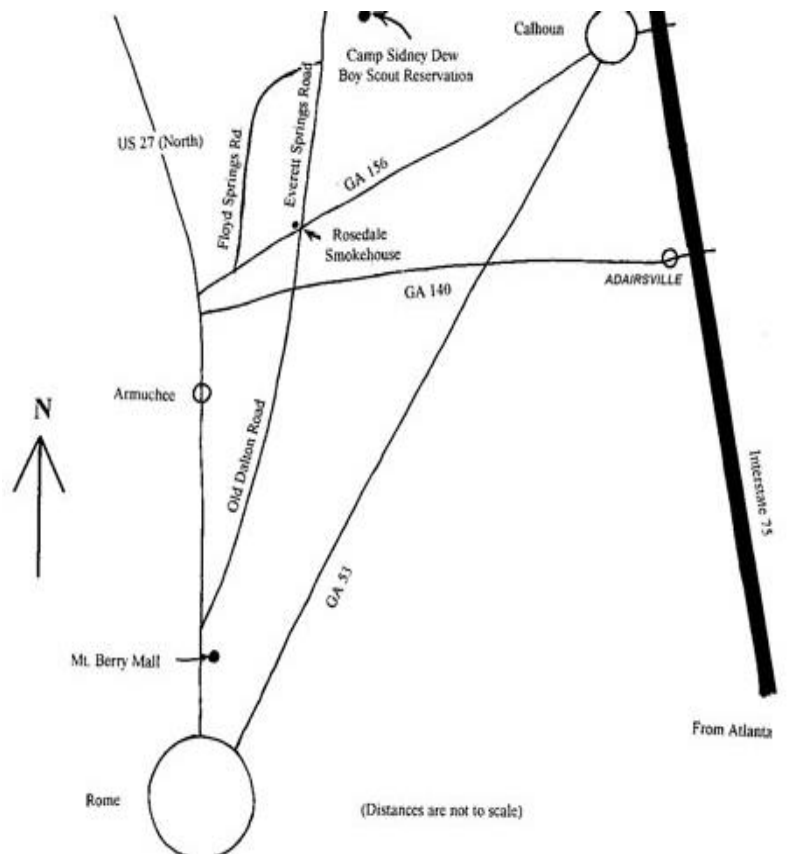
The safety and security of every Scout is of paramount concern to all leaders and Staff. To enhance our security efforts we require parents, leaders, and Scouts to sign in and sign out at the Administration building when entering or leaving camp during the week. Scouts who are leaving camp early will need to check out at the Hubbs Administration Building with our staff while being accompanied by an adult from the unit to authorize the departure. Guest hours begin at 7:00am and end at 10:00pm. There should be no guests on-camp before or after that time. If there are concerns for an individual Scout's well-being and protection, the unit leader should contact the Camp Director.

Weekly Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:00		REVEILLE					7:00 – 10:00 CHECK-OUT
7:40		WAITER'S CALL					
7:50		MORNING ASSEMBLY					
8:00		BREAKFAST					8:00 – 9:00 BREAKFAST
9:00 – 10:00		FIRST PERIOD				MERIT BADGE WRAP-UP	
10:15 – 11:15		SECOND PERIOD					
11:30: – 12:30		THIRD PERIOD					
12:40		WAITER'S CALL					
12:50		MIDDAY ASSEMBLY					
1:00		LUNCH					
1:30		SPL MEETING @ Dining Hall Back Porch					
2:00 – 3:00		CHECK-IN BEGINS AT 2: 00	FOURTH PERIOD				MERIT BADGE WRAP-UP
3:15 – 5:15			ACTION AFTERNOON ACTIVITIES				CAMPWIDE GAMES
5:45		WAITER'S CALL					
5:50	EVENING ASSEMBLY						
6:00	DINNER						
7:00 – 8:30	CLASS MEETINGS	TWILIGHT ACTIVITIES, TWILIGHT MERIT BADGES, TROOP TIME, VESPERS (Tuesday Only) SCHEDULE WILL BE POSTED				8:00 Campfire	
8:30 – 9:30	SM/SPL MEETING	Opening Campfire				9:00 OA Ceremony	
9:45	CALL TO QUARTERS						
10:00	TAPS						

Map to Camp Sidney Dew

Camp Address
3624 Everett Springs Road, Armuchee, GA 30105



From I-75 South

Get off at Adairsville Hwy. 140 exit (Exit 306). Stay on Hwy 140. You'll cross Hwy. 53, and then keep going. Once you cross the Oostanaula River, take the next right onto Old Dalton Road (you'll see a Camp Sidney Dew sign). In approximately 5-6 miles, you'll come to an intersection with Hwy 156 (Citgo station on right, "Rosedale" sign across street). Go straight through the intersection. Old Dalton Rd. turns into Everett Springs Road. Go straight on Everett Springs 6.3 miles and you'll see our front gate sitting in a 90 degree right-hand bend. Drive on in! We'll see you there!

From I-75 North

Take the Tunnel Hill Exit, Hwy 41N (Exit 336). Go North on Hwy 41 approximately 1-2 miles to Hwy 201. Turn left onto Hwy 201, proceed approx. 12 miles to Villanow intersection Hwy. 136 (convenience store on left, old Country Store across road). Turn left onto Hwy 136, go approx. 1/4 mile to Pocket Road. Turn right onto Pocket Road. Proceed approx. 11.3 miles on Pocket Road. At 8 miles, you'll pass Pocket Campground and then a left turn to Lake Marvin. Stay straight on Pocket Road, which is now Everett Springs Road. At 11.3 miles, you'll see the Camp Sidney Dew main gate to the left, sitting in the bend of a 90-degree right turn. Turn left into camp. We'll see you at the parking lot!

From Highway 27

From Summerville, head towards Rome on Hwy. 27. Turn left onto Hwy. 156, 4-5 miles before you get to Berry College. Proceed approx. 3 miles down Hwy 156 to Floyd Springs Road (you'll see a Camp Sidney Dew sign). Turn Left onto Floyd Springs. Stay straight on Floyd Springs until it dead-ends into Everett Springs Road (approx. 7-8 miles). Turn left onto Everett Springs Road. Camp gate is approximately 3 miles, sitting in the bend of a 90-degree left-hand turn. Drive on in! We'll see you there!

Map of Camp Sidney Dew

