FIND YOUR WAY BACK TO CAMP!

GIRL SCOUTS
SAN DIEGO
2021 DAY & RESIDENT SUMMER CAMP
# TABLE OF CONTENTS

**General information**  
Registration ...................................................3  
COVID-19 FAQs ..............................................4  
Camp benefits and outcomes .....................6  
Camp properties .......................................... 5  
Volunteer opportunities ................................ 6  
Outdoor Trading Post .......................................26  
Key dates and contact information ..............28

**Day Camp ................................................ 7**  
At-a-glance, day camp ..................................14  
Day camp 101 ................................................ 8  
Descriptions ...............................................9-15  
Teen leadership at day camp .......................8

**Resident Camp ............................................17**  
At-a-glance, resident camp .........................15  
Resident camp 101 ........................................25  
Descriptions .............................................18-23  
Teen leadership at resident camp ...............24

Register online: sdgirlscouts.org/camp
All girls are welcome! Any girl entering grades K-12 can attend. A $25 deposit per girl per camp session is required at the time of registration. If your camper is not yet a Girl Scout, just add an additional $25 to the regular camp fees to cover the annual cost of membership.

**Grade level**
In order to ensure the best experience for your camper, it is important that she be registered in a session that is appropriate for her age and Girl Scout level. Grades shown for summer camp sessions indicate the grade the camper will enter in the fall.

**Financial assistance**
Thanks to generous donations from friends of Girl Scouts San Diego, we can offer girls assistance for up to one camp session per camper per year. Assistance is awarded as a percentage of camp fees, based on financial need.

To request aid:
- Create an online account at sdgirlscouts.org/camp or open your existing account.
- Select a camp session and register, making a $25 deposit per camp session at registration.
- Complete the financial assistance form as soon as possible, as funds are limited and awarded on a first-come, first-served basis.
- Within two weeks, you’ll be notified whether or not you qualify for assistance and the amount, if approved. You will have an option to either pay the balance or have your deposit refunded.
- Pay any remaining balances (due three weeks prior to camp session).

**Refund and cancellation policy**
Cancellations and requests for transfers or refunds must be submitted in writing.

<table>
<thead>
<tr>
<th>Timing</th>
<th>Cancellations</th>
<th>Transfers</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>More than 3 weeks</strong></td>
<td>Full refund (less $25 deposit)</td>
<td>One courtesy transfer allowed. Additional transfers are permitted, minus the $25 deposit.</td>
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<td><strong>Less than 3 weeks</strong></td>
<td>No refunds provided.</td>
<td>Transfers may be made, subject to availability and minus the $25 deposit.</td>
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<td><strong>On the last business day</strong></td>
<td>No refunds provided.</td>
<td>No transfers available.</td>
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COVID-19 FAQs

We are committed to the well-being and safety of our Girl Scout members, families, staff, and volunteers, and have addressed general questions below that will serve as standard operating procedures across all camp properties and programs.

Will my camper still be able to enjoy her favorite activities and traditions?
The hallmarks of our camps remain unchanged. Our fun camp themes, welcoming camp staff, exciting activities, and the creation of life-long memories will remain integral to every camp session.

Is my child required to wear a mask while at camp?
Yes, we will require that all campers and staff wear a face mask while with us at camp and during most activities, with the exception of eating, drinking, and sleeping. Please note that while campers will be allowed to wear a face shield, we will require a face mask as well. For any aquatics programs, masks will not be required while out/in the water or pool.

What are the required health screenings/procedures prior to arrival?
Prior to arrival at camp, each camper will be asked to complete a health questionnaire (arrival day for overnight camp) in addition to health screenings upon arrival.

Will my camper be in the same group throughout the week?
Yes, each camper will be in small group cohorts (units) that will travel throughout camp enjoying activities together. Co-mingling of units will be limited unless guidelines allow otherwise.

How are common camp spaces being disinfected and safe for my child to use?
Following established health and safety guidelines, day and resident camp staff will properly clean and disinfect any communal shared surfaces and equipment. We have added extra hand washing stations throughout our camps and hand sanitizers will be located in each program area. Throughout the day, we will teach and reinforce health hygiene practices, including proper handwashing.

I still have some questions; how can I find out more information about my campers’ specific session?
In addition to checking www.sdgirlscouts.org/camp, you may also reach out to the camp’s director at campdirector@sdgirlscouts.org

Register online: sdgirlscouts.org/camp
Day Camps

Balboa Campus
Located in the northwest corner of Balboa Park, our Balboa Campus serves as Girl Scouts San Diego's headquarters. The property includes cabins and other amenities for camping and activities. Each cabin area has large indoor spaces and covered porches, open green space, and a campfire ring. The campus also has an amphitheater, archery range girls will use during programs.

Escondido
Located in the heart of Kit Carson Park, the Escondido Program Center includes a large lodge with fireplace, multiple restrooms, air conditioning, shaded porches, archery range, playground, water misters, sports field, and a campfire ring.

Resident Camps
Overnight sessions take place in the Cuyamaca Mountains near Julian.

Camp Winacka
At this traditional camp, living units are tucked among trees that surround a meadow. Counselors sleep in cabins with girls in grades 2-5, and adjacent to cabins with girls in grades 6-12. Each living unit includes a central porch and fire ring. Activities center around the lodge, dining hall, swimming pool, lake, and environmental center.

Facilities at Camps Winacka
- Flush toilets and hot showers are accessible to all accommodations.
- Modern cabins have heat, electricity, and cots, and sleep up to 24 campers.
- Rustic cabins are screened, open-air facilities with built-in bunks and no electricity, and sleep up to eight campers.
- Under-the-stars campers sleep on cots on an outdoor deck attached to a central building that has restrooms and a changing area.

Make sure to note the facilities type symbol in the camp session when choosing the best camp for you.
Girl Scouts is the #BestPlace4Girls! and one of the best ways to experience Girl Scouting is through outdoor programs like camp.

Girl Scout camps are fun places where girls grow by leaps and bounds. Campers discover new interests, take important time off from school and social pressures, and challenge themselves in a supportive, all-girl environment.

Girls have a say in the activities their groups will participate in, so no two sessions of camp are the same.

Providing outdoor experiences for your camper starts with you! After registering your girl, you will receive a confirmation email that includes a parent packet. This is your go-to resource for planning and preparing for a successful and impactful camp experience.

Calling All Volunteers!

Day camp adult volunteers

When you volunteer for volunteer-led day camps, there’s no fee for you, and your children receive special, reduced camp fees. As a day camp volunteer, you’ll have opportunities to have a lifelong impact on girls, develop your own leadership expertise, and gain new skills. Both female and male adult volunteers ages 18 and up are welcome to apply to volunteer.

Positions/roles:

- Unit counselor/helper: Guide a group of campers through pre-planned activities with the help of another counselor or a teen mentor.
- Program volunteer: Teach a skill, or plan and lead special activities like crafts, gardening, or sports.

Step by step: Become a camp volunteer

1) Register as a Girl Scout member at sdgirlscouts.org/join.

2) Register as a camp volunteer:
   - If your child is also attending the camp: Register her at the child of volunteer (COV) rate specified in descriptions for camps that use volunteers. You must be available for the full camp session in order to use the COV rate. We’ll contact you to confirm your volunteer role.
   - If you do not have a child attending the camp, visit sdgirlscouts.org/campvolunteers to register.

3) Complete a background check and other required paperwork per instructions on the camp volunteer page.

Resident camp adult volunteers

While resident camp does not accept parent volunteers for camp programs, we appreciate volunteer assistance with office projects prior to the camp season, and at bus locations each week during camp. Contact campdirector@sdgirlscouts.org for information.
DAY CAMP

THINGS TO KNOW
DCA = Day camp aide
CIT = Counselor-in-training

CAMPS ARE BASED ON GRADE LEVEL
D = Daisy (grades K-1)
B = Brownie (grades 2-3)
J = Junior (grades 4-5)
C = Cadette (grades 6-8)
S = Senior (grades 9-10)
A = Ambassador (grades 11-12)
Locations: Girl Scouts’ Balboa Campus and Escondido Program Center, with possibility of field trips out in the community.

Camp staff: All camp staff members are 18 or older, and selected for their maturity, skills, and enthusiasm. Most were Girl Scouts campers as youth, and many return year after year. Staff is trained in CPR, first aid, child development, and activity leadership.

Extended care: We provide extended day care at no additional cost for campers who get dropped off and picked up at the Balboa Campus. Drop your camper off as early as 7:30 a.m. and pick her up as late as 6 p.m. No extended care available at Escondido Program Center.

Camp buddies: Campers may register to be placed with one “buddy” for the week. Enter buddy information during online registration. Because day camp programming is age-specific, we can only accommodate buddy placement for girls within one grade level of each other.

Confirmations/instructions: Once you register, you’ll receive a confirmation email with a link to all required paperwork and information about what to bring (e.g., items like a sack lunch, water, and sunscreen) and expect from camp. Your camp director will also send a letter with additional details one week before your session.

Campers with special needs: With sufficient notice, we can accommodate most campers with special physical, medical, emotional, social, or dietary needs. Contact campdirector@sdgirlscouts.org two weeks before the beginning of your camp session with specific considerations, and fill out the camp health forms in detail.

Teen Leadership at Day Camp

Day Camp Aides (DCAs) and Counselors-in-Training (CITs)
DCAs and CITs are campers in grades 7-12 who support younger girls in partnership with adult staff. These teen mentors help lead activities and guide younger campers.

Prerequisites: Current training is required for all teen mentors. As DCA/CIT positions are very popular, we limit registration to two sessions per girl. We do not accept buddy requests from DCAs/CITs.

Grades 7-12 (DCAs)
DCAs help campers with crafts, games and songs, assist unit counselors, and learn about leadership from counselors-in-training and Girl Scout staff.

Prerequisites: DCA Teen Leadership Training is required for all first-time DCAs.

During the training, girls practice leading typical camp activities and learn personal leadership development, what to expect from a day at camp, and tips and tricks to motivate and guide younger girls.

Grades 9-12 (CITs)
As seasoned older camp leaders, CITs mentor DCAs and younger girls, and take on additional leadership opportunities such as planning or leading activities on your own.

Prerequisites: CITs must have held one of the following leadership roles:

DCA, leader-in-training (LIT) at camps Winacka (see page 24), or an equivalent leadership role with three or more hours of training and 20 hours of leadership time working with younger girls.

First-time CITs are required to take the CIT Next Level Teen Leadership Training. The session covers skill review from Teen Leadership Training, conflict resolution and working collaboratively. Topics also include advanced tips and trips to motivate and guide younger girls, as well as planning and leading typical camp activities like crafts, songs, games, and ceremonies.

Step by Step: Become a Day Camp Aide or Counselor-in-Training
1. Register online for camp. Placement is on a first-come, first-served basis.
2. Register online for in-person training. (DCAs/CITs who completed training previously are assigned an online refresher course in place of training.)
3. Complete in-person training or online refresher course before camp starts.
4. Attend camp-specific training, as assigned. Some day camps include additional training sessions prior to the start of camp. If the camp includes separate trainings, the camp director will set and communicate training dates.
Adventures Seekers

**Grades K-1; DCA/CIT: Grades 7-9**
**Grades 2-3; DCA/CIT: Grades 7-9**
**Grades 4-6; DCA/CIT Grades 9-12**

Do you love the smell of crisp mountain air? How about a warm ocean breeze? Get outdoors...finally! Learn, craft, practice outdoor skills and have adventures with new camp friends. Understand what it means to take care of our planet and participate in some awesome outdoor activities!

**Grades K-1:** Discover what recycling means and does for our Earth; earn the Eco Learner and Buddy Camper badges.

**Grades 2-3:** Learn about secret codes and how to become a friend to animals; earn the Letterboxer and Eco Friend badges.

**Grades 4-6:** Create your own outdoor trip, make clues to hide and explore how nature comes to life at night; earn the Eco badges for your program level, Geocacher (Junior) and Night Owl badges (Cadette).

Balboa Campus; 9:00 a.m.-3:30 p.m.
July 6-9 (Week 2)
Four days: Camper: $320, DCA/CIT: $160
July 19-23 (Week 4)
Five days: Camper: $400, DCA/CIT: $200

Art Aces

**Grades K-1; DCA/CIT: Grades 7-9**
**Grades 2-3; DCA/CIT: Grades 7-9**
**Grades 4-6; DCA/CIT Grades 9-12**

Let your inner artist loose as you explore the fine arts and new ways to create art every day. Discover, learn, and be inspired by the world around you.

**Grades K-1:** Dive into performance art and 2D media exploring dance, painting, drawing, and collage; earn the Clover and Tula petals, and Outdoor Art Maker badge.

**Grades 2-3:** Try your hand at 2D and 3D media, including print-making, sculpture, and photography; earn the Outdoor Art Creator and Potter badges.

**Grades 4-6:** Explore a sampling of media, including performance art, photography, and design; earn the Outdoor Art and Artist badges for your age level.

Balboa Campus; 8:30 a.m.-3:00 p.m.
July 6-9 (Week 2)
Four days: Camper: $320, DCA/CIT: $160
August 9-13 (Week 7)
Five days: Camper: $400, DCA/CIT: $200

Backyard Explorers

**Grades K-1; DCA/CIT: Grades 7-9**
**Grades 2-3; DCA/CIT: Grades 7-9**
**Grades 4-6; DCA/CIT Grades 9-12**

Explore the exciting environment all around you! Use your nature detective skills to find various animal species, learn how trees grow, rivers flow, and what it means to protect the environment. Enjoy spending time with backyard creatures when Critter Encounters comes for a visit, hike around Balboa Park, and work on building your gardening skills.

**Grades K-1:** Learn about the many gifts’ nature provides and some ways to give back by protecting nature; earn the Rosie petal and Eco Learner badge.

**Grades 2-3:** Find new ways to protect our natural world and the things living in it—big and small! Earn the Eco Friend and Bugs badges.

**Grades 4-6:** Experience the world as a naturalist while exploring conservation and uncovering the many benefits flora and fauna provide for us; earn the Eco and Naturalist badges for your program level.

Balboa Campus; 9 a.m.-3:30 p.m.
July 12-16 (Week 3)
August 2-6 (Week 6)
Five days: Camper: $400, DCA/CIT: $200
Camper Sampler
Grades K-1; DCA/CIT: Grades 7-9
Grades 2-3; DCA/CIT: Grades 7-9
Grades 4-6; DCA/CIT Grades 9-12
Whether it’s your first summer at camp—or your fifth—you’ll spend a fun-filled week sampling all that day camp has to offer! Each day will be a different theme from throughout the day camp universe.

**Grades K-1:** Learn what day camp is all about, from arts and crafts to teambuilding games; earn the Sunny and Vi petals, and Trail Adventure badge.

**Grades 2-3:** Expand on camp traditions and games, while partaking in outdoor activities; earn the Senses and Trail Adventure badge.

**Grades 4-5:** Take on bigger challenges, such as hiking around Balboa Park and learning the Leave No Trace Seven Principles; earn the Trail Adventure and Athlete badge for your program level.

Balboa Campus; 8:30 a.m.-3:00 p.m.
June 28-July 2 (Week 1)
Five days: Camper: $400, DCA/CIT: $200

New! Beyond the Stars
Grades K-6, DCA/CIT: Grades 7-12
Blast off into the unknown with outer space exploration! Be an astronaut for a day as we investigate constellations, rockets, and asteroids. Create your own galaxies and universe. Earn the Space Science badge for your program level.

Balboa Campus, 9:00 a.m.-3:30 p.m.
June 28-July 2 (Week 1)
Five days: Camper: $400, DCA/CIT: $200

Fantastic Friends
Grades K-1; DCA/CIT: Grades 7-9
Grades 2-3; DCA/CIT: Grades 7-9
Grades 4-6; DCA/CIT Grades 9-12
Dive in and use your imagination in this fantasy camp! You will create your own unicorn, discuss your favorite cats, and explore the ocean in search of a mermaid. Share and explore your creativity with all of your friends.

**Grades K-1:** Use your imagination to visit far off places; earn the Clover and Gerri petals.

**Grades 2-3:** Use your imagination to create your own worlds; earn the Making Friends and Girl Scout Way badges.

**Grades 4-6:** Use your imagination to discover a mystical creature; earn the Girl Scout Way badges for your program level; Social Butterfly (Junior) and Science of Happiness (Cadette) badges.

Balboa Campus; 9 a.m.-3:30 p.m.
July 6-9 (Week 2)
Four days: Camper: $320, DCA/CIT: $160

New! Engineer It!
Grades K-5, DCA/CIT Grades 7-12
Get ready to explore the world of engineering and robotics! Let your imagination run wild with instruction by Play-Well TEKnologies and tens of thousands of LEGO® parts! Build engineer-designed projects such as trains, helicopters, tree houses, and beam bridges. Design and build as never before, and explore your craziest ideas in a supportive environment. Earn the Mechanical Engineering badge for your program level.

Balboa Campus; 8:30 a.m.-3:00 p.m.
July 26-30 (Week 5)
August 9-13 (Week 7)
Five days: Camper: $400, DCA/CIT: $200

New! Beyond the Stars
Grades K-6, DCA/CIT: Grades 7-12
Blast off into the unknown with outer space exploration! Be an astronaut for a day as we investigate constellations, rockets, and asteroids. Create your own galaxies and universe. Earn the Space Science badge for your program level.

Balboa Campus, 9:00 a.m.-3:30 p.m.
June 28-July 2 (Week 1)
Five days: Camper: $400, DCA/CIT: $200

Fantastic Friends
Grades K-1; DCA/CIT: Grades 7-9
Grades 2-3; DCA/CIT: Grades 7-9
Grades 4-6; DCA/CIT Grades 9-12
Dive in and use your imagination in this fantasy camp! You will create your own unicorn, discuss your favorite cats, and explore the ocean in search of a mermaid. Share and explore your creativity with all of your friends.

**Grades K-1:** Use your imagination to visit far off places; earn the Clover and Gerri petals.

**Grades 2-3:** Use your imagination to create your own worlds; earn the Making Friends and Girl Scout Way badges.

**Grades 4-6:** Use your imagination to discover a mystical creature; earn the Girl Scout Way badges for your program level; Social Butterfly (Junior) and Science of Happiness (Cadette) badges.

Balboa Campus; 9 a.m.-3:30 p.m.
July 6-9 (Week 2)
Four days: Camper: $320, DCA/CIT: $160

Register online: sdgirls scouts.org/camp
Rhythm of Me  
**Grades K-1; DCA/CIT: Grades 7-9**  
**Grades 2-3; DCA/CIT: Grades 7-9**  
**Grades 4-6; DCA/CIT Grades 9-12**

Music and dance lovers, unite! Get your groove on at this music and dance themed camp full of upbeat tunes and rocking good times! Get introductory dance lessons in various styles, make your own musical instrument and listen to music from around the world.

**Grades K-1:** Groove to new music and learn new dance moves; earn the Mari and Zinni petals.  
**Grades 2-3:** Learn how to rock out to new rhymes and routines; earn the Dance and Fair Play badges.  
**Grades 4-6:** Use your voice to create your own song and dance; earn the Performance and Athlete badges for your program level.

Balboa Campus; 8:30 a.m.-3:00 p.m.  
July 12-16 (Week 3)  
July 26-30 (Week 5)  
Five days: Camper: $400, DCA/CIT: $200

New! Spice Up Your Life  
**Grades 4-8; DCA/CIT: Grades 10-12**

Calling all foodies: Become a top chef over the campfire. Try new recipes and techniques, daily demos, and cooking challenges. Earn the Cook badge for your program level. Bon appétit!

Balboa Campus; 8:30 a.m.-3:00 p.m.  
July 19-23 (Week 4)  
Five days: Camper: $400, DCA/CIT: $200

Time Travelers  
**Grades K-1; DCA/CIT: Grades 7-9**  
**Grades 2-3; DCA/CIT: Grades 7-9**  
**Grades 4-6; DCA/CIT Grades 9-12**

Have you ever wondered what an English tea would be like? How about a day in the life of a caveperson? Check these things out and so much more as we take a journey through the past! You will find out about different historical periods and what life was like!

**Grades K-1:** Check out how princesses drink tea and make your own flowers; earn the Rosie and Zinni petals.  
**Grades 2-3:** Create your own games and learn about games from the past; earn the Making Games and My Family Story badges.  
**Grades 4-6:** Investigate ancient celebrations, have a Renaissance fair, discover different wardrobes of yesterday and invent your own; Earn the Creative Play badges for your program level, Scribe (Junior) and Public Speaker (Cadette) badges.

Balboa Campus, 9:00 a.m.-3:30 p.m.  
August 2-6 (Week 6)  
Five days: Camper: $400, DCA/CIT: $200
Under the Sea

Grades K-1; DCA/CIT: Grades 7-9
Grades 2-3; DCA/CIT: Grades 7-9
Grades 4-6; DCA/CIT Grades 9-12

Dive in and explore the deep! Investigate how our oceans work, what marine animals need to survive, and the impact of humans on the world's largest ecosystem. Enjoy crafts, songs, and games with fellow ocean lovers.

**Grades K-1:** Learn how to help keep the world safe for marine life; earn the Clover petal and Eco Learner badge.

**Grades 2-3:** Investigate the difference between domesticated and wild animals; earn the Pets and Eco Friend badge.

**Grades 4-6:** Further investigate human relationships with animals while planning projects to help preserve natural habitats; earn the Animals and Eco badges for your program level.

Balboa Campus; 9:00 a.m.-3:30 p.m.
June 28-July 2 (Week 1)
July 19-23 (Week 4)
Five days: Camper: $400, DCA/CIT: $200

Wild Things

Grades K-1; DCA/CIT: Grades 7-9
Grades 2-3; DCA/CIT: Grades 7-9
Grades 4-6; DCA/CIT Grades 9-12

Get out there where the wild things are! Hang out with some real-life beasties when Critter Encounters stops by and discover how to keep animals safe and protect their environments.

**Grades K-1:** Create animal art, play silly camp games, and learn how to help keep the world safe for our furry friends; earn the Rosie petal and Eco Learner badge.

**Grades 2-3:** Conduct messy experiments and investigate the difference between domesticated and wild animals; earn the Pets and Eco Friend badges.

**Grades 4-6:** Further investigate human relationships with animals while planning projects to help preserve natural habitats; earn the Animals and Eco badges for your program level.

Balboa Campus; 9:00 a.m.-3:30 p.m.
July 26-30 (Week 5)
August 9-13 (Week 7)
Five days: Camper: $400, DCA/CIT: $200

“That she can make great memories in new environments without her parents or siblings.”
—2019 parent
New! Women In Science

**Grades K-5, DCA/CIT Grades 7-12**

Have you ever wondered who dug up the dinosaurs? How about who gets to feed the lions at the zoo? Come learn about all the ways you can contribute to the wide world of science and about the women who pioneered the path before you! Campers will be led Play-Well TEKnologies through LEGO® builds to accompany careers they learn about and will get a chance to explore and create across the sciences! Earn the **Innovation badge** for your program level.

Balboa Campus; 8:30 a.m.-3:00 p.m.
July 12-16 (Week 3)
Five days: Camper: $400, DCA/CIT: $200

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**VOLUNTEER-LED CAMPS**

V Technology Goddesses

**Grades K-6**

Are you interested in STEAM (science, technology, engineering, art, and math)? Learn about a wide range of technology covering requirements of many Girl Scout STEAM badges. We alternate years between programming and engineering content —this year we're concentrating on Think Like an Engineer along with many other advancements. Enjoy crafts, outdoor activities, and demos of applied technology. Other highlights include a sleepover for grades 5 and above, and a Friday field day. Work towards the **STEM, Crafts, and Outdoor badges** for your grade level.

Escondido Program Center; 8:30 a.m.-3:00 p.m. (DCA/CIT lab, Monday-Thursday, 3 p.m.-4:30 p.m.)
July 26-30 (Week 5)
Five days: Camper: $400, DCA/CIT: $200, COV: $185
Contact: Volunteer Camp Director Cora Carmody, 760-274-3834 (please call before 8:30 p.m.), wombat@goddesscamp.org

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V Technology Goddesses

**Grades 7-12**

Help lead Technology Goddesses campers in exploring the world of STEAM as you strengthen your skills and become a more confident leader!

**Note:** DCA/CITs will be assigned to units, the crafts center, or our technology areas, depending on experience. You will also be able to socialize with other DCA/CITs.

Escondido Program Center; 8:30 a.m.-3:00 p.m. (DCA/CIT lab, Monday-Thursday, 3 p.m.-4:30 p.m.)
July 26-30 (Week 5)
Five days: Camper: $400, DCA/CIT: $200, COV: $185
Contact: Volunteer Camp Director Cora Carmody, 760-274-3834 (please call before 8:30 p.m.), wombat@goddesscamp.org

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Contact us: camp@sdgirlscouts.org, 619-298-8391
## BALBOA

<table>
<thead>
<tr>
<th>Week 1</th>
<th>Week 2</th>
<th>Week 3</th>
<th>Week 4</th>
<th>Week 5</th>
<th>Week 6</th>
<th>Week 7</th>
</tr>
</thead>
<tbody>
<tr>
<td>June 28-July 2</td>
<td>July 6-9</td>
<td>July 12-16</td>
<td>July 19-23</td>
<td>July 26-30</td>
<td>August 2-6</td>
<td>August 9-13</td>
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<tbody>
<tr>
<td>Under the Sea</td>
<td>Fantastic Friends</td>
<td>Women in Science</td>
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<td>Engineer It!</td>
<td>Time Travelers</td>
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<tr>
<td>Grades K-6, DCA/CIT 7-12</td>
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<td>Grades K-5, DCA/CIT 7-12</td>
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<tr>
<td>Beyond the Stars</td>
<td>Adventure Seekers</td>
<td>Backyard Explorers</td>
<td>Adventure Seekers</td>
<td>Wild Things</td>
<td>Backyard Explorers</td>
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<td>Grades K-6, DCA/CIT 7-12</td>
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V = Adult volunteers needed!
# Resident Camp

**At-a-glance**

All five-day resident camp sessions are eligible for financial aid.

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## Brownies (Grades 2-3)

- **Jump Start**
  - Modern cabins
- **Just Keep Swimming**
  - Modern cabins
- **Jump Start**
  - Modern cabins
- **Just Keep Swimming**
  - Modern cabins
- **Just Keep Swimming**
  - Modern cabins

## Juniors (Grades 4-5)

- **Cosmic Wonders**
  - Under-the-stars
- **Hooks and Arrows**
  - Under-the-stars
- **Cosmic Wonders**
  - Under-the-stars
- **Hooks and Arrows**
  - Under-the-stars
- **Cosmic Wonders**
  - Under-the-stars
- **Hooks and Arrows**
  - Under-the-stars
- **Outdoor Adventure**
  - Under-the-stars
- **Explorer’s Club**
  - Under-the-stars
- **Outdoor Adventure**
  - Under-the-stars
- **Explorer’s Club**
  - Under-the-stars
- **Outdoor Adventure**
  - Under-the-stars
- **Explorer’s Club**
  - Under-the-stars
- **Farming Friends**
  - Rustic cabins
- **Mess Mania**
  - Rustic cabins
- **Farming Friends**
  - Rustic cabins
- **Mess Mania**
  - Rustic cabins
- **Farming Friends**
  - Rustic cabins
- **Mess Mania**
  - Rustic cabins
- **Make a Splash!**
  - Rustic cabins
- **Magical Creatures**
  - Rustic cabins
- **Make a Splash!**
  - Rustic cabins
- **Magical Creatures**
  - Rustic cabins
- **Make a Splash!**
  - Rustic cabins
- **Magical Creatures**
  - Rustic cabins

Contact us: camp@sdgirlscouts.org, 619-298-8391
All five-day resident camp sessions are eligible for financial aid.

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**CADETTES (Grades 6-8)**

- **The Joy Society**  
  Rustic cabins
- **Shore to Summit**  
  Rustic cabins
- **Seize the Day**  
  Rustic cabins
- **Cast Away**  
  Rustic cabins
- **Winacka Unfiltered**  
  Rustic cabins

**OLDER GIRLS (Grades 8-12)**

- **Surviving Winacka**  
  Grades 9-12  
  Rustic cabins
- **Take 5**  
  Grades 9-12  
  Rustic cabins
- **Surviving Winacka**  
  Grades 9-12  
  Rustic cabins
- **Take 5**  
  Grades 9-12  
  Rustic cabins
- **Surviving Winacka**  
  Grades 9-12  
  Rustic cabins
- **Take 5**  
  Grades 9-12  
  Rustic cabins

- **Leader-in-Training**  
  Grades 8-10  
  Rustic cabins
- **12 days: Counselor-in-Training 2**  
  Ages 16 and 17  
  Rustic cabins
- **Leader-in-Training**  
  Grades 8-10  
  Rustic cabins
- **12 days: Counselor-in-Training 1**  
  Ages 15 and 16  
  Rustic cabins

“I believe she learned about being more reliable, self-confident and independent. She also LOVED all the leaders at her camp. She fully has respect for them.”

— 2019 parent
RESIDENT CAMP

CAMPS ARE DESIGNED BY PROGRAM LEVEL
B = Brownie (grades 2-3)
J = Junior (grades 4-5)
C = Cadette (grades 6-8)
S = Senior (grades 9-10)
A = Ambassador (grades 11-12)

TEEN LEADERSHIP OPPORTUNITIES
Girls in grades 8-12 can lead younger girls at camp!
See page 24 for details.

FACILITIES
Camp Winacka (WIN)
accommodations:
★ = Under-the-stars
🏠 = Rustic cabins
🏡 = Modern cabins

Contact us: camp@sdgirlscouts.org, 619-298-8391
**Jump Start**

Jump-start your Girl Scout camp experiences by trying a little bit of everything! Enjoy daily pool time, unearth wonderful things in the garden, and visit the camp animals. Earn the Outdoor Adventurer badge.

Five days: $500  
July 5-9 (Session WIN 1)  
July 19-23 (Session WIN 3)  
Aug. 2-6 (Session WIN 5)

**Just Keep Swimming**

Stay cool and make a splash! Play water games, learn new strokes, and enjoy extra pool time each day. When you’re not in the water, sample a variety of camp activities and take a picnic out to the lake. Earn the Fair Play badge.

**Prerequisite:** Campers should be comfortable in the water.

Five days: $500  
July 12-16 (Session WIN 2)  
July 26-30 (Session WIN 4)  
Aug. 9-13 (Session WIN 6)

“One memory was when we did water games and I got drenched in my normal clothes and it was really funny and fun.”

— 2019 camper
New! Cosmic Wonders
Navigate your way through Winacka using the stars and see what the galaxy beyond holds in store for your camp experience. Create your own constellations, discover planets, and gaze at the Milky Way. You’ll get to count shooting stars every night as you fall asleep under the night sky. Earn the Space Science Investigator badge.

Five days: $500
July 5-9 (Session WIN 1)
July 19-23 (Session WIN 3)
Aug. 2-6 (Session WIN 5)

Explorer’s Club
Blaze a trail across Winacka. For members of this elite club, archery, fishing, and canoeing are just the beginning. Practice building shelters, making fire, and identifying plants to prepare for a special, end-of-the-week explorers’ campout. Earn the Eco Camper badge.

Five days: $500
July 12-16 (Session WIN 2)
July 26-30 (Session WIN 4)
Aug. 9-13 (Session WIN 6)

Farming Friends
Dig in deep, inside and outside the garden fence. Care for the camp critters during the week: learn about the goats, collect eggs from the duck coop, or make feeders for the local birds. Spend time in the garden each day, learn about animal tracks, and try catch-and-release fishing. Earn the Animal Habitats badge.

Five days: $500
July 5-9 (Session WIN 1)
July 19-23 (Session WIN 3)
Aug. 2-6 (Session WIN 5)

Hooks and Arrows
In this perfect combo, hone your skills in archery and catch-and-release fishing every day. Sharpen your aim, perfect your technique, and take on challenges and games at the archery range. At the lake, master fishing basics like knots, casting and lures. Experience other camp classics like swimming, crafts and nature exploration. Earn the Practice with Purpose badge.

Five days: $500
July 12-16 (Session WIN 2)
July 26-30 (Session WIN 4)
Aug. 9-13 (Session WIN 6)

Magical Creatures
Explore the wondrously imaginary worlds within Winacka. Create a sketchbook of all the magical creatures that secretly roam around camp. Discover the worlds they live in, craft fairy wings, unicorn horns, phoenix beaks, or mermaid crowns. Go adventuring into the wilderness, where you will use your skills to navigate through scavenger hunts or puzzles. Earn the Animal Habitats badge.

Five days: $500
July 12-16 (Session WIN 2)
July 26-30 (Session WIN 4)
Aug. 9-13 (Session WIN 6)

Contact us: camp@sdlgirlos.org, 619-298-8391
Winacka

Make a Splash!
Wade into Winacka! Soak, stroke, and float your way through camp with double pool time every day. Play water games, craft your own boat to race across the pool, or try synchronized swimming. Celebrate the end of the week at a pool party with your new friends. Participate in traditional camp activities like archery and outdoor skills. Earn the Camper badge.
Prerequisite: Campers should be comfortable in the water.
렌터
Five days: $500
July 5-9 (Session WIN 1)
July 19-23 (Session WIN 3)
Aug. 2-6 (Session WIN 5)

Mess Maina
Don’t be afraid to get your hands dirty during your stay at camp! You’ll throw paint around to make your very own messy work of art, hang out in the mud, and experiment with ooey-gooey slime recipes. Experience other camp classics like archery, swimming, and nature exploration. Earn the Girl Scout Way badge.
レンタ
Five days: $500
July 12-16 (Session WIN 2)
July 26-30 (Session WIN 4)
Aug. 9-13 (Session WIN 6)

Outdoor Adventure
Camp your way! Work with your team to discover all Winacka has to offer—sampling arts and crafts, aquatics, nature studies, team building, archery, and other adventures. At the end of the week, write a song with your group about all the fun you had and present it at campfire. Earn the Junior Girl Scout Way badge.
レンタ
Five days: $500
July 5-9 (Session WIN 1)
July 19-23 (Session WIN 3)
Aug. 2-6 (Session WIN 5)
CADETTES (Grades 6-8)

Winacka

New! Cast Away
Spend the week relaxing by the lakeshore, perfecting your angling skills every day. You'll become a self-made expert in the art of catch and release fishing, casting out for bluegill, largemouth bass, and the elusive catfish! Discover if you have what it takes to reel in the largest fish in the lake! Earn the Girl Scout Way badge.

Five days: $500
July 5-9 (Session WIN 1)
July 19-23 (Session WIN 3)
Aug. 2-6 (Session WIN 5)

New! My Camp, My Rules
Tired of the usual camp rules? It's time to make your own! Join forces with other girls to establish your own rules for the week. Mandatory mid-day ice cream parties? Extended bedtime? It's all up to you! Note: Safety comes first at camp; counselors will work with campers to ensure the emotional and physical safety of any new rule. Earn the Finding Common Ground badge.

Five days: $500
July 12-16 (Session WIN 2)
July 26-30 (Session WIN 4)
Aug. 9-13 (Session WIN 6)

Seize the Day
Can't pick just one favorite? Create the ultimate camp wish list with your counselors and cabin-mates, then put it into action for maximum fun. In between checking items off the awesome to-do list, sample fun activities like axe throwing, fishing, and daily archery time. Earn the Archery badge.

Five days: $500
July 5-9 (Session WIN 1)
July 19-23 (Session WIN 3)
Aug. 2-6 (Session WIN 5)

Shore to Summit
Discover outdoor adventure in canoeing, hiking, and bouldering. Find a new passion of high-action sports in the Winacka wilderness. Tackle team building challenges, try catch-and-release fishing, and venture out for an overnight at a scenic point on camp. Earn the Trailblazing badge.

Five days: $500
July 5-9 (Session WIN 1)
July 12-16 (Session WIN 2)
July 19-23 (Session WIN 3)
July 26-30 (Session WIN 4)
Aug. 2-6 (Session WIN 5)
Aug. 9-13 (Session WIN 6)

“She had a great reminder that being out in nature, with friends is more fun than being in front of a screen.” – 2019 parent
The Joy Society
Your mission: Spread as much joy as possible during your week at camp! Sharpen your skills in stealth, hilarity, and delight as you and your team plan secret surprises. Will you charm the Brownies with an unexpected tea party? Amuse the lunchtime crowd with a perfect flash mob? Dazzle another cabin with sneaky decorations? In between missions, try all your camp favorites, like archery, team building, and swimming. Earn the Science of Happiness badge.

Five days: $500
July 5-9 (Session WIN 1)
July 12-16 (Session WIN 2)
July 19-23 (Session WIN 3)
July 26-30 (Session WIN 4)
Aug. 2-6 (Session WIN 5)
Aug. 9-13 (Session WIN 6)

Winacka Unfiltered
Get to the heart of Winacka magic: hiking, swimming, archery, crafts, and fishing. You and your cabin-mates design the camp week of your dreams, experiencing the best camp traditions and creating new ones. This is what Winacka is all about! Earn the Girl Scout Way badge.

Five days: $500
July 12-16 (Session WIN 2)
July 26-30 (Session WIN 4)
Aug. 9-13 (Session WIN 6)
OLDER GIRLS (Grades 8-12)

Grade range varies by camp.

Winacka

Surviving Winacka
Grades 9-12
Learn how to survive and thrive in the wilds of Winacka. Attempt fire without matches, locate and purify water, identify plants, and sleep in a shelter you build. Navigate by map and compass...then put your skills to the test in the ultimate geocache challenge across camp. You’ll sample camp activities like axe throwing, archery, and team building, too!

Five days: $500
July 5-9 (Session WIN 1)
July 19-23 (Session WIN 3)
Aug. 2-6 (Session WIN 5)

Take Five
Grades 9-12
Relax and take five—camp days that is! Give yourself time to slow down and goof off. Mosey down to the meadow for sunrise yoga, get lost in the stars at the nature center, or sleep late in anticipation of brunch. Whether you lounge by the lake with watercolors or linger by the campfire to share stories with friends, you’re sure to feel refreshed by your easy-paced stay at Winacka.

Five days: $500
July 12-16 (Session WIN 2)
July 26-30 (Session WIN 4)
Aug. 9-13 (Session WIN 6)

“When my unit became friends on the first day, it meant a lot because now I have forever friends because of camp!” — 2019 camper
Teen Leadership at resident camp

Teens: Take the lead at Winacka!

Our Leader-in-Training (LIT) and Counselor-in-Training (CIT) programs help you grow as a leader while gaining insight into the fundamentals of community living, effective communication, hands-on program design, and working with—and mentoring—younger girls.

During your session, you’ll live with the other leadership campers. Your companions for teambuilding activities, skill-building workshops and plenty of traditional camp fun. Spend part of each day with a younger unit of campers (typically in grades 2-5), putting everything you learn into action.

Carefully designed with progression in mind, the LIT and CIT programs let you practice personal leadership in a safe and supportive environment—giving you the foundation to lead anywhere.

**Leader-in-Training (LIT)**

*Grades 8-10*

Practice leading songs, games and crafts, and gain practical tips for working with groups. Explore your favorite camp activities, too, like team building challenges or archery. While not a prerequisite for counselor-in-training, this program is a great start for your leadership journey at camp and beyond.

![Campers](Image)

Five days: $500
July 5-9 (Session WIN 1)
July 26-30 (Session WIN 4)

**Counselor-in-Training 1 (CIT 1)**

*Ages 15 and 16*

Take the first step toward becoming a camp counselor: Learn to identify your talents, understand your leadership style, and polish your teaching skills. Experience the challenges and rewards of guiding younger girls as you lead campers in songs and games and assist counselors. Spend half your time working directly with campers to practice what you’ve learned.

![Campers](Image)

12 days: $800
Aug. 2-13 (Session WIN 5B)

**Counselor-in-Training 2 (CIT 2)**

*Ages 16 and 17*

Counselor-in-Training 2 (CIT 2)
*Ages 16 and 17*

Continue to develop your leadership skills, spending half your time working directly with campers. Plan and lead some programs of your own design as you help make the camp magic happen. Get experience in supervision, group management and program planning. Gain insight into the responsibilities of managing the camp community as you dive deeper into your leadership journey.

**Prerequisite:** Successful completion of CIT 1 (or camp director approval).

![Campers](Image)

12 days: $800
July 12-23 (Session WIN 2B)

Register online: sdgirlscouts.org/camp
Resident Camp 101
Basic information about Girl Scout camp

Program
Based on the girls’ interests and age, each group of campers and staff plans its own activities, including hiking, archery, nature exploration, swimming, challenge course, arts and crafts, and sleep outs, with additional activities based on the session theme. Help your camper choose a camp session by looking for activities she already loves or has always wanted to try!

Camp staff
All camp staff members are 18 years or older, and selected for their maturity and enthusiasm. Most were Girl Scout campers as youth, and many return year after year. Staff are trained in CPR, first aid, child development, and activity leadership.

Camp buddies
Campers may register to be placed with one friend for the week. Enter buddy information during registration.

Confirmations/instructions
Registered campers receive a confirmation email with a packing list, information about what to expect at camp, and a link to all required paperwork.

Transportation
Most campers take the camp bus, which stops in Mission Valley and Escondido ($15 each way; $30 roundtrip). Camp staff supervise bus trips to ensure a fun and safe experience. Alternatively, families may drive their girls directly to camp.

Communication
Campers may receive regular U.S. mail; no packages, please. The camp staff blogs and posts photos daily as a free service. For an additional fee, parents can email their campers through an online platform. Campers respond via U.S. mail only.

Accommodations
With sufficient notice, we can accommodate most campers with special physical, medical, emotional, social or dietary needs. Contact the director (campdirector@sdgirlscouts.org) two weeks in advance of the start of the session with specific considerations, and fill out the Camper Health History form in detail.

Contact us: camp@sdgirlscouts.org, 619-298-8391
Hey parents! Get your girl a Camp Kit

Brighten your camper’s experience by surprising her with one or two camp kits. This is a perfect gift for any day or resident camp experience.

Daypack Kit $33.94*
Durable daypack loaded with:
• Silicone straw with case
• Mood (color changing) sunglasses
• Glow in the dark bracelet
• Glow in the dark flying disk
• GSSD flashlight with light-up pen
• Camp stationary set (four postcards, stamps)

Water Bottle Kit $24.24*
• GSSD custom water bottle (26 oz)
• GSSD Custom water bottle sticker
• Lip balm w/sunscreen (flavors vary)
• Butterfly toothbrush holder
• Fold and Go hair brush

From the Vault!
Mystery Bag Daypack Kit:
$21.55*
Surprise your camper with a daypack full of goodies! Each Mystery Kit will include 4-6 items with a retail value of over $30.

Register online: sdgirlscouts.org/camp
Other fun items:

Make the most of your summer outdoor experiences with camp merchandise and supplemental programming. There is something for everyone! Pre-order online when you register your girl for camp or at a Girl Scouts San Diego shop.

**Great for Troops and IRMs**

**Daisy-Junior Badge Kits: $12.93***

Each kit includes everything you need to earn Girl Scout badges from home including hands-on activities, instructions, links to helpful videos, all required materials, and the badge! Outdoor Art and Space Science Badge Kits are now available.

**Rainbow Sherbet Girl Scout Plush: $13.96***

Sizes vary—
- 11” Unicorn, 9” Sloth, 14” Monkey, 12” Narwahl

At checkout, select one of the following pick-up options:
- Shipped to your residence, $10 (Orders will be shipped as they are received).
- Curbside pick-up at one shop location (Balboa or Escondido).
- Make other additional arrangements by contacting us at store@sdgirlscouts.org

For more Girl Scout items including outdoor supplies check out our virtual catalog updated weekly!

*ALL PRICES INCLUDE TAX. Items may change slightly due to availability issues. Contact: shop@sdgirlscouts.org
Campers: See you this summer!

Monday, April 26: Camp registration begins
Girls are encouraged to celebrate by wearing camp shirts to school!

Resident camp virtual open houses

Wednesday, April 2, 6-7 p.m.
Wednesday, May 12, 6-7 p.m.
Wednesday, June 9, 6-7 p.m.

For details and to RSVP, email campdirector@sdgirlscouts.org

Contact information

Register online: sdgirlscouts.org/camp
Phone: 619-298-8391
Fax: 619-795-6930

General and registration questions
camp@sdgirlscouts.org

Program questions
campdirector@sdgirlscouts.org

Accreditation

All Girl Scouts San Diego camps are accredited by the American Camp Association (ACA). This national organization, which focuses on program quality and health and safety issues, requires camp managers to meet rigorous standards. Girl Scouts San Diego is proud to meet these important criteria. Find out more at the ACA site for parents: acacamps.org.