

LOCK-IN

Food

All food and menu items are determined by the PLC at their scheduled December meeting – or earlier.

Typical menus of the past:

Dinner

- Pizza
- Chips
- Pretzels
- Soda
- Juice
- Salad
- Fruit

Evening Snacks

- Pretzels
- Chips
- Cheese Balls
- Crackers
- Snack mixes
- Popcorn
- Cookies

Early Morning Snack

- Cinnamon Buns
- Brownies

Breakfast

- Leftovers
- Fruit

Costs

See website for specifics.

Timeline

The Lock-In timeline is as follows:

Saturday

5:00 PM Arrival / Sign-in – All scouts must sign-in in with the adult advisor coordinating the event.

9:00 PM Doors are locked – No admittance without permission from an adult advisor inside the church

** Scouts may arrive late. See below for Late Arrivals

** Scouts may leave early (for valid reasons). See below for Early Dismissal

Sunday

6:00 AM Doors are unlocked.

6:00 AM Cleanup – the troop must make sure all areas that were used are in the same or better condition than when we started.

* Any parents who wish to arrive to help cleanup activities are appreciated and welcome.

6:50 AM General Dismissal. All scouts must have their personal items ready for loading and **ALL PARENTS** must be at the church to pick up their scout(s).

7:00 AM All troop 12 participants **MUST** be out of the church and on their way home!

8:00 AM If we did our jobs properly - expect you scout to be a in a total vegetative state.

Late Arrivals

Scouts are allowed to arrive at the lock-in after the scheduled start time.

Scouts arriving after the published start time must be accompanied by a parent or legal guardian, and sign-in with the adult advisor coordinating the event. Scouts are not to be “dropped-off”.

If the doors are locked, the scout’s parent or legal guardian must contact an adult advisor within the church to gain admittance.

Early Dismissal

Scouts are allowed to leave the lock-in prior to the scheduled dismissal time – for valid reasons. Scouts may not leave the lock-in early because they are just tired or do not want to help clean-up.

Scouts leaving before the published dismissal time must be signed-out by their parent or legal guardian.

If the doors are locked, the scout's parent or legal guardian must contact an adult advisor within the church to gain admittance.

Logistics

Once a scout has signed-in, the only time they will be allowed to leave the church building is as follows:

- Sunday morning general dismissal
- Early Dismissal

Events

All events are determined by the PLC at their scheduled December meeting – or earlier.

Typical events that happen at the lock-in:

- Movies
- Video Games
- Card Games
- Board Game
- Capture The Flag
- Sports [if Wesley Center is available]
- Chilin

Movies

All movies must have prior approval by the adult advisors responsible for the lock-in.

- The only movies allowed are:
 - PG-13 or a lower rating scale

Video/Computer Games

All video/computer games must have prior approval by the adult advisors responsible for the lock-in.

At no time will the following types of video/computer games be allowed:

- “MATURE” – rated or older
- Partakes in the killing of human beings or anything that was a human being at one time.

Personal Property

All personal items allowed and/or requested are determined by the PLC at their scheduled December meeting – or earlier.

The PLC will determine and create a personal property waiver for each scout to complete and sign. The personal property waiver must detail all personal property being brought, contain the scout’s signature and be handed at time of lock-in sign-in.

If personal property is not to be used by other scouts or is of a valuable nature where parents or scouts are concerned for its safety – it is recommended that it stay home.

Troop 12, Asbury United Methodist Church and the Boy Scouts of America are not responsible for damage to personal property brought to the lock-in.

SIGN-IN: No personal property will be allowed into the lock-in without a personal property waiver completed and provided at sign-in. At sign-in time, scouts must provide their waiver and sign-in their equipment.

SIGN-OUT No personal property will be allowed to leave the lock-in without a personal property waiver reviewed. At dismissal time, scouts must sign-out their equipment.

Music

Individual music brought to the lock-in is limited to individual headphones – not to be played out loud.

At no time will the following types of music be allowed:

- “MATURE” – rated or older
- Partakes in the killing of human beings or anything that was a human being at one time.

Games

All card/board games must have prior approval by the adult advisors responsible for the lock-in.

At no time will the following types of card/board games be allowed:

- “MATURE” – rated or older
- Partakes in the killing of human beings or anything that was a human being at one time.
- Games involving physical contact (without express permission and instructions of the adult advisors responsible for the lock-in)

Sports

All sport activities must have prior approval by the adult advisors responsible for the lock-in.

At no time will the following types of sport activities be allowed:

- Sports involving physical contact (without express permission and instructions of the adult advisors responsible for the lock-in)

Computers

Anyone bringing a computer or laptop to the lock-in must adhere all provisions and restrictions with regards to:

- Personal Property
- Movies
- Music
- Video/Computer Games

Internet

Scouts will not be allowed to connect to the internet without express permission and instructions of the adult advisors responsible for the lock-in. This applies to all scouts and all possible electronic or other means that has or can have internet connectivity.

Sleeping

Lock-In participants are not required to sleep. If you want to stay awake all night – we dare you!

For those who wish to get some sleep, you are more than welcome to try. We will make all attempts to provide a quiet area for those who wish to sleep. However, there is no guarantee that you will sleep.

Areas deemed as quiet for sleep, are off limits from those who wish to remain awake and active. The PLC will determine the quiet area when setting up the lock-in.

Cleanup

At the conclusion of the lock-in, all participants are required to cleanup every location utilized for the lock-in. Rooms/areas will be returned to the state they were in upon the start of the lock-in.

Scouts will not be dismissed until clean-up is completed.

PARENTAL HELP → Any parent willing to arrive early to help the cleanup efforts – are welcome and greatly appreciated. Trying to get sleep deprived scouts and adults to cleanup in a timely manner are a true labor of love.

TROOP 12
ANNUAL LOCK IN
PERSONAL PROPERTY WAIVER

Scout Name (Print): _____

	ITEM	DESCRIPTION / DETAILS
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

----- DO NOT COMPLETE BELOW THIS LINE -----

SIGNED-IN

SIGNED-OUT

Date: _____

Date: _____

Scout: _____

Scout: _____

Advis: _____

Advis: _____

NOTICE - Troop 12, Asbury United Methodist Church and the Boy Scouts of America are not responsible for personal property brought into the Lock-In.