

WELCOME TO CYBER CAMP 2020

a VIRTUAL SUMMER CAMP EXPERIENCE



Cyber Guide

Welcome to Cybercamp

Thank you for choosing Cybercamp operated by the South Florida Council for your 2020 virtual summer camping experience. We offer this Leader Guide to help everyone get just as excited and ready for camp as we are! This Guide is the primary resource for planning your camp experience. Please read through this guide thoroughly, and share it with Parents and Scouts. Cybercamp will be utilizing Tentaroo camp registration. Troops & individuals will select their preferred week and choose the appropriate program for each of their Scouts through this system. All Scouts will be able to complete the "BSA Cyber Chip" for their Grade level during their week of camp, and all BSA Online Youth Protection policies will be strictly adhered to. The South Florida Council takes the safety and security of everyone seriously and will do everything possible to provide a positive online learning environment. There will be a provisional Troop offering for each week that will allow Scouts to sign up individually if their own Troop has decided not to participate. In this case, you will be assigned a Virtual Summer Camp Scoutmaster to help guide you through the week, check your progress and coordinate any group activities. It is HIGHLY ENCOURAGED to experience this "virtual" Camp in the outdoors as much as possible. If your local regulations allow and you can do so safely, we want everyone to CAMP outside the entire week. Get your Troop together for the week (6 Feet Apart) , camp in your back yard...however you can...GET OUTDOORS!

Program Highlights

- 35+ Merit Badge/Advancement class offerings. Each Scout will be given the opportunity to take up to six classes.
- We will offer newer Scouts the opportunity to work on advancement. There will be classes for Tenderfoot, 2nd Class & 1st Class ranks.
- Opening flag ceremony each day and Closing Friday night Campfire
- Scout Skills videos during lunch and break times.
- So much more!
- All the information you will need is in this guide. It may not be traditional Summer Camp, but we will have a blast with plenty of fun, advancement and learning all while putting that ever important "outing" in Scouting! After you read through this guide, if you still have any questions concerning your summer adventure, please do not hesitate to contact **Diane Hickman - diane.hickman@scouting.org 305-709-3046** or **Ginny Anderson—virginia.anderson@scouting.org 305-709-2882**



YOUTH PROTECTION AT CAMP

South Florida Council takes our responsibility for the welfare of the youth very seriously. In accordance with South Florida Council policy, any adult working with a Scout must be registered as a Merit Badge Counselor with the BSA and have current Youth Protection Training, even if they are a parent of a scout. Copies of Youth Protection Training Certificates will be kept on file at the SFC Service Center.

Youth Protection Procedures

The following barriers to abuse within Scouting are used at camp to ensure the safety of our youth campers. We expect everyone to follow these guidelines at all times:

- All youth protection policies still apply in an online environment. Ensure you always have two-deep leadership for online activities and meetings. Our ban on one-on-one contact between an adult leader and youth applies to all interactions - whether in person, online, through a web conference, over the phone, via text, or in any other form.
- All aspects of the Scouting program are open to observation by parents. The BSA suggests parents take part in online activities and meetings.
- Use business-oriented conference platforms instead of platforms with other primary purposes (such as gaming).
- Examples of business-oriented conference platforms: **Zoom, Skype, GoToMeeting.**
- Examples of platforms that are **NOT** recommended: **Discord, Roblox, and Twitch.**
- Please review the terms of service, safety and privacy features, and data collection policies of any platform you use, and review the BSA Digital Privacy and Social Media Guidelines.
- **DO NOT RECORD ANY ONLINE ACTIVITIES/MEETINGS.**
- Call recording is subject to various legal requirements under U.S. law and the laws of individual states, some of which require all parties to a call consent to recording. Considering those potential regulatory risks, the BSA does not authorize the recording of online meetings/activities.
- All the BSA policies concerning online Safety of Scouts can be found at: <https://www.scouting.org/health-and-safety/safety-moments/digital-safety-and-onlinescouting-activities/>
- All Scouts (Not First Year) must have an updated Cyberchip and show proof before class begins.



2020 Fees and Payments

Participant Cost—\$100.00 per Youth Scout

- Includes up to 6 Merit Badges (**only 2 Eagle MB included in the 6 each week**)
- 2020 Camp Patch
- Includes Materials for First Year Program
- Access to ALL THE FUN!

Additional Camp Patches can be purchased for a nominal fee.



Questions on Fees & Payments:

When is money due?

Must be paid in full at time of registration.

Are there any extra fees?

No other fees, but you may need to purchase some office supplies for projects. All materials for the first year and fingerprinting merit badge class will be provided. Participants enrolled in the swimming /canoeing merit badge will complete the badge at Camp Elmore later in the year.

Can I sign up for an extra week?

Absolutely. Scouts can sign up for as many weeks as they like. A Scout can earn up to 6 Merit Badges each week (**only 2 Eagle MB included in the 6 each week**). The other weeks programming may include different Merit Badges. There is no discount for additional weeks.

What is the cancellation policy?

There are no refunds. Registration can be transferred to another week or used to attend other Merit Badge or Stem class the council offers.



Advancement Programs

Cybercamp and this virtual advancement platform offers programs for Scouts of all levels including first year campers and merit badges for all skill levels. Following are suggestions when selecting a program.

New Crossovers/1st -year Campers: Choose classes in rank advancement and a few easier, entry - level Merit Badges. You will have the next seven years to earn all the Merit Badges that interest you. Your Scouting world opens up after you get through the first few ranks. We highly encourage you to concentrate on rank advancement if you are new to the Scouts BSA program. Our suggestion is to select the advancement classes (Tenderfoot, 2nd class, 1st class) and 3 Merit Badges. Advancement classes count as 3 classes. You can only select up to six programs. Also, the easier Merit Badges (Collections & Fingerprinting) will get a new Scout off to the best start possible on the Eagle Trail. You must be at least a First Class Scout to take any of the Eagle Required Merit Badges.

2nd & 3rd Year Scouts: If you have not completed your 1st Class rank, we recommend that you register for the rank classes needed to get there. Summer camp is the perfect environment to get caught up with rank and we want to ensure that opportunity happens for you virtually. We also suggest that you choose from Merit Badges in that Medium range. If you want to reach up and do a more difficult badge, consider selecting another one that is a little easier. Remember, you will be doing up to six classes this week, so you do not want to bite off more than you can chew. Choose some fun, more obscure Merit Badges that your Troop may not be able to deliver easily. You must be at least a First Class Scout to take any of the Eagle Required Merit Badges.

Older Scouts: You know what to do. You also know what is involved with obtaining most Merit Badges. Concentrate on those Eagle required Merit Badges you don't have yet. Then, concentrate on those areas you may find interesting. This would be a great way to explore some career paths and get a taste for areas before getting to those college choices that are right around the corner.

Accommodating Special Needs: We are committed to fully including all Scouts in all aspects of the camp program. Often, meeting the needs of all campers and leaders requires minor adaptations of our instructional plans. One -on -one instruction, and other provisions can be made for Scouts because of physical disabilities, learning disabilities, medical Diane Hickman or Ginny Anderson in advance to outline the specific needs of the Scouts in their Units.

Merit Badge Counselors: Our Virtual Merit Badge Counselors and Cybercamp Team are highly qualified Scouts and Scouters. Most of our staff are volunteers who work in our community. They have taken time out of their busy schedules to both help the South Florida Council provide you a fun, interesting, meaningful experience. Please show them your gratitude when working on your program



Merit Badge List and Prerequisites

MERIT BADGE	PREREQUISITE NUMBERS	PREREQUISITE REQUIREMENTS
CRIME PREVENTION	2, 4(a & b) 5 6(one of a-c) 7(a or b)	Bring cards and dates of interviews and other documents signed by Parent/Guardian/Scoutmaster.
DIGITAL TECHNOLOGY	Windows operating system computer and a cyber chip.	The badges maybe completed on android or apple os computer with more difficulty, but can not be completed with only a smart phone.
DOG CARE	4, 8	Bring letter from Parent/Guardian attesting to those requirements. Also bring photo of dog.
ELECTRICITY	2, 3, 8, 9	Bring all drawings for requirements 2, 8, and 9.
EMERGENCY PREP	1, 2b 2c 6c 7 8 9(one of a-c)	Bring proof that you have earned First Aid MB. Bring the emergency service pack and family kit for 8c.
ENTREPRENEURSHIP	This information will be given to you by the counselor	
FINGERPRINTING	None	Study requirement 4 and 5 in MB Fingerprinting book.
FAMILY LIFE	This information will be given to you by the counselor	
FIRST AID	5, 7	Bring a home first aid kit you prepared for 5. Must have CPR card.
FORESTRY	This information will be given to you by the counselor	
HOME REPAIR	This information will be given to you by the counselor	



Merit Badge List and Prerequisites

MERIT BADGE	PREREQUISITE NUMBERS	PREREQUISITE REQUIREMENTS
SCOUTING HERITAGE	4(one of a-c), 5, 6, 8	Bring your patch collection.
SPACE EXPLORATION	2, 5(two of a - c), 7	Bring your model rocket. Study pamphlet for requirement 4, 5, 6 and 8. Rocket kits and motors may be purchased for \$5.00 and \$1.50 respectively.
SPORTS	This information will be given to you by the counselor	Bring validation for requirement 4, and records for 5.
SWIMMING		Participants will complete the badge at Camp Elmore later in the year
SUSTAINABILITY	This information will be given to you by the counselor	



Rank Advancement

Please note, because of both virtual limitations and the fact that your own Troop's leadership team must approve all advancement the following apply:

1. Not all requirements can be done virtually
2. We will not "sign off" on completion. Instead we will offer you a report on what was worked on to show your Scoutmaster. You may still have to demonstrate the skills you learned to have Troop leadership sign off.
3. There will be no virtual Scoutmaster conferences or Boards of Reviews conducted by our Staff.

Targeted Requirements for Rank:

Scout Req. 1 a-f 4 & 5

Tenderfoot Req. 3 a-c, 4a-d, 5b & 8

Second Class Req. 2a,f & g, 3 c & d, 4, 6 a,c,d & e.

First Class Req. 3 a-d, 4 a & b, 5 a-d, 7 c-f, 9b





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