WELCOME HOME!

Camp Shenandoah
2020 Webelos Resident Camp
Leader’s Guide

The camp and staff with a 2019 rating of 4.3 stars!

4.3

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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.

Webelos Resident Camp is a short-term camping experience designed to introduce Webelos, their leaders, and their parents to a theme-based, summertime camping experience that will help the Scout be prepared for a smooth transition into Boy Scouting. It's a memorable 4 days and 3 nights of thrilling and adventurous activities that keep campers excited for months after the closing campfire.

Scouts will participate in a variety of activities, including shooting sports, swimming, fishing, Scout skills, and much more. Many of these activities will help Scouts earn various Webelos activity badges and belt loops. For leaders, it's a great place to spend quality time with your Scouts without the distractions of everyday life and just get away for a couple of days. Resident Camp is pure fun from the time you get up in the morning until the time you crawl into your sleeping bag weary from the day’s exciting adventure!

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.

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. Camp Shenandoah is all about safety, experience and FUN!

We can’t wait to Welcome YOU Home to Camp Shenandoah!

Yours in Scouting,

Joshua Holsinger, Camp Director
Alex Maneval, Program
Daniel Whitesell, Camp Commissioner
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”, Pack #
222 Boy Scout Lane
Swoope, VA 2447

CAMP SHENANDOAH – TENTAROO REGISTRATION TUTORIALS: https://users.tentaroo.com/
**Get Ready For FUN!**

While at Camp Shenandoah, you and your Scouts can expect a high-energy staff, a program of unsurpassed quality, and a healthy dose of Scout Spirit. Designed for fun, Webelos Resident Camp prepares Scouts for a smooth transition into camping experiences to come in a Scouts BSA troop. Scouters play a vital role at camp, so we will ask for adults to help and participate on occasion, but there is plenty of time to bond with your Scouts and watch them learn and grow.

Here are a few key points of essential information that you should know before you come to Camp Shenandoah for Webelos Resident Camp:

- **Check-In begins at 1:30 PM** for Webelos Resident Camp, our staff will not be ready before that time. Please park in the parking lot and send one adult to the registration tarp at the Camp Office to check in.
- **Please have your medical forms completed and ready to turn in when you arrive.** All Scouts and adults need to turn in the completed BSA medical form at check-in (Parts A&B).
- **Camp Shenandoah will provide meals, a two (2) person canvas tent, a sturdy cot, shower facilities and Trading Post facility where camp items are available for purchase (each Scout usually spends between $50-$75).**
- **All campers, adult and youth as well as any guests, will need to wear an identification wristband during their entire stay and closed toed shoes except when in the shower or Aquatics Area.**
- **Webelos Resident Camp is geared towards advancement opportunities and having fun in the outdoors as Scouts prepare to transition to Boy Scouting.**
- **The buddy system is always to be practiced by all campers.**

**Program (Adventure Activity Times)**

The program is designed for Webelos (rising 4th graders) and Arrow of Light (rising 5th graders) at Camp Shenandoah. Scouts and parents can expect a full program from 9:00 am until 9:00 pm each day. Mornings and afternoons will be filled with classes offering chances to earn Adventure Pins. There are special programs each evening, such as free swim, free shoot, open boating and campfires!

**The Staff**

The staff at Camp Shenandoah is second to none! It is comprised of young men and women with scouting backgrounds who commit their summer to the Scouts. You can expect a high-energy, knowledgeable group of individuals who are dedicated to Camp Shenandoah and its program!
Special Programs

There are also several special programs taking place throughout the session, mostly in the evening hours. Brief program descriptions of special program highlights are as follows:

- **Opening & Closing Campfires**: The staff will entertain Scouts and adults alike with an energetic, audience-participation campfire program reflecting the theme of the summer. On your last night with us, your scouts will get the chance to share their talents with the entire Camp.

- **Open Activities**: Each full day will have two hours open that will enable Scouts and adults to enjoy shooting BBs, archery, hiking, swimming, boating or fishing.

- **Camp Wide S’mores**: After the closing campfire, hang out with your pack, staff and the rest of the camp and cook up some s’mores.

Rainy Day Program

Liquid sunshine never washes fun out of the day! In the event of rain or other inclement weather, the program will be provided indoors or under our many shelters throughout Camp. Some programs, like handicraft, can easily be taken inside without modification. Other program areas have special rainy-day backup activities that will keep everyone busy.
Come Ready to Have FUN!

What to Bring

What everyone should bring:
- Completed and signed medical form for all participants – youth and adult. (See Page 12)
- 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 women)
- 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
- Cub Scout or Arrow of Light Handbook

Suggested Additional Items to Bring:
- Insect repellant (pump, non-aerosol)
- Spending money for the Trading Post (about $50)
- Camera and extra film, if needed
- Phone to take pictures and charging cord
- Hat
- Watch
- Daypack
- Notebook and pen/pencil
- Fishing pole, bait and tackle

What you will need to cook one meal in your campsite during Webelos Resident Camp:
- Eating utensils
- Tongs
- Spices
- Cups
- Plates
- Additional dessert items
- We encourage campfire cooking! You may bring a propane stove as the camp maintains a storage facility to store liquid propane tanks. Any propane must be checked in with the Ranger.

DO NOT BRING personal firearms, ammunition, bicycles, illegal drugs, fireworks, any explosives, sheath knives, Vaping, pets or intoxicating beverages.
Registration Information

<table>
<thead>
<tr>
<th>2020 Webelos Resident Camp</th>
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</thead>
<tbody>
<tr>
<td><strong>Session 1</strong> – July 12 to July 15, 2020</td>
</tr>
<tr>
<td><strong>Session 2</strong> – July 15 to July 18, 2020</td>
</tr>
</tbody>
</table>

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

Hold-a-Site Form

A $50 non-refundable deposit must be submitted with your Hold-a-Site Form to reserve your unit’s attendance. Upon receipt, your online registration will be activated. The $50 deposit will be applied to your total payment for registration. This fee is not carried over from year to year. You can download the Hold a Site Form here or self-register at CampShenandoah.org.

Fees and Deadlines

**Youth Campers:**
$145, if paid in full by May 1, 2020  
(Early Bird fee)  
$170 if paid after May 1, 2020  
(Regular fee)

**Adult Leaders:**
$85 per adult leader if paid in full by May 1, 2020  
$95 per adult leader if paid in full by May 1, 2020

Per the BSA’s National Camp Accreditation Program standards: “The minimum leadership requirements for any Cub Scout unit attending resident camp is a ratio of two adults to a maximum of eight boys and one additional adult for each four boys (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 1, 2020 and monthly thereafter. Any application received after May 30, 2020 is not eligible to receive campership funds.

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.
Payment of Fees

A $50 non-refundable fee is required at time of registration. This fee will appear as a credit in Tentaroo.

**Early Bird registration** ends May 1, 2020. Payment or registrations made May 2, 2020 through July 3, 2020 are at **Regular rate**. Packs may make reductions until June 15, 2020.

Payment Options:

**Online:**
Pay by credit/debit card via Tentaroo. There is a small 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 via Tentaroo or over the phone at the Council Service Center.

**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.

Camp Refund Policy

Refund requests must be made in writing and, if possible, at least two weeks prior to the unit’s arrival. Refunds will only be issued for the following reasons:

- Death of an immediate family member.
- Serious illness or injury of the camper (not an immediate family member).
- Scout is required to attend Summer School.
- Military transfer of the Scout’s family.

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 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 pack.

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

## Sunday (Session 1) or Wednesday (Session 2)

<table>
<thead>
<tr>
<th>Time</th>
<th>Adventure Activity</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>1:30 - 4:00 PM</td>
<td>Check-In</td>
<td>Office</td>
</tr>
<tr>
<td>4:00 PM</td>
<td>Camp Tour Begins</td>
<td>From Campsite</td>
</tr>
<tr>
<td>5:00 PM</td>
<td>Leaders Forum</td>
<td>Campfire Ring</td>
</tr>
<tr>
<td>6:15 PM</td>
<td>Evening Flags Retreat</td>
<td>Parade Field</td>
</tr>
<tr>
<td>8:15 PM</td>
<td>Opening Campfire</td>
<td>Parade Field</td>
</tr>
<tr>
<td>10:00 PM</td>
<td>Taps/Lights Out</td>
<td></td>
</tr>
</tbody>
</table>

## Tuesday (Session 1) or Friday (Session 2)

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>7:00 AM</td>
<td>Reveille/Everyone Up</td>
<td></td>
</tr>
<tr>
<td>7:45 AM</td>
<td>Morning Flags</td>
<td>Parade Field</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>Breakfast</td>
<td>Dining Hall</td>
</tr>
<tr>
<td>9:00 - 9:50 AM</td>
<td>Leader Forum</td>
<td>Staff Lounge</td>
</tr>
<tr>
<td>10:00 - 10:50 AM</td>
<td>Adventure Activity #1</td>
<td></td>
</tr>
<tr>
<td>11:00-11:50 AM</td>
<td>Free Activities - swim, boat, shoot</td>
<td></td>
</tr>
<tr>
<td>12:15 PM</td>
<td>Lunch</td>
<td></td>
</tr>
<tr>
<td>1:00 PM</td>
<td>Rest Time</td>
<td>Campsite</td>
</tr>
<tr>
<td>2:00-2:50 PM</td>
<td>Adventure Activity #3</td>
<td></td>
</tr>
<tr>
<td>3:00 - 3:50 PM</td>
<td>Adventure Activity #4</td>
<td></td>
</tr>
<tr>
<td>4:00 - 4:50 PM</td>
<td>Free Activities - swim, boat, shoot</td>
<td></td>
</tr>
<tr>
<td>5:00 PM</td>
<td>Food Delivery</td>
<td></td>
</tr>
<tr>
<td>5:30 PM</td>
<td>Dinner Preparation</td>
<td>Campsite</td>
</tr>
<tr>
<td>8:30 PM</td>
<td>Trash Run</td>
<td></td>
</tr>
</tbody>
</table>

## Monday (Session 1) or Thursday (Session 2)

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>7:00 AM</td>
<td>Reveille/Everyone Up</td>
<td></td>
</tr>
<tr>
<td>7:45 AM</td>
<td>Morning Flags</td>
<td>Parade Field</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>Leader Forum</td>
<td>Staff Lounge</td>
</tr>
<tr>
<td>9:00 - 9:50 AM</td>
<td>Adventure Activity #1</td>
<td></td>
</tr>
<tr>
<td>10:00 -10:50 AM</td>
<td>Adventure Activity #2</td>
<td></td>
</tr>
<tr>
<td>11:00-11:50 AM</td>
<td>Free Activities - swim, boat, shoot</td>
<td></td>
</tr>
<tr>
<td>12:15 PM</td>
<td>Lunch</td>
<td></td>
</tr>
<tr>
<td>1:00 PM</td>
<td>Rest Time</td>
<td>Parade Field</td>
</tr>
<tr>
<td>2:00-2:50 PM</td>
<td>Adventure Activity #3</td>
<td></td>
</tr>
<tr>
<td>3:00 - 3:50 PM</td>
<td>Adventure Activity #4</td>
<td></td>
</tr>
<tr>
<td>4:00 - 4:50 PM</td>
<td>Free Activities - swim, boat, shoot</td>
<td></td>
</tr>
<tr>
<td>5:00 PM</td>
<td>Food Delivery</td>
<td></td>
</tr>
<tr>
<td>5:30 PM</td>
<td>Dinner Preparation</td>
<td>Campsite</td>
</tr>
<tr>
<td>8:30 PM</td>
<td>Trash Run</td>
<td></td>
</tr>
</tbody>
</table>

## Wednesday (Session 1) or Saturday (Session 2)

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>7:00 AM</td>
<td>Reveille/Everyone Up</td>
<td></td>
</tr>
<tr>
<td>7:45 AM</td>
<td>Morning Flags</td>
<td>Parade Field</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>Breakfast</td>
<td>Handicraft</td>
</tr>
<tr>
<td>9:00 - 9:50 AM</td>
<td>Adventure Activity #1</td>
<td></td>
</tr>
<tr>
<td>10:00 - 10:50 AM</td>
<td>Free Activities - swim, boat, shoot</td>
<td></td>
</tr>
<tr>
<td>11:00-11:50 AM</td>
<td>Lunch</td>
<td>Parade Field</td>
</tr>
<tr>
<td>12:15 PM</td>
<td>Check-Out</td>
<td>Campsite</td>
</tr>
<tr>
<td>7:00 AM</td>
<td>Reveille/Everyone Up</td>
<td></td>
</tr>
<tr>
<td>7:45 AM</td>
<td>Morning Flags</td>
<td>Parade Field</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>Breakfast</td>
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</tr>
<tr>
<td>9:00 - 9:50 AM</td>
<td>Adventure Activity #1</td>
<td></td>
</tr>
<tr>
<td>10:00 - 10:50 AM</td>
<td>Free Activities - swim, boat, shoot</td>
<td></td>
</tr>
<tr>
<td>11:00-11:50 AM</td>
<td>Lunch</td>
<td>Parade Field</td>
</tr>
<tr>
<td>12:15 PM</td>
<td>Check-Out</td>
<td>Campsite</td>
</tr>
</tbody>
</table>

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![Image of campfire with people]
Checking In…Welcome Home!

Arrival Time

Units should plan to arrive at camp no earlier than 1:30 PM and no later than 4:00 PM on Sunday/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 from 1:30 PM to 4:00 PM.

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 2020 form.

3. Any outstanding payments.

4. For each youth and adult leader: The BSA Annual Health and Medical Record, parts A B1 and B2 and 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. If your pack has completed an approved pre-camp swim check this form should be presented at check-in: Annual Unit Swim Classification Record.

6. Proof of current Youth Protection Training (YPT) for all adult guests camping. This includes adults not staying for the entire session.

You’re Here!

You’ve arrived when you turn onto Boy Scout Lane! Outside the entrance gate, you’ll warmly be greeted by staff and your camp Guide for the week. Your pack 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.
Communication Information

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 Summer Camp be conducted directly by email with Scott Lancey, council Program and Camping Director.

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 Josh Holsinger or Scott 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 1st, the response time to email will undoubtedly lengthen due to our Camp Director’s minimal opportunities to sit in front of a computer. During that time, we are preparing the staff and facility to receive campers and serving the needs of campers who are in camp that week. We thank you in advance for your patience and understanding!

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.

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. 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.

US Mail and Package Service (also on Page 5)

Incoming mail and packages for campers will be placed in the camper’s pack mailbox in the Camp Office. Please keep in mind that the camp mail is delivered by rural carrier and tends to require extra time to arrive in Swoope. Mail should be sent early enough to allow ample time for delivery. If mailed prior to your unit’s arrival, we’ll make sure it is ready and waiting! Mail to campers should be addressed as follows: Scout’s name and Pack #, Camp Shenandoah, BSA, 222 Boy Scout Lane, Swoope, VA 24479.
Health & Safety Information

Health, Safety, and Medical Records

Every Webelos Scout and leader attending Camp Shenandoah must provide the BSA’s Annual Health and Medical Record Parts A and B1 and B2. No doctor signature is necessary as Webelos Camp is under 72 hours. Make sure the forms for everyone are complete and contain the necessary signatures and be updated annually before arriving at camp. We always recommend units retain a copy of each Record and maintain in a secure location.

Insurance. All Virginia Headwaters Council packs are covered by our council’s liability insurance policy. Out of Council packs need to provide proof of liability insurance. It is very likely your council has provided this to you (perhaps with your current recharter) or will do so by calling your council Service Center.

Medications & Medical Equipment

All medication, including over the counter and prescription medications, or equipment, such as CPAP machines, that are brought to camp is the responsibility of the unit leader. All Scouts bringing medication to camp are recommended to complete and submit the Medical Responsibility Form to their unit leader, prior to arrival at camp. These medications are to be kept in the campsite in a locked container provided by the unit. Our Camp Health Officer will need to receive well-documented information on any medication that requires refrigeration. These medications will be kept in a locked refrigerator in the Health Lodge at the Camp Office.

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. 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. There are no power outlets in camp sites.

For guests with limited mobility, we will make every effort to accommodate. Please complete the Individual Special Needs Form and email to Director@CampShenandoah.org. We attempt to provide your pack with a lower camp site; however, we have very limited handicap accessible tents.

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.

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 very important that every Scout, adult leader, and visitor 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. Sports drinks such as Powerade, and Gatorade in addition to water, help to replenish electrolytes and other valuable nutrients. **SCOUTS ARE EXPECTED TO CARRY A WATER BOTTLE WITH THEM AT ALL TIMES!**

![Boy drinking water](image1.jpg)

**Hand Washing & Sanitation**

We frequently remind Scouts using hand sanitizer on dirty hands just sanitizes the dirt! It is important everyone frequently wash their hands and then use a sanitizing lotion, especially before meals. Hand sanitizer is available at each Dining Hall entrance door and throughout camp.

**Hospital or Off-Site Medical Help**

Routine first aid is available 24 hours a day at the Health Lodge. There are several urgent care centers in Staunton, however, at this writing, none are open after 8:00PM. Anyone needing off-site medical attention will go to the Emergency Room 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 Health and Medical Form from the Health Lodge. If not at camp, the Health Officer or Camp Director will contact a parent (or in the event of an adult, a relative) with an adult from the unit.
Camp Emergency Plan

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. 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.

Hazardous weather procedures will be reviewed at our Leaders Forum on Sunday/Wednesday at 5:00pm at the Campfire Ring. We will provide information about locations and procedures to use in the event of severe storm warnings or severe weather events. All Program Areas and campsites have shelters in case of rain.

All units will receive a Camp Emergency Procedures handout upon arrival. 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 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: The camp will conduct a siren fire drill on Sunday/Wednesday 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.

Eastern Timber Rattlesnake at Camp Shenandoah.

If you see a snake, report a snake.

Learn more about venomous snakes in the First Responder Adventure. Or visit this site to see harmless and venomous Virginia snakes.
Camp Policies

These general rules are for the safety of all campers:
· Packs and dens 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.
· Battery operated lanterns only are permitted in 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 Camp 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 Monday/Thursday evening.
· Secure all food and drinks in a secure location such as a unit trailer, coolers that are strapped shut or 5-gallon buckets with screw on lids.

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 and checked in with the Ranger.

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 or his Assistant 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. The maximum safe speed on Boy Scout Lane is 25MPH, 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 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!

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!!!
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 evening patrol cooking at 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/Wednesday: 12:30-5:00 PM (Camp Check In)
- Wednesday/Friday 5:00 PM - 8:00 PM (for Family & Friends Dinner and campfire)
- Wednesday/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.
Meals, Nutrition and Special Needs

At Camp Shenandoah, customer service is a high priority and we will do everything in our power to accommodate campers with special needs. Our menu will be finalized and posted for review no later than May 1st. If necessary, please complete our Individual Special Needs Form and send to Director@CampShenandoah.org before June 1st.

Camp food is by necessity a high-carbohydrate, high-calorie diet. It is high in wheat, milk products and sugar. Most meals will contain meat. We will do our best to accommodate food allergies and other medical dietary restrictions but cannot be held accountable for the management of these allergies. That responsibility rests with the individual and adult partner. To accommodate a more prevalent allergy, our Dining Hall is peanut free.

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).

Due to the complexity and cost of alternative diets, our Food Services cannot accommodate every individual’s needs in terms of providing food items for special diets. After May 1, please review our menu and plan to substitute items that are not in line with any dietary restrictions. Please note we are more than happy to store, prepare, and serve the food provided per any instructions that are given! No discount to any fee can be applied if an individual chooses to provide their own food.

Parents and leaders should feel free to schedule a phone call with our Food Service Director in the week prior to your unit attending camp to review the menu and ingredients and ensure proper management of a camper’s special needs. Those calls can be scheduled by e-mailing Director@CampShenandoah.org. Again, please let us know by using our Special Needs Form.

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 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 refrain from doing so until seconds have been announced. For a nutritious snack, you’ll find fresh fruit always available in the dining hall.

Meals are served “modified” family style in our Dining Hall beginning with the evening meal on Sunday or Wednesday. Upon entrance to the Dining Hall, campers will receive their food on the way to their assigned tables. All meals are served in the Dining Hall apart from Monday or Thursday dinner which is prepared, Patrol Cooking style, by each pack in their campsites. We’ve found most Scouts LOVE this meal!
**Patrol Dinner** (Monday/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 of 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.

Make Monday/Thursday cooking in your campsite a highlight of your experience!

**Guest Dining**

Guests of all ages may eat meals in the Dining Hall after purchasing individual meal tickets, available for $8 each in the Trading Post.

**Table Waiters**

One Scout per table will serve as the Table Waiter at each meal. Table Waiters should be in the Dining Hall twenty (20) minutes prior to each meal. The Table Waiter’s Responsibilities include: (1) setting the unit’s tables for meals; (2) waiting on the table during the meal; (3) removing the dishes, trash and sweeping up after each meal; and, (4) assisting with clearing the Dining Hall as requested by the Dining Hall Steward or camp staff. A second year Webelo/Arrow of Light should be your first Table Waiter. Assistance from an adult is always appreciated. The leader at each table is responsible for the conduct, manners, and general supervision of the Scouts at the table.
GENERAL INFORMATION

Pre-Camp Swim Test

Our council’s Aquatics Committee offers Pre-Camp Swim tests in Albemarle County and Charlottesville. Locations and dates are announced as they become available.

If your pack chooses to conduct its own Pre-Camp Swim Test, it must be performed by an approved administrator within six months of arriving at camp. Please note swimming conditions in a lake are different than in a swimming pool. Our Aquatics Staff reserves the right to retest any individual. Use our Pre-Camp Swim Test.

Transportation to Camp Shenandoah

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. It is imperative that you 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. When leaving camp, please observe that the intersection of Boy Scout Lane and Trimbles Mill Road has a STOP sign, not a Yield sign.

Traditional Scout Camping

Units that come to Camp Shenandoah are housed in traditional two-man 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 unit 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 want to bring their own personal tent and sleeping gear.

Sanitation

While having fun at Camp Shenandoah, you and your Scout will inevitably get dirty. Our Shower House is open during daylight hours. Everyone is encouraged to take full advantage of these amenities to stay fresh and clean.

Camp Shenandoah is fully prepared to host female Scouts and leaders. The Shower House has separate, secure entrances for male and female, youth and adults. Everyone is asked to be respectful by entering only the appropriate entrance.

Campsite latrines are single stall and may be used by any gender, unless there is specific signage to the contrary. It is especially important that everyone wash their hands before meals. Hand sanitizer stations are located on your way into the Dining Hall. A sink and latrine area is also available in each campsite for hand washing and toilet use.
Sleeping

The Camp Shenandoah Staff is a high-energy staff. Your Scouts (and maybe adults!) will be tired. To keep up with us, we have provided ample sleeping time in the schedule! Nine hours are provided from taps to reveille, as well as a one-hour siesta each day after lunch.

Adult Perks!

There are a few perks for adults attending Camp Shenandoah. Coffee is available during the day in the Dining Hall as well as iced tea during meals. Several adult leader trainings are offered during each session of Webelos Resident Camp. The content and times for these trainings will be announced at the first leaders meeting after Check-In.

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 use 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).

Youth Leaving Early

All youth leaving early must complete the Youth Leaving Early Form and obtain the required signatures, including the signatures of the Scout’s parent/guardian and unit leader. No Scout will be released from camp without the proper signatures (on site unit leader signs on the “Scoutmaster” line). If you know a Scout is going to leave early, it is recommended that you fill the Youth Leaving Early Form prior to coming to camp and turn it in at Check-In. All Scouts and leaders must sign in and out at the Camp Office when they arrive or leave, respectively, during the week (excluding Wednesday or Saturday check out).

Homesick Campers

Occasionally, Scouts may become homesick 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 leave camp early without discussing the situation with the camp leadership. They will deploy the staff to try and keep your Scout happy and at camp!

Footwear

Close-toed shoes, sandals, or boots are always required to be worn to prevent foot injuries. Flip-flops are not appropriate footwear for camp outside the shower house, even when traveling to or from the showers.

Camper Security

Several measures are used at Camp Shenandoah to ensure the safety and security of all campers. All campers and guests must wear wristbands. If a wristband breaks, please come to the Camp Office to receive a new one. All guests must sign in and out at the Camp Office. The staff members are identified by the Boy Scout uniform or staff shirt. If you see anyone suspicious in camp, report it to the Camp Director immediately.
<table>
<thead>
<tr>
<th>Time</th>
<th>HEALTH LODGE</th>
<th>AQUATICS PROGRAM AREA</th>
<th>HANDICRAFT PROGRAM AREA</th>
<th>PARADE FIELD</th>
<th>LOCKHART CHAPEL</th>
<th>NATURE PROGRAM AREA</th>
<th>SCOUTCRAFT PROGRAM AREA</th>
<th>S.T.E.M. PROGRAM AREA</th>
<th>TIMBER MOUNTAIN PROGRAM AREA</th>
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<tbody>
<tr>
<td>9:00 AM</td>
<td>First Responder WR</td>
<td>Aquanaut Elective</td>
<td>Art Explosion Elective</td>
<td>Stronger, Faster, Higher WR</td>
<td>Duty to God and You WR</td>
<td>Earth Rocks! Elective</td>
<td>Outdoor Adventurer AOLR</td>
<td>Adventures in Science Elective</td>
<td>Cast Iron Chef WR</td>
</tr>
<tr>
<td>10:00 AM</td>
<td>First Responder WR</td>
<td>Aquanaut Elective</td>
<td>Art Explosion Elective</td>
<td>Stronger, Faster, Higher WR</td>
<td>Duty to God in Action AOLR</td>
<td>Into the Wild Elective</td>
<td>Outdoor Adventurer AOLR</td>
<td>Adventures in Science Elective</td>
<td>Scouting Adventure AOLR</td>
</tr>
<tr>
<td>2:00 PM</td>
<td>First Responder WR</td>
<td>Aquanaut Elective</td>
<td>Art Explosion Elective</td>
<td>Stronger, Faster, Higher WR</td>
<td>Duty to God and You WR</td>
<td>Into the Woods Elective</td>
<td>Outdoor Adventurer AOLR</td>
<td>Adventures in Science Elective</td>
<td>Cast Iron Chef WR</td>
</tr>
<tr>
<td>3:00 PM</td>
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<td>Art Explosion Elective</td>
<td>Stronger, Faster, Higher WR</td>
<td>Duty to God in Action AOLR</td>
<td>Into the Woods Elective</td>
<td>Outdoor Adventurer AOLR</td>
<td>Adventures in Science Elective</td>
<td>Cast Iron Chef WR</td>
</tr>
</tbody>
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Please note that not all requirements will be met for some of the pins, we’ll leave those for you and your Den to complete throughout the year! See descriptions below for details.
Adventures in Science - Learn about how scientists answer questions like “How does it work” and “What is it” through experiments. **NOTE:** We will not be covering requirement 2.

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.

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.
Registering With Tentaroo

Steps to Registering for Adventure Pins

Now that you have logged into Tentaroo, let’s begin registration. Log-in and you are ready to start.

Dates:

Feb 1, 2020: Self-registration in Tentaroo begins.

March 16, 2020: Registration begins for entering names and selecting Adventure Pins, make payments. Add or subtract numbers originally entered or sent on your Hold-a-Space Registration form.

May 1: Last day to enter payments at the Early Bird discount rate.

June 16: Last date to subtract fees due to roster changes.

Step 1: Creating your Roster

Click on the “Your Roster” icon. If you have been with us in the past simply review your roster to be sure we have all the current information on your Scouts and Leaders.

Things you will need to complete the roster:

- Name of Scout or adult
- Emergency contact and their phone number
- Date of Birth
- Notations of any allergies or dietary restrictions. Please be sure to also send us our Special Needs Form so this important data does not get lost in the process.
- All blocks with the asterisk need to be filled in completely.

Complete this step for each of your Scouts and Leaders who will be coming to Camp.

Step 2: Create Event Registration

To complete this step, you must register individuals a la carte, see next page.

- Click on the Event Registration icon. Here you will need to “select” those Scouts who will be registering for Adventure Pins and Leaders who will be with you for the session. This step will feel like you are being redundant, but trust us, it is necessary to do this part!
- Click on “New Youth Registration” or “New Adult Registration”, and then select the Scout or Leader. Then click on the “Save” button.
Step 3: Selecting Adventure Pins

- You will then see two tabs (1) Profile and (2) Classes.

- If everything is correct on the Profile, click on the “Classes” tab and you will see a list of Adventure Pin offerings. The easiest way to select classes is to look on the bottom right hand corner and locate the “Find Class” block and type in the merit badge class the Scout wants or training class the adult wants. If the class is available, it will show the class and the session times that it is available and let you drag it to the schedule.

- You can see if spaces are still available in a class by clicking on the “View All Classes” tab while working on merit badge selection for your Scouts. This will show how many spaces are available or if the class is full.

- If you don’t see a class, one of two things have happened:
  1. The class is already full.
  2. There is a conflict in the merit badge sessions your Scout wants and the system will not allow you to select the merit badge because of the conflict.

- Repeat this process until you have created your Scout’s or Leader’s schedule.

- After filling the schedule, click the “Continue to Check Out” button and conduct a transaction in your Cart. Always empty the Cart between individual registrations; only when the Cart has been submitted is the merit badge slot locked in.

- Now complete this series for each of your Scouts and Leaders until you have completed the process and all your Scouts have their schedules.

To review and print the schedule for your Scouts, you have three options:

1. Under each individual Scout’s class selection, by clicking on the “View Schedule” tab you will be able to review and print a Scout’s individual schedule.

2. Under the “Event Registration” tab on the far left, click on the tab “View Schedules” which will allow you to review and print your entire unit’s schedule.

3. On the front page, scroll down until you see “Reports”. Click on the arrow until you see “Class Schedule” where you will be able to review and print your entire unit’s schedule.

To register individuals a la carte:

Let’s walk through an example using easy numbers: A unit is bringing two leaders and five Scouts to camp at $85 and $145 respectively, for a total of $895 in camper fees. The pack paid a $50 Hold-a-Site Reservation. When you log in, Tentaroo should show a balance of $845 for your pack to use towards registering these youth and adults.
Let’s walk through using that credit to register one of the youth campers:

- Click on the Event Registration icon, then click on New Youth Registration button, then select the correct person from the roster.

- Next, you will see the Profile tab for the youth selected, fill out as much information as possible and hit Continue to Pick Classes.

- In the Classes tab, you can drag and drop merit badges to build the youth’s schedule. Click Save.

- You will then see a pop up box with two options, you will want to go with “Option Two: Event Payment Options, Checkout” in order to lock in your merit badge slots.

- In Option Two you have three choices: Pay Minimum Require Amount or Pay Full Amount

- ALWAYS PAY THE MINIMUM AMOUNT! However, it is important to pay for your “cart” at Checkout. Remember: your slots are not secured until you pay for items in your “cart”.

We have covered the basics here and you can find more information with Tentaroo’s User’s Manual. As always if you need assistance, please contact us, and we will walk you through the process.
Forms and Resources
All Forms are Available at CampShenandoah.org and are Direct Linked Below.

Webelos Resident Camp Reservation Form  bit.ly/38UEzIP
Unit Pre-camp Swim Classification Record  bit.ly/2ObJ35D
Youth Leaving Camp Carly Release Form  bit.ly/38Lp8lP
Special Needs/Food Information Form  bit.ly/37BLzdd
Medical (Rx) Responsibility Form  bit.ly/36BQeKE
Table Waiter Schedule  bit.ly/2UAsUYk
Campership Application (Virginia Headwaters Council only)  bit.ly/3aY8rFC
Campsite Inspection Sheet  bit.ly/390nFbJ
What to Pack for Camp  bit.ly/37Du7oF

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

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

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