



# **PATHFINDERS**

# **CAMPOREE BULLETIN**

**OCTOBER 9-12, 2025**



<b>WHAT:</b>	A time for camping, cooking, and sleeping in the great outdoors. A time to learn skills and enjoy the thrill of working, playing and worshipping together. But most of all, a time to grow closer to Jesus.
<b>Why?</b>	Fun, lots of fun and an amazing time with JESUS!
<b>WHO:</b>	All Pathfinders and their Leaders are welcome!
<b>WHERE:</b>	Camp Alamisco, on beautiful Lake Martin Address: 1771 Camp Alamisco Road Dadeville, AL 36117
<b>GUEST SPEAKER:</b>	<b>Pastor Nelson Silva – KTN Youth Assistant Director</b>
<b>EVENT REGISTRATION:</b>	<b>REGISTRATION CLOSES: OCTOBER 6 NO ON-SITE REGISTRATION</b> MAIL forms to: Gulf States Youth Department 10633 Atlanta Highway, Montgomery, AL 36117 Need help? Contact Elizabeth Rodriguez (334) 272-7493 ext. 123 or 125 <a href="mailto:erodriguez@gscsda.org">erodriguez@gscsda.org</a>
<b>FEES:</b>	<b>Registration and Camping Fee: \$23.00</b> per person (ALL ATTENDEES PAY) includes patch <b>Bathroom Rental: \$70.00 (ADULT USE ONLY)</b> Some Clubs have not been leaving their room clean, therefore the camp now requires a cleaning fee. <b>Room (Over-night) Rental: \$70</b> per night <i>ALL in attendance must pay the registration fee, NO EXCEPTIONS.</i>
<b>CHECK-IN:</b>	Thursday: 2-9 pm <b>GATES CLOSE AT 11 PM, NO UNREGISTERED GUESTS ALLOWED.</b> If arriving after hours, please notify your Area Coordinator beforehand. <b><i>ALL adults in attendance (18 &amp; older) must be certified through Sterling Volunteers.</i></b>
<b>CAMPING:</b>	Clubs will be assigned to specific camping areas. DO NOT MOVE to another camping area without Conference Youth Director approval. ( <i>Campsites do not have potable water; bring large water containers for hauling water back to your campsite.</i> )
<b>BATHROOMS:</b>	The main bath house is available to all campers for use of toilets and showers. Bathrooms in the Lodge and Inn are available to rent ( <i>see "Fees" above</i> ). PLEASE DO NOT use bathrooms assigned to other clubs.
<b>CABINS:</b>	Cabins generally <b>will not</b> be available for Club use. Cabins will only be available under extenuating circumstances. Clubs must request prior approval from their Area Coordinator. The Area Coordinator must submit the request to the Pathfinder Council Chairperson or the Youth Director for final decision. An additional fee per person will apply if the request is approved. ABSOLUTELY NO cooking will be allowed inside the cabins.

<b>UNIFORMS:</b>	<b>Friday:</b> Full <b>Class A</b> uniforms for morning Uniform Inspection and Drill & Marching. <b>Field</b> uniforms for afternoon. <b>Sabbath:</b> Full <b>Class A</b> uniforms for Sabbath morning Parade and Worship. <b>Conference t-shirts</b> for Sabbath afternoon.
------------------	---

# CAMPOREE APPLICATION

Application Due at Youth Ministries Department

Before October 6, 2023

Email to [erodriguez@gscsda.org](mailto:erodriguez@gscsda.org) or sign up online on the Conference Web page

Club Name: \_\_\_\_\_

Director: \_\_\_\_\_

Total Number Planning to Attending: \_\_\_\_\_

Number of Tents: \_\_\_\_\_ Size of Tents: \_\_\_\_\_

Recreational Vehicle and Size: \_\_\_\_\_

How Many Recreational Vehicles and Size: \_\_\_\_\_

Private Bathroom Use\* (**FOR ADULT USE ONLY**): ☐ Yes ☐ No

Lodge/Inn Room Over-night Use\*: ☐ Yes ☐ No

If YES, how many days you will be staying for? \_\_\_\_\_

*\*Fees apply for bathroom and room use.*

**Clubs must be registered with the Youth Ministries Department in order to attend the Pathfinder Camporee. No exceptions.**

**This is a CLOSED EVENT; there will be NO on-site registration. NO EXCEPTIONS.**

*Visit the Pathfinder web page for registration requirements.*

Registration \$23/person \$23 x \_\_\_\_\_ # persons \$ \_\_\_\_\_  
Fee

Bathroom \$70/event \$70 \_\_\_\_\_ \$ \_\_\_\_\_

Room \$70/night \$70 x \_\_\_\_\_ # nights \$ \_\_\_\_\_

**TOTAL:** \$ \_\_\_\_\_

☐ Payment Enclosed Check #: \_\_\_\_\_

**Return this form to our office with payment no later than October 6.**

E-mail: [erodriguez@gscsda.org](mailto:erodriguez@gscsda.org)

Mail: Gulf States Conference

Attn: Youth Department

P.O. Box 240249

Montgomery, AL 36124-0249

# CAMPOREE TALENT SHOW APPLICATION

Club Name \_\_\_\_\_

Talent Act Type:   ☐ Spiritual        ☐ Secular\*

Brief Description of Talen Act \_\_\_\_\_

---

---

*\*Performances are subject to rejection at the discretion of the Youth Director.*

**Application Due by October 6, 2023**

Send to the Youth Ministries Department at: [erodriguez@gscsda.org](mailto:erodriguez@gscsda.org)

**Late applicants may not be accepted.**

**NOTE:** Talent show consists of 2 sections, Spiritual and Secular. Due to time constraints, only 1 act will be allowed per club. Secular acts must be of good taste and must uphold the high standards of the SDA Church and the Pathfinder Ministry. Types of acts not allowed include dancing and songs with objectionable lyrics.

# CAMPOREE PROGRAM RESPONSIBILITIES

<u>Time Slot</u>	<u>Platform</u>
Thursday night:	
Friday night:	
Sabbath School:	
Worship service:	
Saturday night:	

	<u>Flag Raising</u>	<u>Flag Lowering</u>
Friday:		
Sabbath:		

## UNIT ORGANIZATION REQUIREMENTS:

1. All Pathfinders are to camp by units.
2. Each unit must have one adult counselor.
3. Units must be either entirely male or entirely female.
4. Each unit should have its own bedding, tents, and all other essential items for the camporee.
5. Girls and boys are to **STAY OUT** of each other's area.
6. Counselors will assume full responsibility for the boys and girls in their respective units and be with them at all times.
7. Counselors and club directors will receive detailed information and instructions, as well as camping assignments, upon arrival at camp. Inspections will be made of the camping areas. Tents and all equipment must be aligned in a satisfactory manner and kept in order during the entire camporee. Sites must be left clean.

## INDIVIDUAL REQUIREMENTS:

1. Pathfinder must be part of a "complete unit."
2. Pathfinder should wear a complete Pathfinder uniform with all insignia properly sewn on at the designated time and places. (Sabbath services and inspection times.) Field uniforms are appropriate for new clubs.
3. Pathfinder is to be in good and regular standing.
4. Pathfinder must maintain a satisfactory standard of work and conduct at home, school, church and club.

# CAMPOREE SCHEDULE

*Schedule subject to change*

## Thursday | October 9, 2025

2 – 9 pm	Registration / Camp set-up
8 pm	Camporee Kick-Off
11 pm	<b>Gates Close</b>

## Friday | October 10, 2025

7-8 am	Breakfast ( <i>Individual Clubs</i> )
<b>7:30 – 8 am</b>	<b>Registration (Chapel)</b>
8:00 am	<b>Club Director's Meeting (Gym)</b>
8:30 am	Flag Raising (Flag Pole)
9:00 am	Uniform Inspections & Drilling Competition (Gym/Chapel)
11:30-1 pm	Lunch ( <i>Individual Clubs</i> )
1:30-4:30 pm	Field Events
3:30-4:30 pm	Pin Trading & Swap Meet at the Gym ( <i>Optional</i> )
5-6:30 pm	Dinner ( <i>Individual Clubs</i> )
5:30 pm	Flag Lowering (Flag Pole)
7:30 pm	Campfire Program (Outdoor Chapel) <i>Song Service</i> <i>Devotional</i>
<b>10:30 pm</b>	<b>Lights Out - Quiet Time (STRICTLY ENFORCED)</b>

# CAMPOREE SCHEDULE

*Schedule subject to change*

## Sabbath | October 11, 2025

7-8 am	Breakfast ( <i>Individual Clubs</i> )
8 am	Individual Club Worship
8:45 am	Flag Raising (Flag Pole)
9-10 am	Campsite Inspections (TLT Inspectors report to Gym)
10-10:30 am	Pathfinders on Parade (Lodge Parking Lot) <b><i>*Bring your club banner, parade flags and Float*</i></b>
10:30-12:00 pm	Worship Service (Outdoor Chapel) <i>Song Service</i> <i>TLT Scarf, Pinning &amp; Recognition</i> <i>Master Guide Investiture &amp; Recognition</i> <i>Message</i>
12:30 pm	Lunch (Gym) <b><i>*Lunch provided by Camp Alamisco*</i></b>
2:30-4:30 pm	Event (Gym)
5-6:30 pm	Dinner ( <i>Individual Clubs</i> )
5:30 pm	Flag Lowering (Flag Pole)
7:30 pm	Campfire Program (Outdoor Chapel) <i>Song Service</i> <i>Devotional</i> <i>Talent Show</i> <i>Awards Ceremony</i>
11 pm	<b>Lights Out – Quiet Time (STRICTLY ENFORCED)</b>



## **Sunday | October 12, 2025**

9-10 am

Camp Clean-Up

***\*\*See assignment sheet at the end of this packet\*\****

**Thank you for making sure your  
campsites are clean before you leave.  
Safe Travels!**

# CAMPOREE HOSPITALITY

Clubs will have the opportunity to practice their hospitality at the Camporee. Camporee guests and Council members not affiliated with a Club will be present this weekend.

Sign up at the registration table to host a guest or two at your club meals. Thank you for your hospitality!

## SABBATH LUNCH

Join us for fellowship and good food. Sabbath lunch is provided by Camp Alamisco. Volunteers will be needed for food preparation and serving. See your Club Director for information on when and where to report for duty.

## HOSPITALITY SIGN-UP SHEET

Meals	Thursday Supper	Friday Bkfst	Friday Lunch	Friday Supper	Sabbath Bkfst	Sabbath Supper	Sunday Bkfst
Youth Dept. Admin. (5)							
Guest Speaker ( )							
Path. Coord. ( )							
Camp Ranger (2)							

# **CAMPOREE UNIFORM INSPECTIONS**

**Uniform inspections will be held before the Drill Competition. See score card.**

## **INSPECTION POINTS:**

1. Inspectors will look for the basic uniforms – full Class A.
2. Sashes and neckerchiefs are required.
3. Special attention is given to the insignia. They must be sewn on properly and in the specified position. Watch for things like the distance between the club name strip and the Pathfinder triangle. The top of the triangle, for Pathfinders, should be 1/2 inch below the lowest point on the club name strip.
4. Pathfinder belts and buckles are required.
5. Buttons should be buttoned; belt buckles right side-up, black socks, black closed toe and back shoes, etc. (No Sandals or Tennis Shoes)
6. Points will be taken off for non-uniform emblems, pins, clothing, etc.
7. Appearance must be clean and well groomed. Uniforms should be ironed. Look sharp!

# CAMPOREE

## DRILL COMPETITION

**Judging:** “The Pathfinder Club Drill Manual” will be the standard by which all judging will be based. The judge’s final score will be the official score and no changes will be allowed. All scores are kept confidential until it is officially announced.

### **Requirements:**

1. All participants must be active members of a Pathfinder Club.
2. Only one Basic Drill and Advanced Drill Team is allowed to enter per club.
3. The Full Dress Pathfinder and/or TLT uniform is required to perform. Accessories may be added to the uniform for this performance (hats, gloves, braids, etc.).  
**NOTE:** New clubs in existence less than six months will be allowed to participate if not in the official Pathfinder dress uniform but all are dressed similarly.
4. All drilling is to take place in a space approximately 100’ x 100’. Failure to do so will result in a loss of points.
5. Basic Drill Teams must be comprised of all Pathfinders and TLT’s of the entering club. Staff members are not required to participate. No points will be taken off because of these uniform differences.
6. Dance steps will not be allowed and if performed will result in loss of points or disqualification.
7. Music will not be allowed in performance.
8. Each participating Basic Drill Team must perform the Required Drill commands in sequence.
9. Teams will have 90 seconds after the end of the preceding team’s performance to be ready to begin their performance.

### **Time:**

Three minutes is the maximum time for the basic drill. All club members must participate in the basic drill. Penalties will be given for more than three minutes. Time on the field begins when the Drill Master’s initial hand salute is returned. Time on the field will end at the final salute.

### To Enter:

On entering the field, each Drill Master must state the following:

“Club name; Request permission to take the field.” *Hand salute to the Drill Coordinator.*

After receiving permission to take the field, the Drill Master is free to command his/her team to fall-in. The teams must immediately fall-in at the center of the field facing the judges and perform the required drill.

### To Exit:

The Drill Master is to end the performance with a hand salute to the Drill Coordinator and immediate dismissal of the team.

### Scoring:

There will be a total of 200 points possible. Four points will be awarded for each command executed during the required drill actions (100 pts).

*Additional points will be given for the following categories:*

- Precision of execution – up to 35 points
- Correct Alignment – up to 15 points
- Command Voice – up to 25 points (commands must be spoken in clear and audible voice)
- Pathfinder Youth Drill Master and gives commands - 25 points extra

*Loss of points are as follows:*

- Dancing steps – 20 points or possible disqualification
- Music, whistles or other infractions – 5 points
- Command not in English – 100 points

### Tips on Command Voice:

Drill commands are best given when the person has an excellent command voice. A command voice is characterized by **DLIPS**: **D**istinctness, **L**oudness, **I**nflection, **P**rojection, and **S**nap.

- **Distinctness** - Distinct commands are effective; indistinct commands cause confusion. Emphasize clear enunciation.
- **Loudness** - This is the volume used in giving a command. It should be adjusted to the distance and number of individuals in the formation. Speak loudly enough for all to hear, but do not strain the vocal cords.
- **Inflection** - This is the change in pitch of the voice. Pronounce the preparatory command—the command that announces the movement—with a rising inflection near or at the end of its completion, usually the last syllable. A properly delivered command of execution has no inflection. However, it should be given at a higher

pitch than the preparatory command.

- **Projection** - This is the ability of your voice to reach whatever distance is desired without undue strain. To project the command, focus your voice on the person farthest away.
- **Snap** - This is the conciseness of the command

**Required Drill:** Within the allotted time, each team must demonstrate the following 25 commands in sequence. The Drill Team should start and complete the required drill commands in the center of the field facing the judges. All Drill Team members must perform the required drill. The Drill Master is allowed to carry the commands written as listed below:

1. Fall-In	
2. At Close Interval Dress Right Dress / Ready Front	
3. Dress Right Dress / Ready Front	
4. Present Arms / Order Arms	
5. Left Face	
6. About Face	
7. Right Face	
8. Parade Rest	
9. Prayer Attention —Amen	
10. Attention	
11. Stand at Ease	
12. Attention	
13. Forward March (or forward half step march)	
14. Column Left March	
15. Column Left March	
16. Column Left March	
17. Eyes Right / Ready Front	
18. Left Flank March	
19. Right Flank March	
20. Column Right March	
21. Column Right March	
22. Rear March	
23. Pathfinders Halt	
24. Right Face	
25. Pathfinders Dismissed	

**All commands listed above must be executed according to the “Pathfinder Club Drill Manual”. (This inexpensive booklet can be ordered from Advent Source.)**

# CAMPOREE FANCY DRILL COMPETITION

*Fancy Drill Competition is optional.*

Maximum Time: **3 minutes**. Fancy drill competition is optional.

**The Drill Master must be a regular member of the club and in full Class A uniform.**

**AWARDS:** Honor ribbons will be awarded according to placement. A panel of judges will determine placement.

*Decisions by the judges are final*

Points will be given for the following categories for a total of 100 points:

- **Precision of Execution:** up to 25 points
- **Creativity:** up to 25 points
- **Complexity:** up to 25 points
- **Command Voice:** up to 25 points, commands must be in English

## **LOSS OF Points:**

- Dancing: - 20 points or possible disqualification
- Use of other than voice commands: -10 points  
*i.e., whistles, silent commands, music, or clapping*
- Over the time limit: - 5 points for every 10 seconds (or fraction)  
*[i.e., 15 seconds over = 10 point deduction]*

# CAMPOREE THEME DEVICE

This year's Camporee theme is ***Mission: Possible*** and is based on:

**Luke 18:27** (NKJ)

But He said, "The things which are impossible with men are possible with God."

Build a theme device to decorate the entrance to your campsite that represents this year's theme. Your creativity is the limit. Reminder that theme devices can and should be used to decorate your Club booth at the Pathfinder Camporee at Camp Alamisco. A theme device may also double as a float for use during the parade at the Pathfinder Camporee.

Reminder that theme devices can and should be used to decorate your Club booth at the Pathfinder Fair at Camp Alamisco.

The logo consists of two cyan rectangular blocks. The top block is wider and contains the text "Mission: Possible" in a black, handwritten-style font. The bottom block is narrower and positioned centrally below the top one, containing the word "Logo" in a bold, black, sans-serif font.

**Mission: Possible**  
**Logo**



# CAMPOREE CLUB INSPECTION

	Points Possible	Points Awarded
<b>TENTS (<i>All tents will be inspected, including Staff and guests</i>)</b>		
Alignment (neat, not scattered). Uniformity of doors and windows (doors and windows must be open)	5	
Interior neat, items uniform within each tent, area swept	5	
One Bible per Pathfinder (on bedding or pillow)	5	
<b>UNIFORMS (<i>Inspected before Drill Competition</i>)</b>		
Insignias sewn on neatly and in proper position	5	
Sashes, neckerchiefs, belts and buckles	5	
Neat appearance (buttons buttoned, non-uniform items such as white socks or tennis shoes, ironed shirts and pants)	5	
<b>CAMPSITE</b>		
Flags correctly posted (US Flag must be on the right when facing the entrance) USC Title 36 Chapter 10, Section 175	5	
Cleanliness, paper and trash policed.	5	
<b>RECORDS AND FIRST AID KIT</b>		
Medical consent records and permission slips	15	
1 <sup>st</sup> Aid Kit	15	
<b>COOKING AREA</b>		
Stove and food preparation area are clean	10	
Fire Extinguisher (charged, not expired)	15	
Food and cooking utensils stored properly	5	
<b>TOTAL POINTS (100 points possible)</b>		

# CAMPOREE SCORE CARD

Club Name \_\_\_\_\_

Total Club Membership \_\_\_\_\_  
(Including Staff, TLT, Pathfinders)

Total in Attendance \_\_\_\_\_

80 – 100% = 20 points

60 – 79% = 15 points

40 – 59% = 10 points

Less than 40% = 5 points

**EVENT POINTS** (each is worth 20 points)

**POINTS  
EARNED**

Members in attendance

Register and Pay before Friday 8:00AM

Basic Drill

Mission: Water Crossing

Mission: Start a Fire

Mission: Mystery

Sabbath Event- Mission: Find your Match

“Mission: Possible” - Annual run, walk, crawl Alamisco race.

Race for bragging rights, no ribbon. Groups by AY Class.

Theme Device

**TOTAL POINTS** (180 possible)

AWARDS	POINTS
President's Award	135 - 180
Honor Award	113 - 134
Achievement Award	90 - 112
Citation Award	14 - 89

# CAMPOREE EVENTS

*Mission: Possible*

**Logo**

# Mission: Water Crossing

By Rick Riley

**Goal of the Event:** Build a boat for 2-4 persons using cardboard, glue, duct tape and paint.

**Team size:** 2-4 Pathfinders

## **Game Description:**

- Each Pathfinder Club will build a boat prior to Camporee from materials listed. Each club can build more than one boat depending on club size and number of Pathfinders in teams. More than one team can use the same boat to run timed race (until boat no longer floats).

## **Scoring:**

This is a timed event. Timer begins when first Pathfinder steps into boat and end when last Pathfinder steps out of the boat.

- Build boat in club and bring to Camporee.
- Only cardboard, glue, duct tape and paint materials can be used.
- Paddle with hands from lake shore to buoy and back to shore in shortest time (no paddles allowed).
- Stay afloat for total journey with all team members within boat.
- All team members that leave shore must return to shore in boat. If team member falls out of boat, must return to shore and restart.

## **Materials Needed for The Event:**

- **Conference will provide:** Course on waterfront
- **Clubs will provide:** Materials for boat

This is a timed event. Please have a staff member present with the team(s) from your club to keep the time for the event.

# Mission: Start a Fire

By Gregg Myers

## Goal of the Event:

Working as a team - start a fire using an ignition source other than a match from the Camping Skills III honor requirements. No flame sources are allowed.

**Team size:** 4 Pathfinders

## Game Description

Start and maintain a fire for two minutes using one of the following methods:

- Compressed air
- Curved glass
- Flint
- Friction
- Metal match
- Spark

## Scoring:

This is a timed event. Teams will be grouped by the type of fire starting method they choose to use from the list above.

## Materials Needed for The Event:

- **Conference will provide:** Designated Area to build the fires
- **Clubs provide:**
  - Wood /natural combustible materials and fire starting method items
  - Please have a staff member present with the team(s) from your club to keep their time for the event.

# Mission: Mystery

By Albert Cortez

**Goal of the Event:**

Work as a Team

**Team size:** 4

**Game Description:**

- Mystery Obstacle Course

**Scoring:**

This is a timed event, shortest time to perform all obstacles and complete course. Team must complete each obstacle/activity before moving to next.

**Materials Needed for The Event:**

- **Conference will provide:** All materials
- **Clubs will provide:** Enthusiastic Pathfinders 😊

This is a timed event. Please have a staff member present with the team(s) from your club to keep the time for the event.

# Mission: Find your Match

By Greg and Angela Myers

## Sabbath Afternoon Event

### Goal of the event:

Based on the Bible verses given to your Club, find the other Club(s) that have the same Bible story as your Club.

### Instructions:

At the end of the church service Sabbath, each Club Director will be given an envelope with instructions and Bible verses. At 2:30pm you may begin your Mission. When your Club thinks they have completed the Mission, go to the gym between 4-4:30pm.

# CAMPOREE CLEAN-UP DUTIES

**DO NOT THROW GARBAGE OR FOOD ITEMS IN THE WOODS!**

**All clubs must clean up their camping areas prior to leaving camp.**

Additional duties are assigned on a rotation basis year to year. Help us leave Camp Alamisco better and cleaner than we found it!

**All bathrooms close for cleaning at 9:00 AM on Sunday.** Cleaning chemicals are provided.

Bathroom duties include:

- Pick up trash
- Dispose of all left items, i.e., clothes, soaps, towels, etc. If a valuable item is found, please turn the item in to Elizabeth or Pastor Michel.
- Sweep & mop floors
- Clean showers
- Clean sinks & counter tops
- Clean toilets & urinals (gloves provided)

The clubs listed below have been assigned to clean the following areas:

BATHROOM	CLUB
Bathhouse Girls	
Bathhouse Boys	
Gym	
Nature Building	

## THANK YOU!



# CAMP ALAMISCO RULES

**We have worked hard to make this a safe event for everyone. We appreciate your cooperation to help keep it that way by following these few guidelines.**

- **NO PETS ALLOWED! NO EXCEPTIONS.** If pets are found on campus, the owner will be **fined \$100 dollars** and asked to take the animal off campus.
- There is **ABSOLUTELY NO SWIMMING ALLOWED** without an Alamisco Certified Lifeguard present.
- **NO PERSONNAL GOLF CARTS OR ATVs WILL BE ALLOWED ON CAMPUS.** The camp's golf carts are not to be driven or used under ANY circumstances. Do not allow your children to climb or play on the carts. Even if there is no key, the child could unlock the brake and the cart would move, potentially causing serious injury. You will be responsible for any damages caused to Camp Alamisco Property or people. Thank you for your help in making this event a secure place for children.
- NO cooking inside the rented rooms.
- Please show respect to other clubs by not using their rented rooms or bathrooms.
- DO NOT use the laundry room or any part of the facility without approval.
- DO NOT remove beds from the rooms. Small children should not be on the top bunk bed.
- Please be respectful of curfews by keeping noise down after lights out. No one is should be walking around the camp after hours. Keep in mind that there are other clubs renting the rooms below your room.
- DO NOT discard food or trash outside your rooms, especially on the second floor of the Lodge and Inn. There are two dumpsters on sight located in these areas: one by the Horse area, the other by the Cabin area. Please make sure to throw away ALL your trash before you leave on Sunday.
- Club Directors are to leave the camp rooms and camping area clean. Do not leave food and/or trash in the rooms or camping area. Before you leave, please make a last walk around your camping area/room to make sure you don't forget anything.
- Please be respectful of ALL Camp Alamisco property and Pathfinder Club materials. DO NOT take home or tear down the displays or activities that are set up for the weekend, unless they belong to your club.

**Camp Alamisco and the GSC Youth Department will kindly ask that you leave the premises if you break any safety rule that puts in danger you, your club or anybody else.**