



2023
Camp Shenandoah
Webelos
Resident Camp
Leader's and
Family Guide



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All forms for summer camp are available at [Camp Shenandoah Online](#). Please share this link with families completing forms requiring approval or signatures prior to arrival at camp.

Fellow Scouters,

At Camp Shenandoah, *Welcome Home* is much more than a slogan. It's our year round philosophy and culture. Our camp sits nestled in farmland, woodlands and pastures at the foothills of the Alleghany Mountains, George Washington National Forest. Our private spring fed lake offers abundant opportunities for aquatics recreation, fishing and Adventure achievement. The rustic natural attractions of "CS" are the setting for an excellent program facilitated by an exceptionally trained and enthusiastic staff!

We know that boys and girls are attracted to Scouting by the promise of adventure in the great outdoors! That's why we're so excited about the Webelos program at Camp Shenandoah – especially designed for your Webelos Scout Outdoor Adventures. Webelos Resident Camp is a 4-day, 3-night adventure designed to get your Scouts outdoors and familiar with the exciting experiences that await with week long Scouts BSA camping! Our schedule is crafted to provide every Scout four Adventure achievements, with fun time for swimming, BBs, Archery, Airsoft, fishing, camp cooking and more!

To us, camp is more than program sessions. 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.

This Guide is designed to prepare pack and den leaders and parents for their youth to fully participate in a structured outdoor Scouting experience. Most, if not all questions from registering to skits at closing campfire are answered in the pages that follow. Of course, any additional comments, suggestions, questions or concerns will be promptly and cheerfully address. Just email us at director@campshenandoah.org.

We appreciate you sharing your summer camp experience with us and look forward to seeing you over "in the woods of Swoope" soon. Until then, Happy Scouting and let us know how we may serve you.

Yours in Scouting,

Pete Echols,
2023 Summer Camp Director

Tracey Stakem
VP Of Program

Jim Echols
2023 Commissioner

Jay Fox,
Council Camping VP

Susan Hart
Assistant Scout Executive

Contact Us

Camp Shenandoah is owned and operated by the VIRGINIA HEADWATERS COUNCIL, BSA headquartered in Waynesboro, VA. Our Service Center and Scout Shop are located at 801 Hopeman Parkway in Waynesboro.

CAMP INFO & REGISTRATION ASSISTANCE

Service Center Weekdays 9AM – 5PM.

Phone: (540) 943-6675

Fax: (540) 943-6676

REGISTRATION QUESTIONS OR ASSISTANCE – PROGRAM & CAMPING DIRECTOR

Email: Susan.Hart@scouting.org (preferred contact method)

Phone: (540) 943-6675

AFTER JUNE 5TH, PROGRAM, EQUIPMENT OR SCHEDULE NEEDS – SUMMER CAMP DIRECTOR

Pete Echols

Email: Campshenandoahdirector@gmail.com

Phone: (540) 886-7513

CAMP SHENANDOAH INFORMATION

Phone: (540) 886-7513 (after June 5th 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", Pack #

222 Boy Scout Lane

Swoope, VA 2447

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



Registration Info

2022 Webelos Resident Camp
Wednesday, June 21—Saturday, June 24

Camp Shenandoah welcomes all Scouts and leaders. Camp sites are set in group “pods” of five tents so that your pack may camp as one unit, separated by gender. Our camp and staff are fully prepared to support both male and female Webelos and leaders. Just let us know how we can provide more information!



Registering your unit can be done one of two ways:

Self-register at www.campshenandoah.org, or download and complete a [Reservation form](#). A \$50 non-refundable deposit must be submitted to reserve your unit’s attendance.

The \$50 deposit will be applied to your total payment for registration.

Fees and Deadlines

Youth Scouts:

\$190 if paid in full by May 31, 2023 (Early Bird)

\$220 if paid after May 31, 2023 (Regular fee)

Adult Leaders:

\$100 if paid in full by May 31, 2023 (Early Bird)

\$110 if paid after May 31, 2023 (Regular fee)

Per the BSA’s National Standards: “The minimum leadership requirements for any Cub Scout unit attending resident camp is a ratio of two adults to a maximum of eight youth and one additional adult for each four youth (or part thereof).” Please ensure your unit has the appropriate amount of adult leadership when registering for Camp.

Campership Program

A limited amount of funds is available to Scouts from the Virginia Headwaters Council who need financial assistance to attend summer camp at Camp Shenandoah. A Campership Application is available [here](#). Applications requesting financial aid are reviewed beginning on April 15, 2023 and monthly thereafter. Any application received after June 1, 2023 is not eligible.

Non-Discrimination

Camp Shenandoah is open to all Scouts. Rules for acceptance and participation in all sessions of this camp are the same for everyone without regard to race, gender, color, religion or national origin.

Fees & Payments

The \$50 Reservation Fee is non-refundable and due at time of registration. This fee will appear as a credit in Tentaroo.

Payment Options:

Online: Pay by credit/debit card via Tentaroo. There is a 3% convenience fee added by Tentaroo. As you register youth and adults in Tentaroo it is very important you Checkout! You will see three options:

- Pay minimum required amount.
- Pay full amount
- Pay other amount (minimum will be noted)

Online payment is recommended when you Checkout on Tentaroo.

By phone: Pay with a credit card by the phone at the Council Service Center at 540-943-6675.

Mail: Mail a check to the Council Service Center: 801 Hopeman Parkway, Waynesboro, VA 22980. Please note your unit number and full council name in the memo line.

In Person: Pay with cash, check, or credit card at the Council Service Center.

Refunds: You may reduce numbers without penalty through May 15, 2023. Registration fees will then **only** be refunded in case of documented illness or injury prohibiting attendance, family military transfer/deployment or death of an immediate family member. Email refund requests to susan.hart@scouting.org. These refunds will be calculated at 80% of fees paid and refunded after August 1, 2023.

Fees paid for a no-show Scout can be transferred to any remaining balance owed by the pack at check-in. We are unable to issue a refund for Scouts who must attend summer school or who decide they no longer want to attend camp or be involved in Scouting.



What to Bring

What everyone should bring:

- Completed and signed medical form for all participants – youth and adult.
- Change of clothing and underwear for the days you will be in camp
- Extra clothing, including plenty of socks (a set or two in case you get wet)
- Comfortable hiking boots or Sneakers
- Please do not wear flip flops or open toe shoes of any kind
- Cub Scout or Webelos Scout uniform
- Adult Leader uniform
- Bathing suit (one-piece for females)
- Poncho or raincoat
- Jacket or sweatshirt – nights and mornings can be chilly
- Pajamas/sleepwear
- Towel and wash cloth
- Toiletries (toothpaste, toothbrush, soap, shampoo)
- Sleeping bag or blankets and pillow
- Canteen or water bottle
- Flashlight with extra batteries
- Webelos/Arrow of Light Handbook

Suggested Additional Items Add to the Fun!

- Insect Repellent (pump, non-aerosol)
- Trading Post money (around \$50)
- Daypack and hat
- Notepad and pencil
- Watch
- Fishing pole and tackle

What You Need to Cook One Meal in Your Campsite

- Eating Utensils
- Tongs and Mitts
- Spices
- Cups and Plates
- Additional Dessert Items
- You may bring a propane stove for adult use only. All propane tanks must be checked in with our Ranger for instruction on proper storage.



Getting Ready...

Transportation.

Most packs will approach via I-81, Exit 227 Verona or Exit 220 Staunton. Either way, you'll be driving on Route 262. Exit Rt 254, Parkersburg Pike, then turn West on Rt 254. You can enter our address: 222 Boy Scout Lane, Swoope, VA into your GPS, however we recommend you follow the numerous green roadside "Camp Shenandoah B.S.A" signs.

Camp Shenandoah lies in the agricultural community of Swoope, located southwest of Staunton, Virginia. The roads leading to camp traverse beautiful farmland with many spectacular views of the countryside. These roads, however, are narrow with curves and hills that, in some places, limit visibility of oncoming traffic and pedestrians. In a few places, the paved roadway will be one lane wide with considerable graveled shoulders.

We urge drivers to use the shoulder of the road when meeting oncoming traffic. Please use care in accommodating farm equipment. The final approach to Camp Shenandoah is Boy Scout Lane where you may encounter pedestrians or horseback riders. The maximum safe speed on this road is 25 mph. Slow down as you approach the camp gate at the end of Boy Scout Lane.



Traditional Scout Camping

Units that come to Camp Shenandoah are housed in traditional two-person canvas tents with tent platforms and cots. Each campsite has one shelter, flagpole, bulletin board and latrine. Hot showers are available for all campers in the central shower house. Unless your unit is large enough to fill a campsite, you will be sharing a campsite with another pack so plan accordingly and bring any additional gear you feel is needed for your stay at Camp. When we calculate campsite space, we figure campsite occupancy as two people per tent. If any adults prefer tenting by themselves, they may bring their own personal tent and sleeping gear.

Parking

Upon arrival at the Camp Shenandoah, staff will direct vehicles into the camp to unload. Vehicles without gear will enter the outside parking area opposite the Ranger's house. Other vehicles will be guided to your campsite for unloading. Only trucks or 4 wheel drive vehicles should drive to campsites. Packs may leave one vehicle with a trailer in their campsite and all others must depart immediately upon unloading. Vehicles must not park on trail roads inside the camp. Camp trail roads are one-way entering near the Handicraft Shelter and exiting turning left behind the Dining Hall, then proceeding to the parking lot outside the camp gate.

Check-In

Arrival Time

Units should plan to arrive at camp no earlier than **1:30 PM** and no later than 4:00 PM on Wednesday. Please note, the camp gate will not be opened prior to 1:30 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 the same times. Staff will direct you to your campsite, where you'll be warmly greeted by your unit guide. The Health Officer will meet with your leader to review your AHMR and any Special Assistance Request forms. Scouts needing a swim check will go to the Handicraft Shelter so each pack can swim check in a distanced manner. Your unit guide will assist you in scheduling swim checks.

Required Documents for Check-In

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 Unit Accident & Sickness Insurance. You likely received this at Recharter. Contact your council Registrar or Accounting Specialist for the 2023 form.
3. Any outstanding payments (cash, check, credit/debit card).
4. For each youth and adult leader: The BSA Annual Health and Medical Record (AHMR), Parts A and B completely filled out. A copy is recommended. Note: Part C and a health provider signature are not required for outings less than 72 hours. A copy of the Family Insurance Card attached to the medical form.
5. Any additional camp forms such as Special Assistance Request Form for individual needs we should know and food/dietary/allergy notifications.
6. If your pack has completed an approved pre-camp swim check this form should be presented at check-in: Annual Unit Swim Classification Record.
7. Proof of current Youth Protection Training (YPT) for all adult guests camping. This includes all adults staying with your pack!



Your First Day!

Once you've arrived in your campsite, leaders assign buddies to their tents. Each tent has two cots and there are five tents in a semi-circular pod. Packs with both boys and girls must use separate pods for each gender. Set up your shelter with pack gear and ask Scouts to change into swim trunks if they will need a swim check. Your Unit Guide will be with you every step of the way, ensuring everyone gets off to a great start!



As you settle into your campsite, your Unit Guide will be with you to conduct a site inspection. Your Guide will make note of anything needing attention to make your stay as comfortable as possible. Your Guide will keep you informed on the Wednesday schedule.

Check-In. Packs should plan to arrive as close as possible to 1:30PM.

Meet Your Unit Guide. You'll be welcomed into your campsite by our enthusiastic Unit Guide. Your guide and unit leader will conduct a quick campsite inspection of tents, cots and other areas of the site.

Swim Checks. Packs without an approved Pre-Camp Swim Test form will be given a time to proceed to the Handicraft Shelter. From there, your unit guide will escort everyone to the Aquatics area for swim checks and safety policy instructions.

Camp Tour. New packs to Camp Shenandoah will be offered a camp tour showing you program areas, Dining Hall, Trading Post, Admin and Health Lodge. If you've previously been with us and would like a refresher, just let your Unit Guide know.

Evening Flags Assembly, 6:15PM. Packs report to the Parade Field in full Field Uniform. Be sure to bring your pack flag and line up where designated on the field. This will be your spot for the full session.

Dinner 6:30PM. Dinner at the Dining Hall

Trading Post Open, 7:00PM-8:00PM. Grab some merch and a Slush Puppie!

Unit Leader Meeting, 7:15PM. Your unit leader should attend this welcoming meeting. We'll discuss any updates, safety procedures and the upcoming schedule.

Evening Assembly, 8:15PM. Gather in Field Uniform on the Parade Field.

Opening Campfire, 8:30PM. Get ready to be entertained by our amazing staff!

Lights Out, 10:00PM. See you in the morning!

Health & Safety

AHMR Medical Form. All guests staying at Camp Shenandoah are required by BSA policy to present a current Annual Health and Medical Records (AHMR) form. For Webelos Resident Camp, only Parts A & B are needed. An incomplete or missing AHMR will require no participation until a completed form is presented to the Health Officer. **There are no exceptions to this rule.**

We request you bring alphabetized AHMR forms as this greatly expedites review. Our Health Officer will securely retain forms in the Health Lodge and return to you at Saturday check-out.

Health Consultations. Our Health Officer resides in the Admin/Med Lodge building and is available 24/7. Any adult or Scout with a health, wellness or safety need is encouraged to visit with the Health Officer. We have 24 hour consulting access with our camp Physician.

Special Assistance Request. To help us provide you with the best possible experience, this form is requested at least two weeks before your arrival. This form is also used to let us know of any **allergies or dietary restrictions**. Additional information for special food and dietary requests is located in Meals & Food Service on page 17. You may access the form by direct download [here](#). For guests with limited mobility, we will make every effort to accommodate. Please complete this form and email to CampShenandoahDirector@gmail.com

We attempt to provide your pack with a lower camp site; however, we have very limited handicap accessible tents.

Special Diet Request Form. This form is Provided to the Dining Staff in order to accommodate your dietary needs and needs to be filled out online at this link. [Special Dietary Request](#)

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 schedule should be recorded. The unit leader should be prepared to show these forms at check-in to the Camp Health Officer, and then keep them updated throughout the unit's time at camp. Prescription medication should be in the original container with the 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 AHMR Forms.

Generally, all medication will be dispensed in the unit area by a responsible adult leader. Medication should be kept in a locked box issued you bring or provided by the camp. Medication requiring refrigeration or injection can securely be kept in the Health Lodge and is dispensed only by the Health Officer or unit leader. It remains the responsibility of the unit leader to assure that the Scout is present at the appropriate times for dispensing.

If the BSA AHMR 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 listed on the AHMR but not brought to camp, it is vital to immediately notify the Health Officer.

Permission Release Form. If an activity requires a parental release form it will be noted in this guide and in Tentaroo. You may [direct download here](#). Any such form **must** be signed before the pack departs for camp and is presented at check in.

Health & Safety

Injections

By Virginia law, camp staff are prohibited from administering an injection. All Scouts and leaders who have asthma listed as a condition on their medical forms should bring appropriate medications to camp. All asthmatics should bring at least two (2) rescue inhalers and any other required medication to camp, unless a doctor or parent specifies otherwise on the medical form. Campers who may need a device (such as an EpiPen) should administer or have a trained adult authorized to do so. Please make certain our Health Officer is aware of any individual who may need an injection, who will carry and administer. If someone lists an EpiPen on their AHMR but fail to bring to camp, it is vital the Health Officer be notified immediately.

Hydration

While Camp Shenandoah is wooded and at an elevation of approximately 1,650-2,000' feet, it can get hot and humid. Camp sites are shaded but you'll spend ample time out in the sun. Therefore, it is important all Scouts and adults be aware of their hydration levels. Soft drinks, coffee, tea, Slush Puppies and energy drinks **WILL NOT** replace water. Dehydration and heat exhaustion are all ailments that occur at camp every year. It is up to the unit leaders, Scouts and camp staff to ensure that everyone is drinking plenty of water. SCOUTS ARE **EXPECTED** TO CARRY A WATER BOTTLE WITH THEM AT ALL TIMES!

Hospital or Off-Site Medical Help

Routine first aid for minor illness and injury is available 24 hours a day at the Health Lodge by trained personnel. For a more serious case, our Health Officer communicates with our council and camp Physician. Should someone need off-site care, there are several urgent care centers in Staunton, however, none are open after 8:00PM. After hours, anyone needing off-site medical attention will go to the Emergency Department at Augusta Health in Fishersville.

Augusta Health in Fishersville is the nearest hospital to camp. Pack leadership is responsible for transportation and supervision of anyone taken off-site for a medical reason, **except** if life threatening or deemed a transport emergency by the Health Officer. In this event, **only** the Health Officer will authorize a 9-1-1 call to be made by a senior staff member. Two adults, one from the pack must transport or accompany anyone taken off-site for medical attention. It is imperative the Camp Health Officer approve off-site attention and will provide the AHMR Form from the Health Lodge. If not at camp, the Camp Director will telephone a parent back home with information.

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 pack's position on the field with a leader at the front and another in the rear. A leader then reports to camp leadership at the flag poles when all youth and adults are present.

FIRE DRILL: We will let you know when we will conduct a siren fire drill. 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!

Emergency Procedures

Hazardous Weather Planning & Training

Hazardous weather is an important consideration in planning for any outdoor activity, including camping. BSA requires that at least one leader of each unit complete online Hazardous Weather Training prior to arrival at camp. This training can be found at My.Scouting.org. or via the MyScouting app. Also, please designate an Adult Emergency Contact Person (who is not at camp) for your pack. This person would oversee providing information and assistance to your Scouts' families in the event of an emergency.

Severe Weather/Tornado Warning

The Camp Director closes all program areas. In the event of high winds or a Tornado Warning, campers will be directed 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

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. All are 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.

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 Adventure schedule. The camp staff will then, if necessary, enact the siren. Camp will assemble at Parade Field. Units will take attendance. A unit leader 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 and local authorities notified. All units must stay in place unless otherwise directed by the Camp Director.

All safety procedures will be reviewed at our Leaders Forum on Wednesday at 7:15PM and are posted in each campsite.

Daily Schedule

Time	Adventure/Activity	Location	Time	Adventure/Activity	Location
Wednesday			Friday		
1:30-4:00PM	Check-In	Office	7:00AM	Reveille/Everybody Up	
2:00-5:00PM	Swim Checks	Aquatics	7:45AM	Morning Flags Assembly	Parade Field
4:00PM	Camp Tours Begin	From Campsite	8:00AM	Breakfast	Dining Hall
6:15PM	Evening Flags Retreat	Parade Field	9:00AM	Leader Forum	Eppard Shelter
6:30PM	Supper	Dining Hall	9:00-9:50AM	Adventure Activity #1	
7:00PM	TP Open	Trading Post	10:00-10:50AM	Adventure Activity #2	
7:15PM	Leaders Forum	Eppard Shelter	11:00-11:50AM	Free Swim, Shoot, Boats	
8:15PM	Campfire Assembly	Parade Field	12:15PM	Lunch	Dining Hall
8:30PM	Campfire!	Campfire Ring	1:00PM	Rest Time	
10:00PM	Taps/Lights Out		2:00-2:50PM	Adventure Activity #3	
Thursday			3:00-3:50PM	Adventure Activity #4	
7:00AM	Reveille/Everybody Up		4:00-4:50PM	Free Swim, Shoot, Boats	
7:45AM	Morning Flags Assembly	Parade Field	6:15PM	Evening Flags Retreat	Parade Field
8:00AM	Breakfast	Dining Hall	6:30PM	Supper	Dining Hall
9:00AM	Leader Forum	Eppard Shelter	7:30PM	Vespers Service	Chapel
9:00-9:50AM	Adventure Activity #1		8:15PM	Campfire Assembly	Parade Field
10:00-10:50AM	Adventure Activity #2		8:30PM	Closing Campfire!	Campfire Ring
11:00-11:50AM	Free Swim, Shoot, Boats		10:00PM	Taps/Lights Out	
12:15PM	Lunch	Dining Hall	Saturday		
1:00PM	Rest Time		7:00AM	Reveille/Everybody Up	
2:00-2:50PM	Adventure Activity #3		7:45AM	Morning Flags Assembly	Parade Field
3:00-3:50PM	Adventure Activity #4		8:00AM	Breakfast	Dining Hall
4:00-4:50PM	Free Swim, Shoot, Boats		8:45-10:00AM	Check-Out	
5:00PM	Food Delivery	Your Campsite			
5:30PM	Food Preparation	Your Campsite			
8:30PM	Trash Run				

Free Time activities include open swimming, iceberg, boats, BBs, Archery and Airsoft. Stop in the Trading Post, play Chess on our life size board, go fishing, take a short hike (with leaders) on Boundary Trail. Try Disc Golf or head over to the Gaga Pit!



Adventure Schedule

9:00 AM	10:00 AM	2:00 PM	3:00 PM
HEALTH LODGE			
First Responder WR	First Responder WR	First Responder WR	First Responder WR
AQUATICS PROGRAM AREA			
Aquanaut Elective	Aquanaut Elective	Aquanaut Elective	Aquanaut Elective
Introduction to Kayaking	Introduction to Stand Up Paddleboard	Introduction to Kayaking	Introduction to Stand Up Paddleboard
HANDICRAFT PROGRAM AREA			
Art Explosion Elective	Art Explosion Elective	Art Explosion Elective	Art Explosion Elective
Building a Better World AOLR	Game Design Elective	Game Design Elective	Building a Better World AOLR
PARADE FIELD			
Stronger, Faster, Higher WR	Stronger, Faster, Higher WR	Stronger, Faster, Higher WR	Stronger, Faster, Higher WR
LOCKHART CHAPEL			
Duty to God and You WR	Duty to God in Action AOLR	Duty to God in Action WR	Duty to God and You AOLR
NATURE PROGRAM AREA			
Earth Rocks! Elective	Earth Rocks! Elective	Earth Rocks! Elective	Earth Rocks! Elective
Into the Wild Elective	Into the Woods Elective	Into the Woods Elective	Into the Wild Elective
SCOUTCRAFT PROGRAM AREA			
Webelos Walkabout WR		Webelos Walkabout WR	
Outdoor Adventurer AOLR	Outdoor Adventurer AOLR	Outdoor Adventurer AOLR	Outdoor Adventurer AOLR
Castaway Elective	Castaway Elective	Castaway Elective	Castaway Elective
STEM. PROGRAM AREA			
Sports Elective	Sports Elective	Sports Elective	Sports Elective
TIMBER MOUNTAIN PROGRAM AREA			
Scouting Adventure AOLR	Scouting Adventure AOLR	Scouting Adventure AOLR	Scouting Adventure AOLR
Cast Iron Chef WR	Cast Iron Chef WR	Cast Iron Chef WR	Cast Iron Chef WR

WR (Webelos Required) **AOLR** (Arrow of Light Required) **Electives** (Webelos and AOL)
Introduction to Kayaking and Stand Up Paddleboard are not Adventure Pins, just plain fun!

Adventure Sessions

Aquanaut - Aquanauts are people who are at home both around and in the water. Basic water skills are the goal of the Aquanaut. Scouts signing up for the Aquanaut should be classified as a Swimmer or a strong Beginner.

Art Explosion - An artist uses creativity to build, paint, draw, and create different styles of art.
NOTE: We will not be covering requirement 1.

Building a Better World - There are many places to build a better world and it starts in your community and state. NOTE: We will not be covering requirements 4, 5, 9, and 10.

Castaway - Learn about survival skills in the wilderness like making a shelter and dealing with emergency situations. NOTE: We will not be covering requirement 2b.

Cast Iron Chef - Learn how to build a campfire to cook on and prepare a meal.
NOTE: We will not be covering requirements 2 and 3.

Duty to God and You - Discuss and reflect on what your duty to God is.
NOTE: We will complete Requirement 1 and 3 and start Requirement 4, which will need to be completed to finish this Adventure.

Duty to God in Action - Discuss and reflect on what your duty to God in Action is.
NOTE: We will complete Requirement 1, 2 and 5 and start Requirement 4, which will need to be completed to finish this Adventure.

Earth Rocks! - Scouts will explore the study of rocks and learn about their usefulness in the world today. NOTE: We will not be covering requirements 7 and 8.

First Responder - A first responder is a person who is ready for first aid situations.
NOTE: We will not be covering requirements 7 and 8.

Game Design - Build your own game and have others play it.

Into the Wild - Learn about animals and how they play their part in our ecosystem.

Into the Woods - Learn about trees and plants and how they are part of our ecosystem.
NOTE: We will not be covering requirement 5.

Outdoor Adventurer - A camper has the skills needed to make you feel at home in the outdoors. They know how to pitch a tent, tie knots, and practice Leave No Trace ethics.
NOTE: We will not be covering requirement 1 (Option A or B).

Scouting Adventure - Be prepared to start becoming a Boy Scout and learning what it takes to do a good turn daily. NOTE: We will not be covering requirements 2, 3, and 4.

Sports - Webelos learn about sportsmanship and play individual and team sports.

Stronger, Faster, Higher - An athlete knows that a good training program includes exercises that build strength and endurance. NOTE: We will not be covering requirements 3, 4, and 5.

Webelos Walkabout - A hiker knows how to prepare a hike plan before going on a hike.
NOTE: We will not be covering requirements 4 and 6.

Dining Hall & Meals

Meal Times

Breakfast: 8:00AM

Lunch: 12:30PM

Supper: 6:30PM

Please line up 15 minutes earlier on the Parade Field.



Assembly. Line up is 15 minutes before each meal on the Parade Field. Please be prompt as this is when we share announcements and give thanks with grace for each meal. Full field uniform required only on Wednesday and Friday for Supper.

Table Waiters. Camp Shenandoah uses a “waiter” system in each unit to give Scouts an opportunity to learn and practice sanitary mealtime habits. Each unit is asked to send two waiters per table to each meal. Pack Table Waiters should report to the Kitchen 15 minutes before meals. Responsibilities: set tables, wipe down tables and sweep after meal, remain until Dining Hall Steward dismisses. **NOTE:** subject to current Covid-19 protocols.

Meals. The menu is posted in the Dining Hall and at your campsite. Meals are served by camp staff as you enter the Dining Hall. Seconds may be offered after everyone is served. Along with what is served, additional options are available to you. Fruit, cereal and hard boiled eggs at breakfast, salad bar and PB&J bar at lunch and supper, among other options. Please remain seated in the Dining Hall for a fun song and announcements before dismissal from the Dining Hall Steward.

Special Requests: Our Food Service Director and kitchen staff strive to accommodate for many allergies and other dietary restrictions. **It is very important you let us know in advance using our Special Dietary Request form.** We meet typical dietary needs but cannot create individual meals for guests with special lifestyles or picky eaters. Those with special needs are encouraged to provide any specialty food to supplement our menu. These should be individually boxed, labeled with name and unit number. Speak with our kitchen staff for instructions as they will cheerfully store dry, refrigerated or frozen goods for you.

Policies & Services

Forms referenced here are available for download at [here](#).

Should you need further assistance, we're ready to help with a quick email to

Susan.Hart@scouting.org .



Camp Sites. Each campsite is arranged with groups of five platforms. These groups we refer to as pods. Each platform has a standard BSA wall tent with two cots, so each pod can house ten people. Every site has a picnic table shelter and a latrine with fresh running water. Our sites can accommodate from 25 to 40 guests. Leaders are welcome to bring their own tent. We ask to the extent possible everyone shares a tent due to spacing considerations.

Security. All guests 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. Departing guests and 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 is a safety measure for all Scouting activities. Buddies should know and be comfortable with each other. Self-select 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.

Telephone. The office number at camp is (540) 886-7513. This telephone is staffed from 9:00AM to 9:00PM. This line is used strictly for camp business. If you need to reach a guest, we will be happy to relay a message to them. In the event of an emergency, a staff member will immediately make contact with the appropriate people. **This telephone number is not staffed until June 5, 2022.**

Power Generators & CPAP Machines. Power generators are not allowed in campsites. If someone has 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 guests use a battery powered machine that easily can be recharged at the Maintenance Building behind the Dining Hall. Please ask to speak with our Ranger if someone will need a daytime charging outlet.

Fire Safety & 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. Please enforce our NO Flames in Tents policy by showing Scouts the signage. Only flashlights, headlights and battery lanterns are to be used in tents.

Vehicles & Trailers. Trailers may be parked in campsites and 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.

YOU MAY LEAVE A TRAILER, BUT NO VEHICLES ARE TO BE LEFT IN CAMPSITES!

Youth Leaving Camp Early. We understand a prior commitment may require a Scout to temporarily leave camp. Should you know this in advance, please prepare our [Youth Leaving Camp Early Release Authorization Form](#). Using this form, the Scout's parent(s) or legal guardian must notify the Camp Administration in writing that a Scout may have an interrupted or shortened stay at Camp Shenandoah. This written statement must include the departure information and return information if the Scout is going to return. It must also detail who is authorized to pick up the youth. Both parent and Scout leader in charge must sign the release form.

Scout Mail! Scouts love receiving a postcard, note or goodie box from home! USPS, UPS and FedEx all use the same address. To assure timely delivery, you can send mail to your Scout a few days prior to arrival and we'll make certain it is delivered. Send to:

Camp Shenandoah
"Scout's Name", Pack #
222 Boy Scout Lane
Swoope, VA 2447

Trading Post. The Trading Post was remodeled in 2020 and is a natural gathering area at camp! With a front porch and inviting tables, chairs, and a charging station, it's a great place to socialize and take in camp life. Inside, you'll discover crafts, t-shirts, hats, hoodies, equipment, handicrafts, toiletries, gift items, knives, Camp Shenandoah souvenir items, and much more. Water, soft drinks, Slush Puppies, and snacks are always popular! The Trading Post is open from 9:00AM—8:00PM, except during meal times. On average, Scouts spend roughly \$50 in the Trading Post. Cash, checks and credit/debit cards welcome.

Lost and Found

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

Ice Service

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

Parents/Visitors at Camp

Parents often remark at how much their Scout has grown during Webelos Camp! 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:

Wednesday: 12:30-5:00 PM (Camp Check In)

Friday 5:00 PM - 8:00 PM (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.

Uniforms

Uniform standards at camp are as follows:

✓ During the day and most nights after dinner, the activity uniform (aka. Class B).

✓ Uniform for arrival, dinner and campfires 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.

Please remind your Scouts that proper wearing of a field uniform requires the shirt buttoned and tucked in!

Patrol Dinner (Thursday)

After lunch on Monday or Thursday, our staff will deliver a box of ingredients from the kitchen to make "Silver Turtles" sometimes called Hobo Meals or Foil Dinners for everyone in the unit plus a few extras for staff members that will be assigned to eat with you that night. The materials provided by the Dining Hall include tin foil, hamburger patties, potatoes, onions, They DO NOT include plates, forks, cups, or any other utensils: just the food and tin foil. Packs should plan to bring seasonings and any additional items they might require for their campsite dinners. Feel free to bring your own dessert fixins and get creative!



Camp Emergency Telephone Number

Camp Shenandoah's phone number is 540-886-7513 and is monitored only when the seasonal camp staff is on-site. This telephone number is staffed **after June 5th** from 9:00AM—9:00PM. We ask that you call this number only for emergencies or official business. Prior to camp, we welcome your call at our council Service Center during regular business hours. The number is 540-943-6675.

Knives

Knife work and safety are very important in the Scouting program. Webelos especially enjoy carrying or purchasing a pocketknife at camp. Leaders should make sure that Scouts using whittling or carving knives know how to do so them properly. Scouts who have not earned the Whittling Chip can visit the Timber Mountain Area with a unit leader to complete the requirements. Knives available in the Trading Post may only be purchased by a Scout with a signed Whittling Chip card (the uniform flap patch does not replace a signed card).

Campers Missing Home

Occasionally, Scouts may miss home and want to leave camp. As you encounter such problems, please remember that the Camp Shenandoah staff includes members with counseling skills. Please do not allow any Scout to call home or leave camp early without discussing the situation with the camp's Health Officer. Our staff strives to keep your Scout happy and at camp!

Communications

Contacting Camp.

Our council Program and Camping Director is your primary point of communication until Check-In, when our Camp Director and seasonal staff will take over based on their responsibilities. We recommend that communication about Resident Camp be conducted directly by [email](#) with Susan Hart Assistant Scout Executive.

Phone calls and voicemails are easily missed, but email lives in the Inbox forever! However, we are happy to schedule a phone call should that be the most effective method to discuss your pack. Please send a call request with proposed dates and times to Director@CampShenandoah.org and either Camp Director Pete Echols or Susan will follow-up. Our goal is to respond to your e-mails within 24 hours but given the sheer volume of folks who are excited about summer camp please be patient as we work to give the best customer service experience to all!

Beginning June 5, the response time to email will undoubtedly lengthen due to our Camp Director's minimal opportunities in front of a computer. During that time, we are preparing the staff and facility to receive guests and serving their needs. We thank you in advance for your patience and understanding!

Prior to camp, we will invite you leaders and family to a Zoom discussion meeting. Our Admin staff will join you as we prepare your welcome back home to Camp Shenandoah. You'll have opportunities to ask questions and hear about program, trainings and activities. Watch for your invitation and please join us!

Staying Connected. Cell connectivity in camp is spotty and varies by location. We understand some leaders may need to have a more reliable Wi-Fi connection that can be accessed by inquiring at the Admin office. We likely can provide you Wi-Fi access for a pre-determined length of time. If your unit has sufficient leadership, an adult may leave camp traveling to one of several nearby free hot spot businesses in Staunton.

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



