

Troop 219
Bluespring Cavern Overnight Adventure
March 20th through March 21st, 2010

PERMISSION SLIP & HEALTH FORM

(return IMMEDIATELY. Full payment is due by Monday, March 1, 2010)
cost will be \$65 including admission, transportation and meals

NOTE: We have 20 slots reserved with a non-refundable deposit, and we MIGHT NOT be able to increase this number. So sign up early – the first 20 slots are first come, first served and as available thereafter. This trip could be cancelled if sufficient numbers do not sign up by 03/01/2010. DON'T WAIT, RESERVE YOUR PLACE TODAY!!!

REGISTRATION: Adult or Scout's Name: _____

Method of Payment: Troop Account _____
 Check (# and amt) _____
 Cash _____

_____ (name) has my permission to participate in the troop overnight at Bluespring Caverns in Bedford, Indiana on Saturday, March 20, 2010 and Sunday March 21, 2010. Note that Bedford, Indiana is approximately 30 minutes south of Bloomington, about a 7 hour drive each way. Bluespring Caverns ALSO has it's own permission slip which is separately required in addition to this form.

Gather at the church by 8:30AM Saturday morning March 20, 2010 immediately following Scouting for Food Bag Dropoff. Pickup at the church approximately 3:30 PM Sunday afternoon. Parents are invited to attend – drivers will be needed.

In case of emergency, notify:

Name:		Relationship:	
Address:			
Primary Phone:	()	Alternate Phone:	()
Physician Name:		Physician Phone:	()
Health Insurance Company:		Policy Number:	

- This scout takes no medications and has no known allergies.**
 - This scout takes medication or has allergies as follows:** *(Attach additional pages if necessary)*
- _____
- _____

The health information contained herein is correct so far as I know and the person herein described has permission to engage in all prescribed activities, except as noted above. In the event I cannot be reached in an emergency, I hereby give permission to the medical provider selected by a designated representative of Troop 219, Boy Scouts of America to authorize emergency medical or surgical treatment, routine non-surgical medical care, hospitalize, secure proper anesthesia, or to order injection(s) for my child. The person herein described is in good health, has all required immunizations current, and I assume the health responsibility for the individual.

Parent/Guardian Signature		Parent/Guardian Signature	
X		X	
Print Name	Date	Print Name	Date

Bluespring Caverns Overnight Adventure
March 20-21, 2010

It's 412 miles and a seven (7) hour drive to the caves just outside Bedford, Indiana - traffic and weather cooperating; plus we need time for dinner once we get there. I want to leave Fenton at **8:30AM**. I'd rather have some extra time at the destination, than be rushed or late.

We'll meet at the church no later than **8:15AM**, and leave by 8:30AM.

A list of gear and preparation advice is on the reverse. Pay particular attention to the clothing needs. Scout uniforms are expensive and can be damaged on this trip.

We'll stop at a rest area for lunch on the way south (4-5 miles south of exit 96 just south of Ft Wayne, IN). There'll be no opportunity to buy lunch on the trip south, so you must bring a sack lunch with you. While there may be vending machines for a drink or a snack, I suggest that you **be prepared** and have these with you as well. Eating in the car is the decision of each individual driver – do not assume that you'll be allowed to eat in the car you ride in. Bring something to do in the car, eg: walkmen, gameboys, books, homework, etc. Bring headphones for anything that makes any kind of noise. You'll leave them in the car at the cave, but 14 hours in the car is a *lllllooonnnngggg* time. Each driver will control the sound levels, sound content and climate within their respective vehicle.

We do not travel in convoy. Individual cars may travel together but we will not be focused on keeping the cars together. Cell phone numbers will be shared among the drivers – **my cell phone number is 810-845-8665** and it should work pretty much the whole way down. Every car will receive a full set of overview and detail maps of the trip. Because of the long distance involved, the activity cost includes an allowance for transportation that will not cover the entire cost of gasoline for a car. Drivers who participate in the overall transportation plan (2 drivers per vehicle plus Scouts to capacity) will receive a gasoline subsidy.

We'll stop and re-group during the trip south as follows: (a) lunch, just south of Ft Wayne, (b) immediately after exiting I-465/I74 at IN-37 on the south side of Indianapolis (at the northwest corner of IN-37 & Thompson Rd); and (c) for dinner in Bedford, near the cave. We'll eat dinner at the Golden Corral buffet restaurant – we'll have a group reservation and the cost is included in the activity fee. Breakfast is provided in the cave. Sunday lunch is also included in the activity fee. Each driver will be given an allotment of money for the boys in their car and cars will be free to eat lunch when and where each car chooses. Re-grouping stops for the trip north will be determined on Sunday morning.

We should return to Fenton between 4PM and 5PM on Sunday. We'll return to the church for pickup. I'll make sure that the church is open for bathrooms before we leave and when we arrive. The cave has flush toilets (separate men's & women's) they're not fancy but they work. NEW, the cave now has bunk beds. Each car will decide on rest breaks on the way down.

Bluespring Caverns Overnight Adventure Equipment List

There is no weather inside the cave, and the temperature is a constant 55°F.

Often it's warm in Bedford Indiana when we stopped for dinner, but it will be chilly in Fenton. Wear and bring appropriate outerwear, but you will probably leave heavy coats in the cars. Other than a light jacket or fleece, outerwear should be unnecessary inside the cave.

WE TRAVEL IN CLASS A UNIFORM, both to and from the caves. Only *unregistered* adults and siblings are exempt. It is VITAL that, in addition to your uniform, you bring a set of clothes that you do not mind getting VERY wet and muddy, and a plastic bag to pack them in once they become very wet and muddy.

- 1) WEAR your Class A, full Scout uniform (scout shirt, pants, belt, socks, neckerchief, hat). – both down to and home from the cave. Bring a change of underwear and socks.
- 2) PACK one **complete set of clothing, including shoes**, socks, pants, shirt, underwear, etc. **that you do not mind getting wet and completely filthy**. This should include a couple of layers and a sweatshirt, or coveralls. Bring a plastic bag that can hold these clothes when you change out of them.
- 3) OPTIONAL, you may bring another, third set of clothing to wear Saturday evening; I'll be bringing sweats & slippers.
- 4) A pillow, pajamas or other sleep clothing, toothbrush, towel & other toilet articles.
- 5) A FLASHLIGHT, preferably one that is waterproof. A light that straps to your forehead and requires no hands is ideal, either as your primary or as a secondary light.
- 6) A sleeping bag, or enough blankets to create a sleeping bag from (3). If you bring blankets, bring blanket pins as well. It will be 55° overnight.
DO NOT bring a cot, an air bed or air mattress or ground pad the cave provides bunks.
- 7) A sack lunch for Saturday.
- 8) A camera (but not a good one). You WILL need flash!
- 9) Money for souvenirs or extra food. There is a snack bar in the cave, and a souvenir shop above ground. Neither was a terrible rip-off in prior years.

Pack lightly – there is not a lot of room for gear in the vehicles. DO NOT pack your gear in rigid plastic containers or footlockers – bring soft sided duffle bag type containers for your gear. DO NOT BRING MORE THAN YOU NEED. A day pack (haversack) will work well for your lunch and anything else you have for the ride. **LABEL EVERYTHING!!!!**

This trip is an awesome experience. Plan to have a great time.



A unique event for scouts & other youth groups!

Come join us this winter for a unique winter camping experience - one hundred feet underground! Explore America's longest underground river by boat; then walk, crawl, and climb through an undeveloped part of the Caverns not seen on our regular tours. Camp overnight in Canyon Hall, high above the hidden banks of Myst'ry River.

Bluespring Caverns' "Overnight Adventure" is a program specially designed for youth ages 9 to 16. We hope to permit each participant to experience and enjoy the "living cave".

The Program

- Enter the cave at 7PM EST for campsites in Canyon Hall.
- Explore Myst'ry River in the Caverns aboard our custom electric tour boats.
- Explorers walk, crawl, and climb along undeveloped side passages with the aid of their own lights, led by our staff.
- We demonstrate the ways and means of safe cave exploration during the Demonstration Hour.
- Our underground slide show brings to view the far reaches of Bluespring Caverns, presenting more of the fragile beauty of the underground wilderness.
- "Lights Out" in the cool 50 degree temperature of Canyon Hall.
- "Lights On" precedes breakfast. Then return to the light of the surface at 9AM



Facilities

On the Surface: Limited picnic tables, open areas for organized activities. Restrooms and Visitor Center open one hour prior to program start time.

Caverns: Bunks for sleeping bags, "Cave Inn" snack bar with sandwiches, snacks, soft drinks, restroom facilities and picnic tables.

Nearby: Hiking trails and shelter house facilities are available at nearby Spring Mill State Park. Restaurants of all types are available in the area for the evening meal prior to the "Overnight Adventure".

For Participants and Parents

Bluespring Caverns "Overnight Adventure" is an experience in the natural world. For the enjoyment and safety of all, we insist that participants follow the directions of our staff, who will supervise each part of the experience with assistance from your group leaders. Rowdy behavior will not be tolerated.

Our "wild tour" in an undeveloped section of the Caverns can be considered moderately strenuous and may not be suitable for individuals with severe handicaps or who are not in reasonably good physical condition. As in all adventure programs some scrapes and bruises are possible - especially when rowdy behavior or disregard for rules is involved.

Equipment Checklist

The following items are necessary for each person on the "Overnight Adventure"

- Flashlight (electric light source)
- Old clothing and boots or sneakers for wild caving plus another change of warm clothing and shoes
- Warm sleeping bag for Bunk, small pillow. No air beds, air mattresses, cots or ground cloths.
- Warm coat (even in Fall and Spring)
- **NO** coolers, large suitcases or items not on equipment list
- A good attitude!

Basic Rules of the Cave

- 1) No running or horseplay is allowed at any time in the Caverns.
- 2) The Caverns are protected by Indiana Law. Nothing is to be removed or disturbed.
- 3) All persons must follow instructions of Bluespring Caverns personnel and should plan on staying for the entire program. No "wandering" is allowed.
- 4) No cooking is allowed. Candles and gas lanterns may not be used in the Caverns. Snacks are available at our snack bar.
- 5) We expect general courtesy and a good attitude from every participant.