

2025 Trailblazers

Game Night: Level Up Your Leadership

September 26-28, 2025, at Camp Texlake

Trailblazers is an adult volunteer enrichment retreat weekend designed to encourage, enhance, and enthuse Girl Scout adults with a transfusion of Girl Scout spirit. It's a time to have fun with other leaders, get motivated for the next year, and return home with inspirational ideas for your troop. It is open to registered Girl Scout adults (any gender) who serve as leaders, co-leaders, or other troop volunteers.

Trailblazers is an alcohol-free event. There are two options for enjoyment:

- Weekend (Friday - Sunday) - \$85
- Saturday only - \$50

(T-shirts available for \$15) Deadline to order T-shirts is August 30th.

Schedule of Activities

Friday

6:00-9:00 p.m.: Check-In at Camp Texlake Office
(Dinner: Bring your own or eat before arrival)
7:00-9:15 p.m.: Activities at the Dining Hall
7:00- 9:15 p.m.: Campfire Sing-along at the Singing Trees
9:30-10:30 p.m.: Meet Your Cabin Mates
11:00 p.m.: Quiet in Units / Night Owl Bunko and Hangout in Dining Hall

Saturday

7:45 a.m.: Flag Ceremony
8:00- 8:45 a.m.: Breakfast
7:30- 8:45 a.m.: Sat Only Check-In - Front Office
9:00-10:15 a.m.: Workshop 1
10:30-11:45 a.m.: Workshop 2
12:00-1:15 p.m.: Lunch
1:30-2:45 p.m.: Workshop 3
3:00-4:15 p.m.: Workshop 4
4:30-5:45 p.m.: Workshop 5
6:00 p.m.: Flag Ceremony
6:15-8:45 p.m.: Costume Contest and Dinner
8:45-9:30 p.m.: Investiture/Rededication
9:30 p.m.: Annual Spoons Championship / D&D Campaign in Dining Hall or Sing-along in Starke
11:00 p.m.: Quiet in Units

Sunday

7:15-7:45 a.m.: Tai Chi
8:00-8:45 a.m.: Breakfast
8:45 a.m.: Girl Scout's Own - Singing Trees
9:00-10:15 a.m.: Unit Kapers (clean up)
9:30-11:30 am: CPR/First Aid (extra fee)
9:30 a.m. - 12:30 p.m.: Let's Go 3 Training (extra fee)
11:30 a.m.: Trailblazer Committee Meeting (for those wishing to be on the 2026 planning committee)

Friday Night

Connect with people, relax, and unwind over activities and snacks in the Dining Hall. Learn and play the spoons card game for Saturday night's Annual Spoons Championship Tournament, or go to the campfire and sing-along at Singing Trees. Be sure to return to your lodgings by 9:30 p.m. for Meet Your Cabin Mates, a meet-and-greet with your cabin leader and cabin mates, where you will receive a rundown of the weekend ahead and learn about camp safety protocols. If you aren't ready for quiet in the cabin, head back to the Dining Hall for Night Owl Bunko and conversation.

Saturday Night

Start the night off with the costume contest, which will take place right before dinner. (If you have an elaborate costume, we recommend preparing during session 5 - Dining Hall bathrooms will be available.) Following the costume contest, we will announce the winner of the SWAPS competition. After dinner, stay for a beautiful and moving Investiture/Rededication Ceremony. After the ceremony, you can join the Annual Spoons Championship or a D&D campaign in the Dining Hall, or head over to Starke for a sing-along.

Sunday Morning

Start your day with Tai Chi, followed by the flag ceremony and breakfast. Join us back by the Singing Trees for a Girl Scout's Own Ceremony. After completing kapers, you can take the First Aid/CPR or Let's Go 3 certification courses (additional fees apply). If you'd like to be a part of planning next year's Trailblazers, join us in the Dining Hall at 11:30 a.m. to discuss roses and thorns from the weekend and vote on next year's theme.

SWAPS

Girl Scouts have a tradition of SWAPS—that stands for “Special Whatchamacallits Affectionately Pinned Somewhere.” They are small tokens of friendship that Girl Scouts exchange with one another, and each SWAPS uniquely reflects a fellow Girl Scout, their troop, or a memory of a special event. They’re a great way to share stories and get to know Girl Scouts at your event. SWAPS should be small, inexpensive crafts that can be produced in large quantities. You don’t have to spend a lot of money, as the best SWAPS are handcrafted.

SWAPS can be exchanged throughout the weekend. You can expect 100 or more awesome campers.

DO NOT include food or glitter on your swaps. Camp Texlake is a glitter-free environment.

SWAPS Contest

If you plan to enter the SWAPS contest, it is expected that you have made enough SWAPS to share (not just one unique masterpiece; at least 20 are required to be eligible). Have your SWAPS on the table in the Dining Hall before noon on Saturday. To enter, remove any personal information from the SWAPS, attach a contestant number to your SWAPS (available in the box on the table), and pin your numbered SWAPS in the category quadrant in which you’d like to compete.

Categories will be as follows:

- Too Much Time on Your Hands
- Girl Scout theme
- Trash to Treasure (using recycled items)
- Game Night

SWAPS voting will be from 12:00 to 3:00 p.m. on Saturday. Contest prizes will be awarded at dinner.

Costume Contest

Bring your A-game to this year’s Trailblazers Costume Contest! A signup sheet will be available at check-in and during lunch on Saturday in the Dining Hall. Please be sure your name, category, and contact information are on the list if you want to compete.

Contestants should arrive at the Dining Hall no later than 6:10 p.m. The contest will begin at 6:15 p.m., before dinner.

There are 30 minutes between the end of the last workshop and the beginning of the contest. If you need extra time to get ready, select Free Time for session 5. The Dining Hall bathrooms will be available for hair, makeup, and changing.

Categories will be as follows (groups or individuals):

- Dress as your Favorite Badge
- Dress as your Favorite Board Game
- Dress as your Favorite Game Character
- Dress as the Most Prepared Scout

DO NOT include glitter on your costume. Camp Texlake is a glitter-free environment.

Patch Exchange

A patch exchange table will be set up in the Main Dining Hall. Bring any extra patches or badges you have for the exchange. You can drop them off and pick up something new Friday night through Saturday Lunch. After lunch, please take as many as you can use.

Investiture/Rededication Ceremony

We come to Trailblazers because we bleed green (even if we don’t know yet). Be sure to stick around after dinner on Saturday to get a good green transfusion. You’ll leave with love in your heart and tears in your eyes.

Workshops

Includes Workshop Classification, Facilitator, and Location

Workshop Classifications:

- **Be a Camper**
- **Craft**
- **Skill**
- **STEM**
- **Troop Management**

Workshops that are "Trailblazers Foundations" are identified with *asterisks*. Some workshops are offered in multiple sessions; please only register for one session.

- Archery: Sessions 1-4
- Horseback Riding (additional \$25 fee): Sessions 1 and 2
- Pool Games and Sample Scuba: Sessions 3 and 4
- Free Play: Sessions 1-5

Session 1 Options

***Archery* - Be a Camper (Bill Houston) - Archery Range** - How easy is shooting a bow and arrow? With a little practice and polish, you will be ready to hit your target. This class will give you the basic steps to learning how each person can shoot effectively. Learn how to aim, stand, draw, and pull. Simple, easy steps to targeted fun. Badge: Cadette Archery (**max 12 participants**)

***Horseback Riding* - Be a Camper (Texlake Staff) - Horse Barn** - Ride these beautiful animals along the trails. Weight limit of 200 lbs. A workshop may be canceled at the last minute due to weather, resulting in free time. Badge: Junior Horseback Riding (**max 8 participants**) (**additional \$25 fee**)

Make a Troop Flag - Craft (Melanie Brothers) - Dining Hall - Join us for a creative and collaborative workshop where you will design and create your very own troop flag. Learn about the purpose and history of troop flags, and discover how they represent the spirit, values, and teamwork of a Girl Scout troop. Your finished flag can be proudly used at meetings, camps, parades, and special events. Badge: All levels Girl Scout Way (**max 15 participants**)

Resin Science - STEM (Dan Thompson and Angela Camelbeek Thompson) - Feller Pavilion - Learn the basics of using UV and two-part resin with your Girl Scouts. Safety precautions will be discussed. (Ideas for non-chemical alternative projects, too!) Make a small project to take home. Badges: Any Outdoor Art, Artist, Inventor, Product Design, STEM (**max 30 participants**)

Forensic Science - STEM (Melissa Valadez) - Nature Center - Intimidated by science? STEM not your thing? Come learn the basics of the scientific method as well as some fun activities to do with Girl Scouts of all ages that even non-scientists can handle. This workshop will be hosted by a 20-year forensic professional and will include a special focus on the investigative badges (Senses, Detective, Special Agent). Badges: All Citizen Scientist Journeys, Senses, Detective, Special Agent, Home Scientist, STEM Career (**max 25 participants**)

***Knives* - Skill (Christie Jones) - Suncrest B (covered picnic tables outside)** - Learn knife skills to use as a camper on any Girl Scout level. Polish your skills with a whittling project. Take home tips for teaching knife skills to your troop. Bring your pocketknife, if you already have one, but there will be some available to use during this session. Badges: Camper, Eco and Trail Adventure Badges (**max 25 participants**)

Modern Calligraphy - Craft (Liszi Hoelscher) - Flora - Modern calligraphy swaps out traditional quills and dip pens for more convenient and less expensive brush pens. You can use this skill with any of the artistic badges, elevate your/your scout's handwriting, and/or in your everyday life. The course includes the basic brush strokes, forming strokes into letters, and connecting letters into words! I will also have basic information on flourishing! At the end of the course, you get to take home a brush pen to keep practicing with resources for my favorite workbooks! **(max 30 participants)**

***Leading a Campfire* - Troop Management (Elizabeth Meservey) - Flora Outdoor Area** - Learn how to organize a campfire ceremony, including options for fire ban nights and getting Girl Scouts to take the lead. Participants will leave with tools to help their troop plan and host fun campfires. Badges: All Levels Girl Scout Way Badge **(max 30 participants)**

Morse Code - STEM (Ellie Meservey and Emily Meservey - Andries) - Fauna - Get ready to tap, beep, and decode your way through Morse code fun! In this game-filled class, we'll learn the Morse alphabet, practice sending signals, and interpret messages using teamwork. Perfect for Girl Scouts of all ages, this class builds confidence, communication skills, and a whole lot of badge-worthy fun! **(max 20 participants)**

Science and Math of Orienteering and Navigating - STEM (Stacy Lieder) - Singing Trees - Learn to use applied geometry skills and a compass to figure out how to get where you want to be, and how to track where you've come from. At the end of this class, you will be able to: find north, south, east, west; take a bearing to a landmark; find a landmark using a bearing; tell someone how to find you using a reverse bearing; measure distance using your stride; plot a course using paces and bearings; and track your course using paces and bearings. Follow up this workshop with Bill's Basic Maps – Where's Waldo workshop, for more advanced skills. **(max 30 participants)**

Self-Care - Skill (Jenna Racer) - Starke - Take some time to unwind and take care of yourself. In this workshop we will make lip balm, and you will receive recipes for additional self-care products. **(max 30 participants)**

Free Play - Be a Camper (Self-Led) - Free Locations - Ready to play the Quiet Game, take on a side quest, meet up with new friends to play some new games, or recharge your batteries? This session is completely up to you. **(no max)**

Session 2 Options

So, You Want to Be a Lifeguard - Skill (Stacy Lieder) - Pool - Have you wondered whether you have what it takes to be a lifeguard? Come get hands-on prep for the prerequisite swimming skills and learn about how the class runs from two Red Cross lifeguard instructors. During this session, you'll learn what the prerequisite swimming skills are, get an opportunity to swim with "the brick", and practice your treading technique. Hear how long the certification class is, and what's required to be successful. Bring your swimsuit and questions! **This is not a certification class. (max 12 participants)**

***Archery* - Be a Camper (Bill Houston) - Archery Range** - How easy is shooting a bow and arrow? With a little practice and polish, you will be ready to hit your target. This class will give you the basic steps to learning how each person can shoot effectively. Learn how to aim, stand, draw, and pull. Simple, easy steps to targeted fun. Badge: Cadette Archery **(max 12 participants)**

***Horseback Riding* - Be a Camper (Texlake Staff) - Horse Barn** - Ride these beautiful animals along the trails. Weight limit of 200 lbs. A workshop may be canceled at the last minute due to weather, resulting in free time. **(max 8 participants) (additional \$25 fee)**

***Back Pocket and Quiet Games for Girl Scouts* - Be a Camper (Maggie Fowler and Ellie Meservey) - Dining Hall** - Girl Scouts finished their activity too soon? Waiting around, being bored? No cell signal or Wi-Fi? Learn

some back-pocket or quiet games to share with your troop. (**max 35 participants**)

Mini Garden / Terrarium - Craft (Jessica Andrade) - Feller Pavilion - Create a miniature terrarium, succulent, or zen garden using recycled materials and old game pieces. Badges: Junior Gardener / Multi-Level Art with Nature (**max 20 participants**)

Savannah on a Budget - Team Building (Melissa Valdez) - Nature Center - Want to visit the heart of historic Savannah and the birthplace of both Girl Scouts and founder Juliette Gordon Low with your troop? Come learn about how our troop planned our cross-country road trip on a budget, including tips on where to stay along the way and in Savannah, what activities were worth the cost, which we'd skip on a budget, and about the lodging facilities at Girl Scout Camp Low, outside of Savannah. (PowerPoint presentation) Badge: Senior Traveler (**max 30 participants**)

***Knots* - Skill (Christie Jones) - Suncrest B (covered picnic tables outside)** - Learn knots to use along rough trail adventures. This workshop is for all levels of Campers. Polish your skills for teaching knot-tying to your troop. Badge: Junior Camper Badge (**max 25 participants**)

Creative Camp Cooking - Skill (Kellie Bradford) - Suncrest D (covered picnic tables outside) - Go beyond foil packs! We'll explore unconventional ways to cook at camp—think using natural materials, alternative cooking surfaces, and unexpected containers. Get inspired to shake up your troop's outdoor menu! (**max 20 participants**)

D&D for Girl Scouts - STEM (Sarah and Emily Berver) - Flora - Basic rules of D&D for beginners session on how to incorporate the game for a Girl Scout event/meeting (**max 12 participants**)

Book Binding - Skill (Eleanor Meservey and Emily Meservey-Andries) - Fauna - Learn all about book binding and leave with your own handbound journal. With the help of our printable instruction page, we will walk you through binding your own journal stitch by stitch. Use your customized journal for troop management, badge work, and everything in between. Badge: Cadette Book Artist (**max 15 participants**)

***Songs with Games* - Be a Camper (Elizabeth Meservey and Anya De Vos) - Singing Trees** - Come sing and play, as we learn some Girl Scout Songs with Games. Badge: All levels Girl Scout Way (**max 30 participants**)

***Girl Scout Ceremonies* - Team Building (Angela Camelbeek) - Starke** - We will learn about traditional Girl Scout ceremonies and plan The Scout's Own for Sunday morning. Participants will also assist with the flag raising ceremony and flag retirement. Badge: All levels Girl Scout Way (**max 30 participants**)

Free Play – Be a Camper (Self Led) - Free Locations - Ready to play the Quiet Game, take on a side quest, meet up with new friends to play some new games, or recharge your batteries? This session is completely up to you. (**no max**)

Session 3 Options

***Pool Games / Sample Scuba* - Be a Camper (Lifeguard and Scuba Club) - Pool** - Cool off and play some pool games or learn a little about scuba Dive World Austin. (**max 50 participants**)

***Archery* - Be a Camper (Bill Houston) - Archery Range** - How easy is shooting a bow and arrow? With a little practice and polish you will be ready to hit your target. This class will give you the basic steps to learning how each person can shoot effectively. Learn how to aim, stand, draw and pull. Simple, easy steps to targeted fun. Badge: Cadette Archery (**max 12 participants**)

Texlake Service Project – Board Game Rehab - Be a Camper (Karoline Gebert and Texlake Staff) - Dining Hall - Pull out all of the games in the Texlake Dining Hall and make sure the pieces are all there. Repair boxes, boards, and put pieces in sturdier storage. **(max 30 participants)**

Glass Etching - Craft (Dan Thompson and Christie Jones) - Feller Pavilion - We will learn sandblasting and chemical etching on flat glass to take home. If you want to bring a stencil (max size 4" x 7") of your own design (Circuit), use non-permanent vinyl (contact paper). Badges: Artist / Design Badge **(max 25 participants)**

Organizing with Google Drive / Docs - Team Building (Kelli Bradford) - Nature Center - Say goodbye to paper piles and lost permission slips! Learn how to keep your troop info, forms, and plans neat and shareable with Google tools. We'll cover smart folder systems, collaborative docs, and time-saving tricks—and if time allows, we'll peek at building a simple troop website. Badges: Troop Management, Volunteer Support, Financing My Future, College Knowledge **(max 30 participants)**

Design Your Own Board Game - STEM (Kimi Halliburton and Elizabeth Meservey) - Flora - Ideas for how to lead the Daisy Board Game Badge. Badge: Daisy Board Game Badge **(max 15 participants)**

Guess Who - Bug Trivia - STEM (Anya De Vos) - Fauna - Are your Girl Scouts afraid of bugs? Learn a new way to introduce and de-mystify insects and help your troop feel more comfortable in the great outdoors. Describe, identify, and learn about common bugs in Texas through a Guess Who-like game you can play with kids of all ages. Badge: Brownie Bugs Badge **(max 25 participants)**

Night Hike Tips and Trips - STEM (Melissa Valdez and Mary Mitchem) - Suncrest D - Expand your camping fun by exploring the outdoors at night. Learn how to safely lead a night hike with your troop. This workshop will include fun activities you can do with your troop as you learn to use night vision and your other senses, like hearing and smell, to explore your camp after the sun goes down. Session will include a discussion on dark skies and the importance of protecting this precious resource. Badges: Dark Sky Patch Program, Space Science, Camper **(max 20 participants)**

Injury Simulation Drills - Skill (Stacy Leider and Amy Boyles) - Starke - Ever wondered what to do if an injury happens when you are camping or hiking in a remote area? Get some hands-on practice in this injury simulation class. Learn how to respond to real-world scenarios with just the contents of your day bag or backpack, and learn how to enhance the effectiveness of your first aid kit. **This is not a certification class.** Badges: All levels First Aid **(max 12 participants)**

Free Play - Be a Camper (Self-Led) - Free Locations - Ready to play the Quiet Game, take on a side quest, meet up with new friends to play some new games, or recharge your batteries? This session is completely up to you. **(no max)**

Session 4 Options

***Pool Games / Sample Scuba* - Be a Camper** (Lifeguard and Scuba Club) - Pool - Cool off and play some pool games or learn a little about SCUBA with Dive World Austin. **(max 50 participants)**

Jewelry Using Game Pieces - Craft (Melanie Brothers) - Dining Hall - Get creative and upcycle your favorite game pieces into one-of-a-kind jewelry. In this hands-on workshop, you'll design and make fun, funky accessories using parts from classic board games like Scrabble tiles, puzzle pieces, dice, Monopoly tokens, and more. Whether you like bold statement pieces or something quirky and nostalgic, you'll learn basic jewelry-making techniques and how to turn everyday objects into wearable art. Great for beginners—no experience needed. **(max 20 participants)**

***Outdoor Games - Intro to Letterboxing and Geocaching* - Be a Camper** (Christie Jones) - Feller Pavilion - Learn to guide your troop with Letterboxing and Geocaching Camper Badges. **(25 max participants)**

Weather Station Crafts - STEM (Maggie Fowler) - Nature Center - Learn how to understand weather forecasting by creating some simple weather station instruments to bring back to your troop. Expand your knowledge about recognizing severe weather and other weather tips. **(max 25 participants)**

Trail Story Beads - Be a Camper (Kelli Bradford) - Flora - Turn outdoor adventures into tangible memories! Learn how to use beads to track camper activities—from hikes to fire-building—and how to adapt the system for troop use. It's motivation, recognition, and storytelling, all strung together. Badges: Hiking, Girl Scout Way **(max 35 participants)**

Visible Mending - Skill (Elizabeth Meservey, Emily Meservey-Andries, Katherine, and Anya De Vos) - Fauna - Learn the art of visible mending—mending by highlighting imperfections in a creative, eye-catching way. In this class, we review tools, supplies, and techniques used for this fun and functional skill. We also discuss how to take this technique back to troops of different age levels. In class, challenge your creativity by repairing a damaged item (participant brings) with patches/decorative stitching (provided), extending the life of the item, and adding beauty where there once was a flaw! Badges: All levels Craft and Tinker, Senior Textile Artist **(max 20 participants)**

***Ice Breaker Games for Girl Scouts* - Be a Camper (Melissa Valadez) - Starke** - Come learn some fun mix and mingle games to help Girl Scouts (and adults) get to know each other in a safe space. Games are perfect for your first troop meeting of the year or for service unit events where troops might not know each other very well. Games are designed to learn basic information about participants and have youth/adults work together as a team in a non-competitive way. Badges: All levels Girl Scout Way / Creative Play **(35 max participants)**

***Hayride Camp Tour* - Be a Camper (Texlake Staff) - Front Office** - Tour camp Texlake from the comfort of our trailer. **(max 20 participants)**

Free Play - Be a Camper (Self-Led) - Free Locations - Ready to play the Quiet Game, take on a side quest, meet up with new friends to play some new games, or recharge your batteries? This session is completely up to you. **(no max)**

Session 5 Options

Create a Game out of Troop Planning and Review - Team Building (Elizabeth Meservey) - Dining Hall - Utilize classic board game structure to turn a boring badge/review/planning session into a fun game! **(max 20 participants)**

Basic Maps - Where's Waldo - Skill (Bill Houston) - Feller Pavilion - So you go on a trip with your nice little cell phone, and GPS. You quickly discover that Murphy is on the trip. You all know him!! How do you be the superhero, and get the troop of precious cargo back to the point of origin? All you have is a square piece of paper with writing, pictures, and junk on it. Take a trip into the past with an old scout who remembers how this was done when Grandpa and Grandma were little. A must-have lesson for the times when all else fails. Participants are welcome to bring the following to class: old maps, new maps, and topographic maps. Maybe an old compass! Or a new compass that you trust. Badge: Junior Geocaching **(max 30 participants)**

Cyber-Savvy Girl Scouts - STEM (Marie Hudspeth) - Nature Center - In an ever-changing online world, it's vital for Girl Scouts of all ages to know how to navigate it responsibly. Learn why it's more important than ever to introduce cyber safety to your troop, the badges they can earn, and tips on keeping them engaged along the way. This session will equip you with the tools to teach and empower the next generation of cyber-savvy Girl Scouts. Badges: Daisy/Brownie Cybersecurity Basics J/C/S/A Cybersecurity Badge **(max 30 participants)**

Bronze Award Planning - Team Building (Jessica Andrade) - Flora - Getting Juniors through their first higher award can be a challenge. Gain tools and tips for this Girl Scout achievement. We'll go over the basics and share codes to start your troop's path towards their Precious Metals awards. Award: Junior Bronze Award **(max 24 participants)**

participants)

Tissue Paper Painting - A Beautiful Gameboard - Craft (Katherine De Vos) - Fauna - We bleed green, but this craft can bleed any color. Discover the art of tissue paper painting—a beautiful freeform craft suitable for all ages. In this workshop you will use high-bleed tissue paper and water to create your own gameboard or work of art. This fun and inexpensive craft is great to take back to your troop. (Tweezers and gloves will be provided to protect against finger stains, but you are welcome to bring a smock or old shirt to wear if you are concerned about staining your clothes.) Badges: Daisy/Brownie/Junior Art and Design, Cadette Comic Artist, Senior Collage Artist **(max 24 participants)**

***Guitar with Stacy* - Skill (Stacy Lieder) - Starke** - Have you always wanted to play guitar and sing around the campfire? It's easier than you think! In this session, you will learn the basics to get you started playing guitar: four basic chords, how to change keys, how to practice, and how to strum. No prior musical experience needed; guitars will be provided for class attendees. **(max 24 participants)**

***Hayride Camp Tour* - Be a Camper (Texlake Staff) - Front Office** - Tour camp Camp Texlake from the comfort of our trailer. **(max 20 participants)**

Free Play - Be a Camper (Self-Led) - Free Locations - Ready to play the Quiet Game, take on a side quest, meet up with new friends to play some new games, or recharge your batteries? This session is completely up to you. **(no max)**

Optional Sunday Morning Activities

Tai Chi - 7:15-7:45 a.m. - Starke - Start your day with this gentle exercise and moving meditation, which offers benefits to both mental and physical health, at Starke.

Girl Scouts' Own Ceremony - Singing Trees - Come to the Singing Trees and reflect on the joy and beauty of Girl Scouting. Girl Scout's Own is a time to put the memories of the event into a storage place in your heart so you are ready to launch into your next adventure.

First Aid/CPR Certification - 9:00-11:30 a.m. - (Syzygy Training and Consulting, LLC - Stacy Lieder and Amy Boyles) - Starke - American Red Cross Adult and Pediatric First Aid/CPR/AED certification training. This is a blended learning class with a 2.5-hour online portion that must be completed before arrival on Sunday morning for the hands-on portion. **(additional \$30 fee)**

Let's Go 3 - Flora Outdoor Area - 9:30 a.m. - 12:30 p.m. - This is the third step in Girl Scout's national outdoor training program. This training course is required for primitive camping at a facility/location without running water and electricity (e.g. tent camping). **(additional \$15 fee)**

Meals

Saturday-only participants will be provided with lunch and dinner meals only.

Weekend participants will be provided with breakfast, lunch, and dinner on Saturday, and breakfast on Sunday, along with snacks on Friday and Saturday nights.

Gluten-free, dairy-free, and/or vegetarian options will be available **upon request, provided in advance**. If you are planning to bring your own food, please let us know so that we don't over purchase food.

Drinks will be water, lemonade, tea, coffee, milk, and juice. Water coolers will be located in different areas. There are no sodas available at camp. You are welcome to bring your drinks. Write your name on your drinks and store them either in the Flora and Fauna refrigerators or in personal coolers.

Lodging Accommodations

Weekend participants will have a choice of climate-controlled units (A/C): Fauna, Flora, Starlight/Tanda Treehouse units, or Suncrest cedar cabins. Or, for a more traditional and usually quieter camp experience, campers may stay in Driftwood Cove or Horseshoe Bend. Hammock campers are welcome under the Treehouse units.

All beds in all units have mattresses only; bring your bedding. A packing list will be emailed out prior to the event.

Fauna and Flora are troop houses that have 12 rooms in each building, with each room accommodating a maximum of four persons. Each room has two single beds and one bunk bed set. There are bathrooms with showers in each hallway. Each building is cooled with a central A/C unit, and workshops will be held in the community living areas.

Suncrest has 5 true cedar log cabins that have eight sets of bunk beds in each cabin with a maximum of 16 persons/cabin. Each cabin has a bathroom with a shower. Cabins are cooled with window A/C units and fans. Men will be housed in Suncrest D cabin.

Starlight and Tanda units have raised bunkhouse-style cabins called Treehouses. Each cabin has seven bunk beds (14 persons) with electricity and A/C. It is generally a quieter place to stay. Bathrooms with showers are located in a separate section that is shared between two cabins on the same raised platform. (Hammock campers sign up for Tanda 4 / Tent campers sign up for Tanda 3).

Bunk Beds: Some campers will be asked to use the top bunks of beds. There is a question on the registration form asking if you can physically use a top bunk bed if needed. If you have physical limitations or a medical issue that prevents you from using top bunks, please answer “no” to this question. It is up to your roommates to honor your request. Fauna and Flora will require one person in each room to use the upper bunk. Suncrest may require up to six persons per cabin to use the upper bunk. Starlight/Tanda may require up to seven persons per cabin to use the upper bunk. If you are tent or hammock camping, please select the upper bunk.

Housing choices are not guaranteed and are based on overall registrations. All areas may not be used. Please keep in mind that sound carries inside the cabins and respect the quiet hours. The Dining Hall is available for late-night socializing.