

# CAMP MYSTERY



## THE LEGEND AWAKENS



### LEADER & PARENT GUIDE



OCTOBER 16–18, 2026



CAMP SIDNEY DEW

**Scouting**  **America**  
Northwest Georgia Council

# Welcome to Camp Mystery

Camp Mystery: The Legend Awakens is a weekend Cub Scout adventure at Camp Sidney Dew where Scouts become members of the Sasquatch Research Team. Throughout the event, Scouts will explore camp, follow clues, practice outdoor skills, and learn how to identify signs that something mysterious may have passed through the woods.

This guide is written for parents and unit leaders, including families attending a camp event for the first time. It explains when to arrive, what to bring, how the program works, and the important safety and camp procedures that help every Scout have a fun, safe, and memorable weekend.

The weekend blends adventure and practical Scout skills. Younger Cub Scouts will enjoy age-appropriate rotations, while Webelos and Arrow of Light Scouts will take part in a more advanced afternoon challenge that introduces the patrol method and helps prepare them for Scouts BSA.

## Event At-a-Glance

| Quick Details                |                                                                                                       |
|------------------------------|-------------------------------------------------------------------------------------------------------|
| <b>Event</b>                 | Camp Mystery: The Legend Awakens                                                                      |
| <b>Dates</b>                 | October 16-18, 2026                                                                                   |
| <b>Location</b>              | Camp Sidney Dew, Northwest Georgia Council                                                            |
| <b>Main Program Day</b>      | Saturday, October 17, 2026                                                                            |
| <b>Program Area</b>          | Lake Goodyear side of camp, near Blackfoot Shelter, with program areas grouped to reduce travel time. |
| <b>Check-In</b>              | Friday evening for weekend campers; Saturday morning for day-only participants.                       |
| <b>Cost</b>                  | Youth ages 3 and up: \$25. Adults: \$10. Youth fee includes Saturday activities and event patch.      |
| <b>Registration Deadline</b> | October 4 at midnight.                                                                                |
| <b>Meals</b>                 | Units are responsible for cooking their own meals.                                                    |
| <b>Health Forms</b>          | Every participant must turn in a BSA Medical Form, Parts A & B, at check-in.                          |

## The Camp Mystery Story

For generations, Camp Sidney Dew has been a place of adventure, friendship, and outdoor discovery. Scouts have hiked its trails, camped beneath its trees, gathered around its campfires, and explored the fields, forests, and hidden corners that make camp special. But camp also holds a few mysteries: strange sounds in the woods, unexplained tracks along the trails, broken branches high above the ground, and the occasional report of a tall, hairy figure moving quietly between the trees.

This year, camp leaders are training new Sasquatch Research Team members. Scouts will learn to observe carefully, look for clues, follow tracks, listen for sounds, work together, and use real Scout skills to help solve the mystery. The goal is not just to find Sasquatch — it is to help Scouts become more prepared, observant, helpful, and brave.

The mystery began to grow after several strange signs were discovered around camp. A muddy footprint appeared near a trail crossing, a patch of mysterious fur was found caught on a branch, and someone reported hearing deep knocks echoing through the woods after dark. At first, leaders thought it might be the wind, wildlife, or a very creative camp staff member. But when the clues kept appearing in different parts of camp, it became clear that Camp Sidney Dew needed a team of sharp-eyed Scouts to help investigate.

Throughout the weekend, Scouts will become part of the story as they train to become official members of the Sasquatch Response Team. Each activity will help them build the skills needed to search for clues, understand the outdoors, and work together as a team. Whether they are tracking footprints, riding through camp on the hayride, practicing outdoor skills, or listening for mysterious sounds on the night hike, every Scout will play an important role in discovering whether the legend of Camp Sidney Dew has truly awakened.

## How the Program Is Organized

All Scouts will begin Saturday with opening activities and a required Range and Target Activities safety meeting. Morning activities are scheduled for all ranks, and Saturday afternoon is organized by age and rank so Scouts can enjoy activities that fit their abilities.

| Program Format                         |                                                                                                                                                                                                              |
|----------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>All Ranks - Morning</b>             | Scouts rotate through themed Camp Mystery activity areas designed to sharpen observation and tracking skills while exploring the mystery around camp.                                                        |
| <b>Lions through Bears - Afternoon</b> | Younger Cub Scouts continue scheduled day activities with fun, active, age-appropriate program stations.                                                                                                     |
| <b>Webelos/AOL - Afternoon</b>         | Webelos and Arrow of Light Scouts take part in a special adventure that reinforces core Scout skills and introduces the patrol method through navigation, skill practice, puzzles, challenges, and teamwork. |
| <b>Evening Program</b>                 | The day concludes with a campfire and an optional Sasquatch Tracking Hike for Scouts and families.                                                                                                           |

## Featured Activities

Activities are designed to build excitement while helping Scouts practice skills and gain confidence outdoors. Final stations may vary based on staffing, weather, and camp conditions.

| Activity                                | What Scouts Will Do                                                                                          |
|-----------------------------------------|--------------------------------------------------------------------------------------------------------------|
| <b>Mystery Trail / Scout Skills</b>     | Practice observation, tracking, basic outdoor preparedness, and clue-finding skills.                         |
| <b>Range and Target Activities</b>      | Participate in approved BB, archery, and/or slingshot activities after the required safety meeting.          |
| <b>Outdoor Games / Gaga Ball</b>        | Use teamwork, movement, and good sportsmanship in active outdoor challenges.                                 |
| <b>Inflatables</b>                      | Enjoy age-appropriate inflatable activities and movement challenges.                                         |
| <b>Jamboree on the Air Station</b>      | Learn how Scouts use amateur radio to connect with other Scouts near and far.                                |
| <b>Webelos/AOL Afternoon Adventure</b>  | Navigate trails, solve puzzles, work through challenges, practice skills, and operate as patrol-style teams. |
| <b>Campfire and Optional Night Hike</b> | End the day with a campfire and a family-friendly Sasquatch Tracking Hike through the woods.                 |

# Webelos & Arrow of Light Adventure

Camp Mystery: The Legend Awakens includes a special afternoon adventure designed for Webelos and Arrow of Light Scouts as they prepare for their next big step into Scouts BSA. This program gives older Cub Scouts a chance to stretch their skills, work with others, and experience a more challenging outdoor program built around the Camp Mystery theme.

The adventure reinforces core Scout skills while introducing the patrol method, a key part of the Scouts BSA program. Scouts will work in small patrol-style groups as they navigate trails, practice outdoor skills, solve puzzles, complete challenges, and learn how to function as a team.

## Afternoon Adventure Focus

|                         |                                                                                                                                              |
|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Who participates</b> | Webelos and Arrow of Light Scouts.                                                                                                           |
| <b>Program format</b>   | Small patrol-style groups led through higher-level Scout skill challenges.                                                                   |
| <b>Skills practiced</b> | Trail navigation, outdoor skills, problem-solving, teamwork, leadership, and puzzle-solving.                                                 |
| <b>Purpose</b>          | Build confidence, leadership, and camaraderie while preparing Scouts for their transition into Scouts BSA.                                   |
| <b>Theme connection</b> | Scouts continue their Sasquatch Response Team training by following clues and identifying signs that Sasquatch may have passed through camp. |

This event is more than just an outdoor adventure - it is a stepping stone. We want these Scouts to leave camp with mud on their boots, stories to tell, and a clearer understanding of what it means to be part of a patrol, take ownership of their journey, and live by the Scout Oath and Law.

### Participant Items Needed

- Day pack
- Water bottle
- Cub Scout Essentials
- Bug spray/sunscreen
- Compass

Thank you for helping guide these young Scouts. Your encouragement and enthusiasm help shape the next generation of leaders. We look forward to a great weekend full of adventure, growth, and maybe even a few signs of the elusive Sasquatch!

Yours in Scouting,

**Dionda Brown**

Camp Mystery: The Legend Awakens - Webelos/AOL Area Director

## Weekend Schedule

Times and locations may be adjusted by event leadership as needed. Units should listen for announcements and attend the mandatory leader meeting for final weekend updates.

| Day               | Time             | Activity                                                                                                            |
|-------------------|------------------|---------------------------------------------------------------------------------------------------------------------|
| Friday, Oct. 16   | 6:30-8:30 PM     | Check-in and camp set-up at Hubbs. Unit gear haul and trailer escort available Friday evening only.                 |
| Friday, Oct. 16   | 9:00 PM          | Mandatory Unit Leader Meeting. Lakeside units meet at Blackfoot Shelter; Lento-side units meet at the Council Ring. |
| Friday, Oct. 16   | 11:00 PM         | Lights out / quiet time.                                                                                            |
| Saturday, Oct. 17 | 7:30-8:30 AM     | Saturday check-in at Hubbs for day-only participants and any Saturday arrivals.                                     |
| Saturday, Oct. 17 | 8:45 AM          | Opening ceremony at Blackfoot Field.                                                                                |
| Saturday, Oct. 17 | 9:00 AM          | Mandatory Range and Target Activities safety meeting at Blackfoot Field.                                            |
| Saturday, Oct. 17 | 9:30 AM-12:30 PM | Scheduled morning activities for all ranks.                                                                         |
| Saturday, Oct. 17 | 12:30-1:30 PM    | Lunch. Units provide their own meals.                                                                               |
| Saturday, Oct. 17 | 1:30-4:30 PM     | Scheduled afternoon activities for Lions through Bears.                                                             |
| Saturday, Oct. 17 | 1:30-5:00 PM     | Scheduled Webelos/Arrow of Light afternoon adventure.                                                               |
| Saturday, Oct. 17 | 6:00 PM          | Day-only participant check-out time.                                                                                |
| Saturday, Oct. 17 | 4:30-7:30 PM     | Dinner, unit time, and camp set-up.                                                                                 |
| Saturday, Oct. 17 | 8:00-9:30 PM     | Closing campfire and optional Sasquatch Tracking Hike at the Council Ring.                                          |
| Saturday, Oct. 17 | 11:00 PM         | Lights out / quiet time.                                                                                            |
| Sunday, Oct. 18   | 8:30-11:00 AM    | Unit check-out, campsite inspections, and departure.                                                                |

## Arrival, Check-In, and Parking

| Arrival Details              |                                                                                                                                                          |
|------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| Friday Check-In              | Weekend campers check in at Hubbs on Friday from 6:30-8:30 PM.                                                                                           |
| Saturday Check-In            | Day-only participants may check in at Hubbs on Saturday from 7:30-8:45 AM.                                                                               |
| Medical Forms                | All participants must turn in BSA Medical Form Parts A & B to the Medic at check-in. Units should keep an extra copy at their campsite.                  |
| Gear Haul                    | Unit gear haul and trailer escort are available Friday evening only.                                                                                     |
| Trailers                     | Units are encouraged to consolidate gear into one unit trailer or one to two vehicles.                                                                   |
| Vehicles                     | No vehicles may drive around camp unless designated by the Camp Ranger. After trailer drop-off, vehicles must return to the main parking lot.            |
| Medical Transportation Needs | Participants who need assistance getting to the program area should contact event director prior to event or tell staff at registration during check-in. |

## Registration, Fees, Patches, and Refunds

**Youth fee:** \$25 for each youth attending, ages 3 and up. The youth fee includes Saturday activities and an event patch.

**Adult fee:** \$10 per adult.

**Extra patches:** Additional patches may be available for \$5 each at registration while supplies last.

**Registration deadline:** October 4 at midnight.

**Payment:** All registration fees must be paid online at the time of registration. No payments will be accepted at the gate during the event.

**Scout Office payments:** Units paying in person at the Scout Office must have participant information saved in an order at [mycouncil.nwgascouting.org](http://mycouncil.nwgascouting.org) before arriving at the office.

**Refunds:** Refund requests must be made in writing at least two weeks before the event for unforeseen circumstances. Failure to participate in an activity does not warrant a refund.

## Unit Camping and Meals

Units may camp Friday night, Saturday night, or both nights. Camping nights and the number of campers must be selected during registration so event staff can assign campsites based on unit size and any medical needs.

- Units are responsible for cooking their own meals for the weekend.
- Units should bring needed cooking gear, food, cleanup supplies, and water containers.
- All unit gear should be consolidated before arrival when possible.
- If gear must be consolidated at camp, the unit may be staged outside the main gate until gear is loaded and ready for escort.
- All units should plan to depart camp by 11:00 AM Sunday.
- Campsite inspections and Sunday gear haul/escorts begin at 8:30 AM.

## Health, Safety, and Supervision

Safety is everyone's responsibility. Unit leaders and parents should review these expectations before arriving at camp and should make sure Scouts know who their adult leaders are during the weekend.

| Safety Essentials          |                                                                                                                                                                                                                                 |
|----------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Medical Forms</b>       | A current BSA Medical Form, Parts A & B, is required for every person attending. Forms remain with the Medic Staff until the end of the event.                                                                                  |
| <b>First Aid</b>           | A health officer will be available during the event. First-aid help can be requested through event staff or by radio from Medical Lodge, Hubbs Reception, Saul Dining Hall, Blackfoot Shelter, or map-designated base stations. |
| <b>Medication Storage</b>  | Medications not held by the camp medic must be stored in a parent- or leader-provided lockable container. Leaders are responsible for securing medications and following parent instructions and prescribed dosages.            |
| <b>Leadership</b>          | Units must follow two-deep leadership, Youth Protection guidelines, and age-appropriate supervision requirements throughout the event.                                                                                          |
| <b>Female Youth</b>        | Units serving female youth must have registered female adult leadership as required by Scouting policy.                                                                                                                         |
| <b>Overnight Adults</b>    | Adults staying overnight must be registered as required by Scouting America/BSA policy, except where the Cub Scout parent/guardian overnight exception applies.                                                                 |
| <b>Lions and Tigers</b>    | Lions and Tigers must have their adult partner present to participate.                                                                                                                                                          |
| <b>Webelos/AOL Camping</b> | Webelos and Arrow of Light Scouts should attend overnight camping with a parent or guardian, unless an approved supervision arrangement is made under Scouting policy.                                                          |

## What to Bring

Families and unit leaders should prepare for a full day outdoors. Label personal items and pack for changing October weather.

| Every Participant            | Weekend Campers                         | Webelos/AOL Afternoon        |
|------------------------------|-----------------------------------------|------------------------------|
| Water bottle                 | Tent and sleeping gear                  | Day pack                     |
| Closed-toe shoes             | Food and cooking gear                   | Water bottle                 |
| Weather-appropriate clothing | Mess kit and cleanup supplies           | Cub Scout essentials         |
| Rain gear if needed          | Flashlight/headlamp                     | Bug spray/sunscreen          |
| Bug spray/sunscreen          | Personal hygiene items                  | Compass                      |
| BSA Medical Form Parts A & B | Lockable medication container if needed | Comfortable shoes for hiking |

## What Not to Bring / Important Camp Rules

Camp Sidney Dew rules help protect Scouts, families, staff, and camp property. Unit leaders should review these items with families before the event.

- No alcohol or illegal drugs are permitted on camp property.
- Tobacco products, including e-cigarettes/vaporizers, must be used only out of sight and smell of youth.
- Leave pets and animals at home. Only trained guide assistance dogs are allowed, and the Camp Ranger must be notified before arrival.
- Personal firearms are not permitted. Only camp-owned or camp-controlled equipment may be used under approved range leadership.
- No hunting is allowed.
- Fixed blade knives may not be carried on a person.
- Liquid fuel refill containers may not be brought onto camp property. Propane and butane stoves are recommended.
- Gas-powered generators are not allowed in campsites without Camp Ranger approval.
- Personal golf carts, ORVs, UTVs, and ATVs are not permitted without prior Camp Ranger approval and proof of required operator training (NWGA & Scout training course for golf carts, HOVSA full course (online and practical) for ORVs, UTVs, ATVs, etc..
- Do not modify, move, rearrange, or damage camp property without written approval.

## Trading Post and Camp Services

The mobile trading post will be open during the day at Blackfoot Shelter with snacks, drinks, and Camp Sidney Dew gear available for purchase. Participants should bring spending money if they plan to visit the trading post.

CPAP users are responsible for bringing their own CPAP battery. Camp cannot provide CPAP batteries.

## Sunday Check-Out

The Camp Ranger or Campmaster must inspect campsites and buildings before units leave. Units should plan ahead so checkout can be completed on time.

- Campsite inspections and gear haul/escorts begin at 8:30 AM Sunday.
- Units should plan to depart camp by 11:00 AM.
- Leave your area cleaner than you found it.
- Sweep and rinse latrines before campsite inspection.
- Place trash at the campsite sign by the road or take it with the unit.

## First-Time Camp Family Tips

- Arrive early enough to park, check in, turn in medical forms, and find your unit before program begins.
- Keep a water bottle with each Scout all day.
- Use the buddy system when moving around camp.
- Expect walking. Wear comfortable closed-toe shoes.
- Check the weather before packing and bring layers for cool October evenings.
- Ask event staff or your unit leader if you are unsure where to go. Everyone was new to camp once.

## Questions – Contact Event Directors

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Camp Mystery Director

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# CAMP SIDNEY DEW

## Northwest Georgia Council

