

# Central District Scouts In Space Night Guide

November 9 – November 10, 2024  
At Contentnea Creek

# Central District Scouts In Space Night

## November 9 - 10, 2024

Greetings Fellow Scouts & Scouters,

This year we are very excited to explore the night sky through different activities and a night of stargazing! This event is open to youth of all ages and their families. Participants have the option to attend for just activities only, or register to campout, in addition to participating in the activities. Activities for this event will focus on advancement found in the Astronomy and Space Exploration merit badges, the Cub Scout "Out of this World" NOVA Award, and the Scouting, BSA "Shoot!" NOVA Award, and the Venturing and Sea Scout "Launch!" NOVA Award.

**Scouts participating in the activities will be required to observe the "buddy groups" throughout the event.**

This event will take place at the A Time for Science location at Contentnea Creek. The address is 949 Contentnea Ln., Grifton, NC.

I personally would like to extend my appreciation to the hardworking volunteers and professional staff that helped put this event together. I also thank each of you for everything that you do to make sure the spirit of Scouting is alive and well in Eastern North Carolina.

Yours in Scouting Spirit,  
Andrew W. Wimsatt, Jr.

## GENERAL INFORMATION

- A. Make sure parents/guardians know the location, times of activities, and pick-up for those not spending the night.
- B. The use of mind-altering substances (including alcoholic beverages) by adult or youth members will result in the immediate dismissal from the Scouts In Space Night site. Parents will be notified to come and pick up their Scout.
- C. Motorized vehicles will be permitted to enter the Scouts In Space Night grounds on Friday to unload equipment only. They will then be parked in the designated areas. No vehicles will remain in campsites. Troop trailers will be allowed to remain in campsites. Windshield placards will be given out by the Area Chief as a parking permit. The Area Chief will ultimately be responsible for cars in their area.
- D. Walkie-talkies, handy-talks, or radios are not permitted.
- E. At least 2 adults must be present with youth at all times.
- F. All scouting ages are welcomed.
- G. All Scouts will remain on the Scouts In Space Night grounds throughout the event. If there are compelling reasons or emergencies for leaving, permission must be secured through your Area Headquarters.
- H. All campsites must be attended at all times by a responsible adult.
- I. Scouts should use the "buddy system" when outside their assigned area. During the events on Saturday, an activity uniform may be worn. Scouts should dress "clean & appropriate in a Troop Class B uniform (must in good repair, clean with no holes.) Shoes will be sneaker type, boots, or leather shoes. For safety reasons NO SANDALS or open-toed shoes will be allowed.
- J. All participants that will be camping, will do their own cooking/heating of water with charcoal, wood or approved chemical fuels. It is suggested that if wood or charcoal fires are used, a burn container be brought to protect the ground. In case of a fire ban, alternate methods of cooking should be planned.
- K. Please set up campsite with Leave No Trace Principles in mind.
- L. Families will furnish their own garbage bags and properly dispose of them in the large dumpsters. If dumpsters are not available or full, be prepared to pack your trash out.
- M. Approved lanterns may be used in campsites. Only electric lanterns or flashlights are to be used outside the site. Generators will not be permitted.
- N. Council Event Insurance covers accidents only and has a deductible. It does not cover normal sickness. All youth and adults must be registered with the BSA and the Scouts In Space Night to be covered.
- O. Each Area Chief will handle all complaints.
- P. All persons/guests are required to register at the Camp Office located in Area HQ.

## Scouts In Space Night REGISTRATION

### REGISTRATION

Please use [Tentaroo](#) to register. Fees are the following:

\$10.00 Early Bird Registration for **Activities Only**

\$15.00 After September 27<sup>th</sup> for **Activities Only**

\$15.00 Early Bird Registration for **Activities Only**

\$20.00 After September 27<sup>th</sup> for **Activities and Camping**

***Due to limited space at location, only 50 participants will be able to camp for the night.***

**FEE REFUND POLICY:** All refund requests must be in writing and mailed to the East Carolina Council Office.

- Refunds are not given at camp.
- Request received prior to Friday, October 1, 2024 – all fees will be returned.
- Request received after Friday, October 1, 2024 but prior to Friday, October 20 – will receive half of paid fees for refund.
- No refunds will be issued for cancellations after Friday, October 20, 2024.

**MEDICAL FORMS:** All Scouts In Space Night participants are required to complete and submit an Annual Health and Medical form. Medical forms will be submitted upon check-in to each area headquarters and returned to the unit prior to departure. This is the new A & B form on the newly released medical form. (A doctor's signature is not required for this event.) The medical form can be found on the ECC website under "BSA Forms".

**Scouts In Space Night** will be distributed to those registered by mail.

**ARRIVAL At Scouts In Space Night:** You and your family should plan to arrive at the Scouts In Space Night on Saturday. All troops/ crews should check-in at the Visitors Center. They will be directed to activities and campsites from this point.

**WHAT TO BRING TO CAMP**

|   |  |
|---|--|
| Tent  | Cooking Equipment/Food   |
| Sleeping Bag, Pillow, and Air Mattress or Pad | Flashlight w/extra batteries   |
| Rain Gear                                     | Age-Appropriate Scout Uniform  |
| Camp or other Scout T-Shirts                  | Sunscreen (Pump or Lotion)   |
| Hat or Cap                                    | Insect Repellant (Pump or Lotion)  |
| Approved pocket knife                         | Personal hygiene items   |
| Scout Handbook                                | Toiletries   |
| Paper and Pencil                              | Binoculars and/or Telescope if available (These items will also be site for event) |

NOTE: **Please do not pack or carry any aerosol cans**

**THINGS TO LEAVE AT HOME**

Radios, Televisions, Electronic Games, Alcoholic beverages & tobacco products, Sandals/Open toed shoes, Aerosol Cans, Fans & Extension cords.

## **Scouts In Space Night Schedule**

### **Saturday**

|          |                                    |
|----------|------------------------------------|
| 12:00 PM | Check-In                           |
| 1:30 PM  | Activities                         |
| 4:30 PM  | Activities Conclude/Campsite Setup |
| 5:00 PM  | Dinner                             |
| 6:30 PM  | Stargazing/Night Games             |
| 8:30 PM  | Activity Participants Depart       |
| 9:30 PM  | Return to Campsites                |
| 10:00 PM | Taps                               |

### **Sunday**

|         |                            |
|---------|----------------------------|
| 7:00 AM | Reveille/breakfast/cleanup |
| 8:00 AM | Strike Camp and Check-out  |
| 9:00 AM | All Depart                 |

## **Overview of Activities**

### **Rocket Derby**

Scouts will construct their Straw Rockets to race. Rockets will be constructed using provided templates and straws. After construction, scouts will propell rockets with breathe and distance will be measured. Judging will be based on distance of rocket, and best design for each age group.

### **Star Wheel**

Scouts will build their own star wheel to identify constellations, planets and other objects that can be found in the night sky. Scouts will use their star wheels, while star gazing later in the evening.

### **Lights In the Sky**

Scouts will explore displays and demonstrate the impacts of light pollution on our environment. While exploring displays, scouts will learn what types of flashlights can be used reduce their light pollution impacts, as well as how light impacts animals through various games.

### **Star Gazing**

After dinner, scouts will gather to gaze through telescopes and binoculars to observe the night sky. They will use their star wheels to help find and identify various objects in the night sky.

### **Night Games**

Scouts will be able to play various night games.