

**NORTHWEST GEORGIA COUNCIL
PERMIT FOR FACILITIES AND/OR EQUIPMENT USE**

FEE SCHEDULE

Northwest Georgia Council - Boy Scouts of America - PO Box 1422 - Rome GA

The rates listed are for a 24-hour period, except as indicated. Reservations must be made in Council office or website at least 10 days prior to the event start to get a gate access code. Refunds on deposits and fees will be made on the cancellation of campsite, facility, or equipment reservation provided notice is given at least 7 days in advance of scheduled arrival date.

CAMP SIDNEY DEW

FACILITY	CAPACITY	COUNCIL UNIT FEE	OUTSIDE GROUP FEE
<input type="checkbox"/> Cabin #1 – Fellows	6	\$25	\$40
<input type="checkbox"/> Cabin #2 – Richard	6	25	40
<input type="checkbox"/> Cabin #3 – Russell	6	25	40
<input type="checkbox"/> Cabin #4 – J. Russell	6	25	40
<input type="checkbox"/> Cabin #5 – Gittings 1	6	25	40
<input type="checkbox"/> Cabin #6 – Gittings 2	6	25	40
<input type="checkbox"/> Cabin #7 – Edmundson	6	25	40
<input type="checkbox"/> Cabin #8 – Sucher (Handicapped access)	6	25	40
Family cabins must also have \$25 deposit on file before reservation will be confirmed			
<input type="checkbox"/> Reception Center (No sleeping)	50	10	25
<input type="checkbox"/> Dining Hall only – no kitchen access	250	50	100
<input type="checkbox"/> Dining Hall and Kitchen	250	100	200
Note – also requires a \$100 refundable cleaning deposit and compliance with kitchen site supervision policy			
<input type="checkbox"/> Westin Lodge	40	Not Available	Not Available
<input type="checkbox"/> First Aid Building	10	Not Available	Not Available
<input type="checkbox"/> Buford Hill cabin	4	25	40
<input type="checkbox"/> Rifle Range	50	10	25
<input type="checkbox"/> Shotgun Range and Thrower	50	25	50
<input type="checkbox"/> Archery Range	100	10	25
<input type="checkbox"/> Pool	100	10	50
<input type="checkbox"/> Blackfoot Shelter	100	10	25
<input type="checkbox"/> Nature Shelter	25	Free	Free
<input type="checkbox"/> Apache campsite	30	Free	\$2/Person/Night
<input type="checkbox"/> Blackfoot campsite	24	Free	\$2/Person/ Night
<input type="checkbox"/> Chaparral campsite	24	Free	\$2/Person/ Night
<input type="checkbox"/> Cherokee campsite	24	Free	\$2/Person/ Night
<input type="checkbox"/> Choctaw lean-to campsite	24	Free	\$2/Person/ Night
<input type="checkbox"/> Commanche campsite	30	Free	\$2/Person/ Night
<input type="checkbox"/> Creek campsite	20	Free	\$2/Person/ Night
<input type="checkbox"/> Lenni Lapae campsite	20	Free	\$2/Person/ Night
<input type="checkbox"/> Mohawk campsite	20	Free	\$2/Person/ Night
<input type="checkbox"/> Muscogee lean-to campsite	24	Free	\$2/Person/ Night
<input type="checkbox"/> Pawnee lean-to campsite	20	Free	\$2/Person/ Night
<input type="checkbox"/> Pioneer campsite	24	Free	\$2/Person/ Night
<input type="checkbox"/> Sequoyah campsite	60	Free	\$2/Person/ Night
<input type="checkbox"/> Shawnee lean-to campsite	16	Free	\$2/Person/ Night
<input type="checkbox"/> Sioux campsite	20	Free	\$2/Person/ Night
<input type="checkbox"/> Amphitheater	300	Free	25
<input type="checkbox"/> Ceremonial Pool amphitheater (No Swimming)	150	Free	25
<input type="checkbox"/> Tree house #1 – Venture Crews only	4	Free	\$5/Person/ Night
<input type="checkbox"/> Tree house #2 – Venture Crews only	4	Free	\$5/Person/Night
<input type="checkbox"/> Tree house #3 – Venture Crews only	4	Free	\$5/Person/ Night
<input type="checkbox"/> Tree house #4 – Venture Crews only	4	Free	\$5/Person/ Night
<input type="checkbox"/> Tree house #5 – Venture Crews only	4	Free	\$5/Person/ Night
<input type="checkbox"/> Tree house #6 – Venture Crews only	4	Free	\$5/Person/ Night
<input type="checkbox"/> Waterfront – Lake Goodyear	100	Free	25
<input type="checkbox"/> Handicraft Lodge	50	10	25
<input type="checkbox"/> Canoes, kayaks, rowboats	Each	5	10
<input type="checkbox"/> Canoe trailer fee (includes \$25 deposit)	2	25	75
There is an additional \$25 cost for taking canoes, boats, and trailers outside of 7 county council area.			
<input type="checkbox"/> Low COPE course per person per day		5	per contract
<input type="checkbox"/> High COPE course per person per day		10	per contract
<input type="checkbox"/> Minimum deposit for use of any facility	ALL	N/A	100
<input type="checkbox"/> Additional fees for large outside groups	100 to 400 - \$150, 401 to 750 - \$250, 751 and up - \$400		

This form can be used to designate desired facility or equipment reservations by checking appropriate block(s).

**NORTHWEST GEORGIA COUNCIL
PERMIT FOR FACILITIES AND/OR EQUIPMENT USE**

POLICIES & PROCEDURES FOR USE OF FACILITIES AND/OR EQUIPMENT

These Scout Facilities are operated and maintained for the purpose of providing Cub Scouts, Boy Scouts, and Venture Scouts, and their leaders a positive experience in camping and enjoying God's creation of the out of doors and natural environment. Therefore, the welfare of the youth members shall be first in all matters related to the facility and equipment operation. The code of conduct will be the Scout Oath and Law and the current copy of Guide to Safe Scouting, #34416. These rules shall apply to all outside groups as well.

1. Units shall register in council office to use facilities and/or equipment minimum 10 days prior to event or reservation will not be approved.
2. Each group must report to the Camp Ranger or Campmaster upon arrival. This shall not be later than 9:00 PM or earlier than 7:00 AM unless special arrangements have been made in advance with the Camp Ranger. Check out time is 12 Noon unless prior arrangements are made. Weekend camping check-in time is between 4 and 9 PM on Friday evening. In case of cancellation, Camp Ranger should be notified.
3. Family cabins are for families or other council approved groups only.
4. Packs, Troops, Posts, or other groups must have at least two adult leaders over 21 years of age in attendance at all times. Leaders have full responsibility for campers in all phases of their activities at all times.
5. The Ranger or Campmaster will not interfere with activities of campers except in violation of camp rules, safety hazards, or un-Scoutlike conduct. They will report violations to the leader in charge, who, in turn will see that rules are strictly observed. However, if circumstances warrant, in their sole opinion, the Ranger or Campmaster can expel the entire group from the facility.
6. All vehicles must stop and remain at parking lots unless special permission is obtained from Camp Ranger or Campmaster. All vehicles must remain in designated parking areas during events. Do not drive or park off of any roadway or parking lot. The NWGA BSA vehicle policy will be strictly followed and enforced.
7. Any unit or group using pool or other swimming areas must have an adult 21 years or older with Red Cross Lifeguard or BSA Lifeguard in charge and on duty at all times when anyone is in or near the water. A leader must have a current Safe Swim Defense Card. Any group using waterfront areas or pool must have the BSA SafeSwim Defense in effect. No swimming except in designated areas.
8. Fishing is permitted in accordance with State Fish and Game Laws. Campers shall use the buddy system when fishing. No fishing in swimming or boating areas.
9. A current Safety Afloat Card must be held by a leader and presented before checking out canoes, kayaks, or rowboats. **Life jackets must be worn at all times while in canoes or other boats.** When groups are using boats, all requirements in #7 above must be met. Canoes, boats, etc., cannot leave camp facility without written permission from scout executive.
10. NO HUNTING ALLOWED!
11. Personal firearms are not permitted on Scout facilities. Only camp-owned and/or controlled firearms are allowed under the direction and control of a NRA certified instructor who is approved by the council office.
12. COPE courses can only be used under the on site direct supervision of a COPE director or instructor certified for the events. Groups that wish to use the COPE course must make arrangements with the council office to have COPE certified directors/instructors certified in compliance with NWGA BSA and National Camp School requirements on site.
13. NO alcoholic beverages or illegal drugs permitted on any facility.
14. Leave all pets and animals at home. No pets allowed on NWGABSA property except trained guide assistance dogs.
15. The reservation holder will pay for damages. They will be charged actual repair or replacement costs and 10% handling fee.
16. All units are responsible for their garbage or trash. You will be given plastic bags at check-in. After collecting all trash, make arrangements to haul it to your local landfill or a proper disposal site. (Pack in and pack out everything – Leave No Trace).
17. The Camp Ranger or Campmaster shall inspect your areas and buildings before you leave. Please leave your area cleaner that you found it. Failure to have inspection successfully completed before departure will result in forfeiture of deposit
18. The camps will be closed to everyone on Mondays except summer camp season. The camps will be closed on the following holidays: Christmas Eve, Christmas Day, New Year's Day, Easter weekend, Thanksgiving weekend and other dates as designated in the Council Calendar.
19. Groups not chartered by the Boy Scouts of America must sign a Hold Harmless Agreement and provide insurance certificate to demonstrate coverage in compliance with BSA National Guidelines.
20. Do not modify, change, or rearrange any of the property. The facilities must be kept in good condition to be able to continue to be mowed and maintained properly. Any changes to any facility or property or structure must be approved by chair of NWGABSA Properties Committee before modifications are started.
21. The dining hall kitchen can only be used under direct on site supervision of certified NWGA BSA kitchen staff member.

Vehicles on Northwest Georgia Council Camp Properties

Gasoline, Diesel, and other motor driven vehicles

To insure the safety of the youth, leaders, and visitors; and to prevent erosion of the camp terrain, the use of motorized vehicles be curtailed on all camp properties.

To curtail use of vehicles in camp facilities, gates are placed at strategic points. A key system will be instituted to insure gates are kept secure and closed to reduce vehicle traffic.

Immediately after check-in with the Campmaster or Camp Ranger, move all vehicles to the parking area. Normally, all scouts are expected to unload and proceed to campsite by foot trail. If your unit has heavy equipment, the Campmaster or Camp Ranger may allow the unit to drive up to two vehicles to the campsite area, unload, and then park the vehicles in the designated spot for that facility or campsite. One of the vehicles will be considered a possible emergency vehicle. The driver of this designated vehicle will be issued a gate key for use on interior gates in the facility. The gate key will be returned at check out, or a \$50 fine will be charged to the unit. Furthermore, if the key is used to open gates for non-approved use, or to drive the vehicle in camp for a non-emergency use, all camp vehicle privileges will be revoked. The Campmaster or Camp Ranger will instruct the unit to move the vehicle to the parking area, and units will carry all gear to the parking lot at checkout.

Handicapped and physically impaired persons will be evaluated on an individual basis.

Emergency, camp service vehicles, and vehicles operated by designated staff will be the only vehicles allowed on the camp roads.

Camp staff members will park in the designated parking area for staff members.

Refusal to honor these guidelines for this privilege can result in no vehicle from the unit allowed in camp or possible expulsion of the unit from the facility.

Help us protect our most valuable resource – people, and the second most valuable resource – our land and environment.