WELCOME HOME!

Camp Shenandoah
2020 Resident Camp
Leader’s Guide

The camp and staff with a 2019 rating of 4.3 stars!
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## FORMS AND RESOURCES

- Summer Resident Camp Reservation Form
- Troop Pre-camp Swim Classification Record
- Youth Leaving Camp Carly Release Form
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- Medical (Rx) Responsibility Form
- Table Waiter Schedule
- Provisional Camper Form
- Campership Application
- Campsite Inspection Sheet
- Honor Troop Qualifications
- What to Pack for Camp
- How to Register and Use Tentaroo
- Map of Camp Shenandoah
- Interactive Map of Camp Shenandoah Region
Welcome Home to Camp Shenandoah Summer 2020!

Thank you for making Camp Shenandoah your 2020 summer experience destination! Our camp sits nestled in farmland, woodlands and pastures at the foothills of the Allegheny Mountains George Washington National Forest. Our private spring fed lake offers abundant opportunities for aquatics recreation, fishing and Merit Badge instruction.

We’re pleased you’ll be with us for Camp Shenandoah’s 70th Anniversary! In 1927, the council held its first summer camp near Natural Bridge, using the Roanoke Council’s Camp Powhatan. The next year, J.W. Fix laid out the second summer camp, called Camp Stonewall, at Blue Hole near Deerfield. The following year, Mr. Fix laid out another camp along Buffalo Creek near Lexington. In 1930, the camp was moved to Island Ford on the Shenandoah River near McGaheysville. The Island Ford camp was named Camp Shenandoah and used for 20 years under the leadership of Mr. Fix. Land was purchased in 1949 for a permanent Council Scout Camp in Swoope, just west of Staunton. S. Dexter Forbes headed the fundraising drive for the purchase of this new camp, our current-day property, which has been in service since 1950. Camp Shenandoah’s acreage now totals 456 acres.

Proud of our past and always looking ahead, we’re enthused to share updates for 2020! First, we’re constructing a changing station near Aquatics. The Morrison camp site is being repurposed to become our first “Hammock or Bring Your Own Tent” site! We’ve replaced all Shower House lighting with efficient LED and added solar lighting on the outside of the building. Less glamorous but just as important, several tons of rock and gravel have been added to improve roads and mitigate runoff into Hope Lake. Yes, we’ve been very busy preparing Camp Shenandoah for your arrival!

This year marks the 93rd year of summer camping in our council. During the past seasons, thousands of Scouts have passed through these camp gates, carrying part of the Scouting spirit along with them into their daily lives.

A Nationally Accredited Camp

Camp Shenandoah is certified each summer as part of the National Camp Accreditation Program. This means that the camp has met strict guidelines in health, safety, and programming. We are prepared for emergencies and understand that Scouts and Scouters are trusted in our care.

Activities

To us, program is more than merit badge classes. It is also specialty programs and camp-wide games. It’s about FUN! It includes flag ceremonies and campfires. It’s the songs and the cheers. We believe that program and activities are everything you experience; from the time you step out of your vehicle until we wave goodbye and safe travels. New Scouts BSA will enjoy our Timber Mountain program, while your older Scouts will be challenged with action archery, chalk ball and our Leadership program. Off-site white water, caving and an indoor bouldering wall all are part of the Shenandoah Olympics. We know that every Troop is different and approaches merit badges in its own way. We have developed a wide variety of activities and look forward to helping you plan the program that is best for you.

Our Staff

Our staff hiring and training is a 10-month process, starting shortly after closing the previous year. We hire the best candidates for each position and complete an 8-day training program before we see any Scouts! Our Area Directors train for 14-days and most have attended National Camp School. We believe our staff will be enthusiastic, friendly and competent. Many have served on staff for over 5 seasons. If your troop has any Scouts or Scouters interested in summer-long positions, invite them to www.CampShenandoah.org for information and an application.

Yours in Scouting,

Joshua Holsinger, Camp Director
Alex Maneval, Program Director
Our New "Virginia Headwaters Council" Name

In November 2019, our Executive Board voted overwhelmingly to rename our Council. We passed a motion—championed by youth and symbolically seconded by our Order of the Arrow Youth Representative—to change our council name to the "Virginia Headwaters Council."

Underlying all this is an effort to get our local youth outdoors. More and more, we need to empower our youth to get outside and play. In so doing, they learn through adventure. Scouting’s program is rooted in the wild. Nature is our classroom.

We need to strengthen our connection to the wild. Our council is well-positioned to do so because we live in an awesome environment. Nature sings here. We’re very blessed.

Our local youth asked for a name well connected to our local nature. That new name had to meet the following criteria:

— Expresses our Local Story to Our Youth
— Inspirational to Our Youth
— Call to Action to Our Youth
— Unique to our Area and its Youth
— Absent of Material Distraction to Our Youth

In the end, we found a great name that met all these challenges.

Our "Virginia Headwaters Council" is home to the spring-waters of all 4 of the great rivers of Virginia and NE West Virginia that enter the sea directly out of Virginia. The James, York, Rappahannock, and Potomac Rivers all rise in our beloved council territory. No other place on earth is home to these headwaters.

Our youth spoke of exploring and protecting these headwaters. They want to discover, drink, fish, kayak, and protect our precious water. As stewards of nature and future servant leaders, that call to action makes us proud.

This change creates a local story we can all embrace. It creates a new opportunity for our local youth. It’s all about our youth... our local youth. Our Virginia Headwaters Council staff and volunteers continue to live and teach Scouting Values in service to our youth. Our Scout Oath and Law embody these timeless values. How we promote may need to change over time, but these values never change. They remain our bedrock.

This fits perfectly with the aims and mission of our Camp Shenandoah: an inspirational resource for youth and adults to learn about and play outdoors in the natural beauty to be discovered within our 456 natural acres.

Change doesn’t mean erasing history. Our council leadership remains very proud of our local heritage. We served our youth proudly under our old banner, which we’ll retire with reverence. We look forward to serving them proudly in the Virginia Headwaters Council.

Yours in Scouting,

Virginia Headwaters Council Key Three
CONTACT INFORMATION

VIRGINIA HEADWATERS (formerly Stonewall Jackson Area) COUNCIL - CAMP INFO & REGISTRATION ASSISTANCE
Service Center Weekdays 9AM – 5PM. Phone: (540) 943-6675

COUNCIL ASSISTANCE – PROGRAM & CAMPING DIRECTOR
Scott Lancey
Email: scott.lancey@scouting.org (preferred contact method)
Phone: (540) 943-6675

CAMP SHENANDOAH – SUMMER CAMP DIRECTOR
Josh Holsinger
Email: campshendirector@gmail.com

CAMP SHENANDOAH – SUMMER CAMP PROGRAM DIRECTOR
Alex Maneval
Email: alexander.r.maneval@gmail.com

CAMP SHENANDOAH INFORMATION
Phone: (540) 886-7513 (during camp only)
Physical Address: 222 Boy Scout Lane, Swoope, VA 24479
Mailing Address: Your scouts may receive mail during summer camp addressed as follows:
   Camp Shenandoah
   “Scout’s Name”, Unit #
   222 Boy Scout Lane
   Swoope, VA 2447

CAMP SHENANDOAH – TENTAROO REGISTRATION TUTORIALS: https://users.tentaroo.com/

CAMP DATES

| Scouts BSA Week 1: June 21 - June 27 | Webelos Week: July 12 - July 18 |
| Scouts BSA Week 2: June 28 - July 4   | Scouts BSA Week 4: July 19 - July 25 |
| Scouts BSA Week 3: July 5 - July 11   | Scouts BSA Week 5: July 26 - August 1 |

CAMP FEES

<table>
<thead>
<tr>
<th>TRADITIONAL SCOUT BSA WEEKS</th>
<th>Early: Before 5/1</th>
<th>Regular: After 5/1</th>
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<tbody>
<tr>
<td>Youth - In Council</td>
<td>305.00</td>
<td>330.00</td>
</tr>
<tr>
<td>Youth - Out of Council</td>
<td>325.00</td>
<td>350.00</td>
</tr>
<tr>
<td>Provisional Youth</td>
<td>280.00</td>
<td>295.00</td>
</tr>
<tr>
<td>Provisional Youth - Additional Week Camping</td>
<td>255.00</td>
<td>270.00</td>
</tr>
<tr>
<td>Adults</td>
<td>110.00</td>
<td>110.00</td>
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RESERVATION DEposITS

Camp Sites are assigned based upon anticipated size of the troop and when an initial deposit is received. To reserve a campsite, the troop must register online or send a Reservation Form. A $100 deposit is required to confirm registration. Please note that if a unit is bringing less participants than initially preregistered that they may be assigned to share a campsite. Provisional campers do not need to request a campsite.

OFF SITE ADVENTURE FEES

<table>
<thead>
<tr>
<th>Activity</th>
<th>Fee</th>
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<tbody>
<tr>
<td>Climbing Merit Badge (Fri)</td>
<td>35.00</td>
</tr>
<tr>
<td>Caving (Fri)</td>
<td>35.00</td>
</tr>
<tr>
<td>Quail Ridge Challenge</td>
<td>50.00</td>
</tr>
<tr>
<td>Whitewater</td>
<td>25.00</td>
</tr>
</tbody>
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Please note: Off Site Adventure Fees listed above are in addition to registration fees.

CAMP FEE NOTES

- There are no program fees for on-site Merit Badges at Camp Shenandoah.
- To adjust attendance and sign up for activities, use the Tentaroo registration site address sent to your unit leader.
- Be sure to Checkout whenever you make additions or changes in Tentaroo. At Checkout, you can pay fees and receive an instant email confirmation.
- Late fees will be waived for Scouts who have just crossed over into the unit. Just let us know!
- Tentaroo offers helpful FAQs and tutorials to assist you in selecting Merit Badges and activities. Visit [https://users.tentaroo.com/](https://users.tentaroo.com/) or call Scott Lancey at (540) 943-6675.
- Off Site Adventure fees may be paid at check-in on Sunday.

CAMP FEE SCHEDULE

- Registration is open as of October 5, 2019.
- Online registration for Merit Badges and program activities begins March 2, 2020.
- Early bird ends May 1, 2020. Early bird rate applies to Scouts paid in FULL by May 1, 2020. If you pay half by May 1, 2020 and half after the full base rate will apply.
- Regular rate is effective after May 1, 2020 and until registration closes for the selected week.
- As you pay fees, you can always generate an invoice for your files. This is helpful as your committee will have an immediate record of both payments and any remaining balances. In Tentaroo, immediately below Financial Summary you’ll see Registration. Click Reports, then select Invoice, PDF form in the dropdown box.
EARLY / BASE / LATE FEES EXPLAINED

The different rates are based upon when a Scout’s fees are paid in full. Tentaroo will calculate fees based upon when you register. Early Bird fees are assessed for full payments made by May 1, 2020. Regular fees apply for fees submitted after May 1, 2020. Please remember that nothing is finalized until you check out of the shopping cart (just like online shopping). Check out is required for every event registration even if there is no payment needed.

REFUNDS

Units may reduce numbers without penalty until 5/1/2020.

After 5/1/2020, camper fees will only be refunded in case of documented illness or injury prohibiting attendance, written requirement to attend summer school, military transfer/deployment or death of an immediate family member. Email refund requests to director@campshenandoah.org. These refunds will be calculated at 75% of fees paid and refunded after August 15, 2020.

Fees paid for a no show Scout at check-in can be transferred to any remaining balance owed by the troop.

We are unable to issue a refund for Scouts who decide they no longer want to attend camp or be involved in Scouting.

CAMPERSHIPS

Virginia Headwaters Council has limited camperships available for Scouts registered in units within our council who need assistance in paying their camp fees at Camp Shenandoah. Scholarship funds are limited to those who are truly in need and are available as long as funds are available. Units are encouraged to participate in council fundraising opportunities so that each scout can participate in Summer Camp. Applications for camperships should be submitted no later than 5/1/20 using the online form located at www.campshenandoah.org. Unit leaders will be notified of campership allotments by 5/30/20. Please note that camperships will be specific to the Scout, not the unit. Scholarships cannot be granted for Scouts to attend out-of-council camps.

PROVISIONAL CAMPERS

The provisional camper program allows Scouts to attend camp without his unit or to attend multiple weeks after the unit has attended. And, Camp Shenandoah offers a discount to a Scout who camps one week with their unit and addends an additional week(s) for a bigger discount!

PROVISIONAL CAMPERS: Overnight provisional campers are assigned with approval of a troop (male or female) for the week and is supervised by the troop’s Scoutmaster and at least one additional adult leader. Provisional Scouts should be of the maturity level that both parent(s) and Scoutmaster are confident that they can camp for a week without their unit.

Fee for a Provisional Scout not attending another week is $280 or $295 if registering after May 1, 2020.
HOW TO REGISTER PROVISIONAL SCOUTS

We recommend Provisional Scouts register by using the Provisional Camper Application available online at www.campshenandoah.org, Scouts BSA Resident Camp. The completed form is returned to the council with a $50 reservation fee. You may pay by check or securely over the phone by calling the Scout Service Center during regular business hours at 540-943-6675. We will set up your account in Tentaroo and you will receive login instructions by email. Once you log into Tentaroo, you can set up personal information and as of March 2, 2020, Merit Badges and program activities may be selected.

LEADERS

BSA National requires all leaders attending camp for more than 72 hours be registered leaders in the BSA with current Youth Protection Training (YPT). To verify this upon check in, please bring either a copy of the membership cards for your leaders OR a copy of your official recharter roster with the names of the leaders highlighted.

ROTATING / PARTIAL CAMP LEADERS

Consistent leadership throughout the full week of camp has proven to work best for the units and camp. When it is necessary, leaders may rotate in/out and share a single leader fee. We ask that rotating leadership sign in and out of the camp office when a leadership change occurs and that the camp wristband be passed to the incoming leader. Also, please be aware that extra camp patches and leader recognitions will not be available for multiple leaders sharing the same leader slot (rotating).

If the troop will have varying leaders not rotating in and out of camp in one adult position, the daily fee is $22.00.

VERY IMPORTANT – ALL LEADERS AT CAMP MUST HAVE PROOF OF CURRENT YPT.

ONLINE REGISTRATION INSTRUCTIONS

All summer camp registrations and payments will be made using our online registration system. Full directions with screen shots can be found on at https://users.tentaroo.com/

Note that the registration system is now fully mobile and can be done on any device. Please be sure when registering:

1. That you have added both YOUTH and ADULT names to fill the number of slots you reserved.
2. That you have selected classes for all youth (and adults if applicable).
3. That you Checkout as you add or change any fees.
4. That you remember items in your Cart are not confirmed until you Checkout.
ARRIVAL TIME

Units should plan to arrive at camp no earlier than 1:00 PM and no later than 4:00 PM on Sunday. Please note, the camp gate will not be opened prior to 1:00 PM. If your unit cannot check-in during these times, please contact the camp office at least a week prior to the arrival date to make the arrangements. This will ensure that all the logistics surrounding a modified check-in can be organized prior to your arrival. Provisional Scouts may also check-in from 1:00 PM to 4:00 PM.

REQUIRED DOCUMENTS FOR CHECK IN FOR UNITS

1. A unit roster of summer camp participants (youth and adult). We recommend that you print your attending roster from the Reports section in Tentaroo.
2. OUT OF COUNCIL ONLY: Certification and claim forms for Troop Accident & Sickness Insurance. You likely received this at Recharter. Contact your council Registrar or Accounting Specialist for the 2020 form.
3. Any outstanding payments.
4. For each youth and adult leader:
   - The BSA Annual Health and Medical Record, completely filled out, signed by a physician and guardian and dated within 12 months. A copy is recommended.
   - A copy of the Family Insurance Card attached to the medical form.
   - Medical Responsibility Form available at www.campshenandoah.org.
   - Any program-specific permission forms (Permission to leave Camp, Climbing, Caving)

CHECK-IN

You've arrived when you turn onto Boy Scout Lane! Outside the entrance gate, you’ll warmly be greeted by staff and your Troop Guide for the week. Your troop will be led on a very brief walk to the welcome and registration tables. Vehicles will be directed to our parking field, while one vehicle and trailer may drive into the camp’s interior parking lot. The check-in procedure will include the following:

- Paperwork Check
- Registration fee confirmation and last minute revisions
- Medical Screening
- Swim Checks
- Camp Orientation and Tour

The check-in process may be changed in the event of inclement weather.
PRE CAMP SWIM CHECKS

Units may conduct swim tests prior to camp (following BSA guidelines listed on the form). Please ensure that the date the swim test was conducted is within 6 months of the starting date of your unit’s week at summer. Camp Shenandoah does require the exclusive use of our Unit Swim Classification Record, available at www.campshenandoah.org or direct download here. Please bring a copy of the form with the unit to camp. As per BSA NCAP standards, the Aquatics Director reserves the right to retest any scout for any reason, if the director is concerned for the safety of any

ANNUAL HEALTH AND MEDICAL RECORD

This is the area that causes the most issues at check in so please adhere to the policies listed below. WE CANNOT MAKE EXCEPTIONS to the health form requirements as it is a violation of National Camp Standards.

Annual Health and Medical Records completed and dated within the last 12 months are required for all campers and leaders who are on property during summer camp. Here are some very important points regarding the Health and Medical Records:

- In 2019, the BSA updated the Annual Health and Medical Record. For all campers on property for more than 72 hours, Sections A, B1, B2 and C need to be completed.
- Please understand that it is the responsibility of EACH PARENT to ensure that their Scout has the correct medical forms. It is not camp’s responsibility to track down the forms from Scout-masters or other adults. There is NO FILE OF HEALTH FORMS at camp or the council office from previous activities. A new form must be brought to camp either with the unit or the Scout.
- Rotating leaders on property less than 72 hours require form A and B1 and B2.
- The Annual Health and Medical Record is located at www.campshenandoah.org. This is THE ONLY FORM allowed. Sports and school physicals can not be accepted.
- The form is a fillable PDF. This is preferred over a handwritten form for legibility purposes.
- All information should be filled out COMPLETELY including immunization and emergency contact information.
- Certified and Licensed health-care providers recognized by the BSA to perform these exams include physicians (MD, DO), nurse practitioners, and physician’s assistants.
- Please only send COPIES (clean and easy to read) of your health form to camp.
- Do not mail, email or bring health forms to the council office prior to camp. All health forms should be brought to camp. They will be returned at check-out.
- Units can assist us by pre-checking all health forms to ensure they are accurate and complete and neatly organized in a binder alphabetically. It is easiest for us if the forms are NOT in page protectors.
- Health Forms that note prescription medications or have noted health issues should be separated out, as they will be checked in at a separate station.

PLEASE READ THIS!!!! If you do not have the complete and correct health forms you will not be permitted to check into camp.
HEALTH LODGE

The camp health lodge is staffed 24 hours a day by qualified health personnel who will handle all minor injuries, scrapes and bruises, etc... Any person requiring care outside of the scope of the health lodge will be referred to urgent care or the emergency room at Augusta Health in Fishersville, VA. For insurance purposes and for the health and safety of all participants, all accidents and illnesses, must be reported to the Health Lodge and recorded.

TRIPS TO THE HOSPITAL OR DOCTOR

It is the responsibility of the unit leadership to provide transportation for the unit member(s) requiring attention from a doctor or a hospital, unless the Health Officer determines that emergency transport is necessary. One adult leader from the unit, and one additional adult leader, will accompany the unit member requiring services and is asked to carry insurance forms for completion. He/she must obtain the Scout’s health and medical form from the Health Lodge before going to the doctor or hospital.

Parents or guardians will be notified by the Camp Director immediately of any serious illness or injury. If parents will not be at home while the Scout is at camp, have them advise the unit how they can be contacted. The Camp Medical officer must clear all cases requiring outside medical care. Please note Urgent Care centers in Staunton or Waynesboro are generally not open after 8:00 PM: treatment then should be obtained at the Emergency Department of Augusta Health in Fishersville, VA.

ACCIDENT AND SICKNESS INSURANCE

Each camper and leader should have a copy of his or her personal health/accident insurance card attached to their health form. The Boy Scouts of America - Council Accident and Sickness Insurance Plan provides secondary coverage for registered Scouts. Virginia Headwaters Council provides insurance for all units registered in the council.

NOTE: Out of Council units will be required to show “proof of unit insurance” at check-in.

MEDICATIONS

Prior to arrival at camp, units should fill out the Medical Responsibility Form for each unit member taking medication. Use one form/sheet for each camper. The medication, dosage, and dosage schedule should be recorded. Each unit should be prepared to show these forms at check-in to the Camp Health Officer, and then keep them updated throughout the unit’s week at camp. We will ask that you leave these completed forms at camp when you depart. We will maintain them safely in the permanent camp medical files.

Prescription medication should be in the original container with the medication name, strength, dose and frequency marked on the container. Any Over the Counter Medications brought with camper(s) should be labeled clearly and listed on the BSA Health Forms. Any medications that can be dispensed, such as Motrin, Benadryl, should be listed or included. Aspirin will not be given to campers under 18 years old. Aspirin will only be given, if risk for stroke or heart attack, per medical dispatch.

Generally, all medication will be dispensed in the unit area by a responsible adult leader. Medication should be kept in a locked box issued by the camp. Medication requiring refrigeration or injection can securely be kept in the Health Lodge. This medication may be dispensed by the Camp Health Officer or the unit leader. It remains the responsibility of the unit leader to assure that the Scout is present at the appropriate times for medication. Be sure to properly fill out the Health Form regarding medications and make sure to check the yes/no boxes regarding the administration of over the counter medicine.
Important Note: If the BSA Medical Form indicates that an individual must have an inhaler, EpiPen® or similar medical device, the Health Officer must confirm that the individual has the required item(s) in their possession. If the items are not in possession of the camper or leader, they must either obtain the items indicated on the form or the individual will be required to leave camp.

HEALTH AND SANITATION

Living in a communal setting such as camp can promote the transmission of illnesses more readily than when at home. Therefore, we strongly recommend for every camper to:

- Wash hands regularly
- Not share towels
- Cover mouth and nose when sneezing
- Practice high standards of personal hygiene
- Visit the Health Lodge at first sign of illness

If someone is sick with nausea, vomiting, diarrhea, or fever prior to camp, please leave that person at home. Camp Admin and the health team reserve the right to send a participant to a local health care facility to get checked if they suspect a participant has a health concern that may affect the health and safety of the camp.

CAMP SECURITY

All attendees will be required to wear the wristband issued at check in. Staff are identified by a Field Uniform with a Camp Staff name tag and position patch or by a STAFF “Class B” shirt. All visitors to camp MUST report immediately to the camp office to sign in and receive a visitor’s wristband. Upon leaving camp, it is required that visitors sign out and turn in the wristband. NOTE: If a leader is coming to camp to relieve another leader, they must first sign in (and the other leader needs to sign out). Any person on camp property without a name badge or a wristband should be reported immediately to the camp office.

The buddy system should be used at all times. The buddy system is a safety measure for all Scouting activities. Buddies should know and be comfortable with each other. Self-selection with no more than two years age or significant differences in maturity should be strongly encouraged. When necessary, a buddy team may consist of three Scouts and is required for mixed gender buddies. No youth should be forced into or made to feel uncomfortable by a buddy assignment.

RESTRICTED AREAS

There are certain areas that are off-limits to all except staff. These include: The Ranger’s house and property, except for the fishing dock behind the house; the water towers; Andrew’s campsite/staff living area and latrine; the Maintenance area, except during Quartermaster hours or when participating in service projects; and all Program Areas except during program hours and approved activities.
CAMP EMERGENCY PLAN

All units will receive a Camp Emergency Procedures handout at the Sunday leaders’ meeting. (It is also located at [www.campshenandoah.org](http://www.campshenandoah.org)). Camp Management makes every reasonable effort to monitor weather conditions that may pose a threat to the health and safety of the camp. We utilize real-time lightning detection and boast more than one NWS trained SkyWarn spotter. Ultimately, leaders are responsible for the safety of their Scouts. Below are the highlights of the plan:

**CAMP SIREN:** In the event the camp emergency alert siren is heard, everyone is to immediately report to the Parade Field, lining up at your troop’s position on the field behind the SPL. The SPL and one leader then report to camp leadership at the flag poles when all youth and adults are present.

**FIRE DRILL:** The camp will conduct a siren fire drill on Sunday at approximately at 8:00PM. When hearing this drill, ensure your unit immediately reports to the Parade Field as specified above. The siren will continue until all units are accounted for.

**NOTE:** When the siren sounds, Staff are trained to muster at a different location! Do not follow or disturb them: report to your location on the Parade Field.

**SEVERE WEATHER / TORNADO WARNING:** The Camp Director closes all program areas. In the event of high winds or a Tornado Warning, campers will be advised to get to a low protected area or go inside the Dining Hall.

**LIGHTNING / THUNDERSTORMS:** When thunderstorms approach, the aquatics and shooting sports ranges will shut down and report to the Camp Office at which time all areas will secure their areas and report to their designated secure location. The camp office will also constantly monitor these conditions. These locations are:

- Ranges – Scott Nature & Conservation Center
- Scoutcraft – Handicraft Shelter
- Scott Nature & Conservation Center - Shelter in place
- Aquatics – Handicraft Shelter
- STEM – Shelter in place
- Handicraft – Shelter in place
- Timber Mountain Program – Dining Hall

If the severe weather occurs overnight, the unit leader will ensure that all members are awoken and travel to the correct location. If moving to the correct location is not possible, take shelter in the closest building possible. No one should remain in tents during severe weather due to the potential for falling trees. Under no circumstance should anyone lie down in a tent during a thunderstorm.

**EXTREME HEAT:** If the temperature reaches 90°+F activities will be slowed down and those engaged in strenuous activity will be monitored closely to deter dehydration. Slush Puppies, sport drinks, coffee or tea do NOT promote hydration! Campers will be expected to drink more water and staff is instructed to ensure everyone has a filled water bottle or canteen. Anyone who begins to experience dehydration: thirst, not drinking water, headache, muscle cramps, not urinating or dark yellow flow is to report to the Health Lodge at once.
ENCOUNTERS WITH WILDLIFE: Camp Shenandoah is over 450 acres, largely mountain forest and wilderness with a large wildlife population. Please respect our wildlife and do not capture, touch, corner or harass any animals. In fact, there is a ban on capturing certain terrapins and spotted turtles in Virginia. Keep in mind that having food of any type in your tent or in your campsite is an invitation for animal guests.

If you encounter any wildlife, please slowly recede from their environment. Report any dangerous wildlife to the camp office or Ranger. If you are bitten by an animal, report to the health lodge. Black Widow spiders have been observed. Also, there are a variety of snakes on our property: this includes venomous Eastern Timber Rattlesnakes and Copperheads. If you observe a snake, report it to the camp office. Do not attempt to capture, relocate or kill any snake.

LOST CAMPER: Report lost camper to the camp office immediately. Camp staff will check the camper sign out sheet. The Camp Director will provide instruction and assistance. Camp staff will first check all the tents in the camper’s campsite AND his merit badge schedule. The camp staff will then, if necessary, enact the siren. Camp will assemble at Parade Field. Units will take attendance. The SPL will report to camp admin at the flag poles when all are present. If a lost camper has not assembled, the staff will be mobilized for a camp-wide search. All units must stay in place unless otherwise directed by the Camp Director.

LOST SWIMMER / BOATER: Aquatics staff will initiate lost swimmer / boater alert. Camp will assemble at the Parade Field, with the SPL reporting when all are present to camp admin at the flag poles. The Aquatics Search Team will initiate the search. If lost swimmer / boater has not assembled, the Camp administration will direct additional staff to the search. All units must stay in place until the camper is located or otherwise directed. The Aquatics Director takes the lead of the search, working closely with camp administration. The Health Officer responds to the aquatics area.

CAMP POLICIES

These general rules are for the safety of all campers:

- Troops must have two-deep leadership at all times while at camp. No exceptions!
- No fireworks of any kind are permitted on camp property.
- No flames, fires, or fuels of any kind are permitted inside tents.
- Throwing rocks is strictly forbidden.
- Personal firearms and bows are not permitted, leave them at home.
- All vehicles must be parked in the designated camp parking areas. Only authorized vehicles are allowed in campsites or on the roads.
- No alcoholic beverages or illegal substances are allowed on camp property.
- Smoking by adults is only allowed outside of the camp gate away from youth campers.
- Shoes must be worn at all times at camp. Shoes must not be open at the toe or sides.
- Sheath Knives – Camp policy prohibits the possession of sheath knives.
- No LASER (pens/pointers) of any kind are permitted in camp. Leave them at home!
- All guests are required to immediately check-in at the Camp Office.
- Refer to the Boy Scouts of America Guide to Safe Scouting for additional policies.
DAMAGES TO EQUIPMENT

Normal usage and wear will result in some breakage of equipment; however, the cost of malicious damage or breakage due to horseplay will be charged to the unit. These fees must be paid before leaving. Each campsite will be inspected upon check-in with the unit leaders. All imperfections to equipment will be noted on the check-in forms. Upon check out, the same sheets will be used for check out. If you notice damaged camp property, please inform your unit guide so the damage can be evaluated and dealt with promptly.

If intentional damage has been done the unit will be charged the following:

- **Cot Replacement**: $75.00
- **Rips and Tears to Tents**: $15.00 per inch
- **Damage to Tent Platform**: Up to $125.00
- **Damage to Tent Frame**: $25.00 per pole
- **Tent Replacement**: $500.00
- **Other Damages**: Amount determined by Ranger and Camp Director

FOOD IN CAMPSITES

Raccoons, skunks, mice and other wildlife are found on camp property. To keep nighttime visitations to a minimum, follow these guidelines:

- Do not eat, drink, or store any foods in tents.
- Keep your campsite clean! All trash should be removed from your campsite in the evenings and brought to the dumpsters near the Maintenance area. We will do a trash run on Thursday evening.
- Secure all food and drinks in a secure location such as troop trailer, coolers that are strapped shut or 5-gallon buckets with screw on lids.

GOLF CARTS

Golf Carts are not permitted in camp. However, the camp will consider allowing individuals with unique challenges, the opportunity to bring a golf cart. This requires advance permission and the owner and operator must sign a waiver, provide evidence of insurance coverage and agree to operate under camp rules.

LIQUID FUELS

The use of liquid fuel stoves and lanterns in a campsite is permitted under the supervision of an adult leader. Under no circumstances are liquid fuels or lanterns allowed in tents. Bulk containers of fuel and unattached propane tanks must be stored in the maintenance area. An approved spun aluminum fuel bottle is not considered to be a bulk container.
PETS

Pets are not allowed in camp at any time except those aiding the disabled. The only exception is for a trained service dog. Please inform camp prior to arrival if an individual is using a guide or service animal. Please make sure to inform your Friday night visitors about this no pet policy.

POWER GENERATORS & CPAP MACHINES

Power generators are not allowed in the campsites at Camp Shenandoah.

If you have a camper or adult leader with a special need, including the use of a CPAP machine, please contact Director@CampShenandoah.org and we will do our best to accommodate. There are no electrical outlets in campsites. Many CPAP campers use a battery powered machine. There are a limited number of outlets for daytime recharging at the Maintenance Building behind the Dining Hall. Please ask to speak with our Ranger if someone will need a daytime charging outlet.

SPEED LIMIT AND DRIVING NEAR CAMP

Boy Scout Lane is undergoing improvements in 2020. The road traverses farmland and horse crossings and is curvy. For the safety of our neighbors, guests and abundant wildlife, do not speed on Boy Scout Lane and the adjoining roads that are hilly and narrow.

UNIFORMS

Uniform standards at camp are as follows:

- During the day and most nights after dinner, the activity uniform (aka. Class B) is appropriate.
- Uniform for dinner, campfires, chapel and OA activities is full field uniform (aka Class A).
- Footwear: Closed toe shoes must be worn at all times at camp.
- Swimming Attire Policy: Swimsuits should be comfortable, functional and modest. For males, swim trunks or board shorts are appropriate. Tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed. For females, bikinis are not allowed. Modest tankinis or one piece swimsuits are appropriate.

VEHICLES AND TRAILERS

No riding is permitted in the backs of trucks, trailers, or cargo areas of cars. Passengers may ride in designated seats with seat belts only.

Trailers may be parked in campsites in the designated areas. Trailers must be disconnected from the tow vehicle and the tow vehicle must return to the camp parking lot. Trailer wheels must be chocked and the tongue must be secured on a block or stand such that the trailer is safe, secure and does not block roads or trails.

NO VEHICLES ARE TO BE LEFT IN CAMPSITES – No Exceptions!!!
TRADING POST

The Trading Post is a natural gathering area at camp! With a front porch with tables, chairs and a charging station, it’s a great place to socialize and take in camp life. Inside, you’ll discover Merit Badge books, t- shirts, hats, hoodies, belts, equipment, handicrafts, toiletries, gift items, knives, Camp Shenandoah souvenir items, and much more. Water, soft drinks, Slush Puppies and snacks are always popular, too. We have most everything you and your Scouts need for a fun and successful week of summer camp. If you have a special request, we likely can fill it within 24 hours.

On average, our guests spend around $50 during their week with us. The Trading Post accepts cash, checks, debit/credit cards.

LOST AND FOUND

Prior to coming to camp, Scouts should be encouraged to clearly mark all personal items with their name and troop number. Scouts are also encouraged to leave valuable, sentimental or hard to replace items at home. A lost and found box is located in the Camp Office. We ask that when things are found they are brought to the lost and found box. After camp has ended, all lost and found items will be brought to the council Service Center.

WI-FI AND CELL SERVICE

There is intermittent wireless and voice phone coverage at Camp Shenandoah. Data service depends on the provider. We provide wi-fi connectivity within certain areas of base camp: inside parking lot up to the Dining Hall and the Trading Post. The camp Commissioner will provide adults with a password, which is required for access and for adult use only. We request leaders only turn on wi-fi when needed and not stream or otherwise use video (our bandwidth is limited).

NOTE: We have noticed an increasing challenge with youth and cell phones becoming a disruption in classes and an impediment to youth interaction during activity and social times. For this reason we ask units to collect and secure cell phones in the campsite during the day.

ICE SERVICE

Bags of ice are for sale in the Trading Post during operating hours. Each unit will receive ice along with food items for Thursday evening patrol cooking in their campsite.

PARENTS / VISITORS AT CAMP

Parents often remark at how much their son has grown during his week away from home! Camp provides an excellent opportunity for Scouts to mature in a safe environment. For these reasons, we ask that you only visit during the following hours:

- Sunday between 12:30-5:00 p.m. (Camp Check In)
- Friday 7:00 p.m. (for Family & Friends Dinner and campfire)
- Saturday 8:00-10:00 AM (Camp Check Out)

ALL VISITORS must sign in and out of the Camp Office. We require each visitor to wear a security wristband.
YOUTH PROTECTION GUIDELINES

Scouting’s Barriers to Abuse

The BSA has adopted the following policies for the safety and well-being of its members. These policies primarily protect youth members; however, they also serve to protect adult leaders. All parents and caregivers should understand that our leaders are to abide by these safeguards. Parents and youth are strongly encouraged to use these safeguards outside the Scouting program. Registered leaders must follow these guidelines with all Scouting youth outside of Scouting activities.

Adult Supervision

Two registered adult leaders 21 years of age or over are required at all Scouting activities, including meetings. There must be a registered female adult leader over 21 in every unit serving females. A registered female adult leader over 21 must be present for any activity involving female youth. Notwithstanding the minimum leader requirements, age and program appropriate supervision must always be provided.

All adults accompanying a Scouting unit who are present at the activity for 72 total hours or more must be registered as leaders. The 72 hours need not be consecutive.

One-on-one contact between adult leaders and youth members is prohibited. In situations requiring a personal conference, the meeting is to be conducted with the knowledge and in view of other adults and/or youth.

Adult leaders and youth members share the responsibility for the safety of all participants in the program, including adherence to Youth Protection and health and safety policies.

Adult leaders are responsible for monitoring behavior and intervening when necessary.

All leaders are required to adhere to the Scouter Code of Conduct.

Reporting Requirements

Adult leaders and youth members have a responsibility to recognize, respond to, and report Youth Protection violations and abuse immediately to the Camp Director.

Scouts BSA

Our facilities are prepared to welcome female troops, having secure individual entrances for youth and adult, male and female at the shower house.

We recognize there are linked troops and independent troops. Linked troops are a male and a female troop chartered through the same organization. While each linked troop has its own Scoutmaster, they may share other unit leadership. When requested, Camp Shenandoah will attempt to place linked troops at separate pods in a large campsite. At Camp Shenandoah, a pod is a small group of five tents within the larger campsite. While we cannot guarantee your preferences will be able to be accommodated, especially on our busier weeks of camp, we will do our best to make sure they are taken into consideration when final site assignments are made.

Keep in mind that the camp’s use of the buddy system means that a minimum of two Scouts should travel together around camp. If this includes a Scout of the opposite gender, there must be at least three Scouts traveling together.

All programs and activities will be open to all Scouts attending camp, regardless of gender.

Reminder: please be sure to let us know if your unit is a female troop, either on our 2020 Reservation Form or when you self-register in Tentaroo.
**ASSIGNED SEATING:** Troops are assigned seating during the Dining Hall orientation on Sunday. Units are dismissed from the flag ceremony on the Parade Field immediately before all meals (except Thursday dinner). Please note that units are assigned a door of entry. Please line up at the correct door for all meals and wait until the door is opened by a staff member.

**DINING HALL SERVICE:** The Dining Hall serves modified family style meals from each door utilizing up to six serving lines to expedite service. Diners should not leave the dining hall until the entire dining hall is dismissed.

**MEAL PORTIONS:** The tray of food you receive is not necessarily considered the whole meal. Be sure your Scouts and adult leaders take some fruit and visit one of the two salad bars. The Dining Hall Steward will announce any seconds, so come back for more! If a Scout is still hungry, a leader should speak to one of the kitchen crew and they’ll offer a PB&J Uncrustable or similar food item. You’ll note our kitchen is extremely busy and we ask you to refrain from doing so until seconds have been announced. For a nutritious snack, you’ll find fresh fruit always available in the dining hall.

**DINING HALL CLEAN UP:** Each troop is expected to thoroughly clean their area after each meal. This includes throwing out all trash, wiping down tables, stacking chairs, sweeping the floor under and around tables.

**HAND WASHING:** To prevent camp illnesses, everyone should wash / sanitize their hands prior to each meal. Hand washing sinks and sanitizing stations are located at each entry door.

**SATURDAY MORNING BREAKFAST:** Breakfast on departure day (Saturday) is served “grab and go” continental style in the Dining Hall. Your troop may come and go at your own pace on Saturday morning.

**SPECIAL DIETARY CONCERNS:** If you have special dietary needs that cannot be met within the realm of the camp menu, you will need to bring appropriate substitutions with you. We find it is easier on the Scout and the kitchen staff if the dietary needs are significant, that complete, frozen meals be provided which can be microwaved. Please use our Individual Special Needs form. Campers who have special diets that require alternative food items must provide those food items to the kitchen as part of the Check-In process (these may include but are not limited to: Gluten Free, Dairy Free, Vegan, Vegetarian, Halal, and other religious or cultural food practices and restrictions). To accommodate a more prevalent allergy, our Dining Hall is peanut free.

**TROOP COOK NIGHT:** Thursday is Troop Cook Night where troops cook in their campsites (tin foil, hamburgers, potato salad, veggies and watermelon), all readied for you immediately after Thursday lunch. with all supplies provided by the camp. They DO NOT include plates, forks, cups, or any other utensils, just the food and tin foil! Troops should plan to bring seasonings and any additional items they might require for their campsite dinners.

**FRIDAY EVENING PICNIC DINNER:** Friday evening is Family and Friends night; a wonderful way to wrap up your awesome camping experience! In order to accommodate our large number of visitors, Camp Shenandoah goes picnic style on Friday evening with several options for you to choose. Troops frequently have family and friends bring a pot luck dinner to the camp site. In the mood for a pizza party? Domino’s Pizza in Staunton will deliver to the Dining Hall on Friday...just place your order and pay at the Trading Post by Thursday evening. And, we’ll tip the driver for you!

Our Dining Hall staff also prepares dinner to be enjoyed in the Dining Hall or elsewhere at camp. Your guests can join you by purchasing an $8 meal ticket in the Trading Post. We always suggest your guests bring a blanket or lawn chair so you can enjoy your meal in the natural surroundings of Camp Shenandoah!
PREPARATION FOR MERIT BADGES AND OTHER CLASSES

Scouts should come to camp with a familiarity of the subjects they will be learning about for the week. It is also important to be familiar with:

• Prerequisites
• Equipment needed to complete a merit badge

• Some merit badges are age specific. Younger Scouts should not enroll in merit badge sessions until they are academically and physically ready to succeed in completing them. Some examples are Lifesaving, Environmental Science, Shotgun, Water Sports, or the Citizenship merit badges.

Many merit badge pamphlets are available for purchase at the Trading Post but acquiring a book (and reading it!) prior to camp is always recommended. Scouts should bring a notebook or folder with paper and pens or pencils.

PREREQUISITES: Some merit badges have requirements that cannot be completed at camp. Each merit badge that is listed in the program guide identifies the prerequisite associated with the specific badge. The camp staff recommends that each merit badge that is selected by the Scout be reviewed and the prerequisite requirements be completed prior to arrival at camp. This will insure that the Scout leaves camp with as many completed merit badges as possible.

This Guide provides specific information regarding any prerequisites and any requirements that cannot be completed while at camp. Please review these conditions prior to registering a Scout for any of the more advanced Merit Badges.

CLASS SELECTIONS AND SCHEDULE Class Selection Opens March 2, 2020!

Units may enter as many “numbers” of youth and adults they are planning to bring at any time. However, because classes are not confirmed until fees are paid and you Checkout your “cart”, it is recommended that number of participants be added as the unit receives payment. In this way, those that pay the unit can select their classes right away.

New this year is the waiting list option in Tentaroo. If a class is full you may enter a Scout onto the waiting list, but you still should select a class for that session time. Generally, these will be the higher demand classes such as Swimming, First Aid, Rifle, Emergency Prep, Welding, etc. Class sizes will also be limited as to offer quality instruction.

BLOCK SCHEDULING

Merit Badge sessions are offered Monday through Thursday in eight block sessions.

Friday features in camp morning Merit Badges from Block 1 through Block 4. There also are off site half and all day Merit Badges: the schedule in this Guide and in Tentaroo will show times and locations for Friday badges and activities.
## PREPARATION FOR MERIT BADGES AND OTHER CLASSES

Troops should review requirements and determine what pre-camp preparations may be needed to complete the badge at camp. Listed below are the requirement(s) to be done before camp (written and signed notation of requirements completed before camp should be given to the appropriate Merit Badge counselor). If not available at camp, the Scout should complete:

<table>
<thead>
<tr>
<th>AQUATICS</th>
<th>Prerequisites</th>
<th>Cost</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Canoeing</td>
<td>Must take and pass BSA Swim Test; Bring shoes that can get wet (water shoes preferred)</td>
<td>$25</td>
<td></td>
</tr>
<tr>
<td>Kayaking</td>
<td>Must take and pass BSA Swim Test; Bring shoes that can get wet (water shoes preferred)</td>
<td></td>
<td></td>
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<tr>
<td>Lifesaving</td>
<td>Age 13+. Scouts must be at least 1st Class; Bring Clothes for Requirement 9; Must take and pass BSA Swim Test, 13+</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Motor Boating</td>
<td>Age 13+. Must take and pass BSA Swim Test; Bring water shoes.</td>
<td></td>
<td></td>
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<tr>
<td>Rowing</td>
<td>Must pass the BSA swim test and be classified as a swimmer.</td>
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</tr>
<tr>
<td>Swimming</td>
<td>Must take and pass BSA Swim Test</td>
<td></td>
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</tr>
<tr>
<td>Whitewater (Fri)</td>
<td>On Friday, Scouts will travel off-site to a river to complete the final requirements and test their skills on Class I, II, and III whitewater. Water shoes must be worn while working on this merit badge. A Scout must pass the BSA swim test and be classified as a Swimmer. In addition, the Scout must have completed the Canoeing merit badge prior to beginning the Whitewater badge. Only scouts working on the whitewater merit badge may take part in the Friday trip.</td>
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</table>

### HANDICRAFT
- Art (Requirement: 6)
- Basketry
- Fingerprinting (Fri)
- Indian Lore
- Leatherworking
- Music
- Wood Carving (All participants must have Totin Chip.)

### HEALTH & SAFETY
- Fire Safety (Fri)
- First Aid (Requirements 1, 5) (Scouts should have completed all first aid reqs for their rank requirements and bring a first aid kit that was prepared for their home.)
- Search & Rescue (Requirement 4)
- Weather

### LEADERSHIP
- Citizenship in the Nation (Requirements 2 and 3)
- Citizenship in the World (Requirements 4b & 7)
- Communications (Requirements #5 and #8)
- Scouting Heritage

### NATURE
- Animal Science (Fri) (13+. This badge is only recommended for older Scouts due to its dense content.)
- Bird Study
- Environmental Science (Requirement 3f)
- Forestry
- Geology
- Nature
- Plant Study
- Soil and Water
<table>
<thead>
<tr>
<th><strong>SCOUTCRAFT</strong></th>
<th><strong>Camping</strong></th>
<th>Requirements 4, 5, 7b, 8d, 9</th>
<th>The intent is for the Scout to either start or complete this badge at camp. It cannot be earned while at camp.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Caving (Fri)</strong></td>
<td>Not a Merit Badge</td>
<td>$35</td>
<td>14+. Bring 3 sources of light, long sleeve shirt, pants &amp; shoes that can get wet &amp; dirty.</td>
</tr>
<tr>
<td><strong>Climbing (Fri)</strong></td>
<td>Requirement 6</td>
<td>$35</td>
<td>13+. Must be able to hold your own weight. Parental release required.</td>
</tr>
<tr>
<td><strong>Cooking</strong></td>
<td>Requirement 6</td>
<td>Recommend Requirement 4 be planned or completed at home.</td>
<td></td>
</tr>
<tr>
<td><strong>Emergency Preparedness</strong></td>
<td>Requirements 1, 2c, 6c, 8b, 9a</td>
<td>Must have First Aid Merit Badge. Due to extensive pre-requisites, this session is recommended for 14+ years old Scouts.</td>
<td></td>
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<tr>
<td><strong>Geocaching</strong></td>
<td>Requirements 7 &amp; 8</td>
<td>Bring a baseplate compass and topo map of your hometown or area.</td>
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<tr>
<td><strong>Orienteering</strong></td>
<td>Requirements 7a, 7b, 10</td>
<td>14+. Requires staying in a shelter you build on Thursday night, barring weather.</td>
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<tr>
<td><strong>Pioneering</strong></td>
<td></td>
<td>Review basic knots, lashings and splicing prior to camp.</td>
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<tr>
<td><strong>Signs &amp; Signals</strong></td>
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<tr>
<td><strong>Exploration/Wilderness Survival</strong></td>
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</table>

<table>
<thead>
<tr>
<th><strong>SHOOTING SPORTS</strong></th>
<th><strong>Archery</strong></th>
<th>Requirements 1, 2, 3</th>
<th>Read and bring Merit Badge book.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Rifle Shooting</strong></td>
<td></td>
<td>Read and bring Merit Badge Book.</td>
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<tr>
<td><strong>Shotgun</strong></td>
<td>13+. Must be strong enough to hold and shoot a 12- gauge shotgun. Must weigh a minimum of 125 pounds. Read and bring Merit Badge book.</td>
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<table>
<thead>
<tr>
<th><strong>SKILLED TRades</strong></th>
<th><strong>Automotive Maintenance</strong></th>
<th></th>
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</thead>
<tbody>
<tr>
<td><strong>Electricity</strong></td>
<td>Bring long sleeved shirt and long pants.</td>
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</tr>
<tr>
<td><strong>Welding</strong></td>
<td>Bring long sleeved shirt and long pants.</td>
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</tbody>
</table>

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<thead>
<tr>
<th><strong>STEM</strong></th>
<th><strong>Chemistry</strong></th>
<th></th>
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</thead>
<tbody>
<tr>
<td><strong>Chess (Fri)</strong></td>
<td></td>
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<tr>
<td><strong>Engineering</strong></td>
<td></td>
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<tr>
<td><strong>Energy</strong></td>
<td>Requirement: 4</td>
<td>Bring a notebook.</td>
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<tr>
<td><strong>Model Design</strong></td>
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<tr>
<td><strong>Programming</strong></td>
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<tr>
<td><strong>Robotics</strong></td>
<td>Requirement: 6b, 7</td>
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<tr>
<td><strong>Space Exploration</strong></td>
<td>Requirement: 2</td>
<td></td>
</tr>
</tbody>
</table>

| **TIMBER MOUNTAIN (First Year)** | **Scout Rank** | Scout Rank Requirements: 1a—f | Select morning or afternoon session. See Guide for details. |

**PARTIAL COMPLETIONS:** If a scout does not complete all of the requirements for a merit badge during the week, they will receive a “Partial Completion” and their Tentaroo Merit Badge report will indicate the requirements that were completed. Scouts can earn the badge by completing the requirements with a counselor at home, or at camp next year. For those Scouts completing partials at camp this year, please see the appropriate Area Director to address the appropriate procedures. Of course, Scouts cannot “fail” Merit Badges; there are only different levels of completion.

**FRIDAY LUNCH REVIEW:** During or after lunch, join us in the Staff Lounge. Our Commissioner will give you a partials/completion report (excluding Friday badges). Area Directors will be available to review with you everything we have recorded in Tentaroo. You also can join us immediately after Friday Campfire in the Handicraft Shelter.

**Note:** Please check the most recent merit badge pamphlet for the most current information. All Scouts should bring paper and pencil for merit badge classes, and money to buy merit badge pamphlets and other supplies, as needed.
### MONDAY–THURSDAY MERIT BADGE SCHEDULE

<table>
<thead>
<tr>
<th>Time</th>
<th>Block 1</th>
<th>Block 2</th>
<th>Block 3</th>
<th>Block 4</th>
<th>Block 5</th>
<th>Block 6</th>
<th>Block 7</th>
<th>Block 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:00</td>
<td>Swimming</td>
<td>Canoeing</td>
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<tr>
<td>10:00</td>
<td>Canoeing</td>
<td></td>
<td>Lifesaving</td>
<td>Kayaking</td>
<td>Kayaking</td>
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<tr>
<td>10:30</td>
<td>Rank</td>
<td></td>
<td>Whitewater</td>
<td>Rank</td>
<td>Advancement</td>
<td>Rowing</td>
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<tr>
<td>11:00</td>
<td>Advancement</td>
<td>Swim</td>
<td></td>
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<tr>
<td>12:00</td>
<td>Motorboating</td>
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<td></td>
<td>Stand Up Paddle</td>
<td>Stand Up Paddle</td>
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<tr>
<td>2:00</td>
<td>Aquatics</td>
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<tr>
<td>3:00</td>
<td>Handicraft</td>
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#### Aquatics
- Swimming
- Canoeing
- Kayaking
- Whitewater
- Lifesaving
- Rank Advancement Swim
- Motorboating
- Stand Up Paddle

#### Handicraft
- Indian Lore
- Leatherworking
- Wood Carving
- Indian Lore
- Leatherworking
- Wood Carving
- Art
- Basketry
- Music
- Art
- Basketry

#### Skilled Trades
- Welding
- Electricity
- Welding
- Automotive Maintenance

#### Nature
- Environmental Science
- Environmental Science
- Oceanography
- Environmental Science
- Soil and Water
- Forestry
- Plant Study
- Geology
- Soil and Water
- Bird Study
- Oceanography
- Nature
- Geology
- Nature

#### Scoutcraft
- Emergency Prep
- Orienteering
- Emergency Prep
- Geocaching
- Cooking
- Wilderness Survival
- Cooking
- Wilderness Survival
- Pioneering
- Signs Signals & Codes
- Pioneering
- Signs Signals & Codes
- Camping
- Geocaching
- Camping
- Orienteering

#### STEM
- Programming
- Space Exploration
- Programming
- Space Exploration
- Model Design & Building
- Engineering
- Model Design & Building
- Engineering
- Chemistry
- Energy
- Robotics
- Chemistry
- Energy
- Robotics

#### Leadership Area
- Communication
- Camp Shenandoah Leadership Challenge
- Cit. In the World
- Cit. In the World
- Cit. in the Nation
- Cit. in the Nation
- Archery
- Rifle Shooting
- Shotgun Shooting
- Open Shoot

#### Timber Mountain Program Area
- Timber Mountain Program Area

#### Health & Safety
- First Aid
- Weather
- First Aid
- First Aid
- Search & Rescue
- First Aid
Specially designed for newly-bridged Scouts or beginners to Scouting, our First Year Program provides an easy transition into leaving home for Scout Summer Camp without the long distance and preparation that may be too much for a newly bridged youth. TMP focuses on Tenderfoot, Second Class, and First-Class Advancement requirements that would be difficult to complete in a traditional merit badge focused setting. Scouts learn in a half day session using the Patrol Method. This then provides time for the first year Scout to earn Merit Badges outside of the TPM program area.

Each participating Scout will receive a Timber Mountain Trail Map they use to mark their advancement requirements progress. Your unit leader will receive a checklist of completions for each Scout in TMP.

**Adult Participation.** We recommend your troop assign at least one adult to actively work with their Scouts in TMP. This includes observation, assistance with safety, discipline and active participation in the five-mile hike. This is an excellent opportunity for adult leaders to forge a bond with their new Scouts that will last throughout the Scouts’ career and life.

**2020 Requirements Covered.** The following is a list of BSA Advancement Requirements that are included in the Timber Mountain Program. Actual completion may vary based on weather and other factors.

<table>
<thead>
<tr>
<th>Scout</th>
<th>First Class</th>
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<tbody>
<tr>
<td>3a – Patrol Method</td>
<td>3a, 3b, 3c, 3d – Knots and lashing</td>
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<td>4a – Knots</td>
<td>4a, 4b – Orienteering Course and GPS</td>
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<td>5 – Pocketknife</td>
<td>5a – Nature</td>
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<td>Tenderfoot</td>
<td>5b, 5c, 5d – Weather</td>
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<td>2a, 2c – Cooking</td>
<td>7a, 7b, 7c, 7f – First Aid</td>
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<td>8 – EDGE method</td>
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<td>1b – Leave No Trace</td>
<td>Totin’ Chip and Firem’n Chit</td>
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<td>2a, 2b, 2c, 2d – Cooking and Fire</td>
<td>Covered in the TMP hike</td>
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<td>2f, 2g – Knots</td>
<td>Second Class - 3b - 5 mile hike</td>
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<td>3a, 3c, 3d – Compass</td>
<td>Covered during swim check on Sunday</td>
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<td>6 – First aid</td>
<td>Second Class – 5b - swimming</td>
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<td>8a, 8b – Citizenship</td>
<td>First Class - 6a - swimming</td>
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Adventure Programs Overview
Adventure Programs are geared for those Scouts who have been to summer camp for a few years and are ready to experience camp above and beyond. We ask that unit leaders steer scouts to these programs if they have shown that they have the maturity to participate in these higher level programs. Adventure Programs will take place both on and off camp property but all will return to camp Friday to allow Scouts to participate in dinner and closing campfire. When signing up for an Adventure Program, any additional fee will then be added on in Tentaroo before Checkout.

Aquatics: Open Swim and Open Boat
STEM: Chess Merit Badge

Handicraft: Fingerprinting Merit Badge
Skilled Trades: Open Welding

Friday Afternoon Activities (2:00pm-5:00pm)  *It’s ALL About FUN!*

Aquapalooza: Scouts will be challenged with many competitive aquatics activities!

Terrapalooza: Scouts will participate in on-land activities, competitions, and games!

No sign ups! No schedule! Do what you want, when you want, with who you want.

Friday Off Site Programs (9:00am-5:00pm)

Animal Science: We’ll visit World Famous Polyface Farm for hands on instruction and fun! (Free!)

Climbing Merit Badge: This merit badge focuses on technique, proper use of equipment and the unique character-building opportunities climbing can offer. Scouts must be able to hold their own weight while climbing and rappelling. Parental Release required. Minimum age: 13. (Additional fee)

Caving Experience: Join our experienced staff as you and your Scouts explore some of the region’s best caves. Bring 3 sources of light, a long-sleeved shirt, pants, and shoes that can get very dirty. Minimum age: 14. (Additional fee)

Top Shots at Quail Ridge: The top shot from each Shotgun and Archery merit badge class will get the opportunity to travel to one of our area’s premier shooting sports facilities to experience a Sporting Clays and 3D Archery course unmatched by anything in the Shenandoah Valley! Adults may share in this experience for $50 (admission & ammo).

Leadership Challenge: Older Scouts participating in the afternoon Camp Shenandoah Leadership Challenge will participate in their own final challenge. (Additional fee may apply)

Closing Campfire: We conclude your awesome week at Camp Shenandoah with our Friday night closing campfire. We can’t wait to see what skit or song your troop performs at campfire! We’ll present our “blank piece of wood” awards and the camp’s coveted Top Inspection Trophy! The Shenandoah Lodge of the Order of the Arrow will conduct a call-out ceremony. If your troop has a youth recently elected to the Order, you’re welcome to have us call-out the Scout for you. The Scoutmaster should bring a sash and speak with our OA camp representative for details. Of course, those not in Shenandoah Lodge, but registered with their home council lodge are welcome to participate.
EARLY MORNING AND EVENING ACTIVITIES

Sunday Evening
Opening Campfire. All troops gather at their assigned spots on the Parade Field at 8:15PM in Field Uniforms (Class A). Most of our camp staff will be preparing our evening’s entertainment at the campfire ring. They’ll want to know you’ve gathered, so get ready to get LOUD!

Monday Evening
Order of the Arrow - Medicine Bowl: OA members participate in an ice cream social at the Dining Hall. Wear your OA sash and come prepared for food, fellowship and fun.

Shooting Sports: Open Shoot – Archery, Rifle, Airsoft, Chalk Ball

Timber Mountain: Totin’ Chip & Firem’n Chit Class

Scoutcraft: Pioneering Competition

STEM: Thrust Structures

Tuesday Morning
Shenandoah Olympics Event: 5K Run - Join the Camp Staff for a nice morning run on the roads surrounding Camp Shenandoah. Troops may send as many Scouts as they wish; the best time from each Troop counts for placement and points. Scouts and leaders report to the front entrance of the Camp no later than 6:30am.

Tuesday Evening
Order of the Arrow - Brotherhood Questioning

Shenandoah Olympics Event: Chopped Cast Iron - Your troop’s top chefs prepare “something” in cast iron. On Sunday, we’ll give you a list of three mystery ingredients that you’ll be challenged to include in your presentation. Our hungry judges will be taking submissions from 7:30pm to 8:30pm.

Aquatics: Open Boat

Shooting Sports: Open Shoot – Archery, Rifle, Chalk Ball

STEM: Thrust Structures

Wednesday Morning
Aquatics: Polar Bear Swim from 7:00am to 7:30am

Wednesday Evening
Vespers Service at Lockridge Chapel A camp-wide vespers service will be held at 7:15pm. Scouts and adults are encouraged to attend. Remember, a Scout is reverent.

Order of the Arrow - Brotherhood Ceremony The Brotherhood Ceremony will be held at the OA Ring. Instructions will be given to candidates regarding the time and place to meet prior to the ceremony.

Shooting Sports: Open Shoot – Archery, Rifle, Airsoft, Chalk Ball

Aquatics: Open Swim
Thursday Evening
Troop and Patrol time

Friday Evening
Closing Campfire: Meet at the Parade Field at 8:15PM

Order of the Arrow: Call-out

Merit Badge Review: Immediately after campfire, Area Directors will be in the Handicraft Shelter. Leaders with questions or comments about any partials or requirements will find our Directors ready to assist. Adjustments will be made before Saturday checkout.

Trading Post Late Night: Music, Slushies and FUN After Campfire!!!

AWARDS AND RECOGNITIONS

Neptune Society Award — Available only at Camp Shenandoah!

The Virginia Headwaters Council Aquatics Committee is pleased to present its coveted council specific aquatics award, available to both youth and adults; recognizing those who have demonstrated excellence in aquatics skills and safety. The Neptune Society Award recognizes and distinguishes those Scouts and Scouters who have achieved extensive experience in the BSA Aquatics Program and demonstrated their devotion to the betterment of aquatic skills and safety in and on the water. Those who have completed the requirements for this award will receive a certificate of accomplishment and the prized Neptune Society belt buckle presented by the Aquatics Committee. Requirements and award applications can be found in the Camp Office.

Honor Troop Award

This award can be earned by troops that meet the requirements of service and involvement in camp activities. All troops qualifying for this award will receive “a blank piece of wood” at the Closing Campfire. Troops can decorate their wooden plaques and have them displayed in the Dining Hall at Camp Shenandoah. Requirements for Honor Troop will be available at Check-In.

Be sure to check out the heritage and creativity demonstrated on many previous Honor Troop plaques adorning the walls of our Dining Hall.

Inspection Award

Started in 2019 to rave reviews, the Neatest Campsite Inspection Award returns in 2020! The campsite with the highest cumulative score for daily inspections receives our special recognition at the Closing Campfire!

Scoutmaster Merit Badge

This merit badge is earned by completing various requirements that take you to different areas of camp and require helping out or doing something Scout-related. A copy of the requirements will be available at Check-In.

Bologna Fry Dinner

A traditional name so old, we don’t know when it started! Each troop’s Scoutmaster and one adult leader are invited to attend a steak dinner with all the fixin’ hosted by the council Scout Executive and board members. You’ll be able to ask questions and provide feedback on camp and council activities. The dinner will be held at the Handicraft Shelter immediately after Tuesday evening flags. Remember, there needs to be adults with your Scouts during dinner!

Aquatics Staff Associate Program

In our efforts to provide novel experiences for older campers, we have developed a unique program for Scouts 14-year-old or older who are strong swimmers and are interested in working with the Camp Shenandoah Aquatics Staff on the waterfront for several hours at camp. Participants receive an Aquatics Staff Associate t-shirt!

Shooting Sports Staff Associate Program

In our efforts to provide novel experiences for older campers, we have developed a unique program for Scouts 14-year-old or older who have earned at least two Shooting Sports merit badges and are interested in working with the Camp Shenandoah Shooting Sports Staff up on the ranges for several hours while at camp. Participants usually enjoy extra time on the ranges and receive a Shooting Sports Staff Associate t-shirt!
LIFE AT CAMP SHENANDOAH

CAMP SITE INSPECTIONS

Each campsite will be inspected daily and scored based on the criteria listed in the campsite inspections sheet. The Commissioner staff will oversee campsite inspections which will be done by camp leader volunteers. Note that campsite inspections are part of the Honor Troop Award. Highest cumulative inspection score earns an award at Friday Closing Campfire.

HONOR TROOP

The purpose of this award is to recognize those troops which conduct an excellent troop camping experience while at Camp Shenandoah. Units will be recognized during the Closing Campfire on Friday evening with the coveted “blank piece of wood”. The troop must hand in the form to the Camp Office by noon on Friday.

SENIOR PATROL LEADER MEETINGS

There will be a brief SPL Meeting each day (Monday to Thursday) at 12:00 Noon. At these meetings the SPL’s will have the chance to give feedback on the camp program, receive announcements about upcoming camp events or evening activities, review their campsite inspections, and ask questions.

SCOUTMASTER FORUM

Every Monday – Friday morning all Scoutmasters and leaders are invited to the daily adult leader meeting in the Staff Lounge, off the Dining Hall at 9:00am. This meeting hosted by our camp Key-3 will provide daily information about camp as well as provide an opportunity for input about your troop’s summer camp experience at Camp Shenandoah. You are expected to have at least one leader from your unit attend this meeting.

LEADER TRAINING

Camp Shenandoah offers several training opportunities for leaders. Trainings include IOLS (the outdoor training to be considered Trained as a SM or ASM), NRA Basic Pistol Course ($50), BSA Outdoor Ethics Orientation ($5). For Cub and Webelos leaders, BALOO training will be offered in each Webelos Resident Camp session.

TRAILS

Hikers, avid and novice delight in hiking our Boundary Trail. Our 5-mile Camp Loop and 2.5 mile Loop Trail give the hiker opportunities for exploring several spurs to discover the multitude of varied ecosystems here at Camp Shenandoah. Camp trails range in elevation from 1,650’ to 2,100’ and all are relatively easy treks. The mountainous terrain harbors a great variety of plant life with an impressive diversity of trees, shrubs and herbaceous plants for you to discover! Be sure to bring your favorite walking staff and ask us about our hikes while you’re at camp!
Shenandoah Lodge 258 has, for nine straight years, earned the high distinction of a Gold JTE Lodge.
Welcome, Brothers, to Camp Shenandoah!

**Monday: Medicine Bowl**

In the Dining Hall at 8:30 the Staff will host 'Medicine Bowl', an event of Fellowship, Games, and Ice Cream. Please come in field uniform, bring your sash, and be ready to have fun!

**Tuesday: Brotherhood Questioning**

At the Chapel during Siesta (1:00-1:30), for any Arrowmen (Youth or Adult) who are eligible for Brotherhood Membership, Shenandoah Lodge 258 will be hosting Brotherhood Questioning. Please come in Uniform, bring your sash, and come with an open mind, and the questioning will go smoothly. If you are attending Camp Shenandoah and are not a member of Shenandoah Lodge 258, you must have permission from either your home Lodge Chief or Lodge Advisor to be able to receive your Brotherhood at Camp Shenandoah.

**Wednesday: Brotherhood Hike and Ceremony**

For members of Shenandoah Lodge preparing for the Brotherhood Ceremony, meet at the Trading Post front porch at 7:30 in field uniform and with your sash. Before you arrive please drink water, and do not feel the need to bring a backpack. For those who are Brotherhood or Vigil and wish to watch the ceremony, please be at the OA Ring by 8:15. Keep in mind for those attaining Brotherhood, that you will need to bring $25 to pay for the Sash, your Blue Border Lodge Flap, and Copy of the Ceremonial Text. Also make sure to give your contact information to the Ceremonialists afterwards to make sure Shenandoah Lodge can add into its records that you did receive your Brotherhood.

**Thursday: Golden Arrow.** All Arrowmen are invited to participate in sports games on the Parade Field at 7:30 pm.

**Friday: Callout Ceremony**

During the Friday Night Closing Campfire, Shenandoah Lodge's Ceremonialist Team will present a 'Callout Ceremony', where those Scouts and Scouters who have been elected by their troop can be publicly recognized for their continued dedication to the Scouting Program. If you are a Scoutmaster who wishes to have one of your Scouts or Scouters recognized, please wait until you see the Ceremonialists begin to search the crowd, then please hold a Sash above the intended Scout or Scouter, and they will be brought forward to be recognized. Please keep in mind, that there will be an informational meeting afterwards to inform those newly Called Out on when they will be able to complete their Ordeal.

Out of Council Brothers: for those who are not from Shenandoah Lodge or the Virginia Headwaters Council, please present in writing to the Camp Chief that you will be participating, so our Ceremonialists are aware of this.
The Shenandoah Olympics are a week-long competition made up of many different events. It’s all about skills challenges and having fun! Troops earn points according to the following scale: 40 points for first place; 35 points for second; and 30 points for third. 25 points are awarded for participation in each event.

**Ultimate Frisbee: Monday 5:00pm**
Parade Field
Troops send their best kickball representative. Everyone kicks no matter the number of outs. Try to get the most points for your team in 2 innings.

**Thrust Structures: Monday 7:30pm**
TEM Center
Scouts will compete in teams of 3-4 to build the lightest structure to best protect a rocket's payload from the force of launch. Judged on weight and durability in a simulated launch.

**5K Run: Tuesday 6:30am**
Camp Gate
Join the Camp Staff for a refreshing morning run on the roads surrounding Camp Shenandoah. Troops may send as many Scouts as they wish; the best time from each Troop counts for placement and points. Scouts and leaders should report to the front entrance of Camp no later than 6:30am (make sure any runner who has an inhaler brings it).

**Fire Building Contest: Tuesday 5:00pm**
Timber Mountain
Each troop may send up to three of their best fire starting Scouts. The contest includes building a fire that burns through pieces of twine (perhaps with a challenge or two to make it interesting!).

**Chopped! Cast Iron: Tuesday 7:30pm—8:30pm**
Eppard Shelter
Your troop’s top chefs prepare “something” in cast iron. On Sunday, we’ll give you a list of three mystery ingredients that you’ll be challenged to include in your presentation. Hungry judges will be taste testing from 7:30pm to 8:30pm.

**Dam Building Contest: Wednesday 5:00pm**
Nature Center
Send one Scout to the Nature area to compete in groups that will try to construct the most effective dam against an incoming storm surge.

**Aquatics Relay: Wednesday 5:00pm**
Aquatics
Each troop will send four participants – one for the Non-swimmer area, one for Beginner, one for Swimmer, and one for Kayak. The troop that completes the relay fastest is the winner.

**Marksmanship: Thursday 5:00pm**
Rifle Range
The rifle range will open for one member of each troop to compete. Each Scout will receive one block of ammunition and will follow the challenge instructions of the Range Master.

**Archery Shoot: Thursday 5:00pm**
Archery Range
The archery range will open for one member of each troop to compete. For this competition, each Scout will follow the instructions of the Range Master.

*Denotes simultaneously occurring events.
This Checklist will be helpful in assisting Unit Leaders to make a final recap before heading toward the mountains and Camp Shenandoah.

- Current BSA Health and Medical Record forms completely filled out and signed
- Tentaroo printout Roster of Scouts/Adults with addresses and phone numbers
- Transportation coordinated
- Fees paid, final fee adjustments at Check-in
- Unit Camping Equipment
- Unit Program Equipment
- Unit Records as needed
- Sufficient Adult Leadership (must be registered in BSA if camping 72+ hours)
- Parents aware of all plans
- Emergency phone numbers with the unit at camp, and emergency number for camp
- Parents aware of all plans

Preparing for 2019 Summer Camp

Planning for Summer Camp should start several months before driving down Boy Scout Lane. As a Scoutmaster, it is your responsibility to ensure your Scouts are prepared to set and accomplish their personal goals.

Find out what your Scouts want to do—Schedule a few minutes at your troop meeting to talk about camp. If most of your Scouts are first year’s campers you could show slides of your troop’s previous trips to camp. Keep a list of each Scout’s personal goals and help guide them to have the best camp experience.

Meet with Patrol Leader’ Council—Ask the Scouts to discuss what to do at camp as a Patrol or Troop. Encourage them to be creative and prepare in advance for roll call, skits, and songs to perform and what Shenandoah Olympics and “Mystery” Cook-Off activities they would like to do while at camp.

Meet with your Troop Committee—They can help you and the Troop be successful. Discuss such items as transportation, equipment, and finances. Identify which adults will be staying for the whole week and which will be here part of the time. Make sure you always have two deep leadership, and all have current YPT.
NOW HIRING: Looking for some great work experience this summer? We are seeking caring, responsible and enthusiastic individuals to join our Camp Shenandoah Summer Staff team! Camp staff receive a wonderful training and mentoring program with incredible experiences that translate into many different professions and career aspirations. Free room and board, opportunities for rank advancements. And...very cool STAFF shirts!

This is not just another summer job. Get great work experience with the best coworkers in one of the most beautiful places in Virginia! Jobs at our summer camp will beat your average summer job pay! Learn great team work and leadership skills while having fun and enjoying the great outdoors! And, when not on staff duty, there’s time for more Merit Badges.

We have opportunities at Camp Shenandoah for all skills (aquatics, shooting sports, cooking, education/instruction, etc.) including Counselor in Training (CIT) for Scouts 14 & 15 years old. We’d love to hear from you if you want to make money, have fun and learn skills that will last a lifetime! Check out our 2020 Summer Staff Application and let us hear from you! Would you like to chat about summer camp employment? Just email director@campshenandoah.org and we’ll set an appointment.
FORMS AND RESOURCES

All Forms are Available at CampShenandoah.org and are Direct Linked Below.

Summer Resident Camp Reservation Form  bit.ly/2RWRuTt
Troop Pre-camp Swim Classification Record  bit.ly/2ObJ35D
Youth Leaving Camp Carly Release Form  bit.ly/38Lp8IP
Special Needs/Food Information Form  bit.ly/37BLzdd
Medical (Rx) Responsibility Form  bit.ly/36BQeKE
Table Waiter Schedule  bit.ly/2UAsUYk
Provisional Camper Form  bit.ly/2GEfNAc
Campership Application (Virginia Headwaters Council only please)  bit.ly/3aY8rFC
Campsite Inspection Sheet  bit.ly/390nFbJ
Honor Troop Qualifications  bit.ly/2GxRT9B
What to Pack for Camp  bit.ly/37Du7oF

How to Register and Use Tentaroo  users.tentaroo.com/

Map of Camp Shenandoah  bit.ly/2GwInUc
Interactive Map of Camp Shenandoah Region (zoom out)  bit.ly/2HG5jUm

Love Camp Shenandoah? Work here with our Staff!  bit.ly/2S1D1pt

A Final Word...
Information in the guide is current at the time of publication (January 2020) and subject to revision by camp administration. We make every effort to keep you informed on and changes or additions to our policies and programs. Once your unit is registered by us in Tentaroo, you’ll receive email updates regarding camp announcements.

We also invite you to visit our website: www.campshenandoah.org
or like us on Facebook: www.facebook.com/campshenandoah/