

Country USA – What to Bring!

Commuting – not staying overnight

- Signed Liability Waiver
- Traffic Vests
- Sunscreen
- Bug Spray
- Rain Poncho
- Flashlight w/orange cone
- Jacket – it gets cold at night.
- Belt – to strap radio holster on.

Staying overnight

- Signed Liability Waiver
- Tent/Camper/RV (generator if power is needed)
- Sleeping bag & pillow
- Clothing for 5 days (work clothes will get dirty)
- Deodorant (please!)
- Towels, soap, shampoo for showers
- Games – to play in down times (football, volleyball, water guns etc.)
- Sunscreen
- Sunglasses
- Bug spray
- Rain Poncho
- Flashlight w/orange cone
- Jacket – it gets cold at night
- Baseball cap or other hat
- Belt – to strap radio holster onto
- Radio holsters from your duty belt if you have one

Country USA Rules

- 1) No Nookie-Nookie!
- 2) **All** Explorers and Advisors must have a signed liability form prior to participating.
- 3) Explorers will not operate any vehicles unless they are provided by their own Posts and done under the supervision of and with permission of their own advisors.
- 4) Explorers who stay onsite for the event will be required to attend a mandatory briefing each day. We will try to have this briefing over lunch.
- 5) All Explorers and Advisors (units) who are present to sign in with dispatch at 12:00 noon will be signed on-duty. Any units scheduled to work before 12:00 noon will be signed on when the assignment begins.
- 6) Volunteers will be chosen each evening to cover ticket-taking shifts for the following morning. The shifts will be from 7 AM to 9:30 AM, and from 9:30 AM to 12 Noon.
- 7) All units that are on-duty (on the clock) must be available at any time for an assignment.
- 8) Any unit that is no longer able to work (due to injury, illness, or other unavailability) must let dispatch know they are 10-42 (ending tour of duty.)
- 9) When a unit is finished working for the day, they will let the dispatcher know that they are 10-42 (ending tour of duty.)
- 10) All units will let the dispatcher know when they return to HQ for a break or when they leave HQ for an assignment.
- 11) All Explorers must remain in the HQ area during breaks. Any Explorers found in sleeping quarters without obtaining advisor approval and notifying the dispatcher will not be eligible to work for the remainder of the day.
- 12) Radio communications shall be restricted to official business only.
- 13) Please clean-up after yourself.
- 14) Explorers attending the shows at night must be with another Explorer at all times.
- 15) All Advisors must be currently registered with Learning-for-Life.
- 16) Any Explorers caught with alcohol or tobacco products will be turned over to authorities.
- 17) Failure to follow the above rules may result in the Explorer being banned from participation.