Camp Creators Challenge

Girl Scouts of Colorado + Urban Land Institute's Women's Leadership Initiative + Cushing Terrell

Target Age(s): Brownies and Juniors (2-5 grade) and Cadettes, Seniors, and Ambassadors (6-12 grade)

Patch Earned: Camp Creators Challenge (Request here.)

Badges Earned: STEM Career Exploration Badge (Available for purchase from GSCO Shop.)

Program Learning Objectives

Introduce Girl Scouts to careers in the Architecture, Engineering, and Construction (AEC) industry by showing how teamwork brings real projects to life. Girls will practice decision making and collaboration while learning the responsibilities of different AEC roles. They will also work within real world constraints and requirements as they design solutions.

Program Outline:

Activity 1: The Project and Team

Activity 2: Research and The Rules

Activity 3: Vision and Design

Activity 4: Scale Drawing and Modeling

Activity 4, Alternate: Design Charrette

Activity 5 (Optional): Competition Submission

Attachments:

1. Request for Proposal (RFP)
    A. Glossary
    B. Role Descriptions
    C. Municipal and Building Code Summary
    D. Site Plan
    E. Site Photos
2. Example Diagrams, Drawings and Scale Assets
3. Materials List

Activity 1: The Project and Team

For as long as she can remember, Girl Scout Melody has spent her summers exploring Meadow Mountain Ranch. She knows every trail, every meadow, and every perfect spot for stargazing. But this year, something feels different.

A few cabins look worn down. The fire circle doesn't have enough seating for big groups anymore. The trail to the creek has washed out in places, and it doesn't feel as safe as it used to. She still loves the camp with her whole heart, but she can see that it needs help.

Melody begins to explore and imagine what Meadow Mountain Ranch could be — a safer, more fun, more welcoming campsite for future campers. But she knows they can't do it alone. Real projects like this take teamwork, planning, and lots of different experts working together.

*She will partner with professionals from the Architecture, Engineering, and Construction (AEC) world to design their **Dream Campsite** — a place built with creativity, safety, sustainability, and Girl Scout spirit.*

Melody gathers her sketchbook and heads to the main lodge, where she finds an old binder labeled "Meadow Mountain Ranch Improvements." Inside, she discovers something important — a simple request from the camp leaders called an RFP, or Request for Proposals.

"It's like a wish list for builders," Melody says excitedly. "It tells architects, engineers, and construction teams what a place needs so they can propose a design and build it the right way!"

She reads it out loud:

*The Hummingbird Site has not been used for years because of outdated **tabins** and unsafe and difficult **access** to the site. The site currently has six tabins, a fire pit, pit toilets (also known as a **biffy**), a bear safe trash bin, and a water spicket. The pit toilets and trash bins are in good condition and do not need to be updated or replaced. The goal is to provide a safer, stronger, accessible and more welcoming campsite. The improvements should include:*

SEE REQUEST FOR PROPOSALS (Attachment 1)

Let's look closely at the RFP. Are there any words you don't understand? Let's look at some of the more important concepts in the RFP (see bolded words).
Use the included glossary to read these definitions. Reference the glossary throughout the activities to help understand concepts and craft your campsite designs.

SEE GLOSSARY (Attachment 1.A)

Melody closes the RFP, "Wow, that is a lot of items! Who knew all the things that make up a campsite and all the things you have to consider to build one. We'll need to create a solid team to get all this done quickly and safely. It will be necessary to hire some professionals."

Melody wants to make sure she hires all of the individuals needed in this project but isn't sure where to begin because there are so many roles in AEC. She begins to do her research and compiling her notes.

You can reference her notes in Roles Descriptions (Attachment 1.B).

SEE ROLES DESCRIPTIONS (Attachment 1.B)

Activity: Build Your AEC Team

Now it's time to build your team! Your job is to choose the right people to help bring Melody's design project to life.

1. **Review the RFP.** Look at the project requirements and the different things that need to be designed, planned, and built.
2. **Review the AEC roles.** Read through the role descriptions and think about what each person does and how they could help with the project.
3. **Build your team.** In small groups, decide which AEC professionals are needed to complete each part of the project. You can choose more than one person for a task if needed.
4. **Share your ideas.** Come back together as a larger group and compare your selections. Work together to choose the final members of your AEC team.
5. **Move to the next activity.** Once your team is selected, you're ready to begin designing!
6. **Remember:** As you work through the design process, you may discover that you need someone with a different skill or expertise. That's okay! Real design teams often grow and change as a project develops.

Melody: *"Let's get started! Our design team is officially being called together. We have a big project ahead of us, so let's put our different skills and ideas to work!"*

Activity 2: Research

Melody continues, "BUT before we put pencil to paper, we need to do some research! We know what the owner wants on the site because it was included in the RFP. But what the owner wants isn't always what is allowed—or even possible—on the site."

"That's where our design team comes in. Before we start designing, we need to learn as much as we can about the site and the rules we need to follow. This process is called due diligence. It means carefully researching the site to understand what we can, can't, and shouldn't do."

She points toward a creek winding through the ranch.

"What if a campsite is built too close to the water? What if a trail damages plants or animal homes? What if a fire ring is placed too close to a building?"

"Real architects, engineers, designers, and construction professionals don't just think about what they want to build. They also think about the land, the environment, safety, and the rules that affect their designs. Good design starts with good research!"

Read the Site Plan

Now it's time for your design team to investigate the site!

1. **Start with the site plan.** **See Attachment 1.D**

The Site Plan includes a Survey and the Area of Work. It's is like a map or bird's-eye view of the property. It gives your team important information you'll need before deciding where to build.

Look for:

- **Property boundaries:** The edges of the property and project area.
- **Access:** Existing roads, paths, and other ways to get to and from the site.
- **Easements:** Areas where you cannot build because of overhead or underground **utilities** or other restrictions.
- **Environmental protections:** Areas that need to be protected, such as clean water, existing plants and trees, endangered species, or hazardous areas.
- **Topography:** The shape and slope of the land. **Contour lines** show changes in land. Lines that are far apart indicate flatter land, while lines that are close together indicate steeper slopes.

Remember: Topography can sometimes be changed as part of a project. Your design team will need to decide if changing the land is a good choice for your project.

2. **Take a closer look.**

The **Area of Work** is a close up area of the site survey with more detail. Look for the project boundaries, existing buildings, roads, paths, trees, and contour lines. The contour lines on this page are spaced at 1-foot elevation intervals.

3. **Find the scale of the drawing.**

A scale looks like a ruler and can be used like a ruler. The scale for the survey is 1" = 100". The Area of Work uses a 1" = 20' scale.

4. **Find the best places to build.**

Working in small groups, use the survey and area of work to identify areas that could be good places to build. Think about:

- Where are roads and paths? Is the area easy to access?
- Is it within the project boundaries?
- Are there areas where we cannot build?
- Are there plants, trees, water, or other environmental features we need to protect?
- Is the land flat or sloped?

You can sketch directly on the survey and area of work or place tracing paper over it and draw different options.

5. **Create a site diagram.**

Your drawings are called **site diagrams.** A site diagram helps the design team visualize where different parts of the project could go. Your site diagram should include roads, paths and areas identified for buildings, gathering spaces and fire pits.

6. **Share your ideas.**

Compare your site diagrams with the other groups. What did you notice? Did different groups choose different areas? What made you choose the locations you did?

Melody: *"Look at all the different options we have! We found some great places to build, and there aren't too many areas we can't use."*

"But before we start designing, there's one more important thing our team needs to understand: ***the rules!****"*

"Our camp is in Boulder County, so there are local rules that we need to follow when we design and build. Because we're in a natural area with lots of trees and wildlife, there may be rules that help prevent wildfires, protect wildlife, and keep people safe while we build and use the site."

"There are also rules about what we can build, how big buildings can be, how far apart they need to be, and how people can safely get to the site by car or on foot. We even need to make sure emergency vehicles, like fire trucks and ambulances, can reach the camp if there's an emergency."

"These rules are called ***municipal codes and building codes.*** *They help make sure that buildings and communities are safe, accessible, and built responsibly.*

"Let's take a look at the codes together and see what they mean for our design!"

Update Your Site Diagram

See Attachment 1.C: Municipal and Building Code Summary

1. **Regroup with your original team.**

Review the **Municipal and Building Code Summary** together.

2. **Measure the Site.**

Use the drawing scale like a ruler to measure the different areas of the site.

3. **Revisit your site diagram.**

Look at the design you created earlier. Using the code summary and your measurements, identify where buildings can go and where roads and paths can be built or improved.

4. **Make changes to your design.**

Remember, real design teams often must make changes based on rules, safety, and what is possible on the site. For this project, you can:

- Change the slope of the ground.
- Demolish, reuse, or move existing buildings.
- Remove trees if needed.
- Add or improve roads and paths.

5. **Compare your designs.**

What changed from your original site diagram? What rules caused you to make those changes?

Keep your **Municipal and Building Code Summary** handy. You'll use these rules throughout the rest of the design process to make sure your plans follow the requirements.

Activity 3: Vision and Site Design

Melody: *"We've done our research, built our AEC team, studied the site, and learned the rules. Now we can finally start the design process!*

"The first phase of the design process is called ***Conceptual Design.*** *This is where designers begin thinking about the big ideas, themes, and inspiration that will shape their project."*

"Inspiration can come from almost anywhere—nature, music, colors, people, cities and towns, history, the future, memories, dreams, or even other projects. Designers might start by looking closely at what already exists on the site."

"What colors, textures, and materials do you see that you might want to use? Are there buildings or structures nearby that you want your design to match or coordinate with? Or do you want to create something completely different?"

"Most importantly, think about who will use the site. What would inspire them? What do they need? How do you want them to feel when they are there?"

"Designers often begin by collecting images, colors, and words that represent their ideas. Then they create a short paragraph, usually about 3–5 sentences, called a Vision Statement. A ***Vision Statement*** *describes the theme and inspiration for a project. It helps guide the design team throughout the project and keeps everyone working toward the same goal."*

"Think of it like a wish or a goal for your project. It can also describe how you want the space to feel. Think about your home, school, camp, or one of your favorite places. What words would you use to describe how you feel when you're there?"

"Once designers have their Vision Statement, they start collecting images and other things that support their vision. Photos, materials, colors, words, and objects can all help communicate the idea. This collection is called a ***Vision Board.*** *It's a lot like a collage and helps designers share their ideas with their design team and clients...Now it is your turn to create a vision for our project!"*

Create Your Vision

1. **Form your design team.**

Break into groups of 3–4. Take a look at the **Site Photos — Attachment 1.E** to explore the Hummingbird Hill site.

What do you notice? What stands out to you? Think about the colors, shapes, textures, buildings, trees, landscape, and other features you see. Does anything inspire an idea for your design?

2. **Think about your audience.**

Re-read the audience descriptions from the RFP. Think about the questions Melody asked above. What will the people using this site need? How do you want them to feel?

Write down your ideas and share them with your team.

3. **Find your theme.**

Look for similarities in your answers. Do you notice certain ideas, feelings, colors, or experiences coming up again and again? These can help you develop a theme for your design.

4. **Write your Vision Statement.**

As a team, write a short 3–5 sentence Vision Statement or draw 3-5 pictures that describes your theme, inspiration, and how you want people to feel when they experience your design.

5. **Build your Vision Board.**

Find images and items that support your Vision Statement and inspire your design. You can use:

- Photos
- Magazines
- Colors and materials
- Words or phrases
- Drawings or paintings
- Other objects or images that represent your ideas

Think about color, shape, size, texture, and feeling as you choose your images.

Create your Vision Board as a physical or digital collage, depending on what materials are available. Be sure to include your Vision Statement on your Vision Board.

Melody: *"Look at all these great ideas! Now it's time to do something that AEC professionals do throughout the design process: share their ideas and get feedback."*

"Architects, engineers, and other design professionals don't work alone. They regularly share their ideas with their teams, clients, and other experts. Getting feedback helps them see things they might have missed, answer questions, and make their designs even stronger."

"It's also important to remember that feedback isn't about deciding whether an idea is good or bad. It's about asking questions and looking at the design from different perspectives. Sometimes a question or

suggestion can help a design team discover an idea they hadn't thought of before!"

"Let's take a look at each team's Vision Statement and Vision Board. As you listen, think like a member of the design team.

- ☐ *Does the vision make sense?*
- ☐ *Does it fit the site and the people who will use it?*
- ☐ *Does the Vision Board help bring the Vision Statement to life?"*

Share and Get Feedback

1. **Present your vision.**

Each team will briefly share its Vision Statement and Vision Board with the group.

2. **Ask questions.**

After each presentation, ask questions to better understand the team's ideas.

3. **Give constructive feedback.**

Think about:

- Is the vision clear?
- Is it complete?
- Is it appropriate for the site?
- Does the Vision Board support the Vision Statement?
- Does the vision reflect the audience and the location?
- Is there anything the team could add or change?

4. **Use the feedback.**

Talk with your team about the feedback you received. Are there any ideas you want to add or changes you want to make before moving forward?

Melody: *"Now it's time to put our inspiration into action! We've developed our vision, studied the site, and learned about the project requirements. Now we need to bring all of that information together into a design."*

Activity 4: Building Design and Modeling

Now it's time to start designing our buildings. We've got great inspiration, we know the rules and understand our site. Now we'll bring our ideas to life.

Sketching your building

Let's think about what our building would look like if we were standing in front of it.

- Where do we enter, where are the windows?
- How big is it, what shape is it?
- What is it made out of?
- How does it fit within the landscape?
- What is the view you want to see from inside your building?

Start to draw what you see in your mind, you can use any tool you want, pencils, markers, paints, pens, even a collage.

If your troop has access to digital design programs, feel free to use them. Your troop may use AI to generate images but please provide the language and images used for the AI prompt and show a sequence of images from the first attempt to the final image.

Take time to share and discuss your drawings with your team. Remember, feedback and revisions are a part of the design process.

Architects don't just draw what a building looks like from the outside. They think about how people will use the space, where everything needs to go on the inside, and how the space will function.

Create your interior

Now that you have an idea of what your building will look like from the outside, let's start to sketch the inside. An interior sketch will help you determine what spaces need to be next to each other, where doors and windows are, and how the space will function.

- What does it feel like to walk through the space?
- What do you see?
- Think about your bedroom at home.
    - What is next to the bed?
    - Where are the doors and windows.

Think of this as a map of your space, like were looking down at a building without the roof.

Let's start with the basics of what needs to be in the building:

- [ ] Sleeping area
- [ ] Entry (doors)
- [ ] Desks
- [ ] Storage
- [ ] Views and Light (windows)

This doesn't have to be a perfect drawing, it can be a diagram – it's more important to think about what needs to be in the space.

- What is next to each other?
- What needs the most space?
- What do you want to see when you are in the space?

[See the sample floor plan (ATTACHMENT 2)]

Present your sketches and get feedback

- Are you missing anything from the program requirements?
- What did you add and why?
- Revise/refine drawings

SCALE DRAWINGS

"Now it's time to take our ideas and sketches into reality. But how do we fit a whole building onto a single sheet of paper?"

*"AEC professionals use something called a **scale drawing.** A scale drawing is a smaller version of something that exists—or will exist—in real life. Everything is made smaller by the same amount, so the drawing keeps the correct proportions.*

*"For example, imagine a wall that is 12 feet long. If our scale is **1 inch = 1 foot,** we would draw that wall 12 inches long. Every inch on our drawing represents one foot in the real world."*

"Architects and engineers use scale drawings because they help everyone understand how a project will fit together before anything is built.

- ***Architects** use scale drawings to design buildings and spaces.*
- ***Engineers** use them to plan how things will work and fit together.*
- ***Construction professionals** use them to understand how to build the project correctly.*

Scale drawings help the entire design and construction team work from the same plan. Now let's see how we can use a scale drawing to turn our vision into a real design!"

Practice Drawing to Scale

Let's practice using a scale before we apply it to our camp design! You'll need a tape measure, a piece of paper, a pencil and a ruler.

Step 1: Choose your scale

For this activity, we'll use:

1 foot = 1 inch

This means every 1 foot you measure, will equal one inch on your drawing.

Step 2: Measure a real space

Using a ruler or tape measure, measure a small room or space where you are meeting.

Record the length and width of the room in FEET (you can round to the nearest foot).

Step 3: Convert your measurements

Use 1 Foot = 1 Inch Scale to turn your real-world measurements into drawing measurements.

For example, if your room is:

- **10 feet long** → draw it **10 inches long**
- **8 feet wide** → draw it **8 inches wide**

Step 4: Draw your space

Use a ruler to draw your room to scale.

For our example, you would draw a rectangle that is:

- **10 inches long**
- **8 inches wide**

You now have a **scale drawing** of the room!

Step 5: Label your drawing

Since your drawing is in INCHES, you'll want to flip the scale to reflect what you've drawn. Add the following information to your drawing:

- **Room size:** 10 ft × 8 ft
- **Scale:** 1 inch = 1 foot

Challenge: How would your drawing change if you used a different scale? What if 1 inch represented 2 feet instead?

Scale Drawing and Modeling

Melody: *"You've practiced drawing to scale, so now you're ready for the real challenge! Let's take everything we've learned and use it to design our campsite to scale."*

"First, let's go back to our SITE DIAGRAMS. Look at your BUILDABLE AREAS. These are the areas we'll put our buildings, so this is what we will use to start to design our building"

Create Your Scaled Buildable Area

1. **Review the Area of Work and Buildable areas**

In Activity 2, you identified Buildable Areas. Select one to place your building. Select the area that most closely aligns with your building sketch. Are there trees, views or other geographic features you want to integrate into your building design?

2. **Check the scale.**

The scale for your buildable area is:

1 inch = 20 feet

3. **Measure the Buildable Area.**

Using the scale like a ruler, measure the width and depth of the area you identified on your site plan for the building. It might be easiest to use a rectangle and create a boundary of the area.

4. **Draw your Buildable Area at ½" = 1' scale**

You'll need a large piece of paper, a ruler, and a pencil for this exercise

First, you'll need to convert your scale to 1/2 inch = 1 foot. For example, if your buildable area measured 50' x 60' at 1"=20', your new drawing will measure 25"x30"

50 x ½ = 25 or 50÷2 = 25

60 x ½ = 30 or 60÷2 = 30

Using your ruler draw the Buildable Area boundaries on your large sheet of paper. Be sure to add your measurements to the drawing and list the drawing scale.

5. **Sketch Your Building Footprint**

Based on your exterior sketch and interior diagrams, create your building footprint. Use the Building Requirements from the Municipal and Building Code to help determine the square footage for your building.

- How many people will be sleeping in your building?
- Will they have single beds or bunk beds?
  - Square footage required per person with single beds: 30 square feet
  - Square footage required per person with bunk beds: 20 square feet
- How much space do I need for other activities in my building?
  - Gathering space per person: 15 square feet
- Maximum square footage: 1,000 square feet

Example:

1. My cabin is going to sleep 4 people in single beds:
   - 4 people x 30 square feet = 120 square feet required for single beds
   - 4 people x 15 square feet = 60 square feet required for gathering
   - 120 + 60 = 180 square feet

My Building will be 10 feet long x 18 feet wide = 180 square feet

2. My cabin is going to sleep 4 people in bunk beds:
   - 4 people x 20 square feet = 80 square feet required for bunk beds
   - 4 people x 15 square feet = 60 square feet required for gathering
   - 80 + 60 = 140 square feet

My Building will be 12 feet long x 12 feet wide = 144 square feet

Remember! Requirements are a MINIMUM, your building can always be larger as long as it doesn't exceed the maximum square footage allowed (1,000 square feet)

6. **Place Site Features into your Buildable Area**

Use the sample assets included on **Attachment 1.D: Site Plan** to help design your site. You may also include other features you choose to create:

- Paths
- Roads
- Trees
- Fire rings

Use the scale to determine the correct size and spacing of each feature.

Remember: A scale drawing is a plan for the real world. Every measurement and placement matters!

Scale Building and Modeling

Melody: *"We've created our scaled buildable area and know our building's footprint. It's time to bring everything into reality with scaled building drawings. Including the building shape, height, rooms, walls, windows, doors and furniture."*

"Just like we did with our buildable area and site we can use scale to make sure everything fits together. Once we have our drawings, we can even turn them into a 3D model!"

Part 1: Draw Your Scale Floor Plan

A **Floor Plan** is what you think of when you think of an architectural drawing. It is like looking directly down at a building from a hot air balloon with the roof removed. It illustrates where walls, rooms, windows and doors are placed in a building. You can also place furniture to better understand what fits in a space. All buildings have floors, exterior walls, rooms, roofs, doors and windows. If a space is small, it may not require interior walls. **See Attachment 2 to see a sample floor plan.**

Your building should fit within your buildable area. Remember buildings don't have to be perfectly square, you can use curves and angles. Always keep in mind how people will use the building as you decide what to include and where everything should go.

Use **Attachment 2 - Example Diagrams, Drawing and Scale Assets** and the building footprint to help create a scaled drawing of one of your buildings.

The sample floor plan assets include:

- 6" Deep Walls
- 3' Doors (minimum size)
- 2' Windows
- 3' Windows
- Standard Bed and Bunk Bed: 3' wide x 7' long
- Chairs: 1-6"' x 1-6"'
- Desks: 2' x 4'
- 1/2 inch = 1 foot scale
- 1/2 inch grid paper

How to Use Grid Paper: Each square on the grid paper represents 1 foot or 12 inches in real life. For example if your building area was 40 feet by 40 feet (160 square feet) you will use 40 squares up and across to give you a 40 foot by 40 foot scaled drawing of your Buildable Area.

Part 2: Draw Your Scale Elevations

An **Elevation** is similar to your original exterior sketches, but now you know the size and placement of your walls, windows and doors, and you can draw it to scale. An elevation is also how you show what color and materials your building is make out of. Walls should be a minimum of 8 feet high. You will need at least four elevations of your building, one from the front, one from the back, one from the left side and one from the right side.

See Attachment 2 - Example Diagrams, Drawing and Scale Assets

The sample cabin is 200 square feet and is drawn at ½" scale. The footprint is 10 feet wide by 20 feet long. The walls are 8 feet high with a pitched roof. The front and back of the cabin are on the 10-foot wall. The sides are on the 20-foot wall.

You can practice drawing this at ½" scale and compare your drawings to the example to see if you have drawn it correctly.

The sample elevation assets include:

- 3' x 7' Doors (minimum size)
- 2' x4' Windows
- 3' x 4' Windows
- 1/2 inch = 1 foot scale

Part 3: Turn Your Drawing into a Model

Now it's time to bring your drawing to life!

1. Use your scaled building drawings as a pattern. Transfer your measurements from your floor plans and elevations to your modeling materials. For example, if your walls are 20 feet long, by 10 feet high. Using ½ inch scale, you would draw a 10 inch by 5 inch rectangle on your modeling material.
2. Cut out your walls and floor
3. Draw or cut out your windows and doors on your walls.
4. Color or paint your walls to represent your chosen color and materials
5. Tape or glue your walls to your floor
6. Tape or glue the walls together at the corners
7. Make your roof. You can fold, glue, tape and trim your roof to illustrate your design vision.

As you build, pay attention to what you discover. You may notice things that weren't obvious in your drawing.

Ask your team:

- Does the model have enough structural support to stand on its own?
- Is the building bigger or smaller than you imagined?
- Does everything fit the way you expected?

- Did you discover a better way to design something?
- Do you want to add, remove, or move anything?
- Does the model still match your Vision Statement?

Part 4: Make Changes

Remember, real AEC professionals often discover new information or problems as they develop their designs. They make changes, test their ideas, and improve their plans.

Modify your model to make it work better and reflect any design changes your team wants to make.

Then go back to your drawings and update them to match your model.

Your updated drawings will help set the stage for your final design and proposal!

Activity 5: Design Competition Submittal (Optional)

Review the complete project submission details and requirements in ***Request for Proposals (Attachment 1).***

Melody: *"We made it! We built our design team, researched the site, learned the rules, created a vision, designed our campsite, and even built models to test our ideas.*

"Now it's time for the final step in the AEC design process: ***submitting our proposal.***

"When architects and engineers compete for a project, they don't just hand someone a drawing. They prepare a proposal that explains their ideas, shows how they met the project requirements, and demonstrates why their design is the best solution.

"Your team has been working toward this moment all along. Now it's time to put everything together into one final design package!"

Prepare Your Proposal

Work together to organize your team's final submission. Your proposal should include:

- [ ] **Project Team**
  - [ ] Project Team List
- [ ] **Project Vision**
  - [ ] Vision Statement
  - [ ] Vision Board
- [ ] **Project Description:** Describe your design by answering the following questions:
  - [ ] What are the key features of your design?
  - [ ] How do those features support your Vision Statement?
  - [ ] How does your design meet the requirements in the RFP?
- [ ] **Scale Drawings**

Include your final drawings. Each drawing should have:

- [ ] A title

- [ ] A scale
- [ ] Overall dimensions

*Site and floor plans should also include a north arrow.

Your submission should include:

- [ ] Site Plan
- [ ] Floor Plan(s)
- [ ] Building Elevation(s)
- [ ] **Optional Design Materials:** You may also include items that help communicate your vision, such as:
  - [ ] Building or site model (physical or digital)
  - [ ] Freehand drawings
  - [ ] Paintings
  - [ ] Photographs
  - [ ] Sculpture
  - [ ] Music
  - [ ] Video
  - [ ] Other
- [ ] **Final Design Review:** Before submitting your proposal, review the RFP one last time.

Ask yourselves:

- [ ] Did we include all of the required buildings and site improvements?
- [ ] Does our design follow the Municipal and Building Code requirements?
- [ ] Does our design reflect our Vision Statement and Vision Board?
- [ ] Are our scale drawings complete and clearly labeled?
- [ ] Have we explained how our design meets the needs of the campers and staff?

Make any final updates before submitting your proposal. Click here to submit your request for the Camp Creators patch and/or your Meadow Mountain Campsite redesign.