

CAMP SHENANDOAH

Welcome Home

Leader's & Parents' Guide

Webelos Resident Camp Summer 2024





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All information within the Leader's Guide is subject to change. The Camp Shenandoah Administration reserves the right to change information within this document for the safety and/or well-being of the Camp, Virginia Headwaters Council, or Camp Shenandoah Staff.

Welcome Home to Camp Shenandoah

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 Allegheny 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, Fishing, crafts and more!

To us, camp is more than program sessions. It also has 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 addressed. 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,

Robert Clemmer
Camp Director
Camp Shenandoah

Tracey Stakem
VP of Program
Virginia Headwaters Council



Contact Us

CAMP INFO & REGISTRATION ASSISTANCE Council Office weekdays 9AM - 5PM
Tel: 540.943.6675
617 Greenville Avenue
Staunton, VA 24401

REGISTRATION QUESTIONS/ ASSISTANCE Tracey Staken, VP of Program
tgstakem@gmail.com
301.943.6676

PROGRAM/EQUIPMENT/SCHEDULE NEEDS Robert Clemmer, Camp Director
robert.clemmer@scouting.org
540.292.2391

CAMP SHENANDOAH INFORMATION June 11 - July 22
540.886.7513
222 Boy Scout Lane
Swoope, VA 24479

SCOUTS RECEIVING MAIL DURING CAMP
Camp Shenandoah
“Scout’s Name”, Pack #
222 Boy Scout Lane
Swoope, VA 24479



CAMP SHENANDOAH WEBELOS RESIDENT CAMP LEADER’S GUIDE 2024

Registering Your Unit

Units register at <https://scoutingevent.com/763-WebelosCamp2024>

2024 Fees

EARLY BIRD RATE *Effective until May 15, 2024*
Any outstanding balances after May 1 will automatically change to the regular rate.

Youth	\$225
Adult Leaders & Den Chiefs	\$125

REGULAR RATE *Effective after May 15, 2024*

Youth	\$275
Adults	\$150

Adult Registration

Per Scouting America’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.

Non-Discrimination

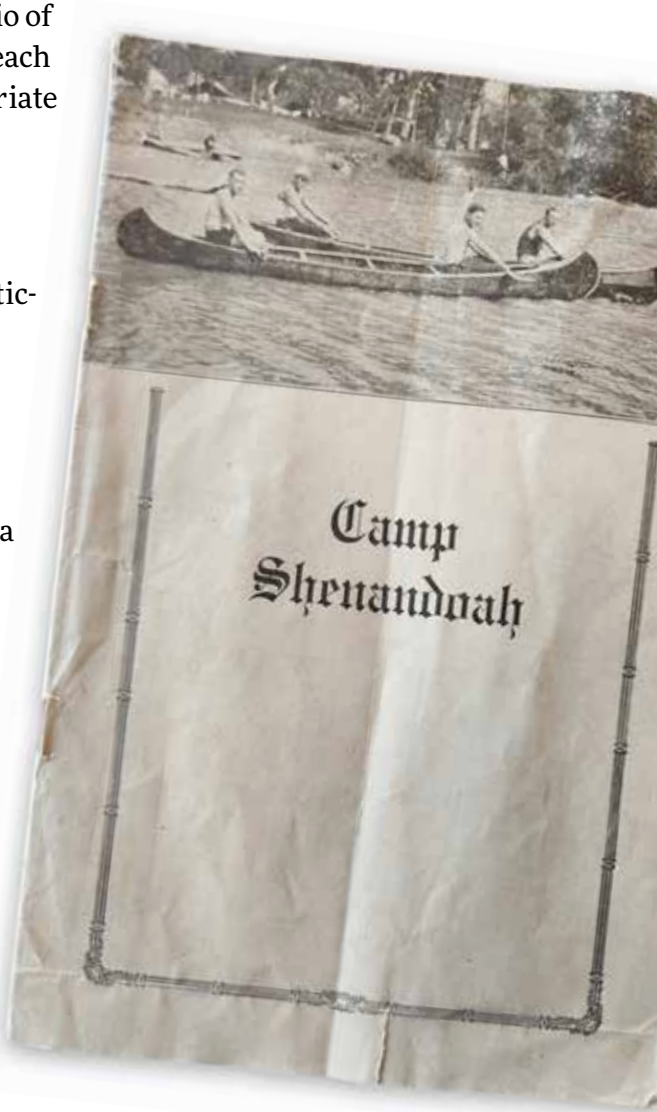
Camp Shenandoah is open to all Scouts. Rules for acceptance and participation in all sessions of this camp are the same for everyone without regard to race, gender, color, religion or national origin.

Financial Assistance

Finances should never prevent a youth from attending Camp. Virginia Headwaters Council offers a Campership program where recipients can be awarded up to 50% off the regular camp fee. This program is for Scouts in our council who need assistance in paying their fees at Camp Shenandoah. These funds are limited to those who are truly in need and offered if funding is available. Units are expected to participate in council fundraising opportunities so that each Scout can participate in summer camp. Applications for camperships should be submitted no later than May 15, 2024 using the Online Campership Application. Unit leaders will be notified of campership allotments in June.

Payments

Most units find paying online at Black Pug Checkout with a



credit/debit card to be the most convenient way to secure slots for Scouts. Names and sessions in your cart are not confirmed until payment is made. Units may also pay over the phone by calling the Council Office at 540-943-6675.

Units may also mail a check to the Council Office: 617 Greenville Ave, Staunton, VA 24401. Please note your unit number and full Council name in the memo line. You may also pay with cash, check, or credit card at the Council Office.

There is a 3% service fee for credit card payments, be it online, in person, or by phone.

Refunds

Units may reduce numbers without penalty until May 15, 2024. After May 15, refunds occur only in the event of documented illness or injury prohibiting attendance, family military transfer/deployment, or death of an immediate family member. Email refund requests to the Camp Director (director@campshenandoah.org). Refunds are calculated at 80% of fees paid and are refunded after August 1, 2024. We are unable to issue a refund to Scouts who must attend summer school or who decide they no longer want to attend Camp or remain in the Scouting program.



Happy Arrival!

Driving to Camp Shenandoah

A SCOUT IS COURTEOUS.

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 traverses 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.

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.

Arrival Time & Check-In

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 at 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

- A unit roster of summer camp participants (youth and adult). We recommend that you print your attending roster from the Reports section in Black Pug.
- 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 2022 form.
- Any outstanding payments (cash, check, credit/debit card).
- 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.
- Any additional camp forms such as Special Assistance Request Form for individual needs we should know and food/dietary/allergy notifications.
- If your pack has completed an approved pre-camp swim check this form should be presented at check-in: Annual Unit Swim Classification Record.
- Proof of current Youth Protection Training (YPT) for all adult guests camping. This includes all adults staying with your pack!

Settling In

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.

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.

Supper. 6:30PM

This is a picnic style meal, meaning your pack can sit at your assigned tables or take your meal outside! A great way to meet other Scouts and familiarize yourselves with base camp.

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 staff!

Lights Out, 10:00PM

See you in the morning!



Dining Hall & Meals

Assembly

Units assemble 15 minutes prior to each meal on the Parade Field. Please be prompt as this is when we hold flag ceremonies, share announcements, and give thanks with grace for each meal. Full field uniform required only for Supper. Morning assembly at 7:45 a.m. and evening assembly at 6:15 p.m.

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. Table Waiters should report to the Kitchen 15 minutes before meals. Responsibilities include setting tables, wiping down tables, sweeping after meals. The Dining Hall Steward dismisses table waiters after the completion of their duties following the meal.

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 the many allergies and other dietary restrictions. It is very important you let us know in advance using our Special Assistance Request form. We meet typical dietary needs but cannot create individual meals for guests with special lifestyles or picky eaters. Those with special needs or textural adversity 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.

Note: the dining hall can be loud. When staff start with “I’ve got a song for you . . .” it is a great time for those sensitive to noise to put in their ear plugs or step outside.

Health & Safety

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 Webe-los 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.

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 in Meals & Food Service within this guide.

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.

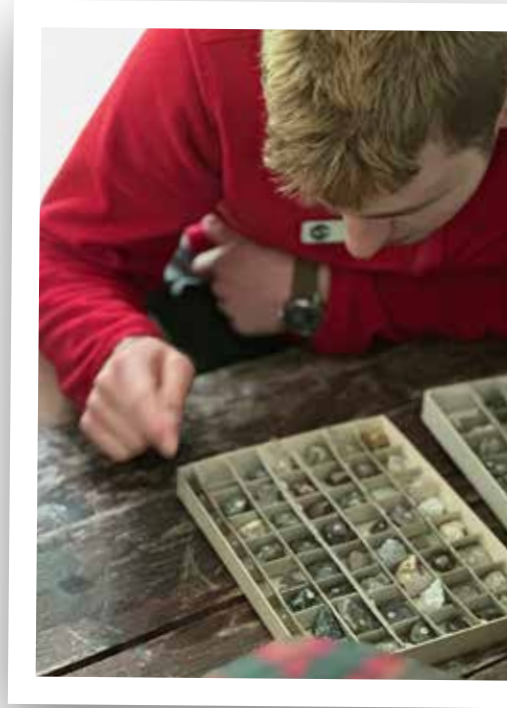
MEAL TIMES

Breakfast: 8:00 AM

Lunch: 12:30 PM

Supper: 6:30 PM

Please line up 15 minutes earlier on the Parade Field.



Inject

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 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.

Health Lodge

The Camp Health Lodge is staffed 24 hours a day by qualified health personnel who handle all minor injuries, scrapes and bruises, etc. Any person requiring care outside of the scope of the Health Lodge will be referred to urgent care or the emergency room at Augusta Health in Fishersville, VA. For insurance purposes and for the health and safety of all participants, all accidents and illnesses, must be reported to the Health Lodge and recorded. Note: specific COVID-19 protocols may be in place, per state orders.

Feminine Hygiene

Female scouts and scouters are encouraged to bring feminine hygiene products to camp even if they are not expecting their menstrual cycle to start. No matter how consistent a female's cycle may be normally, camping in the woods can affect timing and flow. Unused feminine hygiene products should be stored on the Pack trailer or secured with other smellable items such as food and toiletries and not in the tents. Used products can be disposed of in the trash can provided in the latrine (NOT in the latrine) and collected each night during latrine duty for disposal in the camp dumpster.

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. 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.

Buddy System

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



Leader Information

Telephone

The office telephone is staffed from 9:00AM to 9:00PM. This line is used strictly for Camp business. If you need to reach a camper, 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.

Power Generators & CPAP Machines

Gasoline power generators are not allowed in campsites. If someone has a special need, including the use of a CPAP machine, please contact the Camp Director at least one week prior to your arrival at Camp, and we will do our best to accommodate. There are no electrical outlets in campsites. Many CPAP users utilize a battery powered machine that is easily recharged at the Maintenance Building. 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, headlamps and battery lanterns are to be used in tents.

Vehicles & Trailers

One trailer per unit may be parked in campsites. It 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. **You may leave a trailer, but no vehicles may remain 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 the week prior to arrival and we'll make certain it is delivered.

Trading Post

The Trading Post was remodeled in 2020 and is a natural gathering area at camp! With a front porch with tables, chairs, and a charging station, it's a great place to socialize and take in camp life. Inside, you'll discover Merit Badge books, t-shirts, hats, hoodies, 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 \$65 in the Trading Post. Cash, checks, and credit/debit cards are 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 recommended.

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 pocket knife at camp. Leaders should make sure that Scouts using whittling or carving knives know how to do so 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!

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 Robert Clemmer, 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 Camp Director Robert Clemmer 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!

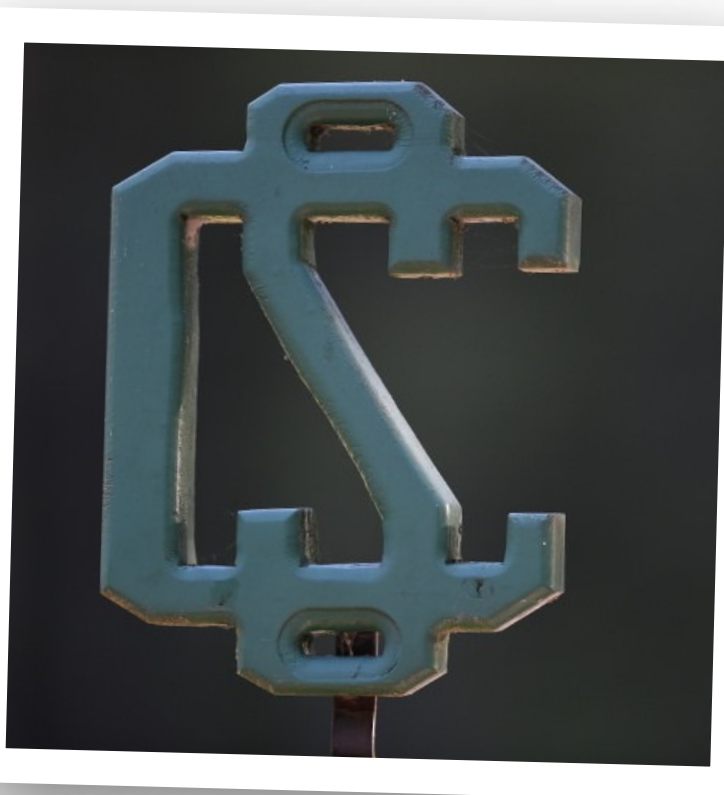
Beginning June 5, the response time to email will undoubtedly lengthen due to our Camp Director's minimal opportunities in front of a computer. During that time, we are preparing the staff and facility to receive guests and serving their needs. We thank you in advance for your patience and understanding!

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.



Hiking/Cycling

The 4.8-mile Boundary Trail offers an excellent way to explore our native woods, grasslands, and flora. Ask us about hiking Elliott Knob (a full day hike). Cycling is permitted by adults outside of the camp’s busy and bumpy trails.

Shower House

The shower house is divided in four sections: male youth, female youth, adult male, and adult female. The building is well lit and open 24-hours a day. We ask adults using the shower house to ensure their Scouts have adequate adults at your campsite. If your Scouts are using the shower house, please have one adult remain outside of the youth side of the building.

Damage to Equipment

Normal usage and wear will result in some breakage of equipment; however, the cost of malicious damage or breakage due to horseplay will be charged to the unit. These fees must be paid before departing. Each campsite will be inspected upon check-in with the unit leaders. All imperfections to equipment should be noted on the check-in forms. Upon check out, the same sheets will be used. 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 is charged the following:

- Cot Replacement \$75.00
- Rips and Tears to Tents \$20.00 per inch
- Damage to Tent Platform up to \$125.00
- Damage to Tent Frame \$25.00 per pole
- Other Damages Amount determined by Ranger and Camp Director

Camp Rules

Camp Shenandoah operates under the Scout Oath and Scout Law. For additional safety of campers and staff, the following is a list of important items of note:

- Closed-toed shoes are always worn. Scouts and Scouters may wear shower shoes/water shoes/sandals inside the

shower house and waterfront area only. Scouts and Scouters wear closed-toed shoes as they travel to those locations.

- Fireworks are prohibited.
- Adults who wish to bring their own firearms for use at the shooting ranges must obtain written permission from the Shooting Sports Director at least one week in advance. All firearms are stored on the shooting range under the direct supervision of the Shooting Sports Director.
- Alcohol is prohibited.
- Tobacco products are used only in designated areas.

Camp Emergency Plan

All units will receive a Camp Emergency Procedures handout before arrival and at the Sunday leaders’ meeting. Admin 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.

Camp Siren

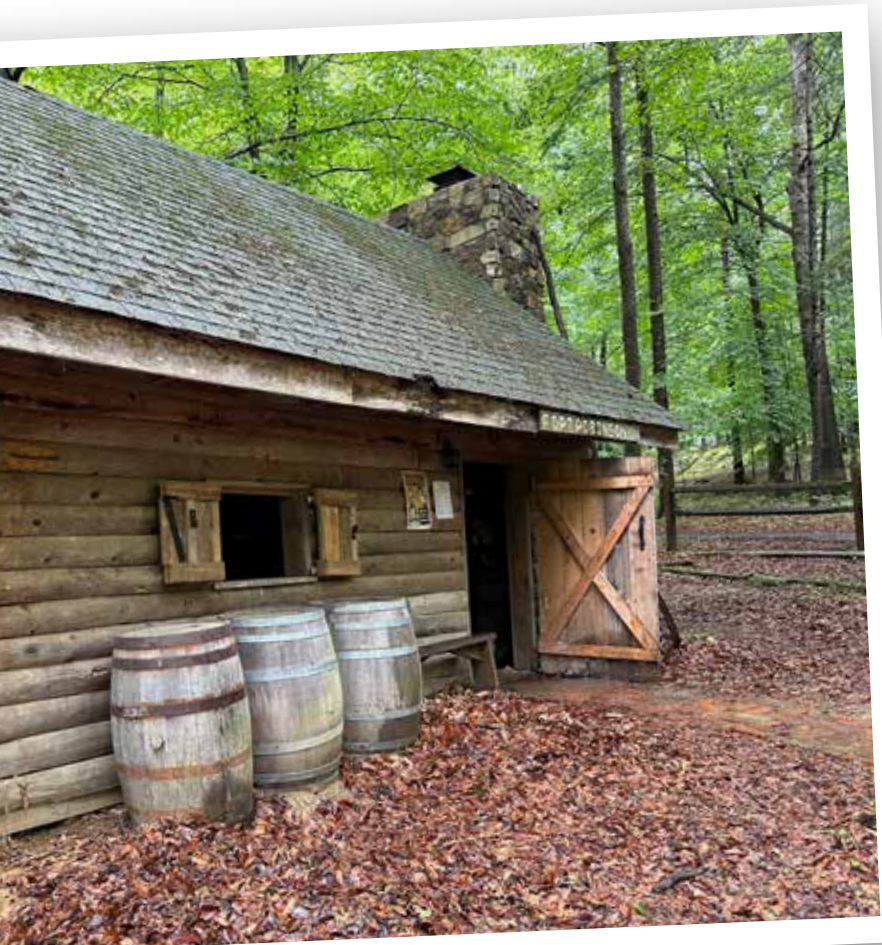
In the event the camp emergency alert siren is heard, everyone is to immediately report to the Parade Field, lining up at your Pack’s position on the field behind the Unit Leader. The Unit leader then reports to camp leadership at the flagpoles when all youth and adults are present.

Emergency Drill

Camp conducts a weekly siren emergency drill. When hearing this siren, 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.

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. 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 Administration or Ranger. If



you are bitten by an animal, report to the Health Lodge. There are a variety of snakes, including venomous Eastern Timber Rattlesnakes and Copperheads. If you observe any snake, report it to the Camp Administration. Do not attempt to capture, relocate, or kill any snake. Black Widow spiders have been observed at Camp. You may even hear distant coyotes late at night!

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.

Suggested Packing List for Scouts

- Completed and signed medical form for all participants: youth & 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)
- Complete Cub Scout or Webelos uniform
- Adult Leader Uniform
- Comfortable appropriate Camp shoes or boots— Flip Flops are not appropriate for Camp except in the shower
- Bathing Suit (one-piece for females)
- Raincoat or poncho with hood
- Jacket or sweatshirt (nights can be chilly)
- Pajamas/Sleepware
- Sleeping bag or blankets &pillow
- Personal hygiene products
- Wash cloth
- Towel (one for swimming too)
- Comb/brush
- Soap in waterproof container
- Shampoo
- Toothbrush and toothpaste
- Water bottle – stay hydrated!
- Flashlight with extra batteries
- Webelos/Arrow of Light Handbook

- SUGGESTED ADDITIONAL ITEMS:**
- Wallet/money (\$50 -\$75 for Trading Post)
 - Mosquito repellent
 - Daypack & hat
 - Notepad & pencil
 - Watch
 - Individual first aid kit
 - Ear Plugs or Noise Canceling Headphones
 - Compression Vest or Weighted Blanket
 - Favorite Fidget Toy
 - Bible or prayer book, according to faith

Parents: Be sure and label any personal items including clothing, handbooks with scout’s name and Pack number. This aids in the return of lost/found items.

Cubmasters: Please share this packing list with your scouts!

