

The Ultimate Guide



October 21 – 23, 2022

**Information for Leaders,
Parents, and Scouts**



Welcome to ScoutFest 2022!

We are excited that you and your Scouts will be joining thousands of other Scouts, leaders, parents, and family members to make ScoutFest 2022 a once in a lifetime experience. You and your Scouts' involvement will help make this a wonderful event. We are excited to host this event and provide a safe and exciting event to launch Scouting forward in 2022 and beyond. Get ready to have fun and to Get Out and Scout!

ScoutFest not only offers your unit and family the opportunity to showcase Scouting to our community, but the planning and teamwork that go into participating provides your Scouts with many program and learning opportunities. ScoutFest is the largest single event in the Great Smoky Mountain Council this year, and this guidebook provides the details and how easily you and your Scouts can be involved. Thanks for being an integral part of ScoutFest. We look forward to seeing you October 21-23, 2022, at ScoutFest.

Scott Taylor
ScoutFest Chairman

David Williams
Scout Executive

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QUICK FACTS

- ▲ ScoutFest is for all Scouts: Cub Scouts, Scouts BSA, Venturers, Sea Scouts, STEM Scouts, and Explorers. It takes the place of our fall District Camporees and Family Camps.
- ▲ ScoutFest will be held October 21 - 23, 2022, Rain or Shine, at Remote Area Medical's Ranger Ranch, 0 Clubhouse Drive, Blaine, Tennessee, 37709. If you use Google maps, search for *Landing at River's Edge*
- ▲ ScoutFest registration is online at www.eastTNscouts.org/scoutfest. Registration by unit is strongly encouraged. Your unit will register through their unit's Tentaroo account.
- ▲ Cost for ScoutFest is \$25 per person before September 23rd, \$30 September 23rd-October 17th, and \$40 October 18th-October 21st. (children 4yrs old and younger get in free).
- ▲ All ScoutFest participants will receive a 3" round event patch.
- ▲ ScoutFest T-Shirts and other memorabilia are available for pre-order. To ensure availability merchandise must be ordered by October 4th. (will have only a limited number of ScoutFest T-shirts at the onsite trading post. If we have enough interest at the event, we could possibly order more.
- ▲ Check-in is Friday, October 21, from 4 to 10 pm; and Saturday, October 22, from 7:30 am to 3 pm.
- ▲ Activities will be open Saturday from 9 am until 5 pm. Vendors may be open earlier or later. We'll wrap up the day Saturday with a big arena show.
- ▲ Some activities will be age or rank-restricted as recommended in the Guide to Safe Scouting and Age Appropriate Guidelines. Volunteers will be able to assist you with appropriate events based on the color of your wristband.
- ▲ Bring camp chairs or picnic blankets to make you comfortable for eating at the event, around camp, and at the big arena show.
- ▲ ScoutFest is a primitive camp. No power is available for charging electronic or medical devices, and no generators are allowed in the campsites. Please bring sufficient backup battery power for your devices.
- ▲ No fires (or hot coals) are permitted on the ground. All fires and charcoal must be in an elevated, portable fire pit or grill. Do not dump hot charcoal out on the ground. Do not place charcoal on the ground if you are using a box oven.
- ▲ While Cub Scouts and STEM Scouts may camp with their families, other Scouts (Troop, Crew, or Ship) are expected to camp as a unit. Webelos who wish to camp with a Scouts BSA Troop, must be on the registration for that Troop.
- ▲ Be prepared for potentially poor cell reception at the event.
- ▲ Personal bicycles are not allowed.
- ▲ While ScoutFest is being held along the banks of the Holston River, the river is OFF LIMITS due to the proximity of the dam (sudden water rise) and strong currents.
- ▲ We encourage you as available to monitor social media during the event for potential give aways, prizes, and program updates. You can also post and tag #EastTNscouts and #ScoutFest2022 for chances to win prizes from the trading post.
- ▲ Watch for updates via emails, text blasts, and on the GSMC Facebook page.

CONTACT INFORMATION

Event Contacts

ScoutFest Chair		Scott Taylor	865-335-8865	Staylor@bsmlaw.com
Vice Chairs	Administration	Greg Barnett	865-404-1077	Gregbarnett917@outlook.com
	Logistics	Joe Pearson	865-388-3107	Jpear52@yahoo.com
	Operations	Bill Tribble	865-258-3503	Wgtribble51@gmail.com
	Program	Ken Hood	718-541-1108	Shugah24@hotmail.com
Vendors		April McMillan	865-454-7058	April.McMillan@scouting.org
Lead Staff Advisor		Nate Cunningham	865-686-2353	Nathan.Cunningham@Scouting.org
GSMC Scout Center		Natasha Leahey	865-588-6514	Natasha.Leahey@scouting.org

Camp Contacts

Medical	Dr. David Stockton	865-924-1793	netpilgrim@gmail.com
Scouts BSA Camp Chief	Bill Ellis	865-368-5538	Wellis01@charter.net
Venturing and Sea Scout Camp Chief	Ben Hardy	865-250-8653	Benjaminhardy_tn@yahoo.com
Cub Camp Chief	Kevin Shelton	865-363-9573	k2shelton@knology.net
Registration	Michael Williams	865-399-6040	Mwilliams78@comcast.net
Trading Post	Jill Grooms	423-744-4652	mjgrooms@comcast.net
Sanitation	Pete Carter	865-805-7942	Petecarter001@gmail.com
OA Service Corps	Phil McDaniel		
Arena Show	Patrick Finn	865-455-1757	Patrick.Finn@scouting.org
Religious Services	Josh Gibson	865-680-5071	Joshgibson_44@yahoo.com

Camp chiefs are volunteers that will be onsite ready to help units, leaders, and families to have the best camping experience possible. Please do not hesitate to contact them in advance with any questions.

GENERAL EVENT INFORMATION

ScoutFest will be held October 21 – 23, 2022, Rain or Shine, at Remote Area Medical's Ranger Ranch just outside of Knoxville in Blaine. This nearly 200-acre property located approximately ½ hour from I-40 offers a paved landing strip for activities, booths, and vendors; paved entry and exit; open fields and woodlands; and beautiful views of the Holston River. Although, we are near the shores of the Holston, the river is strictly OFF LIMITS. We are close enough to the Cherokee Dam that the water level can rise without warning, plus there are strong currents in this area.

A map and directions to the event are provided in this guide. A site map is also provided.

ScoutFest is open to all BSA registered Scouts. We strongly encourage all to pre-register for ScoutFest, so we know how much activity materials we'll need (we don't want to run out). More information can be found in the *Registration* section.

ScoutFest Location

0 Clubhouse Drive Blaine, TN 37709
Deg./Min./Sec.: N36°08'40" W83°36'14"
Dec.(WGS84): 36.14472° -83.60393°
GPS: N 36 08 683 W 83 36 236
UTM (17N): X 265719 Y 4003142

Scouts and their families can camp Friday and/or Saturday nights or just come up for the fun on Saturday. We have a large list of activities planned as described in the *ScoutFest Program and Events* section. All attendees, both overnight and day campers, must check in when they arrive. Information on check-in can be found in the *Arrival/Departure Process* section.

If you are a day camper and plan to visit friends in the camping area, please be mindful of the campsite rules posted in the *Overnight Camping Information and Rules* section. No vehicle traffic is allowed past the parking areas after checking in.

There is no power or public water, and cell reception may be spotty, so please plan accordingly. Bring portable chargers and/or extra batteries for cell phones and other electronic equipment. Units and/or families may wish to bring hand-held radios for communication.

No meals are included in the ScoutFest fees. However, we plan to have food vendors for your dining pleasure. We'll also have gear vendors and the ScoutFest Trading Post for your needs. More information can be found in the *Vendors* section.

ScoutFest t-shirts and other merchandise are available for pre-order until September 30. To guarantee other merchandise (patches & hats) order prior to September 16. We will have a limited amount of ScoutFest merchandise at the ScoutFest Trading Post for sale at the event. A link to the ordering forms is on the ScoutFest page of the GSMC website.

All ScoutFest staff members will be easily identified by a vest and/or Staff lanyard and arm band. If you have any questions or need assistance, please feel free to contact a staff member. If they don't know the answer, they can radio the question to Camp HQ for a proper response.

We always need volunteers to make this huge event a success. Please contact the appropriate person listed in the contacts lists for the area in which you wish to volunteer. Anything you can do to help will be greatly appreciated.

Schedule

Our goal for ScoutFest is to have so much to do that you cannot do it all! The general ScoutFest schedule is presented below, and a detailed list of activities may be found in the *ScoutFest Program and Events* section later in this guide.

Friday, October 21	
4 pm	Check-In Opens
7:30 pm	Movies
8 pm	Stargazing
10 pm	Lights Out; Check-In Closed
Saturday, October 22	
7:30 am	Check-In Opens
9 am	Activities Open
12 - 1 pm	Lunch---Activities will pause.
5 pm	Activities Close
7:30 pm	Jewish Religious Observance
8 pm	Arena Show – Don’t Miss It!
11 pm	Lights Out
Sunday, October 23	
9 am	Religious Observances
11 am	Head Home

Please note that the schedule may change between now and the date of the event. Watch for emails, text blasts and the GSMC Facebook page for changes and updates. We will provide a final schedule in your check-in packet.

Traffic and Parking

To facilitate safe vehicle movement, we will have separate parking areas for overnight campers who are staying the weekend and those who are staying for one night or just the day. ScoutFest staff will be present along the driving routes to direct you to where you need to go. **To help provide sufficient parking for everyone, we encourage all Scouts and families to carpool.** More on parking may be found in the *Arrival/Departure Process* section.

Units who park a trailer in their campsite must leave the trailer and tow vehicle parked for the duration of ScoutFest. Vehicles that are parked in or near the campsites must also stay parked for the duration of ScoutFest.

Although ScoutFest is a fenced and gated site, we cannot guarantee that everyone at the event will follow the Scout Law. Do not leave things of value in your vehicles. ScoutFest, GSMC, and RAM are not responsible for lost or stolen items.

Bathroom Facilities and Water

Port-a-potties and water points will be provided at multiple places throughout the camping and activity areas. Everyone should be considerate in their use. A few rules and recommendations are presented below.

- ▲ Help us keep them and the areas around them clean.
- ▲ Show respect for those who may be using them next (don't leave puddles).
- ▲ Do not dent, deface, or otherwise damage them.
- ▲ Do not play in or around port-a-potties; do not play around water points.
- ▲ Please let a camp staffer know if a port-a-potty needs supplies.

While we will try to have accessible port-a-potties, we cannot guarantee that they will be available for our event. If available, there may not be enough to place them throughout the ScoutFest site. We greatly appreciate your understanding.

Please bring water with you (in jugs and/or coolers) to help ensure that the water points don't run dry.

Port-a-potties will be available as an add-on to rent for your unit's camp site. The rental process will be a part of online registration. Port-a-potties will be \$80 per toilet.

Meals

Meals are not provided at ScoutFest. Your units should coordinate meals, or you may purchase food from the food vendors we plan to have in a food court area on Saturday. Be sure to bring chairs or a picnic blanket on which to eat, as we will not have benches or picnic tables.

Campers may provide and cook their own food in their campsites, with some rules, as detailed in the *Overnight Camping Information and Rules* section. Day campers may provide their own food but will not have a place to cook; no cooking is allowed in the parking areas.

We request that everyone be considerate with regards to food:

- ▲ Store your food in a hard-sided sealable container. Few people want ants, bees, or other opportunistic insects hanging around them or their food.
- ▲ Throw away uneaten food (the bugs again).
- ▲ Avoid leaving traces of food on the ground (eat neatly).

Health and Safety

We want everyone to stay safe and healthy at ScoutFest. By practicing common sense and following the Scout Law in your actions, we can help prevent most accidents and illnesses. If you are feeling ill please stay home.

A medical point will be provided at Camp HQ and staffed by medical personnel. Smaller first-aid stations may be present in the camping areas.

Medications: Please bring your medications with you. You do not need to check them in. However, all leaders should be aware of the medications needed by the Scouts in their care as necessary.

Medical Emergencies: If a medical emergency (e.g., accident, cardiac arrest, anaphylaxis) occurs, call 911 and then notify the Medical Lodge. If professional medical help is needed, contact the medical lodge or nearest first-aid station. Staff members can also call for emergency services to come to you.

Biohazards: Treat all vomit and blood as biohazards. Call the medical staff for appropriate cleanup methods for people and objects if needed.

Weather: Camp HQ will be monitoring the weather during the event. In the event of severe weather, report to your campsite to get further instructions from the Camp Chiefs or other volunteer staff.

Missing Person: A “missing” person may actually be misplaced. If you discover that a camper is missing, notify Camp HQ or the Camp Commissioner.

Fire: If a fire occurs, notify Camp HQ immediately. Everyone should move in an orderly manner out of the affected area and follow all instructions. Everyone should stay out of the way of firefighters.

Accessibility and Special Needs

Because of the large number of people that will be at ScoutFest, we cannot accommodate all special needs. However, we will do our best so please ask.

ScoutFest will be spread over a large area of primarily pasture/hay fields with a generally rolling topography and few paved roads; thus, a lot of walking over varied terrain will be involved. We do not have way to move the physically disabled around the event on demand. Please bring your own rough-terrain wheelchair or disability-specific electric powered assisted mobility device (EPAMD), such as a power chair or mobility scooter, or other rough-terrain mobility aid if you need it to get around. Even with mobility aids some areas may still be inaccessible. No power is available for charging EPAMDs, and no generators are allowed in the campsites. While we will have some accessible port-a-potties.

If you require a CPAP or other powered medical device, please bring a portable power supply. No power is available at ScoutFest, and no generators are allowed in the campsites.

If you have severe allergies, a seizure disorder, or any other disabilities or special needs, please note that on your registration/health form so the Medical staff can be prepared to support your needs.

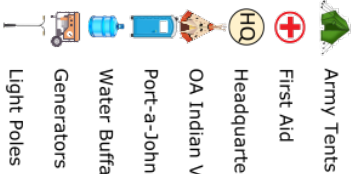
Rules and Restrictions

The additional rules and restrictions presented below are included in this guide to prevent any misunderstandings at ScoutFest.

- ▲ All Scouts (and siblings) should use the buddy system. This is a big place, and we don't want anyone to get lost.
- ▲ BSA Youth Protection policies are to be followed at all times: two-deep leadership (two registered leaders, or one registered leader and one adult) and no one-on-one contact with youth. Tenting between parents and children is only allowed in Cub Scouts, not in Scouts BSA, Venturing or Seas Scouts. Cub Scouts may sleep in a tent with their parent but no other adult.
- ▲ No smoking at ScoutFest. No alcoholic beverages are permitted.
- ▲ Knives are allowed only for adults and properly trained Scouts. Fixed blade/sheath knives are prohibited for everyone.
- ▲ Personal bicycles, scooters, etc., are not allowed at ScoutFest due to the large number of people that will be attending.

- ▲ During shooting sports, all youth and adults are to follow the instructions of the Range Safety Officers at all times. No exceptions. Failure to do so will result in removal from the activity.
- ▲ No firearms, BB guns, or archery equipment are allowed on camp property other than those at the shooting/archery ranges.
- ▲ You must check in on arrival at the **Registration** tent and bring your completed BSA health forms (copies only Parts A and B-copies only, not originals) so we have a record of who is at ScoutFest. Unit leaders will be responsible for keeping health forms for attendees.
- ▲ You must check out before you leave with the Camp Chief or Commissioner (regardless of if you leave early or at the end of the event). That way we don't have a missing person or misplaced person situation to address.
- ▲ Quiet Time will be observed beginning at 11 pm each day. Please extinguish all lanterns/lights and keep noise to a minimum, respecting those fellow campers around you.
- ▲ Use walkways provided and do not cut through campsites or activity areas.
- ▲ Keep your trash picked up and bagged. If someone else leaves trash, pick it up and throw it away.
- ▲ No dogs or any other animals are allowed at ScoutFest except verifiable service animals for those needing one.

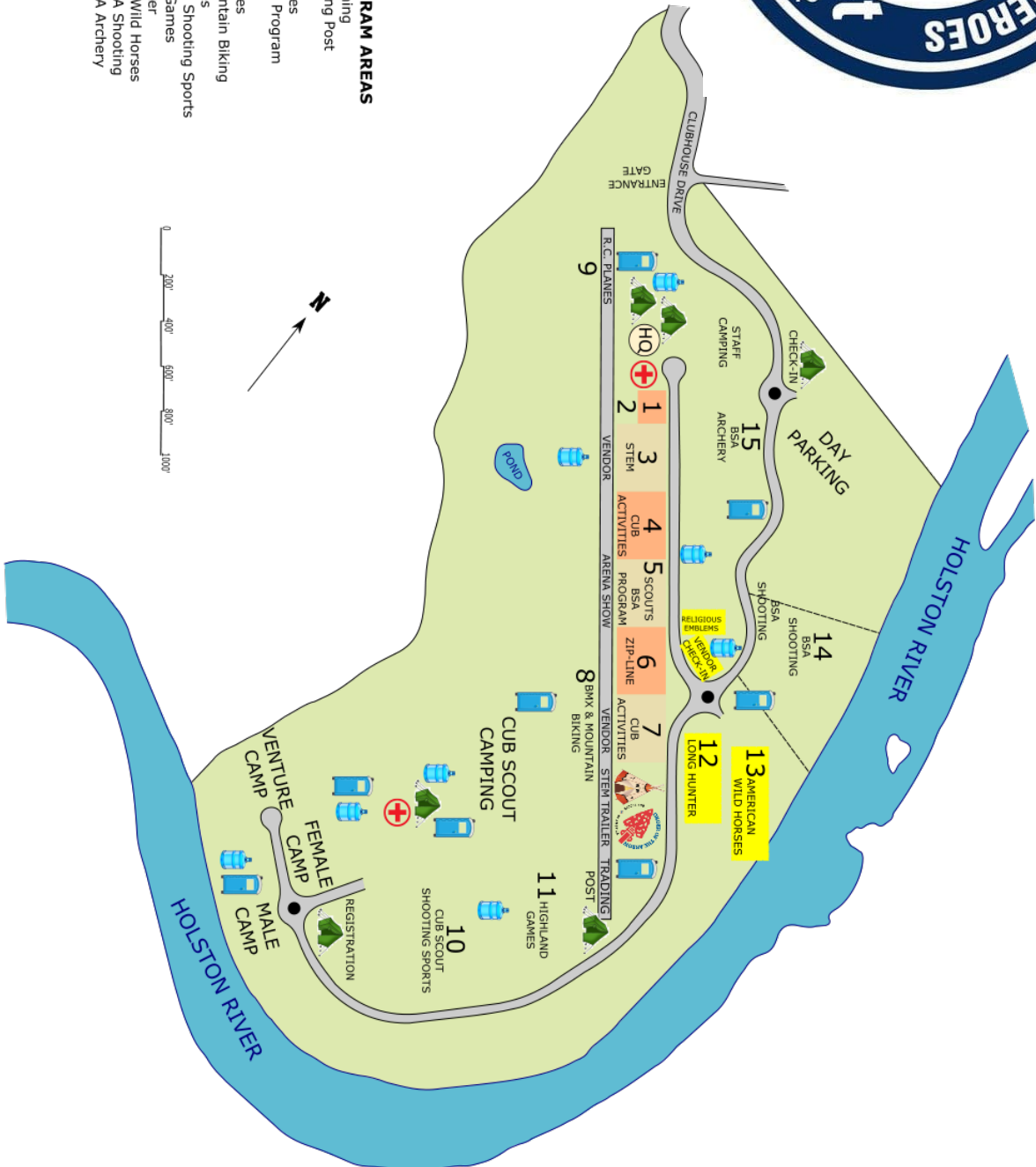
SAMPLE ONLY



LEGEND

PROGRAM AREAS

- 1 Black Smithing
- 2 Small Trading Post
- 3 STEM
- 4 Cub Activities
- 5 Scouts BSA Program
- 6 Zip Line
- 7 Cub Activities
- 8 BMX & Mountain Biking
- 9 RC Airplanes
- 10 Cub Scout Shooting Sports
- 11 Highland Games
- 12 Long Hunter
- 13 American Wild Horses
- 14 Scouts BSA Shooting
- 15 Scouts BSA Archery



REGISTRATION

Procedures

Advanced registration is required for all those camping at ScoutFest and strongly encouraged for day campers. ScoutFest will be a huge event and requires a huge amount of planning and logistics to ensure it is a success. Please do your best to register early.

Registration Type	Dates	All Attendees
Regular	July 10 through September 22	\$25
Late	September 23-October 18	\$30
Event/Walk-on	October 19-22	\$40

Late registration fees will be waived for those Scouts and adults who join through sign ups after September 2nd.

No fees for children 4 years old and younger.

Anyone serving in a dual capacity, unit leader and staff member, should register with their unit and as a staff member.

Registration for ScoutFest is available on the ScoutFest page of the GSMC website (<https://www.easttncscouts.org/scoutfest/>). Your unit will register through their unit's Tentaroo account. If you are not able to register in this fashion, please visit the GSMC service center.

All individuals attending ScoutFest (including children 4 years old and younger) must have a completed BSA Health Form Parts A and B. The completed form (copies only-do not bring originals) must be brought with you when you check in. Some units may opt to have one person bring everyone's health forms. Please make sure that the health forms arrive with the first person arriving from your unit (if not arriving together). You can print health forms here ([https://www.easttncscouts.org/volunteers/resources/-General, Health Forms](https://www.easttncscouts.org/volunteers/resources/-General,HealthForms)) Blank forms will be available at Registration tent. We will not be keeping health forms only checking that they are being kept for those on-site by unit leadership.

In assigning campsite sizes for registered units, we will assume two people per tent per unit for older Scouts, and one tent per family per unit for Cub Scouts and STEM Scouts if they wish to camp. We will include space for your unit trailer only if you check the appropriate box on the registration. If you require something different, please contact Registration. More information on campsite sizes is in the *Camp Information and Rules* section.

We understand that for some units, such as Cub and STEM Scouts, recruiting/registering of new Scouts may not be complete by the time registration closes. This will not be a problem for those who are day camping; they can register as walk-ons the day of the event. If you have newly registered Scouts who wish to camp, we will work with you to ensure that they can. Upcharges for late and walk-on registration will be waived for those Scouts who join after September 2.

ScoutFest T-Shirts and memorabilia are available for pre-order on the ScoutFest event page of the GSMC website. To ensure merchandise availability all orders must be placed by October 4th. We will have a limited number of ScoutFest T-shirts and merchandise at the ScoutFest Trading Post. If there is enough interest at the event, we may order more merchandise for pickup at the Council office.

Important Facts

- ▲ The cost for all attendees 5 years of age and above is \$25 until September 22, 2022.
- ▲ September 23-October 18 cost for all attendees 5 years of age and above is \$30.
- ▲ Registration closes at midnight Tuesday, October 18, 2022
- ▲ Walk-on fee is \$40 for all attendees 5 years of age and above.
- ▲ Campers are encouraged to carpool and arrive as a group with their unit.
- ▲ ScoutFest is a rain or shine event.
- ▲ Unit Port-a-potties are available to rent for weekend for \$80 per port-a-potty. An online link will be sent
- ▲ Preordering for ScoutFest T-shirts and merchandise ends on October 4.

Refund Policy

ScoutFest is a RAIN OR SHINE EVENT. No refunds will be given due to inclement weather.

The Great Smoky Mountain Council will process refunds for fees paid for the activities under the following conditions:

- A 100% refund will be given for requests made by Sept. 23rd.
- A 100% refund will be given for youth not attending for medical reasons or a death of a family member. (Doctor's letter required).
- No refunds will be given after the event except for medical reasons or death in the family. (Doctor's letter required).

Requests must be made in writing and submitted to the Council Service Center via mail or email. Requests must provide the Scout's name, unit number, activity for which a refund is being requested, and doctor's letter if less than 10 days prior to the event.

All refund requests must be made in writing to [Natasha Leahey, Natasha.Leahey@scouting.org](mailto:Natasha.Leahey@scouting.org).

SCOUTFEST SCHEDULE AND EVENTS

ScoutFest is a rain or shine event. We are working hard to bring you a wide variety of activities, booths, presentations, and vendors. Our goal is to have so many activities, you simply cannot do them all.

NOTE: ALL EVENTS ARE SUBJECT TO CHANGE. The information presented within this section is preliminary and may change. We will provide updates on the ScoutFest page of the GSMC website (www.eastTNscouts.org/scoutfest) and on the GSMC Facebook site.

Schedule and Events

The general schedule is presented below. We will provide a final copy at check-in. The link will be emailed to the primary registration contact and accessible on the ScoutFest page of the GSMC website once the schedule has been finalized.

Friday, October 21	
4 pm	Check-In Opens
7:30 pm	Movies
8 pm	Stargazing
11 pm	Lights Out; Check In Closed
Saturday, October 22	
7:30 am	Check-In Opens
9 am	Activity Centers Open
12-1 pm	Lunch (programs will close) Special Rocket Launch!
5 pm	Activity Centers Close
7:30 pm	Jewish Religious Observance
8 pm	Arena Show
11 pm	Lights Out
Sunday, October 23	
9 am	Religious Observances
11 am	All Go Home

Movies and stargazing will be offered on Friday evening. At this time, we anticipate showing two movies, one for the really young and one for the older kids and adults. Stargazing will be offered if skies are clear; bring your telescope or look through one of the ones provided.

Events will take place throughout the day on Saturday. Most activities, demonstrations, and booths will be grouped into zones. A preliminary list is provided below. Please note that some activities are limited to specific age groups or ranks, and some activities are for all age groups. The activity list (and staff) has not been finalized. All events are subject to change. If you would like to volunteer to help at an activity, or if you have an activity or demonstration you would like to organize, please contact the Program Vice-Chair (see Contact Information).

ScoutFest 2022 Preliminary List of Activities

Scouting Programs (All Ages)		
BB guns	Archery	Shooting Sports
Biking	Zipline	First-aid kit making
Rock Climbing/Bouldering	Music City Missile Club Launch	
Cub Scout Programs		
Wall of Heroes	Guide dog paper bag puppet	Paracord bracelets
Soldier snow globes	Decoder wheel	Fingerprinting
Patriotic crafts	Emergency numbers key chain	Fire truck craft
Helicopter spinners	Hay Bale jumping	Rocket Launch
	Beaded whistle	
Scouts BSA, Venturing, Sea Scouts, and Exploring Activities / Competitions		
Knoxville police department	Drone obstacle course demo	Rope Bridge
Mountain Biking	Bow saws	Tire bowling
Flag retirement	Disc golf	Religious Emblem activity
Gaga Ball	Tomahawks	
STEM Zone (everyone)		
Pellissippi State Welding	UT Archaeology	American Museum of Science and Energy
Knoxville Flyers	UT Chemistry Department	UT College of Veterinarian Sciences
TN Department of Ag, Forestry	TN Division of Archaeology	American Institute of Architects
American Nuclear Society	Smoky Mountain ARC	FBI Bomb Squad
Radio Amateur Club of Knoxville	Smoky Mtn Amateur Radio Club	UT Amateur Radio Club
	Hands On! Discovery Center	

- Cub Scout programs are designed for elementary school (grades K through 5)
- Scouts BSA programs are designed for middle and high school (grades 6 through 12)
- Venturers, Sea Scouts and Explorers programs are designed for ages 14 – 20
- STEM Scouts are by grade and programming services all youth at ScoutFest

Scouting Programs

Things for everyone, BB Guns, Archery, Zipline, Biking, Rock climbing/bouldering, and a large Rocket Launch!

Cub Scout Programs

Activities and programs designed for Cub Scouts (K-5th grade)

Scouts BSA Activities and Competitions

Activities designed for the older Scouts. (Scouts BSA, Venturers, Sea Scouts, and Explorers)

Activities for the Future of Scouting

STEM Zone

Baden-Powell probably never envisioned STEM Scouts as part of the Scouting movement, but as we move forward and technology abounds, it only makes sense for Scouting to not just keep up with the times but be a leader of the future. Something for everyone. Robotics. Talk to people far away in the Ham Radio Shack. Experiment with weather. Learn about water treatment and conservation and more.

Arena Show

Saturday night, as the sun sets and stars fill the sky, join us at the ScoutFest Stage for the closing show. The details of the show are top secret, but it is sure to delight and entertain Scouts, Scouters, and family members of all ages. End with a bang and a professional fireworks show!

Religious Services

Organized religious services for several major denominations will be available on Saturday evening and/or Sunday morning. There will also be a Scout's own service. The services to be held, times, and locations will be provided via email, text, and on the GSMC Facebook page once they have been finalized and available in the final schedule in your check-in packet.

ALL EVENTS ARE SUBJECT TO CHANGE.

ARRIVAL / DEPARTURE PROCESS

All campers are encouraged arrive as a group with their unit. To this end, carpooling is strongly encouraged, which has an added benefit of reducing the number of vehicles requiring room for parking.

Overnight Campers

Arrival and Check-In

Friday check-in is from 4 to 10:30 pm. We strongly suggest that all campers arrive on Friday evening, especially if you are bringing your unit's trailer. Gates close at 10:30 pm on Friday. If you cannot check in before 10:30 pm, please wait until Saturday morning when the gates open at 7:30 am.

Saturday check-in is from 7:30 am to 3 pm.

When you arrive at the ScoutFest gate, the staff will greet you at the gate, direct you to Event Check-In Post, and provide you with any pertinent information.

Campers who arrive Friday should follow the following instructions (subject to change):

- ▲ The staff at the Event Check-In Post will check in you or your unit while you are still in your vehicle, then direct you to the appropriate Subcamp Check-In.
- ▲ Cub Scouts will proceed to the Cub Scout Subcamp Post.
- ▲ Scouts, Venturers, Explorers, and Sea Scouts will proceed to their designated camping area. Those who are from another council will be assigned to the appropriate location.
- ▲ At your Subcamp Post, park and present your ticket to a staff member. Once you have arrived in camp, please have a leader take the following to **Registration**:
 - Any outstanding fees owed,
 - Health Forms Parts A and B (copies only and proof only, to be kept by unit leadership)
- ▲ The Subcamp staff will provide you with the following:
 - Information packet (one packet per unit), and
 - Campsite assignment and directions on getting there.
- ▲ You will be allowed to park in the designated parking area for your campsite, unload, and set up camp. We will have staff in the field to assist those who get lost or need assistance.
- ▲ Only vehicles that arrive Friday and that will be in camp (not moving) for the duration of ScoutFest will be allowed to park in or near the campsite area. If you think you might be leaving before Sunday morning, then you will need to drop off your gear and park in the day camper parking location.

Campers who arrive on Saturday should follow the below instructions (subject to change):

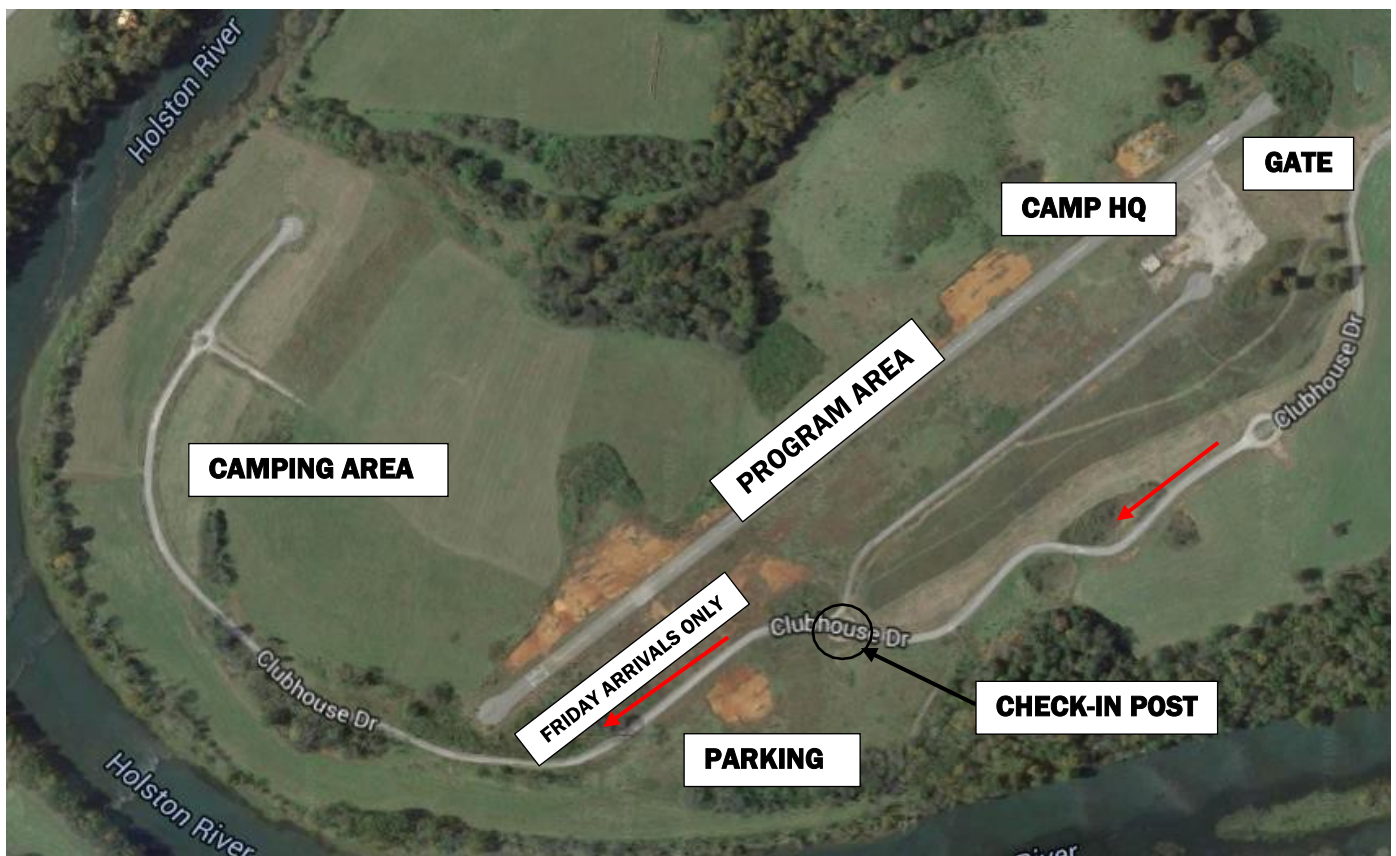
- ▲ The staff at the Event Check-In Post will check in you or your unit while you are still in your vehicle, then direct you to the appropriate Subcamp Check-In.
- ▲ At your Subcamp Post, park and present your ticket to a staff member. Once you have arrived in camp, please have a leader take the following to the **Registration tent**:
 - Any outstanding fees owed,
 - Health Forms Parts A and B (copies only and proof only, to be kept by unit leadership)

▲ The Subcamp staff will provide you with the following:

- Information packet (one packet per unit), and
- Campsite assignment and directions on getting there.
- Return to the parking area to retrieve and transport gear on foot to their campsite.
- Or transport gear from parking area to the appropriate Subcamp Post to receive campsite assignment, then transport gear to their campsite.

We advise those not carrying gear in backpacks to bring a collapsible wagon or wheeled footlockers to make gear transport easier. Be sure to have your name on your gear and any gear transport.

It is imperative that you camp ONLY in your assigned site. This is for security and safety reasons and so you can be found by your unit and by ScoutFest staff if needed. Please respect all boundaries, maintaining walkways and showing respect for other campers. Cars parked in camping areas may not be moved until Sunday.



PRELIMINARY CHECK-IN ROUTES

Throughout the weekend Cub Scouts, Scouts BSA members, and Venturers, Sea Scouts, and Explorers can be identified by the color of their arm band.

Cub Scouts: Blue

Scouts BSA Male: Green

Scouts BSA Female: Yellow

Venturers, Sea Scouts, Explorers: Red

STEM Scouts will use the color above that matches their age/grade.

Camping areas:

Camping areas will be zoned by district and be identified by the following codes:

Cades Cove: CC

Cataloochee: CT

Eagle Creek: EC

Mount Cammerer: MC

Mount Le Conte: ML

Tremont: TR

Out of Council : OOC

Departure

We strongly recommend departing on Sunday morning. If you must depart before Sunday morning, let Subcamp staff know so this can be communicated to the check-out staff.

If you are towing your unit's trailer, please see the next set of instructions.

- ▲ Check out with the Subcamp Staff and collect your health forms.
- ▲ Take your gear to your vehicle and load up.
- ▲ Proceed to the Subcamp Post to fill out survey and pick up your health forms (if applicable).
- ▲ If your car or unit trailer is in the camping area, please wait until there is a sufficient path cleared in the camping area for safe departure.
- ▲ Drive carefully out of the site and have a safe trip home.

When leaving, please be sure to practice Leave No Trace Principles and leave your site better than when you arrived.

Day Campers

Saturday check-in is from 7:30 am to 3 pm.

When you arrive at the ScoutFest gate, the staff will greet you at the gate, direct you to Event Check-In Post, and provide you with any pertinent information.

Day Campers should follow the following instructions (subject to change):

- ▲ From the Event Check-In Post, proceed to the **Registration** tent. Those who pre-registered will check in and pay any outstanding fees; walk-on day campers will register and pay the fees. All campers will turn in their Health Forms (Parts A and B-copies only) and will be given a map, patch (if not with unit package), and other information. They will then be directed to the appropriate parking area.
- ▲ After parking, day campers should proceed to the airstrip where the majority of activities will be held. Be sure not to leave any valuables in your vehicle and remember where you parked. Onsite volunteer staff will direct you in parking and help you navigate to the program areas.

When you are ready to leave ScoutFest, proceed to the parking area and follow directions from the camp staff to safely depart. A quick check for trash in the vicinity of your vehicle would be greatly appreciated. Remember that people may be all over the grounds, so drive cautiously.

OVERNIGHT CAMPING INFORMATION AND RULES

While the ideal campout has plenty of room to spread out and a roaring campfire to sit around, ScoutFest is challenged to provide an enjoyable and safe event for a large number of Scouts and families. This section provides information on what to expect when camping at ScoutFest.

Campsite Size

Your campsite size will be based on the number of registrants from your unit at the time regular registration ends (September 16). We will assume two people per tent per unit for older Scouts, and one tent per family per unit for Cub Scouts. If you require something different, please note it in your registration or contact Registration before regular registration ends. Campsite sizes will be based on a 10x10-foot space for each tent including stakes and lines, space for walkways, and space for three 10x10-foot dining flies. If your unit is bringing its trailer, we need to know in order to allot sufficient space. If you are bringing more than one trailer, please contact Registration before regular registration ends.

Do not leave an excessive amount of space between tents (lines can overlap). However, do leave walkways in your campsite to prevent trip hazards from lines and tent stakes. Be sure to stake down dining flies, but keep any lines staked close to the poles.

Please respect all boundaries and keep your unit within its campsite boundaries, maintaining walkways and showing respect for other campers.

Food

No meals will be provided by ScoutFest. While we anticipate food vendors being available, we cannot guarantee who will be there.

All units and families may bring their own food and cook in their campsites, with some restrictions:

- ▲ Store your food in a hard-sided sealable container. While the large numbers of people are likely to keep the larger critters at bay, a curious field mouse might still do damage to your food overnight, not to mention critters of the insect variety.
- ▲ All fires and charcoal must be in an **elevated**, portable fire pit or grill. Do not dump hot coals or ash out on the ground. Do not place charcoal on the ground if you are using a box oven.
- ▲ All stoves must be placed on a fireproof surface.
- ▲ Avoid leaving traces of food on the ground (eat neatly).

While most units comprised of older Scouts (Scouts, Venturers, etc.) should be used to cooking in camp and have the proper cooking gear, many of the Cub Scout units and/or families may be less prepared for in-camp cooking. Some suggestions for in-camp meals are provided below.

- ▲ For those without cooking gear, some suggested foods include cold cuts/sandwiches, fruit, cheese, crackers, jerky, or anything else that does not require heating.
- ▲ Bringing a small grill greatly extends what you can eat in camp, from burgers and dogs to steak, chicken, and chops. You can also use the coals to heat water or other items if you have an appropriate pot (i.e., no plastic handles).

- ▲ Bringing a camp stove can help bring a home-cooked meal to camp. Some easy camp foods include premade or pre-packaged pastas, stir fry, fajitas, chili, stew/soup, and more. Or you may want to go all out. Just be sure to keep your cooking area clean.

Water

Water will be available at water points throughout the camping area. However, with thousands of people at ScoutFest, you will need to bring water with you to ensure an adequate water supply for all attendees. Campers should be considerate in using water:

- ▲ Do not use water from the water points for dish washing.
- ▲ Dispense water from your water jug away from tents.
- ▲ Avoid making muddy areas from water drips. Use a bucket to catch drips. Scatter excess water carefully or use a bucket to dump the water away from the camping area.
- ▲ In campsites with younger children, keep the water jug supervised to avoid wasting water and creating a muddy mess.

Bathroom Facilities

No permanent bathroom facilities are available at ScoutFest. Port-a-potties will be provided at multiple places throughout the camping and activity areas. Campers should be considerate in their use:

- ▲ Help us keep them clean (wipe up any messes on seats).
- ▲ Show respect for those who may be using the port-a-potty next.
- ▲ Do not dent, deface, or otherwise damage them.
- ▲ Do not play in or around port-a-potties.
- ▲ Please let a camp staffer know if a port-a-potty needs supplies.
- ▲ Port-a-potties will be available for unit rental during registration process @ \$80 per unit.

Do NOT use port-a-potties labeled for a unit unless you are part of that unit!

Suggested Packing Lists

Certain items are suggested for bringing to ScoutFest. Remember you will have limited space in your campsite, and you will have to carry all your gear to and from the camping area. If you can't fit all of your gear in a backpack or unit's trailer, we recommend using a collapsible wagon or wheeled footlocker.

Packing List for Individuals/Families

- | | |
|--|--|
| ▲ Tent | ▲ Change of clothes |
| ▲ Sleeping bag/blankets and sleeping pad | ▲ Warm clothing |
| ▲ Activity uniform | ▲ Personal medications |
| ▲ Field uniforms (i.e., Class A) | ▲ Toothbrush/paste, toiletries, |
| ▲ Water bottle | ▲ Sunscreen, bug spray |
| ▲ Flashlight and/or lantern | ▲ Folding camp chair or picnic blanket |
| ▲ Spending money | ▲ Water jug/Nalgene |
| ▲ Rain gear (jacket/poncho, pants) | ▲ Food (properly stored) |
| ▲ Hat | ▲ Cooking gear/grill |
| ▲ Boots or tennis shoes | ▲ Bible or Prayer Book |

Packing List for Units

- ▲ Unit trailer (if applicable), Unit Flag
- ▲ Unit food
- ▲ Cooking gear/grill
- ▲ Dining fly (no bigger than 10 x 30 feet)
- ▲ Portable fire pit
- ▲ Water cooler(s) full of water

Campsite Rules and Restrictions

- ▲ NO vehicle traffic is allowed in the camping area after checking in. All vehicles must stay parked where they are in the camping area.
- ▲ The Holston River is OFF LIMITS.
- ▲ No fires are allowed on the ground. All fires must be in an elevated, portable fire pit. All stoves must be placed on a fireproof surface. ScoutFest may ban campfires if conditions warrant.
- ▲ No one is permitted to sleep in a tent with a person of the opposite sex or an adult other than his or her own spouse, parent, or guardian. **Parents and children in same tent is only allowed in Cub Scouts or STEM Scouts that are grades 3-5.**
- ▲ Keep your trash picked up and bagged (especially if it is windy).
- ▲ Quiet Time will be observed beginning at 11 pm each day. Please extinguish all lanterns/lights and keep noise to a minimum, respecting those fellow campers around you.
- ▲ Use walkways provided and do not cut through campsites.
- ▲ Camp only in your assigned area. Keep people and equipment (including tent lines and stakes) within the set boundaries.
- ▲ Use port-a-potties (not the woods or riverbank).
- ▲ Do not dump gray water in the campsites.
- ▲ If you wish to raise your unit flag in your campsite, it must be free standing. No digging or planting of poles is allowed and the rigging must be contained within your campsite boundary.

VENDORS

Be sure to bring some spending money to spend on food and vendors, including the ScoutFest Trading Post.

Much of the information within this section is preliminary and may change. We will update the list of vendors in subsequent versions of this guide, on the ScoutFest event page on the GSMC Facebook site and email/text blasts.

ScoutFest Trading Post

The ScoutFest Trading Post will offer souvenirs and memorabilia, in addition to other items you might need at camp.

We will have a limited number of ScoutFest T-shirts at the ScoutFest Trading Post, so make sure to pre-order yours. ScoutFest memorabilia pre-orders are in progress and can be found on the GSMC website www.eastTNscouts.org/scoutfest. Orders will be taken through October 4, 2022. Items that can be purchased are shown in the listing shown on the GSMC website.

Gear and Other Stuff

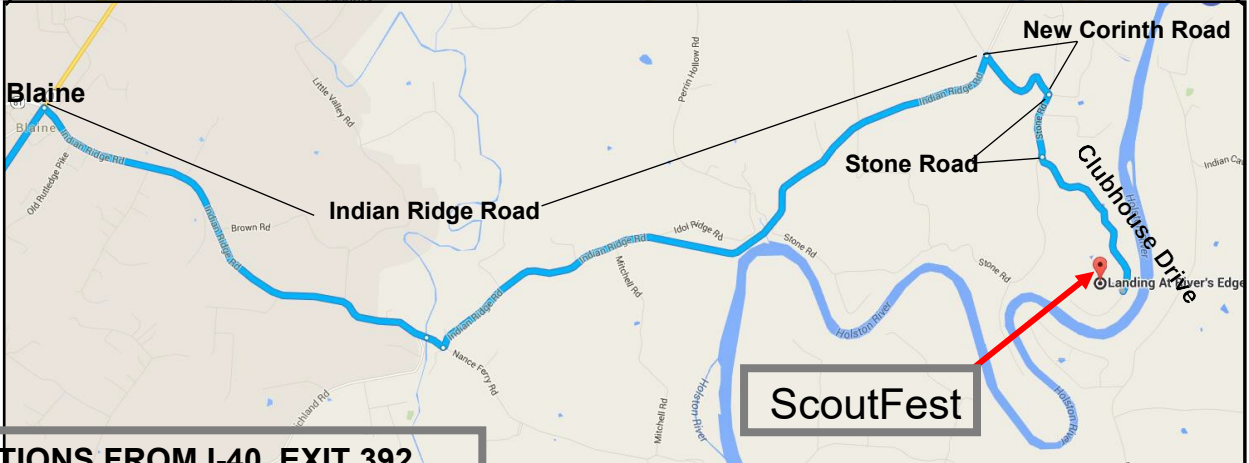
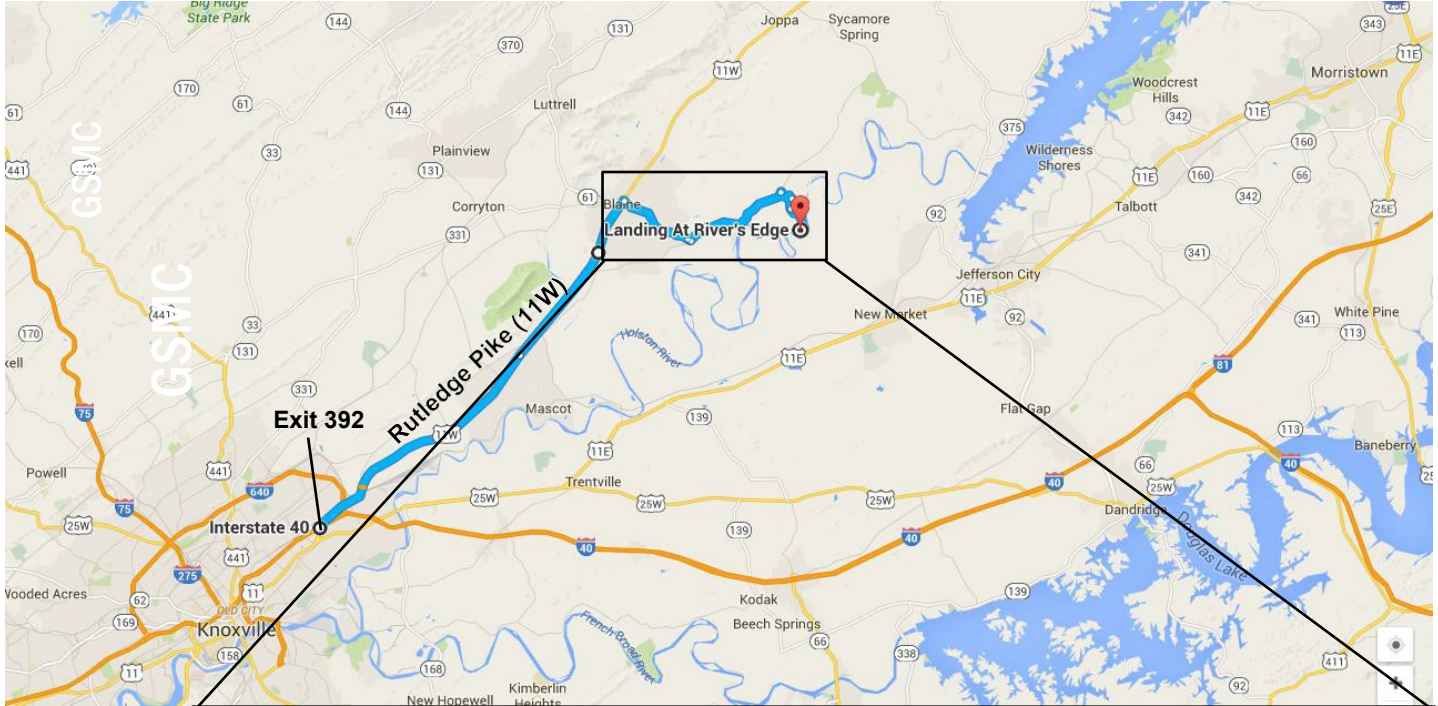
The vendor committee is working very hard to have as many vendors as possible from a wide range of categories from food concessions, educational, program, and retail. Some of the exhibits/ vendors may include:

- ▲ BSA Scout Shop
- ▲ Multiple Food Trucks
- ▲ Snack Booths
- ▲ Zoo Knoxville
- ▲ Knoxville Police Department
- ▲ FBI
- ▲ Zip Line and Pellissippi State Welding
- ▲ ...and much more!

Please plan to bring money to support the food and retail vendors. If you think your business would be interested in being a vendor for ScoutFest, please contact Dr. April McMillan (See Contact Info section)

Food Vendors

We will have food trucks and vendors for your dining pleasure during the day on Saturday, arranged conveniently in the vendor areas. Some may even show up Friday night. There will be no picnic tables, so be prepared with your camp chair/stool or a picnic blanket.



DIRECTIONS FROM I-40, EXIT 392
 US-11W (North) / Rutledge Pike, 14.8 miles
 Right on Indian Ridge Road, 6.1 miles
 Right on New Corinth Road, 0.5 mile
 Left on Stone Road, 0.3 mile
 Veer left onto Clubhouse Drive, 0.9 mile

ScoutFest Address
 0 Clubhouse Drive
 Blaine, TN 37709

ScoutFest Coordinates
 Degrees/Minutes/Seconds: N36°08'40" W83°36'14"
 Decimal (WGS84): 36.14472° -83.60393°
 GPS: N 36 08 683 W 83 36 236
 UTM (17N): X 265719 Y 4003142

