

2024 Troop Camping Registration Worksheet

Registration is open Tuesday, February 20 at 12:00 p.m. until Monday, February 26 at 11:59 p.m. This is not a registration form. This worksheet is a guide of the info you will need to register for Troop Camping. Having this info before registration opens will increase your chances of getting into the location/dates you want.

Registration is first come, first served.

Session Dates & Locations

Please indicate your first and second choice for participation in a Troop Camping session.

If you're able to attend only one session of Troop Camping, please indicate the session as your first AND second choice. Date selections are not guaranteed; troops will be notified of placement on March 4.

Cloud Rim

July 15 at 10:00 a.m. to July 17 at 10:00 a.m. (Monday-Wednesday)

July 17 at 1:00 p.m. to July 19 at 1:00 p.m. (Wednesday-Friday)

August 5 at 10:00 a.m. to August 7 at 10:00 a.m. (Monday-Wednesday)

Trefoil Ranch

July 8 at 10:00 a.m. to July 10 at 10:00 a.m. (Monday-Wednesday)

July 10 at 1:00 p.m. to July 12 at 1:00 p.m. (Wednesday-Friday)

August 5 at 10:00 a.m. to August 7 at 10:00 a.m. (Monday-Wednesday)

Participant Numbers

Troops are expected to follow a 1:5 ratio (one adult to five campers), regardless of age level(s) of Girl Scouts attending. Troops are required to pay for the number of youth and adult spaces reserved during registration (\$155/space). For example, if your troop reserves 12 spots during registration and only 11 people attend, the troop is still responsible for paying for the 12th spot.

List the number of campers entering each grade level in the fall 2024.

Grade 1

Grades 2-3

Grades 4-5

Grades 6-8

Grades 9-10

Grades 11-12

List the number of adults needed to maintain your ratio and if you need any additional adults. If your troop needs additional adults, you will need to provide your reasoning.

Maintain the troop camping ratio of 1 adult to 5 campers

Additional adults requested (*not guaranteed*) outside of 1:5 ratio*

**We understand some troops want to have an extra adult for various reasons. Our goal is to provide as many campers this camp experience as possible, while also ensuring your troop has the support it needs.*

T-shirt Sizes

Estimate how many of each t-shirt size you will need for your troop (does not have to be exact).

Youth Small

Youth Medium

Youth Large

Youth X-Large

Adult Small

Adult Medium

Adult Large

Adult X-Large

Adult 2X-Large

Adult 3X-Large

Adult 4X-Large

Check-In Times

There are no assigned check-in times. Troops may check in 10:00 – 11:00 a.m. for Monday-Wednesday sessions, and 1:00 – 2:00 p.m. for Wednesday-Friday sessions.

Lodging Requests

Number of adult males attending

Explain any lodging requests your troop has due to health or accessibility needs.

Cookouts

Troops can choose a cookout option as part of their experience. Food will be provided by GSU and staff will guide prep, cooking, and clean-up processes. Leaders are expected to manage campers during the cookout and assist staff with clean up. The menu is tinfoil dinners: a meat option and a cooked vegetable (with seasoning), and s'mores.

Number of cookouts requested (0 or 1)

Sister Troop (Optional)

If your troop wants to attend a session with another troop, you can request to be in the same session.

Troop number of sister troop

Programming Options

Each troop will select their top five choices for staff-led programming. Camp staff will provide three blocks of program time in addition to two evening activities. Program descriptions are available at the end of this document. Refer to the [2024 Troop Camping Program Outcomes](#) to learn about potential badge/patch steps included in programming.

Rank your top five choices for staff-led programming using a scale of 1-5, 1 being your top choice.

Cloud Rim

Climbing: Bouldering & Rock Climbing on the camp chimney (campers entering grades 1-12)

Climbing: Rock Climbing on rock-face outcrop (campers entering grades 6-12)

Field Day (campers entering grades 1-12)

Fire Building & Knife Safety (campers entering grades 1-12)

Lake Hike & Nature Exploration (campers entering grades 1-12)

Primitive Camping Experience (campers entering grades 4-12; will take 2 program blocks)

Pottery Experience (campers entering grades 1-12)

Textile Art (campers entering grades 1-12)

Waterfront at Cloud Rim (campers entering grades 1-12)

WonderWorks (campers entering grades 1-12)

Did not choose Cloud Rim as our first or second session choice

Trefoil Ranch

Archery (campers entering grades 2-12)

Field Day (campers entering grades 1-12)

Fire Building & Knife Safety (campers entering grades 1-12)

Hatchet Throwing (campers entering grades 6-12)

High Ropes Course (campers entering grades 4-12)*

Horseback Riding and Horse Care (campers entering grades 1-12)*

Outdoor Art Badge Series (campers entering grades 1-12)

Slingshots (campers entering grades 1-12)

Teambuilding (campers entering grades 1-12)

WonderWorks (campers entering grades 1-12)

Woodworking Experience (campers entering grades 1-12)

Did not choose Trefoil Ranch as our first or second choice

**Due to scheduling limitations and to provide high quality programming, troops at Troop Camping may only choose either Horseback Riding or High Ropes Course.*

Include any additional notes about your troop's requested programming options.

2024 Program Options – Both Camps

Field Day | *Campers entering grades 1-12*

Immerse your troop in an activity block full of spirited fun that the Girl Scouts will drive! Using classic Field Day games as a foundation, campers will create their own rules and scoring systems to engage in a lively mix of active and passive games that foster camaraderie and create lasting memories. Each session will be personalized and unforgettable, as it is the participants driving the imagination and results!

Fire Building & Knife Safety | *Campers entering grades 1-12*

Campers will learn about fire safety and then practice building a variety of fires to understand what each type is best used for. Starting a fire will be dependent on presence of a fire ban/location of the program block. Following fire building, campers will learn about and practice knife safety; they will learn about safety circles, how to hold and use a knife, and different types of cutting techniques before preparing a simple snack for the group to enjoy.

WonderWorks | *Campers entering grades 1-12*

Join us as the magic of imagination meets the thrill of hands-on discovery! Roll up your sleeves and dive into the world of science through building roller coasters, designing thaumatropes, creating giant bubbles, and trying balloon experiments. Girl Scouts will work on steps of the Home Scientist and Entertainment Technology badges as we unlock the wonders of science.

2024 Program Options – Camp Cloud Rim

Bouldering & Rock Climbing | *Campers entering grades 1-12 (age level breakdown below)*

Cloud Rim has a rock-face chimney attached to the lodge where campers can learn the basics of bouldering and rock climbing. For older campers, there is also a rock-face outcrop for more adventurous climbing outdoors.

Bouldering (grades 1-12) – Bouldering is a type of climbing where campers traverse across the chimney with a spotter following them (no harness or rope, pre-determined climbing height).

Rock Climbing on the camp chimney (grades 2-12) – The Cloud Rim chimney is approximately 30 feet tall, and campers climb using a harness, rope, and helmet.

Rock Climbing on rock-face outcrop (grades 6-12) – With a short hike, campers can participate in outdoor climbing on a rock-face outcrop using a harness, rope, and helmet. Prior experience climbing the Cloud Rim chimney or at an indoor climbing gym is recommended.

Lake Hike & Nature Exploration | *Campers entering grades 1-12*

Campers can enjoy a short hike (less than two miles round trip) around camp and participate in other activities while learning about the natural world around them. Activities focus on taking a closer look at surroundings, learning about Leave No Trace, and how they can help protect our world. Girl Scouts will work on some of the requirements of the Eco Explorer badges.

Pottery Experience | *Campers entering grades 1-12*

Campers who sign up for pottery will have time on the pottery wheels and experience hand building. Pieces built in these pottery sessions will not be fired or glazed.

Primitive Camping Experience | *Campers entering grades 4-12*

Ready to take your camping trip to the next level? Campers will pack out their gear for the night starting around 3:00 p.m., hike to a nearby location, set up pop-up tents or hammocks, cook dinner on camp stoves, fall asleep under the stars, wake up, pack up gear, work on badge steps, and hike back to camp by 11:00 a.m.

Gear is provided by camp with the exception of personal items. Overnight locations are determined by camp staff and are on or near camp property within a 20-minute walk from the lodge.

Note: The overnight experience will take two of the three camp-staffed program blocks. Campers will work on the Junior Eco Camper and Cadette Primitive Camper badges.

Program Options at Camp Cloud Rim continued from previous page

Textile Art | *Campers entering grades 1-12*

Campers who sign up for Textile Art will create two projects. Campers will learn about and create a reverse tie-dye project and will also try weaving with a loom to create a potholder.

Waterfront at Cloud Rim | *Campers entering grades 1-12*

Campers can participate in a wide variety of activities on Lake Brimhall. The waterfront is staffed by lifeguards with training in watercraft activities. All campers are required to wear life jackets while swimming and while operating canoes, kayaks, and other watercraft. All campers can canoe and swim. Campers entering grades 4-12 can kayak and paddle board.

2024 Program Options – Trefoil Ranch

Archery | *Campers entering grades 2-12*

Experience the archery range, which uses Genesis compound bows (official bow of the National Archery in Schools program) and basic archery targets connected to hay bales. Camp staff are trained for the camps' specific archery range through a Level 2 USA Archery Instructor. Cadettes will work on some of the requirements for the Archery badge.

Hatchet Throwing | *Campers entering grades 6-12*

Experience the latest craze of hatchet throwing, learn the safety of the sport, and work to improve your aim. Camp staff are trained for the camps' specific hatchet range and follow all safety standards.

High Ropes Course* | *Campers entering grades 4-12*

Experience the brand-new ropes course and work on communication, bravery, patience, and teamwork as you tackle select elements of the new course. Please note this new course is designed for progression-based experiences; campers will not complete the entire course during one activity block. Depending on the group, camp staff will select specific elements to focus on. The course is inspected each year, and camp staff are trained by an Association of Challenge Course Technology-approved vendor.

Horseback Riding & Horse Care* | *Campers entering grades 1-12*

Campers will visit the stables at camp where they will meet some of the horses while learning some of the basics of horseback riding and horse care. Campers will be fitted for helmets and boots (if needed) when arriving at the stables. Camp staff will assist campers on a brief ride around the arena, learn horse grooming and ground handling, as well as assist with horse care (stall cleaning and watering).

**Due to scheduling limitations and to provide high quality programming, troops may only choose either Horseback Riding or High Ropes Course.*

Outdoor Art Badge Series | *Campers entering grades 1-12*

Campers will work on various art projects based on the Outdoor Art badge curriculum. Multi-level troops will be grouped based on grade levels. Camp staff will work with your campers to complete sections of badges appropriate for their Girl Scout level. All badges will require additional steps to be completed after camp.

Slingshots | *Campers entering grades 1-12*

Spend the first part of the program making your own catapult out of everyday craft supplies! Test out your home-made catapult in the slingshot range before transitioning to using a real slingshot. At the range, you will learn about proper form, the equipment in use and why it works, and, how to aim.

Teambuilding | *Campers entering grades 1-12*

Bring your troop together with various teambuilding challenges. Campers will work together to complete ground-based challenges to strengthen problem solving and communication skills. Camp staff are trained in a variety of activities they'll sequence and debrief accordingly, based on your group.

Woodworking Experience | *Campers entering grades 1-12*

The woodworking introduction course will teach skills like how to sand, use a hammer, and introduce other hand tools. By the end of the session, campers will create a birdhouse project to take home. Power tools are not used.