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WELCOME

The Adventure Weekend planning committee has been working diligently to create an unforgettable event for Scouts of the California Inland Empire Council, and we are thrilled to have you join us!

This guide contains essential information to help Scouts, Scouters, and Staff have a successful, safe, and enjoyable experience. Adventure Weekend will bring together thousands of Scouts and adults from across Southern California for an action-packed weekend. To keep everyone informed and address any questions, we will be hosting several virtual pre-camp meetings. If you have specific inquiries, please don't hesitate to email us at CampEmerson@Scouting.org.

SECTION I BEFORE CAMP

We will host several Virtual Event Information Meetings where you can get up-todate information, ask questions, and meet incredible people. The dates /times are:

Wednesday, 8/6/2025 @ 6:30 PM Monday, 8/25/2025 @ 6:30 PM Saturday, 8/30/2025 @ 10:30 AM Tuesday, 9/2/2025 @ 6:30 PM Thursday, 9/11/2025 @ 6:30 PM Saturday, 9/13/2025 @ 10:30 AM Monday, 9/15/2025 @ 6:30 PM Friday, 9/19/2025 @ 6:30 PM Monday, 9/22/2025 @ 6:30 PM

Join Zoom Meeting:

https://us06web.zoom.us/j/6495059563?pwd=BPINE0b10U8yQdByB2ccVvvXYI181 v.1&omn=871378432422



PREPARING FOR ADVENTURE WEEKEND

The following forms are required by all participants attending Adventure Weekend. Please have you documents out and ready to present when arriving at the Check-In station. Please keep in mind that Check-In is part of the unit competitions.

- Unit Roster (2 Copies) only if the unit is camping
- Health & Medical Record part A & B for each participant who is camping, coming for the day only, or participating in the Merit Badge Academy
- Shooting Sports Authorization- Youth only if they want to participate in Shooting Sports

All forms may be found at IEScouts.org/adventure-weekend

Location:

Glen Helen Regional Park, 2555 Glen Helen Pkwy, San Bernardino, CA 92407

Arrival and Departure:

Friday, September 26, 4:00 PM to Sunday, September 28, 10:00 AM

ALL CAMPSITES WILL BE ASSIGNED BY UNIT REGISTRATION DATE

ALL NEW CAMPSITE LOCATIONS THIS YEAR



CHECK-IN

Check-In begins no earlier than 4:00 PM on Friday, September 26th. Upon arrival you will enter through the Main Gate and follow the signs. You will be directed to your assigned camping location to unload your equipment. After you are finished, immediately move your vehicle to its designated parking area. Only 2 vehicles per group are allowed to unload at a time. You must always have a parking pass displayed on your dashboard where it can be read.

While others unload your camping gear, please send one leader to check in at headquarters with your paperwork to receive your event information and wristbands. Units bringing trailers are encouraged to arrive as close as possible to 4:00 PM Friday. This will help speed up arrival for passenger-only cars later in the day.

The Main Gate will only be open on Friday and Sunday. If you are arriving on Saturday, please proceed to the second entrance, park in the dirt lot, and enter by the lake.

There is no parking at campsites - all vehicles must be moved to the designated parking areas. Don't hesitate to contact CampEmerson@scouting.org to find accommodations for people with disabilities or other special needs. Please cooperate with all staff when driving around the park. Safety is the highest priority during the event.

At Check-In please provide your copies of:

- Unit Roster (2 Copies) Only if the unit is camping
- Health & Medical Record part A & B for each participant who is camping, coming for the day only, or participating in the Merit Badge Academy
- Shooting Sports Authorization Youth only if they want to participate in Shooting Sports

PARKING

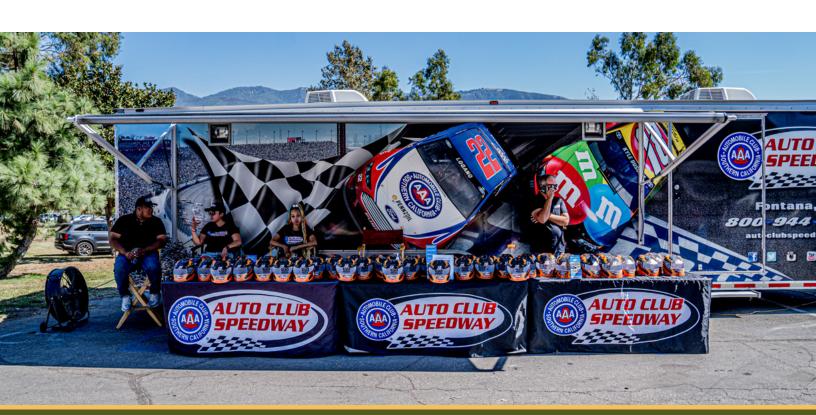
There is NO PARKING IN CAMPSITES.

All vehicles must be parked in their assigned parking area. You will be given 60 minutes to unload no more than 2 vehicles at a time. You must always have a parking pass displayed on your dashboard where it can be read. Please cooperate with staff who will be coming around to make sure vehicles are moved. Vehicles that are not moved are subject to citation and/or towing by the San Bernardino County Sheriff's Department.

- ACCESS ROADS ARE CONSIDERED FIRE LANES
- VEHICLES CANNOT BE PARKED ON THESE ROADS
- NO PARKING IS ALLOWED ON THE GRASS

Preferred Parking:

If you have purchased preferred parking, you will receive a special parking pass to place in your vehicle at Check-In. You will be assigned specific parking in one of three different areas based on where you are camping. A limited number of preferred parking passes may be available upon your arrival.



CHECK-OUT

Saturday evening Check-Out must be arranged in advance with the Adventure Weekend Headquarters Staff. Check out begins Sunday morning between the hours of 8:30 AM and 10:00 AM. When checking out, units need to send one leader to the Adventure Weekend headquarters when you are almost ready to depart.

Before your final departure staff will check the unit's campsites to ensure "Leave No Trace" conditions have been met.



WHAT YOU CANNOT BRING

Possession of these or any other illegal, un-Scout like, or unsafe items as determined by the Adventure Weekend Administration is grounds for immediate dismissal from camp. Fires are not allowed at the campsite.

DO NOT BRING:

- Alcoholic Beverages
- Illegal Drugs
- Marijuana
- Radios
- Laser Pointers
- Fireworks/Air Horns
- Ammunition
- Hot Sparks/Flint & Steel
- Personal Firearms
- Personal Archery Equipment
- Pets
- Air-Soft Guns
- Cap Guns

HEALTH & SAFETY POLICIES

Youth Protection and Unit Leadership

The safety of our youth members is our top priority at Adventure Weekend. All Scouts and Leaders are expected to follow the Scout Oath and Law. The California Inland Empire Council, Scouting America strictly adheres to the Scouter's Code of Conduct, as well as all Youth Safeguarding standards and guidelines. These include, but are not limited to:

- 2-deep leadership
- No one-on-one contact
- Use the Buddy System
- Respect of privacy
- Separate accommodations for youth and adults
- Constructive discipline
- Appropriate attire
- No hazing
- No secret organizations
- No bullying

BSA policy requires two adult leaders, one of whom must be at least 21 years of age, to be in camp for the entire weekend. Likewise, there must be a registered female adult leader 21 years of age or over in every unit serving females. All concerns are to be reported to the Adventure Weekend Headquarters area at the park.

Illness and First Aid

First aid treatment is available 24 hours a day at the Adventure Weekend headquarters.

We are guest of the San Bernardino Sheriff's Department. The Glen Helen Regional Park closes at 10:30 PM. All Scouts, adults, and leaders are expected to be at their campsite by 10:30 PM. If a Scout, parent, adult, or leader violates curfew, or has disciplinary problems, the San Bernardino County Sheriff's Department may escort them off the premises.

SECTION II CAMPING INFORMATION



CAMPING INFORMATION

Water

Designated water supply areas are limited and may be far from the sub-camp. Each unit is expected to bring sufficient water for drinking, cooking, and cleaning—at least one gallon per person per day is recommended. It is recommended to bring large containers to carry water, and wagons or hand trucks to transport them.

Meals

Plan basic menus so food preparation does not consume activities. The Adventure Weekend Trading Post will have cold drinks and snacks available Friday night and all-day Saturday. Food vendors will be stationed around the Midway area on Saturday from 9:00 AM to 4:00 PM. Order of the Arrow Scouts will also provide a fabulous Pancake Breakfast and delicious dinner, with vegetarian options. The Order of the Arrow meals need to be purchased in advance at: iescouts.org/adventure-weekend.

Fires

San Bernardino County Sheriff mandates no open fires. Cooking will be done using propane stoves or burners. Charcoal for Dutch Oven cooking will not be allowed.

Tents/Gear

Self-standing tents are recommended. Small stakes are permitted, nothing longer than one foot. Safety caps on stakes and flagging on guidelines are strongly encouraged. Tents must be close together. Bring your unit flag, stand, gateway, and banner.

Electricity

Please note that no on-site electricity is available for Scouts, parents, leaders, and Campers. We cannot accommodate any electrical lighting or medical devices. If you require a medical device that uses electricity, you must provide a battery-type power source.

CAMPING INFORMATION

Trash

- All units are expected to keep their campsites clean.
- Each unit is required to bring trash bags.
- Drain all liquids before putting them in trash bags.
- Separate recyclables (items with CRV glass, aluminum, plastic bottles, and cans) from the trash.
- Put recyclables in large light blue plastic bags. Put trash in large clear or black trash bags.
- Leave enough space at the top of each bag to double-knot the bag's opening.
- If the bag breaks, re-bag and again double-knot it!
- Check all bathrooms for cleanliness and to ensure trash has been emptied.
- Put ALL bags at the roadway edge of the unit's grassy camp area.
- Any miscellaneous items of trash (discarded tents, lawn chairs, boxes, etc.) must be put to one side of the pile of trash bags.

Uniforms

The Adventure Weekend 2025 staff encourages Scouts and Scouters to wear their Adventure Weekend T-shirts or Scout uniforms. We encourage you to wear your uniform to the opening ceremony and the Pack, Troop, Crew activity uniform during the day.



SECTION III EVENT INFORMATION



Friday Night Dance Party

We will host a Friday night glow dance party for Scouts and everyone to enjoy so please bring your neon clothes and paint to glow and dance the night away.

Saturday Morning Opening Ceremony

The San Bernardino Sheriff's Department will help us with an exciting opening flag ceremony. There is no driving in the park during this time for safety reasons. Please be on time for the opening ceremony and follow all the instructions provided for your safety.

Adventure Zone in the Midway

These areas feature hands-on activities for all Scouts. Keep checking the Adventure Weekend website iescouts.org/adventure-weekend for updates for more things to do at the Adventure Zones.

Community Showcase in the Midway

Community organizations that support the Scouting program will have booths in this area.



Merit Badge Academy

Over 25 Merit Badge classes will be offered this year at our Merit Badge Academy. To see what is being offered and to sign up please for Merit Badge Academy at iescouts.org/adventure-weekend

Cub Scout Adventures

Saturday Cub Scout programs will include opportunities to earn Bob Cat ranks, participate in the conservation projects to earn Champions of Nature, or work on your Cub scout Fishing Adventures at the lake

Competitions

Each sub-camp will have a campsite competition with first, second, and third-place awards. Interested units should set up their campsite in full by 10:00 am Saturday. Judging criteria will be reviewed at the pre camp Zoom meeting. Judging will begin Saturday after the opening ceremonies and awards will be presented during the closing campfires.

Trading Post

The Adventure Weekend Trading Post will have an assortment of items that campers tend to forget or not bring enough of. Additionally, they will have Adventure Weekend T-shirts, safe and affordable knives, snacks and sweets (including some healthy options)! And a large selection of ice-cold drinks!

The Trading Post accepts cash and most major credit cards.





The Rodeo

All Scouts and Scouters are invited to attend the "Saddle Up" rodeo qualifications free of charge on Saturday morning at 8:30 AM. You must be at the Adventure weekend Headquarters at 8:30 AM to walk over to the Rodeo with the Sheriff escort. "Saddle Up" events usually consist of watching contestants qualify for their spot for the weekend's rodeo events, seeing behind the scenes, and potential cowboy guest speakers. It is not open to the public. No one will be permitted in the viewing area without a wristband. For all other shows, tickets are available for purchase through the San Bernardino County Sheriff 's Department.

Water Park and Water Slides

The Water Park will be open on Saturday from 8:30 AM – 5:00 PM. You will be assigned a scheduled time for the water park. Anyone enjoy the wading pool or splash pad; however you must be at least 48" tall to ride the waterslides. A limited number of water park wrist bands may be available upon Check-In.

Service Projects

There will be several opportunities for service projects for conservation hours at Adventure Weekend. Saturday trail maintenance and planting, and Sunday morning park cleanup.





OA Island

OA Island offers Cubs Scouts, Scouts BSA, parents and siblings alike, the opportunity to learn more about Native American culture. Come into our Teepee to learn about regalia and other interesting artifacts. Enjoy fun learning activities such as native drumming and dance. Craft your own necklace to take home.

Closing Campfires

On Saturday evening, units will mobilize near their sub-camp and begin their march to the closing campfire. Units should plan to walk together. A special totem, light, or flag is useful for keeping the unit together, especially after dark. Scouts and Scouters will sit on the grass for the entire show. A blanket or ground cloth will be useful to mark and cushion your area. No chairs for youth are allowed at the show. Performances that excite and inspire will be featured on the stage, as well as award ceremonies for campsite judging and other competitions.



Fishing

The lake at Glen Helen Regional Park will be opened to the Scouts this year for fishing. Bring your pole and work on Cub Scout Fishing Adventures or your Scouts BSA Fishing Merit Badge. Participants over 16 years old will require valid California State Fishing License

Shooting Sports

The following Range and Target Sports will take place Saturday from 8:30 AM – 5:00 PM. Units will be assigned a scheduled time for their activity.

CUB SCOUTS - BB Gun Shooting, and /or Archery will be offered at the Cub Scout Shooting\Sports ranges and are for Registered Cub Scouts ONLY. You are not guaranteed to get to participate in each activity, activity slots will be assigned by registration date and unit size.

SCOUTS BSA - Archery and Tomahawks will be offered at the Scout Range. Range activities are subject to availability and may be canceled at any time. Non-Scout siblings may not participate in Shooting Sports activities.



TRAINING AT ADVENTURE WEEKEND



IOLS Introduction to Outdoor Leadership Skills

IOLS is a required training course for Scoutmasters and Assistant Scoutmasters in Scouts BSA Troops. Learn how to safely conduct outdoor activities. Participants must camp for the weekend. Saturday lunch is included in the registration. Before the training at Adventure Weekend, we will hold a Zoom meeting to cover the classroom portions of the training. The date and time for this meeting are still being finalized.



BALOO Basic Adult Leader Outdoor Orientation

BALOO is required for at least one adult in a Cub Scout Pack that go overnight camping. The training helps leaders plan events that are fun and rooted in Cub Scouting principles, and that keep their Scouts safe and entertained. Participants must camp for the weekend. Saturday lunch is included in the registration. Before the training at Adventure Weekend, we will hold a Zoom meeting to cover the classroom portions of the training. The date and time for this meeting are still being finalized.



CPR / AED / First Aid

Sign up for CPR, First Aid, AED training & certification. Two sessions will be offered, Saturday morning or afternoon. Limited space is available. Registration includes access to Adventure Weekend

You can register for any of the trainings at iescouts.org/adventure-weekend

CONTACT US

California Inland Empire Council #045 2351 W. Lugonia Ave, Suite F Redlands, CA 92374



Office Phone:

909-793-2463

Website:

https://IEScouts.org/Adventure-Weekend/

