

## **Agenda**

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## **Cohorts**

Hippogriffs – 8 scouts + 1 Leader  
Hydra – 7 scouts +1 Leader  
Narwhal – 6 scouts + 2 Leaders  
Phoenix – 7 scouts + 1 Leader

## **Dates**

Oct/Nov 2019 - Registration opens

02 March – Merit Badge signups begin

15 May – Early bird fees end

– Camp registrations are non-refundable

12 June – Final day to register

27 June to July 3 – Scouts BSA Week 1

## **Cost**

Campers - \$360 early bird, \$380 after May 15

Leaders - \$110 or \$22/ day

Pre-camp equipment expenses (minimal)

Daily spending money, \$5 every other day about right, no more than \$5/day recommended

All merit badge fees are included with the camp fee:

## **Contact Info and Updated Sheet**

Leader's Contact Information:

Eric Smith 757.243.4258

Ginny Gasink

Nancy King

Kay Dee Kline

Will Sampson

Pam Smith

**Camp Shenandoah Phone (Front Office): 540.886.7513**

Address:

Camp Shenandoah

"Campers Name", Troop 20

222 Boy Scout Lane

Swoope, VA 24479

Pre-written mail will be collected at drop off.

## **Cell Phone/ Electronics**

Must be left in the car, not brought into camp.

Cameras are allowed

Parents who need to get in touch with a scout contact a SM or go through the front office (emergency)

## **Clothing and Gear**

### **ESSENTIAL ITEMS:**

### **PUT YOUR SCOUT'S NAME ON EVERYTHING!**

DON'T OVER PACK!!

- Footlocker or duffel bag
- Set of Class As (travel, opening and closing campfire, evening flags/meal, chapel): hat, shirt, neckerchief w/slide, troop t-shirt, green pants/ shorts
- Daily wear is closed-toed shoes, shorts of choice, scout t-shirt or blue shirt
- Long-sleeve shirt(s) and sweatshirt for cooler evenings
- At least seven pairs of socks
- Towels (2) and washcloth.
- At least six changes of underwear.
- Swimsuits need to be able to withstand rugged activity (i.e., climbing into a canoe, rescuing a swimmer). -> Tankinis or one-piece.
- Sleeping bag or sheets and blanket.
- Poncho or raincoat
- Extra pair of shoes (for wet weather)
- Toiletry kit: soap, toothbrush, toothpaste, and comb, etc. Spare kit of personal items.
- Flashlight with extra batteries.
- Your Scout Handbook.
- Notepaper, pencil or pen.
- Canteen or water bottle
- Daypack (small)
- Suntan lotion
- Bug spray

### **OPTIONAL ITEMS:**

- Mosquito net (optional)
- Camera.
- Compass (required for some Merit Badges).
- Book to read
- Hammock with straps
- Pocket knife with Totin' Chip card.
- Fishing pole and tackle (Do not bring live bait – camp will have available for purchase).

- Backpack and **backpacking tent** (if needed for specific merit badge requirements).
- Personal cooking utensils (if needed for specific merit badge requirements).
- Hiking boots (if needed for specific merit badge requirements).
- 5k run gear
- Chessboard, cards, or other fun evening games

**PROHIBITED ITEMS:**

- Sheath or butterfly knives (or other knives designed for defense/tactical)
- Firearms, including archery equipment (unless approved for use by those with special needs)
- Fireworks of any kind including “poppers”.
- Laser pointer.
- Illegal substances including alcohol or any vaping liquids or equipment.
- Cell phones/ electronics

*[Go to Troop Website for more detail on mosquito nets or footlockers]*

**Merit Badge Classes and Activities**

- Priority: Swimming, First Aid, 50% eagle-required; sign up for things that are interesting and that you can’t do at home.
- Pay attention to pre-reqs and age requirements. Some (cooking, camping) are extensive and some (canoeing) are minimal. **It is a scout’s responsibility to complete their pre-reqs.**
- Scouts who don’t complete merit badges will leave camp with a “partial.” It is their responsibility to contact a counselor and complete the merit badge.
- Merit badge schedule will be Mon-Thu, Fri will be special activities.

**Timber Mountain Program**

- Designed for scouts who are working on advancement requirements more than MBs
- They work on requirements for Tenderfoot, Second Class, and 1<sup>st</sup> Class
- Do in either the morning or the afternoon and then do a merit badge or two; sign up like a merit badge
- Will have some extra unit leader supervision

**Shenandoah Olympics and Other Activities**

- Weeklong competition: ultimate Frisbee, kickball, thrust structures (STEM), 5k run, fire building, cast-iron cooking, Dam building, Aquatics relay, Marksmanship, Archery
- Awards: Honor Troop, Neptune Society, Inspection, Scoutmaster Merit Badge, Aquatics Associate, Range Associate
- Pioneering competition, open shoots, open swim, open boat, fishing, polar bear swim, trading post, gaga pit
- Friday: aquapalooza, terrapalooza

## **Medical Forms and Support This is a No-Exceptions Event**

- All portions of the medical form must be completed, signed by a doctor (Part C) and in hand prior to departure. Applies to anyone staying over 72 hours. (Under 72 hours, A, B1, B2) with insurance card
- Must be the current form! Not an old one, not last years.
- 24-hour Health Lodge on site for general sick call; Urgent and Emergency Care in Fishersville, VA
- Medications must be checked in with troop leadership before departure, in ziplock bag with special instructions, and Medical Responsibility Form
- If the health form says the scout needs an inhaler or epi-pen, the scout must have it with them

## **Swim Test**

- Jump feet first into deep water, swim 75 yards using: sidestroke, breaststroke, trudgen, or crawl; then 25 yards using elementary backstroke. Rest by floating.
- Most of the troop is tested, but be prepared to test
- All scouts and leaders should be prepared to test on Day 1, at arrival. Leaders who refuse to test will not be allowed in the aquatics area

## **Camp Security**

- All campers must wear a wristband
- Visitors and leaders coming in and out must sign in at the front office (emergency only)
- Staffs wear name-badges

## **Emergencies at Camp**

- Personal emergencies will be handled by the adult leadership as appropriate
- Environmental emergencies: siren, move to a shelter area, get accountability
- Extreme heat – activities will slow down
- Wildlife encounters - #1 keep your distance; #2 report to the ranger
- Lost Camper – Accountability drill, then shelter and accountability, then search
- Lost swimmer/ boater – All units will move to the parade field to conduct accountability

## **Camper Problems**

- Homesickness
- Didn't bring the right gear
- Ran out of money

- Can't make it to places on time
- Don't want to leave/ go home

### **Food and Snacks and the Trading Post**

- There is plenty to eat in the mess hall – no one will go hungry
- The trading post has patches, scout craft materiel, clothing, and snacks
- A scout is thrifty

### **Parents Visitation Times**

- ~~Strongly discouraged~~–Prohibited due to COVID
- Drop off on Sunday (1230-1700), Pick-up on Saturday (0800-1000)
- ~~Friday, 7:00pm for dinner and campfire~~

### **Scouts BSA Specifics**

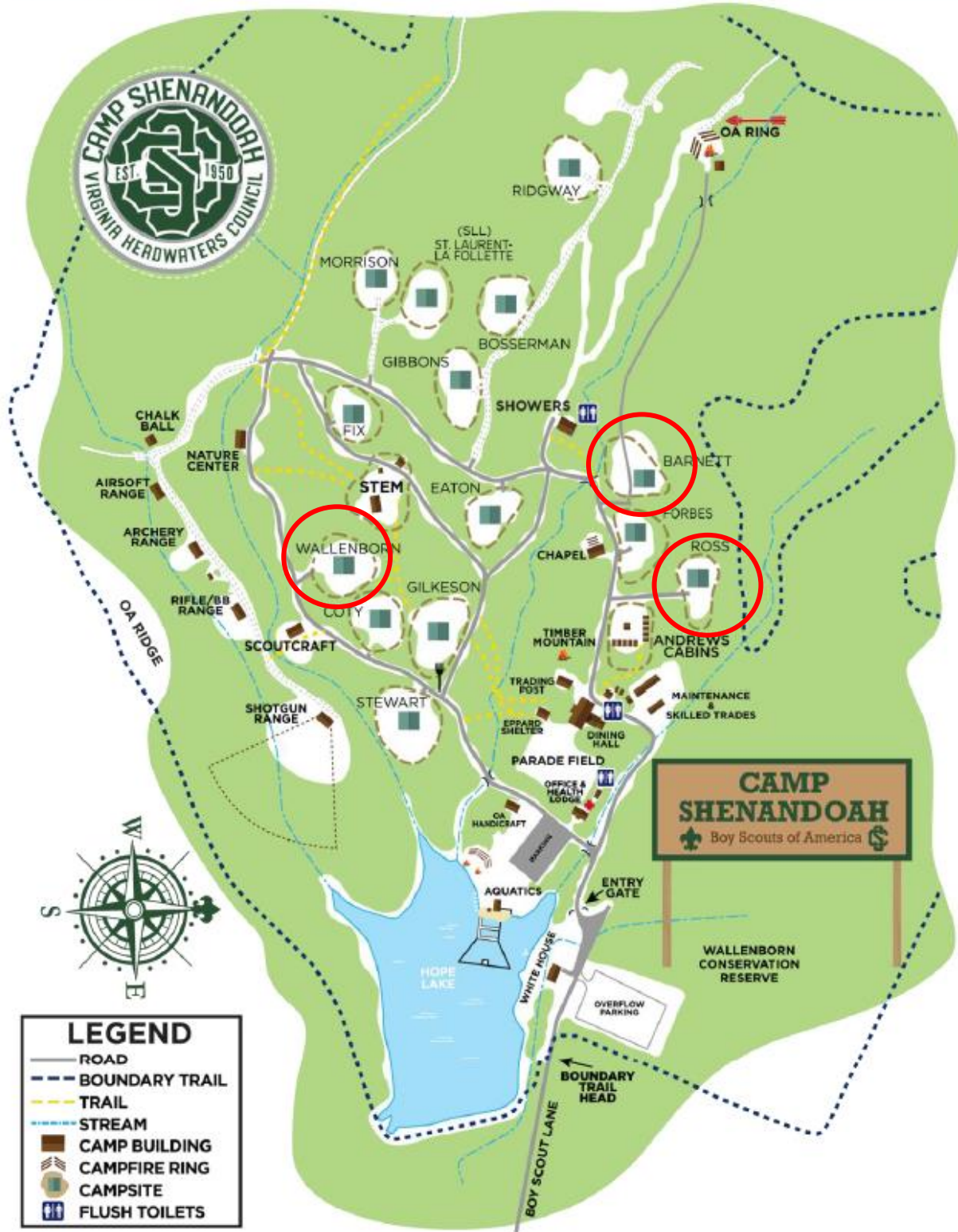
- All YPT must be followed (no one-on-one, two-deep leadership, registered and trained leaders.)
- Shower house has separate and securable entrances for youth, adult, male, female.
- Buddy system at all times; if mixed gender, then three scouts at a time
- No restrictions on any activities

### **Drivers**

We will need drivers on the outbound and the return

# Map and Potential Campsites

## CAMP SHENANDOAH MAP



## **Troop Equipment**

- Gear trailer
- Medical Forms
- Council Medical Insurance
- Cleaning Supply box
- 2x cast-iron pots
- 2x propane lantern
- 2x Propane cans with posts
- Paper plates, bowls, cups, flatware for troop cook night
- Clock
- Butcher block pad w/ markers
- Troop sign
- Troop flags
- Ax/ chopping circle equipment
- Pioneering Poles
- Knot/ Lashing Ropes
- Merit badge library



## **COVID Particulars**

- Limit your risk for the 14 days prior to camp
- Cohorts (or Patrols as we call them) will be organized at arrival. Think of these as the group you can be unmasked and less than six feet from. (eating and tenting)
- Only scouts and leaders can come in the gate.
- Upon entry, every individual must:
  - Be fully vaccinated against COVID
  - Have a negative PCR test within 72 hours
  - Have a doctor's note saying you had COVID and recovered in the past 90 days
  - Take a camp-administered antigen test on the spot
- Only Scoutmaster will go to check in, scouts will go to camp
- Dining hall will be spaced out with outdoor seating; dining hall antics will occur outside
- Masks will be required unless specifically stated
- Scouts can tent two to a tent or in their own tent (tell me if you want to solo)
- OA Tapouts will occur
- Scoutmasters will be required to screen the troop each morning:
  - Symptoms = isolation and cohort quarantined
  - Contact tracing
- Family night is canceled (minimal impact on us)

## **Detailed Timeline**

Sunday, June 27<sup>th</sup> –

9:00am	Meet at Wal Mart parking lot (Lightfoot) for check-in <ul style="list-style-type: none"><li>▪ Medication drop-off</li><li>▪ Medication form check</li><li>▪ Mail drop-off</li><li>▪ Gear load in trailer</li></ul>
9:45	Start Driving
11:30	30min lunch break
1:00pm	Arrive at Camp Shenandoah

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:30AM	CAMP CLOSED		5K Run	Polar Bear Swim			
7:30AM		FIRST BREAKFAST					
8:00AM		MORNING FLAGS			ASSEMBLY		GRAB & GO!
8:15AM		SECOND BREAKFAST					CHECK OUT
8:45PM							
9:00AM		SCOUT		LEADER	FORUM		CAMP CLOSED
9:30AM		MORNING		MERIT BADGE	SESSIONS		
10:00AM							
10:30AM							
11:00AM							
11:30AM							
12:00PM		SPL MEETING					
12:15PM		FIRST LUNCH					
12:45PM	SECOND LUNCH						
1:00PM	CHECK IN	SCOUTS		FREE	TIME		
1:15PM							
2:00PM					AQUAPALOOZA!	CAMP CLOSED	
2:30PM					TERRAPALOOZA!		
3:00PM		AFTERNOON	MERIT BADGE	SESSIONS	and		
3:30PM		ADULT	LEADER	TRAININGS	AFTERNOON		
4:00PM					ADVENTURES		
4:30PM	CAMP TOURS						
5:00PM							
5:15PM							
5:30PM		FIRST DINNER				FIRST DINNER	
6:00PM		EVENING FLAGS ASSEMBLY			PATROL (COHORT) COOKING IN CAMPSITES	EVENING FLAGS	
6:15PM		SECOND DINNER				SECOND DINNER	
6:45PM	SCOUTMASTER & SPL MEETING, AREA	SHENANDOAH	OLYMPICS	VESPER SERVICE		SCOUTS OWN TIME	
7:00PM							
7:30PM							
8:00PM							
8:15PM	CAMP ASSEMBLY	EVENING PROGRAM			CAMP ASSEMBLY		
8:30PM							
9:00PM	CAMPFIRE!	SCOUTS OWN TIME				CLOSING CAMPFIRE	
9:30PM							
10:00PM							
10:30pm		LIGHTS OUT					

Sunday, July 3<sup>rd</sup> –

- 9:00am Depart Camp Shenandoah
- One stop on the way back
  - Will send out e-mail and post on FaceBook
- 11:45 Arrive Wal Mart parking lot
- Unload trailer
  - Scouts must be released by ScoutMaster