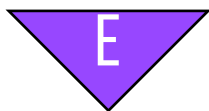


CAMPING

C1 - CubScout Camping
C2 - Family Camping C3 - Scouts BSA
C4 - Scouts BSA Additional Campsites
C5 - Scouts BSA Additional Campsites



ENTRANCES

E1 - Shuttle Van Stop / Walk Up Entrance
E2 - Friday Entrance



NO ENTRY



WATER PARK ENTRANCE



PARKING

P2 - Amphitheater Main Parking Lot
Path to Parking Area



SHUTTLE STOPS



TARGET AND RANGE SPORTS



BALOO AND IOLS TRAINING



CUB SCOUT ADVENTURES



MERIT BADGE ACADEMY



SCOUT SHOPS



MEDIC

Remember, **NO PARKING AT CAMPSITES** – all vehicles must be moved to their assigned parking area – unit is given 60 minutes to unload bycampsite. No more than 2 vehicles at a time. Parking pass must be viewable on dashboard or window.

ACCESS ROADS ARE CONSIDERED FIRE LANES. VEHICLES CANNOT BE LEFT ON THE ROADS OR GRASS FOR PARKING PURPOSES. NO PARKING IS ALLOWED ON THE GRASS.

Put recyclables in blue bags. Put trash in clear or black bags. Put ALL bags at the roadway edge.