



KODIAK CHALLENGE
GUIDE



Kodiak Challenge

The Kodiak challenge is a rigorous training course beyond the likes of NYLT and NAYLE. Here, not only does one undergo a variety of activities throughout the course but is sure to draw so much more from the experience. Challengers will be put to the test as participants must work together to meet common goals. The course is separated into six segments which each have a different theme to relay to challengers. The six segments have six themes that include effective teamwork, values and vision, communication, decision making and planning.

Kodiak Itinerary

Shooting Sports-Pistol - Practice your target shooting with Pistol Shooting.

Kayaking- Practice your small boat skills on one of the springs in Ocala

Camping- Practice your camping skills in the Ocala National Forest

The Gauntlet - Series of challenges designed to test the skills of the group (Everything is probably possible)

COPE - Prepare your mind, body and soul for the bowel-shaking COPE course of Camp Shands.

Caving -Like any reasonable person would, we will head into a cave which means facing one of humanity's most primal fears, the dark (and what may lay within).

Registration

Registration will be on the NFCscouting.org webpage under calendar of events. The cost for youth will be \$100 per youth scout and \$40 per adult. There is a limit of 15 youth participants and there is no limit for Adults. There will be some events that the adults will not be able to participate in.

[1]Check-In

Check-in will open at 6:00pm at the Taylor Dining Hall. Events will start at 7:00pm. No early check-ins allowed.

Participants will be sleeping in Treehouses. We will be tent camping for at least one night on the Florida Trail in Ocala. Participants must stay for the entire course to earn the Kodiak medal. Check out will be at Camp Shands and will be at 5pm. [2]Once full, participants will be assigned to a campsite. Vehicles may be parked by the spaces near the basketball court for the weekend or taken to designated lots that will be discussed once you arrive to camp.

Packing List

Required:

- Water bottle
- Sleeping gear
- Tent
- Clothes
- **2 pair of clothes you aren't afraid to get [3]dirty (e.g. long-sleeved pants, shoes and shirt). Will need these for caving, gauntlet, cope and biking.**
- Closed toed shoes
- Bathing suit (Boys - swim trunks, no speedos; Girls – 1-piece or tankini)
- Venturing Uniform
- Toiletries
- Towel
- Bug spray
- Sunscreen
- Venturing Handbook
- Pen and paper
- Flashlight (that's not your phone)



Medical and Safety

A BSA Medical form (parts A&B) must be filled out and turned in by each person when they check-in, whether they are camping or not. Units should also look to the Guide to Safe Scouting for rules regarding adult supervision required. Training Weekend provides a Medical person on staff that is trained in First Aid. In addition, the majority of our Staff are CPR trained and have had significant first aid training. Unit Leaders will make non-emergency transportation to the hospital.

Here are a few important considerations in maintaining a healthy and safe camp:

- Report all accidents and illnesses in the camp to the Medical Officer.
- **DRINK LOTS OF WATER!!**
- Watch for signs of heat exhaustion.
- Ensure that Scouts wear proper footwear at all times to prevent foot injuries. **NO OPEN TOED SHOES** are allowed at camp except at proper shower facilities
- No running on camp trails or roads as it causes too many injuries.
- Make sure your Scouts carry plenty of water and drink plenty of water frequently to avoid dehydration.
- All campers (Youth and Adults) are required to bring a current Medical Health form to camp.
- Remind Scouts to wear sunscreen, especially at aquatics areas.
- Use spray pump insect repellent.

Camp Policies and Procedures

Your cooperation with the policies and procedures described below is essential and greatly appreciated.

- **Adults** – Each Crew must have 2 adult leaders at all times. One female adult must be one of the 2 adult leaders if you are bringing a co-ed unit. Units who cannot meet minimum requirements can be placed in a campsite with other Crews to share leadership.
- **No open toe or open back shoes should be worn while on camp property**
(Except when using proper shower facilities). This includes all Ventures, guests, and adults. Shoes **MUST** be worn at all times. Anybody seen wearing improper shoes will be asked to return to their campsite to put on appropriate shoes.
- **Remember this is a co-ed event.** Please wear attire that is appropriate for a scouting Event. No revealing shorts, shirts, or pants. No tank tops. Only one-piece swim suits or tankinis for females, and boxer style swim suits for males.
- **EMERGENCY NOTIFICATION.** Please make sure that the bell is NOT played with at any time during camp. If you should hear the bell ringing please report to the Ames immediately for further instructions.
- **Automobiles** - No vehicles will be permitted in the Campsites except for loading and unloading of camp equipment during check-in and check-out. Special permission passes will be given out on a case-by-case basis at the check-in table if needed. Traffic on camp roads is for service vehicles and designated emergency vehicles **ONLY**. Golf cart use is prohibited unless there is a medical reason.
- **Parking** – All vehicles will be kept in the assigned parking lot. For safety's sake, no cars may be kept in the campsites unless special permission has been granted by Camp Staff.
- **Liquid Fuels** – Lanterns that burn liquid fuel may be used in camp; battery or propane powered stoves and lanterns are preferred. Liquid fuel must be stored safely. Only battery-operated lights are to be used in tents.
- **Electricity** – Campsite electricity should be used only for camp issues. No electricity should be used for laptop computers or other recreational items.
- **Knives** – Sheath Knives are never needed at camp and must be left at home. A pocket knife is permitted, but you may be participating in sports and other activities and it would not be advisable to carry one around all day.
- **Campfires/Charcoal Fires** – open fires may be banned if the camp is declared to be in a fire restricted area. Fires should only be built in the designated fire rings in each camp site. Any fire must be attended by at least one person at all times. Fires should be completely put out before retiring to bed. Shovels and water buckets must also be accessible to the fire ring at all times. Use only appropriate firewood. Do not cut or chop any standing trees.

- **Natural Environment** – Pinecones, timber, and natural debris are to be left on the trees and ground. Pinecone wars, sword fights with sticks and other similar forms of entertainment are not allowed. Fires sticks are not allowed in campfires. What goes in the fire stays in the fire.
- **Fireworks, Firearms, Firewater** – No fireworks, firearms, or alcoholic beverages are permitted on Council property. Anyone found with these items in his or her possession or presence will be dismissed from camp immediately.
- **Tobacco Use** – Smoking and other tobacco usage is not permitted for those less than 21 years of age on camp. Although adults over 21 may use tobacco, it is expected that they will refrain from tobacco use in front of Scouts or in any buildings. Tobacco products are to be put out completely and disposed of properly.
- **Drugs** – Anyone found in the possession or presence of any illegal, illicit, or controlled substances will be dismissed from camp immediately and be turned over to the Sheriff Office. Only drugs prescribed by a physician and on record with the Medical Officer will be allowed.
- **HAZING AND INITIATIONS ARE NOT TOLERATED AT CAMP SHANDS!**
- **Leaving Camp** – NO SCOUTS will be permitted to leave camp without the permission of their Crew Advisor. Any Scout leaving camp at any time for any reason must have an adult who is checking them out and must sign out at the Ames Lodge with an Adult Leader.
- **Lost and Found** – If you find a “lost” item, bring it to the Ames Lodge.
- **Valuables** – Camp Shands or its Staff will not be held liable for damaged, lost, or stolen items.
- Boy Scouts of America does not allow contact sports such as football.
- No unauthorized use of the wooden platforms is allowed due to safety concerns.
- **EVERYONE NEEDS TO DRINK LOTS OF WATER.**
- **A Scout is Clean.** We need to keep camp (including the latrines) clean.



North Florida Council Venturing Officer's Association Mission and Purpose

Mission:

The Mission statement of the VOA is to promote the development of leadership skills, provide service, and participate in high adventure programs.

Purpose:

The Council VOA shall organize the planning and implementation of the Venturing Program events and training at the Council level. The VOA shall also offer support for the planning and implementation of Venturing program events and training at the District and Unit levels.

The VOA is intended to help develop Venturing in the Council and help strengthen its Crews by:

- Promote and provide Venturing activities and advancement
- Support the overall North Florida program and training efforts
- Provide a communication forum in the Council
- Assisting and supporting Venturing training events
- Provide Venturing event opportunities
- Promote and participate in High Adventure Programs
- Support the units of North Florida Council in their recruitment efforts
- Modeling effective Crew operations
- Providing a learning resource for Venturing