



2018 BOY SCOUT RESIDENT CAMP LEADER GUIDE



Come home to Camp Shenandoah





2018 Leaders Guide – Boy Scout Resident Camp



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WELCOME TO CAMP SHENANDOAH!

Fellow Scout Leaders:

On behalf of the Stonewall Jackson Area Council, we would like to invite your Scouts and leaders to spend an exciting and memorable week at Camp Shenandoah, The Classic Scout Camp in the Central Appalachians of Virginia. We take pride in our outstanding, talented, and dedicated-to-customer service staff that bring Scout Spirit to life everyday while your Scouts are with us. The Camping and Properties Committees have been hard at work preparing our distinctive program and infrastructure so that when your Scouts arrive at camp they will know, whether they hail from Stonewall Jackson Area Council or not, that they have come to a place they can call home, not just for a great week of Scouting, adventure, advancement and fun, but for a year-round experience of the same.

Our mission, along with that of our camp staff, Shenandoah Lodge 258, and our Council Camping and Properties Committees, is to make your stay at Camp Shenandoah a first-class experience that your Scouts will never forget. It's also our mission to make it an easy and enjoyable experience for you and your adult leaders! We place a high value on customer service at Camp Shenandoah, and we'll do our level best to accommodate your needs both before Camp starts and during your week with us!

This summer we look forward to seeing you Come Home to Camp Shenandoah, your "Classic Camp in the Central Appalachians of Virginia."

Yours in Scouting,

Jay Fox, Camping Committee Chairman
Jeff Holsinger, Properties Committee Chairman





History of Camp Shenandoah

In 1927, the Stonewall Jackson Area 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 Camp Shenandoah, which has been in service since 1950. Camp Shenandoah is owned and operated by the Stonewall Jackson Area Council, BSA, and is open for year-round camping. In 1999, approximately 150 acres were purchased adjacent to the main camp and to form the Wallenborn Conservation Reserve, which to this day is utilized and improved for wildlife habitat and ecological studies. Camp Shenandoah's acreage now totals 456 acres.

This year marks the **108th anniversary of the Boy Scouts of America**, the **91st year of summer camping in the Stonewall Jackson Area Council**, as well as the **68th year at Camp Shenandoah's present location**. During the past seasons, thousands of Scouts have passed through the camp gates, carrying part of the Scouting spirit along with them into their daily lives.





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REGISTRATION INFORMATION

2018 Boy Scout Resident Camp
Week 1 – June 17 to June 23
Week 2 – June 24 to June 30
Week 3 – July 1 to July 7
NYLT – July 8 to July 14
Week 4 – July 15 to July 21
Week 5 – July 22 to July 28



Hold-a-Site Form

A \$100 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 \$100 deposit will be applied to your total payment for registration and merit badge fees. This fee is not carried over from year to year.

Fees and Deadlines

In Council Youth Camper:

\$265, if paid in full by May 1, 2018
(Early Bird fee)

\$290 if paid in full after May 1, 2018
(Regular fee)

Out of Council Youth Camper:

\$285 if paid in full by May 1, 2018
(Early bird fee)

\$310 if paid in full after May 1, 2018
(Regular fee)

*** New Scouts and Webelos Crossovers will *always* pay the Early Bird fee ***

Provisional Youth Camper:

\$225 for all youth for any week of attendance without your Troop. Provisional Camper registration is initiated through our [Provisional Camper Application](#) and completed using Tentaroo.

Adult Leaders:

Full week, \$100; Partial week, \$20 per day

Campership Program

A limited amount of funds is available to Scouts from the Stonewall Jackson Area who need financial assistance to attend summer camp at Camp Shenandoah. A [Campership Application](#) is available on the SJAC website. Applications requesting financial aid are reviewed beginning on March 1, 2018 and monthly thereafter. Any application received after June 1, 2018 is not eligible to receive campership funds.



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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, color, religion or national origin.

Payment of Fees

Online:

Pay with an **e-check** from a unit checking account via Tentaroo. There is a 1% convenience fee added when paying with an e-check.

Pay with a **credit card** via Tentaroo or over the phone at the Council Service Center. There is a 3% convenience fee added when paying with a credit card.

***** Online payment is highly recommended; the payment is credited instantly! *****

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.

*****Only pay for Scouts that you know will attend. Do not pay for extra slots, we are not able to refund them if they are not filled.*****

Access to merit badge registration is granted:

A la carte based on how many camper slots can be covered in full based on the amount paid. More information about allocation of payments can be found in the Program section.

*****Merit Badge signups will go live on April 1st*****

Camp Refund Policy

Refund requests must be made in writing and, if possible, at least two weeks prior to the Troop'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

*****Refunds will not be granted for Scouts who decide they no longer want to attend summer camp or be involved in Scouting.*****



COMMUNICATION INFORMATION

The Camp Director

Our Camp Director is your primary point of communication until Check-In, when our seasonal staff will take over based on their responsibilities. It is highly recommended that communication about Summer Camp be conducted directly with the Camp Director and not with the Council Service Center. You will get a much faster response as they'll need to find the Camp Director or appropriate Professional Staff member, ask the question, then get back to you.

Phone calls and voicemails are easily missed, but e-mails live in the inbox forever! The best way to communicate questions or requests is to use our Director@CampShenandoah.org e-mail address, which is always monitored regardless of who sits in the Camp Director's chair from year to year. If you would like to talk on the phone, we would be happy to schedule a call for you with our Camp Director. Just send an e-mail with proposed dates and times.

Our goal is to respond to your e-mails within 48 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 e-mails 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

Changes in Registration Numbers

Tentaroo will close all registration changes one week before your arrival at Camp. After that time, all registration or merit badge changes must be made at camp during Check-In. Prior to that time, you need only send an e-mail request to Director@CampShenandoah.org to update your registration numbers.

Emergency Telephone Number

Camp Shenandoah's phone number is (540) 886-7513 and is monitored when the seasonal camp staff is on-site. We ask that you call the Camp only for emergencies or official business.

US Mail Service

Incoming mail for campers will be placed in the camper's campsite 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, prior to your unit's arrival. Mail to campers should be addressed as follows: Scout's name and Troop #, Camp Shenandoah, BSA, 222 Boy Scout Lane, Swoope, VA 24479.



MEDICAL INFORMATION

Health, Safety, and Medical Records

Every Scout and leader attending Camp Shenandoah must submit the [BSA's Annual Health and Medical Record](#) Parts A, B, and C when staying at camp for the week. Make sure the forms for everyone are complete and contain the necessary signatures *before arriving at camp*.

Campers without a properly completed medical form will not be permitted to take the swim test. They will be permitted to stay on camp property while they obtain the properly completed medical form from their parents or they can visit a local medical facility that can handle the medical check-up at the Scout's or Leader's expense.

Scouts, leaders or parents arriving during the week must report to the Camp Health Officer for a medical re-check and submission of medical records. Scouts, leaders or parents staying in camp for fewer than 72 hours only need to complete Parts A and B of the medical record.

Nutrition Restrictions & Special Dietary Needs

At Camp Shenandoah customer service is our number one 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. **Please contact the Camp Director at Director@CampShenandoah.org before June 1st if any campers have specific nutritional needs so that a conversation can be had about how to best meet those needs.**

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 alone. 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 Department cannot accommodate every individual's needs in terms of providing food items for special diets. Please review our menu and make arrangements 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!

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.

No discount to any fee can be applied if an individual chooses to provide their own food.



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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 [Prescription Medication Information 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 under lock and key in the Camp Health Lodge. 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.

High Risk Activities

At summer camp there are a number of activities that, depending on the needs of individual Scouts, may warrant supplemental supervision from unit leaders. Upon review of each individual's medical form at Check-In, our staff may initiate a conversation with a unit leader about the possibility or need of making extra adult supervision available for a Scout(s) in their unit for certain activities (swimming, shooting, handling of knives, etc.). Please help us be proactive and make known to us any Scout that may need extra attention so we can maximize our ability to give each Scout a fun and safe experience.

Asthma & Anaphylactic Events

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. One inhaler should remain with the Scout and one with the unit leadership in the campsite. The same procedure should be used for EpiPens.

First Aid

First aid treatment is available 24 hours a day at the Camp Health Lodge. Our nearest hospital is twenty minutes away and emergency transportation is available at all times. All first aid situations must be brought to the immediate attention of the Camp Health Officer.

Insurance Claims

The [BSA Accident and Sickness coverage](#) does not replace or diminish the need for family health insurance. Rather, its purpose is to provide assurance that financial help is available to help meet emergency medical expenses should an injury or illness occur while at camp. The responsible party for all medical services is the family of the person injured, and the family's health insurance should be reported as such to ensure proper billing. In the case of an accident, the claims are to be made in accordance with BSA policy.



GENERAL INFORMATION

Pre-Camp Swim Test

The SJAC Aquatics Committee offers Pre-Camp Swim tests in Albemarle County and Charlottesville. Locations and dates will be announced as they become available.

If your unit chooses to conduct its own [Pre-Camp Swim Test](#), swim checks must be performed by a current BSA Lifeguard or person approved by the Council Aquatics Committee 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 re-test any individuals. We take our standard of care at the Waterfront very seriously and want nothing more than to provide a safe and fun environment for our campers.

Transportation to Camp Shenandoah

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. This is a wide, well-maintained gravel road that needs to be treated as a residential street as 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 Trimble's Mill Road has a STOP sign, not a Yield sign.

Directions to Camp

You can plug Camp Shenandoah, BSA or 222 Boy Scout Ln Swoope, VA 24479 into your GPS device, follow the large green Camp Shenandoah, BSA signs that are alongside the road, or follow the directions outlined [here](#). Note that there are multiple ways to get to Camp along the winding roads of Swoope, so each of these methods may be slightly different than the others.

Sunday Check-In Procedures

We are continually working to improve the Sunday Check-In Process to get your unit into your campsite and ready for camp as quickly as possible. Upon arrival at camp, units with trailers may drive their trailers to their campsite after they check-in with the greeter in the parking lot. The rest of the leaders and Scouts will remain in the parking lot/check-in area until registration is completed. You will receive an updated Check-In Guide in the weeks before your arrival.



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LEGEND

- ROAD
- TRAIL
- STREAM
- CAMP BUILDING
- CAMPFIRE RING
- CAMP SITE
- FLUSH TOILETS

CAMP

SHENANDOAH



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Generic Daily Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
6:30am	Camp Closed	Early Bird Swim	5K Run			Early Bird Swim		
7:45am				Morning Flags				
8:00am				Breakfast				
8:30am				Scout's Own Time			Checkout	
9:00am				Merit Badges & Adult Leader Training		Friday Merit Badge Program & Morning Experiences		
9:30am								
10:00am				SPL Meeting				
10:30am								
11:00am				Camp Assembly				
11:30am								
12:00pm				Lunch				
12:15pm								
12:30pm				Siesta				
1:00pm								
1:30pm	Check-In			Merit Badges & Adult Leader Training		Aquapalooza! Terrapalooza! & Afternoon Experiences		
2:00pm								
2:30pm								
3:00pm								
3:30pm								
4:00pm								
4:30pm	Camp Tour Begins			Scout's Own Time & Shenandoah Olympic Events		Camp Closed		
5:00pm	Scoutmaster & SPL Meeting							
6:15pm		Evening Flags		Meetings	Patrol Cooking in Campsites	Evening Flags		
6:30pm		Dinner				Dinner		
7:15pm	Scout's Own Time	Vesper Service	Family Night					
7:30pm								
8:00pm			Evening Program			Camp Assembly		
8:15pm	Camp Assembly							
8:30pm	Campfire							
9:00pm				Scout's Own Time		Campfire		
9:30pm								
10:00pm		Lights Out						



Trading Post

Camp Shenandoah has a well-stocked Trading Post with items you may need during your week at camp. T-shirts, hats, patches, toothpaste, camping gear, Slush Puppies, drinks, snacks and handicraft kits are among the items offered for sale! Merit badge pamphlets are available by special request. Scouts typically spend \$50-\$75 at the Trading Post during their week at camp.

Meals

Meals are served “modified” family style in our Dining Hall beginning with the evening meal on Sunday. 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 with the exception of Thursday dinner which is prepared, Patrol Cooking style, by the units in their campsites.

Guests of all ages may eat meals in the Dining Hall after purchasing individual meal tickets, available for \$6 each in the Trading Post

In 2017, we successfully piloted an “Al fresco” Outdoor Dining Experience where we brought the Camp Shenandoah Dining Hall down to our Handicraft Shelter. The ability to split the Food Service between the two locations enables us to guarantee comfort to all our campers during their meals while still providing the service and program our dining hall is known for. If it becomes necessary to utilize the Outdoor Dining Experience, your unit will be notified at Check-In as to where your unit will eat. Questions will be answered at the Sunday Leaders meeting.

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. An experienced Scout, not a first-year camper, should be your first Table Waiter. Assistance from adult leadership is always appreciated. The leader at each table is responsible for the conduct, manners, and general supervision of the Scouts at his/her table.

Table Waiter Schedule



Patrol Cooking - Thursday

At Camp Shenandoah, we cook in our campsites on Thursday night! After lunch on Thursday the unit will pick up a box of ingredients from the kitchen to make "Silver Turtles" 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, carrots, and peppers and a few other ingredients. They DO NOT include plates, forks, cups, or any other utensils, just the food and tin foil! Troops should plan to bring seasonings and any additional items they might require for their campsite dinners.

Patrol Cooking – All Week

Camp Shenandoah wants to offer the opportunity for your unit to prepare all your meals in your campsite! Take advantage of this opportunity to allow your Scouts to work on requirements to complete the Cooking Merit Badge, improve cooking skills, and build teamwork within patrols and within the troop.

We will provide the food and the troop provides the necessary cooking equipment that you normally use on campouts. Your Scouts will be able to help prepare meals starting on Sunday evening until Saturday morning. This totals six (6) breakfasts, five (5) lunches and six (6) dinners which means your Scouts would cook a total of seventeen (17) meals while at Camp!

If your unit would like to utilize the Patrol Cooking model for any or all meals for the week (cook your meals in your campsite, no interaction with the Dining Hall during meal times) **please contact Director@CampShenandoah.org before May 1st to make arrangements**

Internet & Computer Use

Camp Shenandoah has very limited Wi-Fi service that is restricted to use by our staff. If leaders or adults need internet access for whatever reason, we can suggest locations in Staunton where they can go for a cup of coffee and access to internet connections. Personal hotspots can work, but are highly variable depending on your provider and location in camp.

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. If you know a Scout is going to leave early, it is recommended that you fill out 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 Sunday and Saturday).



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 at camp!

Uniform

The Scout uniform is a very important part of the Boy Scout program. Each Scout and leader must wear their field uniform at: (1) Evening Flags; (2) Evening meal; (3) Vesper Service following the Wednesday evening meal; and (4) Sunday and Friday night campfires.

During program hours, Scouts should wear an activity uniform, a Scouting-related T-shirt and Scout shorts or pants.

Footwear

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



CAMP POLICIES

Adult Leadership at Camp

The unit leader is responsible for every Scout they bring to camp. This includes responsibility for all the actions, behavior, and conduct of their Scouts at all times while on property, including in the Trading Post, Program Areas, campsites and showers. Each unit must have at least two adults, one of whom must be 21 years of age, in the camp at all times. Units using rotating leadership should plan to have the departing leader orient the new leader upon their arrival.

Youth Leadership at Camp

Youth Leadership plays a vital role in summer camp. Senior Patrol Leaders from each unit will meet on Sunday and again each day at noon at the flag poles. It is important for the Senior Patrol Leader to work with other youth leaders to plan and deliver the program as needed. Youth leadership will be responsible for planning inter-troop campfires, camp-wide activities and other program features.

Discipline

While most discipline is the responsibility of the unit leadership, the Camp Director reserves the right to dismiss individuals, patrols, or units from Camp Shenandoah for violation of camp policies or those of the Boy Scouts of America.

Youth Protection

All adults are required to complete Youth Protection Training prior to camp. Camp is often a place where we are made aware of Youth Protection violations whether they are happening at camp or elsewhere. Please report any youth protection violations or suspected abuse to the Camp Director immediately.

Respect for Privacy

In accordance with the BSA's youth protection procedures, adults must respect the privacy of youth members in situations such as changing clothing, changing into swim suits, or taking showers. Adults must also protect their own privacy in similar situations. No youth is permitted to sleep in the tent of an adult other than with his own parent or guardian. Adults are not permitted to be in the youth shower area unless it is necessary to stop behavior issues or to intervene in matters of health and safety of their Scouts.



Shower House

The centrally-located shower house can be used from 6:00am until 10:00pm daily. Each day, at least one troop will be asked to clean the showers as a service project between 1:00pm and 2:00pm, during which time the Shower House will be closed. Adult leaders need to check the showers for cleanliness before and after use by their unit.

*****Adult leaders are responsible for the conduct of their Scouts while in the showers and, as such, need to accompany them on every trip. Any observed misbehavior should be stopped to ensure the safety of all Scouts.*****

Latrines

To minimize odors in the campsite latrines, please ensure that the toilet lids stay closed when not in use. This will allow the venting system to work properly. If odors are a problem, lime can be obtained from the Camp Ranger or Quartermaster. Cleaning supplies for daily cleaning can also be obtained from the Camp Ranger or Quartermaster. Please do not permit your Scouts to place trash or foreign objects, such as soda cans and sticks, in the latrines.

Restricted Areas

There are certain areas that are off-limits to our campers and leaders. These include: the Ranger's house and property, with the exception of the fishing dock behind the house; the water towers; Andrew's campsite/staff living area and latrine; the Maintenance area, except during Quartermaster hours or when participating in service projects; and all Program Areas except during program hours and approved activities.

Property Damage

A campsite inspection will be conducted upon arrival on Sunday and prior to the departure of your unit. **Any damage to cots, tents or other camp property will be assessed and charged to the unit.** Damage to property will be discussed and costs payable will be determined before your unit leaves camp. If you notice damaged camp property, please inform your unit guide so the damage can be evaluated and dealt with promptly.

Replacement cost of a: Tent - \$600 Tarp - \$400 Cot - \$100

Tobacco Use

Use of any tobacco is forbidden for all Scouts. Tobacco use is permitted for adults only in the designated smoking area in Maintenance. It is prohibited in campsites, tents, and all buildings, including the showers.



Prohibited Items

The following items are strictly prohibited in camp: personal firearms and/or ammunition or any projectile devices; alcohol; illegal drugs or paraphernalia; fireworks or any type of explosives; sheath knives; pets; and, pornography. Possession of any of these items is grounds for immediate dismissal from camp with no refund of camper or program fees.

Camp Shenandoah provides safe, BSA-approved firearms and ammunition. Do not bring guns, ammunition or archery equipment to camp including any firearms that are permitted under a conceal carry license. If these items are accidentally brought to camp, they must be kept locked in the Camp Office or personal vehicles until the unit leaves.

Liquid Fuel

All excess liquid fuels must be secured in a unit trailer or checked in with the Ranger for safe storage upon arrival at camp. If the latter, fuel will be stored in a locked fuel shed and may be picked up when needed. Liquid fuel includes all kerosene, propane, and Coleman fuel. Please label your fuel containers with names and troop numbers.

Knives

Knife work and safety are very important in the Scouting program. However, sheath knives of any size are not permitted on Camp property. Scoutmasters should make sure that Scouts using whittling or carving knives know how to use them properly. Scouts who have not earned the Totin' Chip can visit the Timber Mountain Area to complete the requirements.

Hazing and Raiding

There is no place in Scouting for hazing individuals or raiding campsites. Such conduct is prohibited by the policies of the Boy Scouts of America. Troops or individuals violating this policy will be sent home. No Scout, leader, visitor or staff member should enter a troop campsite without permission from the troop occupying the campsite. Anyone found in an unoccupied campsite will be liable for any damage found. Scouts must be in their campsites after lights out/taps at 10:00pm.

Valuables

Unfortunately, even at Scout camp, valuables can be lost or stolen. Electronic equipment or valuables should be left at home. Camp Shenandoah is not responsible for lost or stolen items. If your Scouts decide to bring electronics and other valuables to camp, they should label these items with their names and troop number. We do our best to return items turned in as lost and found to the Camp Office. Proper labeling and identification facilitates this process.



Vehicles in Camp

High-clearance, 4-wheel drive, vehicles may be used to transport a troop trailer or gear to the campsite during Sunday Check-In. Troop trailers may be left in the campsite, but vehicles must return to the parking lot before sundown for the duration of camp. If you use your own vehicle to transport gear or the troop trailer, you do so at your own risk. All vehicles must be parked in the camp parking lots—no vehicle is permitted to remain in the campsite for any reason.

*****Scouts or other individuals are not permitted to ride in the bed of a pick-up truck or in a trailer. It is both unsafe and against BSA regulations.*****

Due to our limited parking space at camp, each unit will be issued two (2) Parking Permits for parking in the main parking lot. All other vehicles must be parked in the overflow parking area. Please help us keep spaces available for handicap and visitor parking in the main lot during the week.

Buses

Due to the size of our parking lot, it is extremely difficult for buses to maneuver. If your unit plans to arrive by bus, please note that all buses will need to stop near the entrance to camp to unload/load. They should not be driven into the main parking area. Camp Staff can help transport your gear to your campsite.

Cell Phones

Each unit is responsible for determining their own cell phone use policy at camp. However, we do not encourage the use of cell phones at camp as they can be a source of distraction and can promote homesickness in younger Scouts. While Camp Shenandoah provides a charging station at the Trading Post, it is not responsible for damage or loss. Cell phone service at camp can be good or terrible, depending on your position in camp and your service provider.

Electronic Devices

Camp Shenandoah is a natural area that provides the opportunity for all Scouts and leaders to "disconnect." Loud music can disturb this natural setting and infringe upon the privacy and enjoyment of others. Headphones should be used with electronic devices for music or games.



SAFETY & EMERGENCY PROCEDURES

Hazardous Weather Planning & Training

Hazardous weather is an important consideration in planning for any outdoor activity, including camping. BSA requires that at least one leader of each unit complete the 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 unit. This person would be in charge of providing information and assistance to your Scouts' families in the event of an emergency.

Hazardous weather procedures will be reviewed at our Scoutmaster Forum on Sunday afternoon 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 to use in case of rain.

Wildlife Encounters

Camp Shenandoah is located next to the Goshen Little North Mountain Wildlife Management Area and the George Washington National Forest. It is a haven for wildlife and serves as a wildlife sanctuary. There are several animals at Camp Shenandoah that can pose a health threat or make your stay at camp an unpleasant one. It is important to identify those animals that pose the biggest threat, to protect yourself and your Scouts from them and to know the proper first aid treatments should it become necessary.

- Observe wildlife in its natural habitat only. Never handle wildlife except with the guidance of the Nature Staff or Camp Ranger.
- Never feed wildlife; they have their own natural food sources. Humans feeding animals can lead to the development of wildlife pests, destruction of camp and personal property, and potentially harmful encounters.
- Keep a clean campsite and do not leave food in tents. Many animals such as opossums, skunks, and raccoons are nocturnal and will enter tents in search of a free meal.
- Collect garbage regularly and dispose of it properly. Store food in safe, wildlife-proof containers.
- Mice are inevitable at camp. If they are present in numbers, please let us know and we will provide for their removal. This is important to prevent attracting snakes.
- Poisonous snakes at Camp Shenandoah are the Copperhead and Timber Rattlesnake. Know how to identify these snakes and how to provide first aid for snakebites. Notify the Camp Ranger of any snakes in campsites, poisonous or otherwise. DO NOT ATTEMPT TO CAPTURE AND DISPOSE OF THEM. LET THE RANGER DO THAT.



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- Bees and other stinging insects, poison ivy, and spiny caterpillars can cause severe or life threatening allergic reactions.
- Ticks can transmit disease and should be removed by the Camp Health Officer only. Perform daily body checks for ticks and know the proper first aid treatment.
- Black Widow spiders like dark damp places. Never reach into anything if you cannot see what is there first.
- Sightings of fur-bearing animals that seem to show strange behavior should be reported immediately to the Camp Ranger. Do not go near or touch these animals.
- All problematic wildlife encounters should be reported to the Camp Office and/or Camp Ranger.

Buddy System

Camp Shenandoah strongly encourages units to require their Scouts to use the Buddy System. When two Scouts attend merit badge classes and other activities together, they can provide support and encouragement to each other. There is also added safety in participating as buddies in camp activities. The buddy system is required when sending Scouts to the Shower House. Never send a Scout alone to take a shower; always send the buddy pair with an adult.



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PROGRAM

Merit Badge Class Registration & Program Fee Payment

Stonewall Jackson Area Council is proud to continue using the Tentaroo online registration system found at www.tentaroo.com/shenandoah, which we have utilized since 2011. Once we have received your Hold-a-Site form and deposit we will set up your unit account in Tentaroo. With this system, you will be able to build your unit roster, sign up individual Scouts for merit badges and leaders for training classes, print individual class schedules, make payments to your account, and print blue cards. The Tentaroo site has a User Manual that should help answer any of your questions or concerns.

FOLLOW THESE STEPS TO MANAGE THE ONLINE REGISTRATION PROCESS:

- Submit the **Hold a Site** form along with the \$100 deposit to the Council Service Center.
- After receipt of the **Hold a Site** form we will create a unit account for your Unit using the “projected attendance for youth and adults.” We will use the person listed on your **Hold a Site** form as the administrator of your unit account. Be sure to give us the e-mail address of the person who will be handling your merit badge registration.
 - If your attendance number changes from the “projected attendance for youth and adults”, you need to contact the Camp Director by e-mail: Director@CampShenandoah.org to make the appropriate changes. Your Tentaroo access will not allow you to make any changes to the number of youth and adults on your profile.
- You will receive an e-mail from us that states your unit’s specific log-in and password, which will grant you access to start adding information for those youth and adults that will be with you for summer camp this year.

Steps to Registering for Merit Badges:

Now that you have signed up to attend Camp Shenandoah and received your log-in and password, you are ready to start working with the online registration system. Log-in and you are ready to start.

*****Merit Badge signups will go live on April 1st*****

***** You will be able to begin registering your individual Scouts for merit badge classes on April 1st utilizing the funds credited to your account. More details on this are in the Selecting Merit Badge Sessions step.*****



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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 e-mail this information to Director@CampShenandoah.org as well so that 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

*****In order to complete this step you must register individuals a la carte, see next page for that process*****

- Click on the Event Registration icon. Here you will need to "select" those Scouts who will be registering for merit badges and Timber Mountain Program, and Leaders who will be with you for the week. 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 Merit Badges Sessions or Timber Mountain Program

- 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 merit badge 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 has happened:
 1. The merit badge 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.



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- 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 of 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: Troop 1 is bringing two leaders and five Scouts to camp at \$50 and \$200 respectively, for a total of \$1,100 in Camper fees. The Troop pays the \$100 Hold A Site fee and adds another payment of \$500 on Tentaroo via e-check. The Troop now has \$600 worth of credit on its Tentaroo account to utilize how it sees fit.

There are three different ways the unit can utilize that credit can be utilized:

- 1) Pay for adult camper fees
- 2) Pay for youth camper fees
- 3) Pay for program fees

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. Let’s say the class schedule we choose has a class with a \$20 program fee. Hit 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 (which in this case is \$100 in camper fees) or Pay Full Amount (which in this case is \$100 in camper fees AND the program fee of \$20 for this youth)
- **ALWAYS PAY THE MINIMUM AMOUNT!** If you pay the minimum amount you will have \$500 in credit remaining, which means you can use it to register and pay the camper



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fees for two more youth and both adults. If you pay the Full Amount you will have only \$480 in credit remaining, which means you will fall short when you try to register the last person and pay their camper fees. We do not require units to pay program fees before Check-In (a Scout might change his mind about taking one merit badge or another). You can settle the Program Fees with us at Check In.

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.

*****You will receive a printout of the Requirements Completed Report of merit badge partials and/or completions before you depart Camp Shenandoah.*****

*****We do not utilize Blue Cards to record merit badge partials and/or completions. You can print Blue Cards from the Tentaroo system if you wish to do so! *****



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MERIT BADGE PROGRAM: MONDAY - THURSDAY

9:00 Block 1	10:00 Block 2	10:30 Block 3	11:00 Block 4	12:00	2:00 Block 5	3:00 Block 6	3:30 Block 7	4:00 Block 8						
AQUATICS														
Swimming	Swimming	Whitewater	Rank Advancement Swim	Canoeing	Kayaking	Kayaking	Open Swim - Including the Iceberg & Rocker!							
Canoeing	Lifesaving													
Rank Advancement Swim	Whitewater				Rank Advancement Swim	Rowing								
Motorboating	Motorboating			Stand Up Paddle	Stand Up Paddle	Stand Up Paddle								
HANDICRAFT														
Wood Carving	Wood Carving	Basketry	Communication	Indian Lore	Leatherworking	Leatherworking	Model Design & Building							
Communication	Communication	Communication												
SKILLED TRADES														
Welding	Welding	Nature	SCOUTCRAFT	Welding	Welding	Welding	Environmental Science							
Emergency Prep	Emergency Prep													
Camping	Camping													
Signs, Signals & Codes	Wilderness Survival													
First Aid	First Aid			First Aid (TMP)	First Aid (TMP)	First Aid		First Aid						
S.T.E.M.														
Space Exploration	Space Exploration	Chess	Game Design	Engineering	Space Exploration	Space Exploration	Chess	Robotics						
Chemistry	Robotics	Game Design			Robotics									
Engineering					Engineering		Moviemaking							
LOCKHART CHAPEL														
Citizenship in the World	Citizenship in the Nation	LOCKHART CHAPEL	SHOOTING SPORTS	Citizenship in the World	Citizenship in the Nation	SHOOTING SPORTS	Open Shoot – Rifle & Archery							
SHOOTING SPORTS														
Archery	Archery		Timber Mountain Program (TMP)	Archery	Rifle Shooting	Shotgun Shooting								
Rifle Shooting	Rifle Shooting													
Shotgun Shooting	Shotgun Shooting													
TIMBER MOUNTAIN														
Timber Mountain Program (TMP)				Timber Mountain Program (TMP)										

A Scout is responsible for providing verification of pre-requisite completion to his merit badge counselor to receive "Completion" of the requirements at the end of the week.



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Merit Badge	Area	Ideal Camping Experience	Fees, Notes, Pre-requisites & Requirements
Animal Science	FRIDAY MORNING	1+ years	
Animation	FRIDAY MORNING	1+ years	
Archery	Shooting Sports	1+ years	\$25 PROGRAM FEE for equipment use. Class size limited to 16.
Basketry	Handicraft	1+ years	\$20 PROGRAM FEE for supplies.
Camping	Scoutcraft	1+ years	Requirements #9a and #9b must be completed prior to arrival at Camp. Scout must pass the BSA swim test and be classified as a swimmer. This Merit Badge requires physical strength to complete requirements. Water shoes are required to be worn.
Canoeing	Aquatics	2+ years	
Chemistry	STEM	1+ years	
Chess	STEM	1+ years	
Citizenship in the Nation	Chapel	2+ years	Requirements #2 and #3 must be completed prior to arrival.
Citizenship in the World	Chapel	2+ years	Requirements #4b and #7 must be completed prior to arrival.
Climbing	FRIDAY ALL DAY	1+ years	\$35 PROGRAM FEE ; Should be able to hold your own weight while climbing and rappelling. Minimum age is 13.
Communication	Handicraft	3+ years	Requirements #5 and #8 must be completed prior to arrival.
Emergency Preparedness	Scoutcraft	3+ years	First Aid merit badge is a pre-requisite. Requirements #7b and #8b must be completed prior to arrival.
Engineering	STEM	2+ years	
Environmental Science	Nature	3+ years	Requirement #3f must be completed prior to arrival at Camp. This badge is only recommended for older Scouts due to its dense content.
Fingerprinting	FRIDAY MORNING	First Time Camper	
Fire Safety	FRIDAY MORNING	First Time Camper	
First Aid	Scoutcraft	1+ years	Must have completed First Class first aid requirements. Must bring homemade first aid kit to Camp – Requirement #2d.
Fish & Wildlife	Nature	2+ years	Requirement #7 must be completed prior to arrival.
Forestry	Nature	1+ years	
Game Design	STEM	First Time Camper	
Geology	Nature	1+ years	Badge will be completed on Friday morning.
Indian Lore	Handicraft	First Time Camper	\$20 PROGRAM FEE for supplies.
Insect Study	FRIDAY MORNING	1+ years	Requirement #9 must be completed prior to arrival.
Kayaking	Aquatics	1+ years	Scout must pass the BSA swim test and be classified as a swimmer. Water shoes are required to be worn.



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Law	FRIDAY MORNING	1+ years	
Leatherworking	Handicraft	First Time Camper	\$20 PROGRAM FEE for supplies.
Lifesaving	Aquatics	3+ years	Scout must pass the BSA swim test and be classified as a swimmer. Pre-requisite for this merit badge is to have completed all Second and First Class rank requirements.
Model Design and Building	Handicraft	First Time Camper	
Motorboating	Aquatics	1+ years	Scout must pass BSA swim test and be classified as a swimmer. Water shoes are required to be worn.
Moviemaking	STEM	1+ years	
Nature	Nature	First Time Camper	
Orienteering	Scoutcraft	1+ years	Scouts should have attained First Class Rank or be able to demonstrate the ability to find and take bearings. Compasses are provided.
Pioneering	Scoutcraft	1+ years	Review basic knots, lashings and splicing prior to camp.
Rifle Shooting	Shooting Sports	1+ years	\$30 PROGRAM FEE for equipment usage and supplies. Class size limited to 16 Scouts per class.
Robotics	STEM	1+ years	UNDERWATER ROBOTS!
Rowing	Aquatics	First Time Camper	Scout must pass the BSA swim test and be classified as a swimmer.
Scouting Heritage	FRIDAY MORNING	1+ years	
Shotgun Shooting	Shooting Sports	1+ years	\$35 PROGRAM FEE for equipment usage and supplies. Participants must be strong enough to hold and shoot a 12-gauge shotgun. Class size is limited to 8 Scouts per class. Minimum requirements are age at least 13 and weight at least 125 lbs.
Signs, Signals & Codes	Scoutcraft	1+ years	
Soil & Water Conservation	Nature	1+ years	
Space Exploration	STEM	First Time Camper	\$15 PROGRAM FEE for supplies.
Swimming	Aquatics	1+ years	Scout must pass the BSA swim test and be classified as a swimmer.
Weather	Nature	First Time Camper	
Welding	Welding	3+ years	\$25 PROGRAM FEE for supplies. Blue jeans, long sleeve shirt and leather shoes are required for this merit badge – Safety first!
Whitewater	Aquatics	2+ years	\$20 PROGRAM FEE for equipment usage. Scout must pass the BSA swim test and be classified as a swimmer and take part in Friday off site river trip. Prerequisite – must have completed the Canoeing merit badge. Water shoes are required to be worn.
Wilderness Survival	Scoutcraft	1+ years	
Wood Carving	Handicraft	1+ years	\$20 PROGRAM FEE for supplies. Must have Totin' Chip Card. Scouts are recommended to be at least 1 st Class to take this merit badge.



PROGRAM AREAS

Aquatics

Canoeing Merit Badge

Scouts learn how to solo-canoe as well as tandem canoe with their buddies. At the end of this course, Scouts should be able to maneuver a canoe in a straight line on our flat-water lake.

Required equipment: Water shoes must be worn while working on this merit badge.

Pre-requisites: A Scout must pass the BSA swim test and be classified as a Swimmer.

Kayaking Merit Badge

Scouts will learn the basic principles of using a kayak, including how to paddle and maneuver through a set course.

Required equipment: Water shoes must be worn while working on this merit badge.

Pre-requisites: A Scout must pass the BSA swim test and be classified as a Swimmer.

Lifesaving Merit Badge

This is a good merit badge for older Scouts who are strong swimmers. Scouts will learn the basics of reach, throw, row and go. They will learn rescues with and without rescue equipment.

Required equipment: A set of clothing, including shoes, that can get wet.

Pre-requisites: A Scout must pass the BSA swim test and be classified as a Swimmer and have completed all Second and First Class rank requirements.



Motorboating Merit Badge

Scouts will learn the basics of motorboating, including maintenance, operation and safety requirements.

Required equipment: Water shoes must be worn while working on this merit badge

Pre-requisites: A Scout must pass the BSA swim test and be classified as a Swimmer.

Rowing Merit Badge

Scouts will learn rowing, feathering, backwatering and pivot techniques, along with identifying different types of row boats. They will learn how to use the rowboat as a lifesaving device and how to deliver a passenger to a dock.

Required equipment: Water shoes must be worn while working on this merit badge.

Pre-requisites: A Scout must pass the BSA swim test and be classified as a Swimmer.

Swimming Merit Badge

This merit badge focuses on swimming for fitness and safety.

Pre-requisites: A Scout must pass the BSA swim test and be classified as a Swimmer.





BSA Stand Up Paddleboarding Award

Scouts will learn everything about paddleboarding, including selection of paddleboards, safety, and ways to maneuver them. Scouts will paddle a course on Lake Hope in completion of this award.

Required equipment: Water shoes must be worn while working on this merit badge.

Pre-requisites: A Scout must pass the BSA swim test and be classified as a Swimmer.

Whitewater Merit Badge

\$20 Program Fee

Scouts will learn the paddling techniques to maneuver through white water, obstacle courses and much more. Scouts will learn the skills during their Monday-Thursday classes. On Friday, Scouts will travel off-site to a river to complete the final requirements and test their skills on Class I, II, and III whitewater.

Mile Swim BSA - (swim-trunks emblem only)

Participation is open to Scouts and adults. Participants must complete the BSA swim test and be classified as a swimmer. Participants complete three days of training which involve swimming the 1/8 mile, the 1/4 mile, and the 1/2 mile. The full mile will be completed in open water. Scouts can choose to do the 1/2 mile in open water. Staff will guard the shorter distances, but the swimmer needs to provide support for their open water swims. Additional information will be provided at camp to interested participants.

Aquatics Staff Associate Program

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

Interested Scouts will go through a two-hour orientation with the Aquatics Director and then will help with waterfront operations for a minimum of 3 hours during the week. Duties could include managing the Buddy Board, assisting guards on duty, being an area lookout and helping with merit badge classes. These Scouts will be recognized with an exclusive Aquatics Staff Associate shirt and will also be given preferential consideration for hiring for summer camp the following year. This is a great opportunity for older Scouts to help at camp and learn what it is like to be part of our fantastic Camp Shenandoah Staff!

Whitewater Merit Badge cont'd

Required equipment: Water shoes must be worn while working on this merit badge.

Pre-requisites: A Scout must pass the BSA swim test and be classified as a Swimmer. In addition, the Scout must have completed the Canoeing merit badge prior to beginning the Whitewater badge.

Note: Only Scouts working on the Whitewater merit badge may take part in the Friday off-site Whitewater trip.

Rank Advancement Swim Program

This instructional program is designed to help individual Scouts complete the early rank swimming requirements. The program follows the BSA suggested progression in teaching swimming skills. Attention is paid to individual needs. The goal of the program is to complete as many of the swimming requirements as possible.





Handicraft

Basketry Merit Badge

\$20 Program Fee

A handy skill for a Scout. Baskets and basket weaving projects also make great gifts for family and friends.

Communication Merit Badge

Communication is part of our everyday lives and this merit badge will help Scouts understand the many ways we communicate and help them improve their communication skills. Scouts need to be ready for speeches, interviews, teaching, writing and much more!

Pre-requisites: Scouts need to complete requirements #5 and #8 prior to their arrival

Indian Lore Merit Badge

\$20 Program Fee

Scouts get an opportunity to explore Native American culture in its natural surroundings. Topics include Native American crafts, clothing, living shelters and games.



Leatherworking Merit Badge

\$20 Program Fee

Leatherwork teaches the different types and sources of leather. Care of leather goods such as shoes and belts is covered. The Scouts learn to make different projects and how to tan a hide.

Model Design & Building Merit Badge

In Model Design and Building, Scouts will learn about the different styles of model design, such as architectural, structural, process, mechanical and industrial. Scouts will see how these work together to give a whole picture of an object. Scouts will then make a project showing their understanding of the material.

Wood Carving Merit Badge

\$20 Program Fee

After a review of safety rules, Scouts learn about the different types of wood and the uses of each type of wood. Other skills include sharpening knives, detailed carving and using a wood chisel. Due to the fact that the Scouts need to have experience using a knife, this merit badge is recommended for Scouts who are First Class and above.

Pre-requisites: A Scout must have their Totin' Chip Card to take this class.

Skilled Trades

Welding Merit Badge - \$25 Program Fee

Learn the basics of welding, including: procedures, safety measures to take while welding and learn how to properly take care of equipment.

Required Equipment: Blue jeans, long sleeved shirt and leather shoes are required for this merit badge. If a Scout comes to class wearing the incorrect clothing, they will not be able to participate in the session. **SAFETY FIRST!**



Nature

Animal Science Merit Badge

Animal Science studies the science that revolves around the care and raising of farm animals. To complete the merit badge, the class will take a tour of a world famous organic farm, Polyface Farm, located just a few miles from Camp Shenandoah.

Environmental Science Merit Badge

Environmental Science focuses on how the living and non-living factors in an environment interact. Special emphasis is placed on how humans affect these interactions. A total of two hours of field observation is included in the class sessions.

Pre-Requisites: This badge is only recommended for older Scouts due to its dense content. Scouts need to complete requirement #3f prior to their arrival.

Fish & Wildlife Management

Merit Badge

The different styles of fish and wildlife management are the focus of this course. Examples of local management styles are given and the benefits and the disadvantages of each are discussed.

Pre-Requisites: Scouts need to complete requirement #7 prior to their arrival.

Forestry Merit Badge

Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.



www.CampShenandoah.org

Geology Merit Badge

You will understand how the rocks beneath your feet affect the soils, plant life, water quality, and the origin of all of those strange looking rocks in your campsite. Topics will include learning how to identify rocks and minerals and their uses, theories of mountain building and plate tectonics, the power of rivers, landslides, and other forces that alter the surface of the earth.

Insect Study

Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.

Pre-Requisites: Scouts need to complete requirement #9 prior to their arrival.

Nature Merit Badge

Nature is a broad study of five different areas of ecology around Camp Shenandoah. Topics include: soil and rocks; mammals; reptiles and amphibians; birds and, plants.

Soil & Water Conservation Merit Badge

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

Weather Merit Badge

What type of clouds are in the sky, what causes humidity and is there such a thing as "heat lightning?" These are just a few of the exciting things you will learn when you take the Weather merit badge!



Scoutcraft

Camping Merit Badge

Camping Merit Badge is an introduction to safe and ethical camping. Scouts learn about Leave No Trace outdoor ethics, proper clothing, equipment, good camp management and camp safety.

Pre-Requisites: Scouts need to complete requirement #9a and #9b prior to their arrival

Emergency Preparedness Merit Badge

Emergency Preparedness merit badge encourages Scouts to learn procedures for dealing with emergencies such as medical emergencies, fires, search and rescue, floods and other disasters, as well as attempting to develop Scouts own problem-solving skills.

Pre-Requisites: Scouts need to complete First Aid Merit Badge and requirements #7b and #8b prior to their arrival.



First Aid Merit Badge

First aid is one of the most basic Scout skills. All Scouts need to know the basics of check, call and care, to be used in Scouting and out in the world at large. Skills include recognizing life-threatening situations, CPR, bandaging and splinting.

Pre-Requisites: Scout needs to have completed their 1st Class requirements prior to arrival and bring a homemade first aid kit to Camp – Requirement #2d



Orienteering Merit Badge

This badge focuses on Orienteering as a sport. Scouts will develop their map and compass skills to a competition level, as well as learn to design, mark, and officiate courses they have prepared. A majority of their time hiking around Camp will be in completing orienteering courses. Scouts should have attained First Class rank or be able to demonstrate the ability to find and take bearings. Compasses are supplied.

Pioneering Merit Badge

Pioneering is designed to further educate Scouts in the areas of knots, ropes, lashings and other non-traditional construction methods. Scouts should review basic knots, lashings and splicing prior to camp.

Signs, Signals and Codes Merit Badge

Scouts will learn the importance of the different methods of communication – verbal, non-verbal, braille, written, symbols and emoticons.

Wilderness Survival Merit Badge

Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.



S.T.E.M.

Animation Merit Badge

Animation will test a Scout's creative, artistic skills and storytelling abilities

Chemistry Merit Badge

Stretch your imagination to envision molecules that cannot be seen (but can be proven to exist) and you become a chemist.

Chess Merit Badge

Learn the history of chess, techniques and moves and compete with your fellow Scouts in a Camp wide tournament to test your new found knowledge.

Engineering Merit Badge

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

Game Design Merit Badge

Game Design teaches the various types and styles of gaming. It gives the freedom for a Scout to build their own game around creativity, strategy, and fun.

Moviemaking Merit Badge

Scouts will learn to develop a story and describe other pre and post-production processes necessary for making a quality motion picture.

Robotics Merit Badge

This exciting new merit badge helps a Scout understand the world of robotics, major fields of robotics and how they are used. Scouts will learn about robotics and then get to build, test and participate in a competition to see how their robot competes with other robots. Camp Shenandoah is proud to partner with the Office of Naval Research's SeaPearch program to deliver an **UNDERWATER ROBOT EXPERIENCE!**

Space Exploration Merit Badge

\$15 Program Fee

Space Exploration combines knowledge from both Handicraft and Ecology areas. Scouts learn about the different types of rockets, general knowledge of the solar system and the various types of exploratory missions.





Shooting Sports

Archery Merit Badge

\$25 Program Fee

Archery Merit Badge focuses on the use of bow and arrow as a target sport. Scouts will make their own bowstring and arrow. Scouts must meet the shooting requirement in order to earn the merit badge. Class size is limited to 16 Scouts per session.



Rifle Shooting Merit Badge

\$30 Program Fee

Safety is the focus of the Rifle Shooting Merit Badge. Scouts learn the different styles of rifle shooting and must qualify in order to earn the merit badge. Due to popularity and safety reasons, this merit badge session is limited to 16 Scouts per session. Scouts must qualify using our high quality .22 rifles.

Shotgun Shooting Merit Badge

\$35 Program Fee

This older Scout program uses 12 and 20 gauge shotguns to shoot clay pigeons. Safety is stressed. Merit badge session sizes are limited to 8 Scouts. Participants must be strong enough to hold and shoot a 12-gauge shotgun. Minimum requirements are age at least 13 and weigh at least 125 lbs.

Shooting Sports Staff Associate Program

In our efforts to provide novel experiences for older campers, we have developed a **unique program for Scouts 14-year-old or older** who have earned at least two Shooting Sports merit badges and are interested in working with the Camp Shenandoah Shooting Sports Staff up on the ranges for several hours while at camp.

Interested Scouts will go through a two-hour orientation with the Shooting Sports Director and then help with range operations for a minimum of 3 hours during the week. Duties could include any of the following at either the Shotgun, Rifle, Archery, or Airsoft ranges: reloading traps; collecting spent shells; keeping score of hits; stocking ammo blocks; fletching arrows; serving as a Junior Assistant Range Safety Officer in Training and helping with merit badge classes. These Scouts will be recognized with an exclusive Shooting Sports Staff Associate shirt and also be given preferential consideration for hiring for summer camp the following year. This is a great opportunity for older Scouts to help at camp and learn what it is like to be part of our fantastic Camp Shenandoah Staff!





Lockhart Chapel

Citizenship in the Nation Merit Badge

Citizenship in the United States of America holds its responsibilities and duties as well as its privileges. This class focuses on both sides of the coin, looking at how we must support our country and what it does to support us.

Pre-Requisites: Scouts need to complete requirements #2 and #3 prior to their arrival.



Citizenship in the World Merit Badge

Since we all live on the planet Earth, we are all citizens of the world. This class looks at the different ways that individuals, organizations, and governments interact with each other.

Pre-Requisites: Scouts need to complete requirements #4b and #7 prior to their arrival.

Timber Mountain Program

\$20 Program Fee

The Timber Mountain Program (TMP) is Camp Shenandoah's premier first-year camper program. Our program is designed for those Scouts who are new to Boy Scouting and attending Scout camp for the first time. The program focuses on basic outdoor skills, including camping, cooking, fire building and hiking. It also teaches early rank First Aid skills. Scouts will earn the Totin' Chip and Firem'n Chit. The Patrol Method is used during this program and every effort is made to group Scouts from the same units together. An adult leader should attend with your unit's Timber Mountain Scouts each day.



***** TMP Scouts will earn the First Aid and Indian Lore merit badges! *****

Required Equipment: Pencil/paper; canteen or water bottle; day pack for the 5-mile hike; compass; pocket knife (no sheath knives); and homemade First Aid Kit



SPECIAL PROGRAMS

US Navy's Fleet Program



AMERICAN SOCIETY OF NAVAL ENGINEERS

FLEET is a web-based science, technology, engineering, and math (STEM) competition that is geared to Scouts ages 13-17. FLEET utilizes the youth friendly model of gamification to engage Scouts in naval ship design and enables them to apply the real-life applications of STEM. Working individually, Scouts compete via a web-based platform to complete several scenarios faced by naval engineers on a daily basis in the field. The entire competition occurs online and has several different scenarios, one of which is outlined below.

Welcome to HQ!

Below you will find more information about the Search & Rescue and AUV Retrieval missions. Consider the requirements for each mission carefully. The task requirements will influence your decision making and design!

The screenshot shows a digital interface for the FLEET competition. It features two mission cards side-by-side. The left card is titled 'Search & Rescue' and includes a green checkmark icon, two small images (one of a person in the water and one of a sinking ship), and a detailed description of the mission requirements. The right card is titled 'AUV Retrieval' and includes a green checkmark icon, two small images (one of a submarine and one of an AUV), and a detailed description of the mission requirements. Both cards have a 'Objectives' section at the bottom with a list of tasks.

Search & Rescue

Design and build a stable ship that can rescue a group of shipwrecked mariners. Make sure you stay under budget, stay close to design displacement, and have all the necessary equipment. Remember, you need to get the men out of the water as quickly as possible. Salvaging their sinking ship is a bonus.

Objectives

- 1. Find the fishing boat
- 2. Recover the mariners

AUV Retrieval

Design and build a stable ship that can retrieve autonomous underwater vehicles (AUV). Make sure you stay under budget, stay close to design displacement, and have all the necessary equipment.

Objectives

- 1. Retrieve the AUVs



Search & Rescue

Boat Rescue

Powerful, yet nimble, crafts search for those in danger.



Helicopter Search

Quick, lifesaving help from the sky.



The Search and Rescue Mission is set in the treacherous, cold waters of the Pacific off the coast of California. You will design a ship capable of conducting a successful search and rescue of men missing from the wreck of a fishing vessel. Important things to note in the design phase include: ship stability and ship arrangement, whereas the operation phase will focus on systematic searching.

Loading the ship is limited by budget, deck space, and maximum displacement of the hull. Any leftover displacement necessary can be used as ballast low in the ship. The loading of the deck will require understanding the usefulness of each instrument, while also being aware of its impact on the stability of the ship.

During ship operation, you will utilize your chosen deck equipment and operate it to locate and pick up the shipwrecked sailors. This will require you to generate an efficient search pattern and use the equipment to quickly save the missing mariners. Your choice between outfitting the ship with a search and rescue helicopter versus a small deployable rescue boat will have a substantial impact that changes with the varied weather conditions.

Completion time, collisions with debris, and ship salvage at the completion of the mission will all factor into scoring.

Dry Dock

Design your dream boat!





2018 Leaders Guide – Boy Scout Resident Camp



SeaPearch



SeaPerch is an innovative **UNDERWATER ROBOTICS PROGRAM** that, along with facilities provided at Camp Shenandoah, equips Scouts with the resources they need to build an underwater Remotely Operated Vehicle (ROV) in a camp setting. Students build the ROV from a kit comprised of low-cost, easily accessible parts, following a curriculum that teaches basic engineering and science concepts with a marine engineering theme. The SeaPerch Program provides Scouts with the opportunity to learn about robotics, engineering, science, and mathematics (STEM) while building an underwater ROV as part of the Robotics merit badge. Throughout the project, students will learn engineering concepts, problem solving, teamwork, and technical applications.





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2018 Shenandoah Olympics

The Shenandoah Olympics are a week-long competition made up of many different events. Troops earn points according to the following scale: 40 pts for first place; 35 pts for second; and 30 points for third. 25 points are awarded for participation in each event.

Kick Ball.....Parade Field.....Monday 5:00 pm

Troops send their best kickball representative. Everyone kicks no matter the number of outs. Try to get the most points for your team in 2 innings.

5K Run.....Camp GateTuesday 6:30 am

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

Fire Building ContestTimber MountainTuesday 5:00 pm

Each troop may send up to three Scouts. The contest includes building a fire that burns through pieces of twine.

Dessert Cook-OffEppard ShelterTuesday 7:30 pm

Each troop will show off its cooking ability by making a dessert in the troop campsite. Troops bring the finished product to the Eppard Shelter to present to a panel of staff judges. Plan to provide five judge portions. All ingredients should be provided by the Troop.

Dam Building ContestNatureWednesday 5:00 pm*

Send one Scout to the Nature area to compete in groups that will try to construct the most effective dam against an incoming storm surge.

Aquatics Relay.....Aquatics.....Wednesday 5:00 pm*

Each troop will send four participants – one for the Non-swimmer area, one for Beginner, one for Swimmer, and one for Kayak. The troop that completes the relay fastest is the winner.

Marksmanship Rifle Range.....Thursday 5:00 pm*

The rifle range will open for one member of each troop to compete. Each Scout will receive one block of ammunition and follow the instruction of the range master.

Archery Shoot.....Archery Range Thursday 5:00 pm*

The archery range will open for one member of each troop to compete. Each Scout will follow the instruction of the range master.

*Denotes simultaneously occurring events.



FRIDAY PROGRAM

Friday Merit Badge Program

Scouts, including those who participated in the Timber Mountain Program, will be able to earn at least one merit badge on Friday!

The following merit badges will be offered and will be available on Tentaroo:

Animation, Animal Science, Climbing, Fingerprinting, Fire Safety, Law, and Scouting Heritage

Geology Merit Badge classes will conclude on Friday morning with the McKibbler Bees Mobile Mining Unit, focusing primarily on the Mineral Section. If you are taking the Geology merit badge during the week you will not be able to sign up for a Friday morning merit badge.

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

Caving

Join our experienced staff as you and your Scouts explore some of the region's best caves. Bring 3 sources of light, a long-sleeved shirt, pants, and shoes that can get very dirty.

Minimum age: 14

Climbing Merit Badge

This merit badge focuses on technique, proper use of equipment and the unique character building opportunities climbing can offer. Scouts must be able to hold their own weight while climbing and rappelling.

Minimum age: 13

Friday Morning Activities (9:00am-11:45am)

Aquatics: Open Swim & Open Boat

STEM: US Navy's FLEET Program

Shooting Sports: Ridge Challenge & Top Shot at Quail Ridge

Skilled Trades: Open Welding

Friday Afternoon Activities (2:00pm-5:00pm)

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

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

McKibbler Bees Mobile Mining Unit: Experience the thrills of mobile mining!
(not a merit badge)



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Ridge Challenge

A youth or adult camper can experience every Shooting Sport on the Ridge: Shotgun, Rifle, Archery, and Airsoft! It is a personal skills challenge not a competition, and the participating campers **must be 14 years** of age or older. Tickets cost \$10 and can be purchased in the Trading Post up until closing on Thursday night.

Top Shot at Quail Ridge

Camp Shenandoah has partnered with Quail Ridge Sporting Club in Lexington, Virginia to provide a special program to our Top Shots! The top shot from each Shotgun and Archery merit badge class will get the opportunity to travel to one of our area's premier shooting sports facilities to experience a Sporting Clays and 3D Archery course unmatched by anything in the Shenandoah Valley!

Adults can participate in this experience for \$45 dollars (which covers the cost of admission and ammunition). Tickets can be purchased in the Trading Post up until closing Thursday night.



McKibler Bees Mobile Mining Unit



McKibler Bees' brings their 32-foot trailer that houses two sluices with running water to Camp! Scouts will receive a bag of pre-seeded rough dirt that may contain a variety of over 50 gemstones or fossils from around the world. Then they go into the trailer and pour their rough into gem mining pans and wash away the dirt to reveal their treasures just like old fashioned prospectors! We have an assay table to compare the finds to our specimens and maps of the world in which the stones are mined. Scouts will also receive a chart to take home to further the learning experience!

The costs of the bags are \$8 for a half pound of gemstones, \$11 for a full pound of gemstones, and a \$26 for a bag with 3 - 5 pounds of gemstones depending on the weight of the large stone that comes in that bag. They also have one fossil bag that costs \$10. Bags can be purchased directly from McKibler's at the Mobile Mining trailer.



EARLY MORNING & EVENING PROGRAMS

Sunday Evening	Opening Campfire
Monday Morning	<u>Aquatics</u> : Early Bird Swim from 6:30am to 7:00am
	<u>Order of the Arrow - Medicine Bowl</u> : OA members participate in an ice cream social at the Dining Hall. Wear your OA sash and come prepared for food, fellowship and fun.
Monday Evening	<u>Shooting Sports</u> : Open Shoot – Archery, Rifle, Airsoft <u>Timber Mountain</u> : Totin' Chip & Firem'n Chit Class <u>Scoutcraft</u> : Pioneering Competition <u>STEM</u> : US Navy's FLEET Program
Tuesday Morning	<u>Shenandoah Olympics Event</u> : 5K Run - Join the Camp Staff for a nice morning run on the roads surrounding Camp Shenandoah. Troops may send as many Scouts as they wish; the best time from each Troop counts for placement and points. Scouts and leaders report to the front entrance of the Camp no later than 6:30am
Tuesday Evening	<u>Order of the Arrow - Brotherhood Questioning</u> <u>Shenandoah Olympics Event</u> : Dessert Cook-off - Each Troop prepares a dessert in a Dutch Oven and brings it to the judges at the Eppard Shelter. Bring your best recipe and ingredients! Judges will be taking submissions from 7:30pm to 8:30pm. <u>Aquatics</u> : Open Boat <u>Shooting Sports</u> : Open Shoot – Archery, Rifle, Airsoft <u>STEM</u> : US Navy's FLEET Program



	<p><u>Vespers Service at Lockhart Chapel</u> A camp-wide vespers service will be held at 7:15pm. Scouts and adults are encouraged to attend. Remember, a Scout is reverent.</p> <p><u>Order of the Arrow - Brotherhood Ceremony</u> The Brotherhood Ceremony will be held at the OA Ring. Instructions will be given to candidates regarding the time and place to meet prior to the ceremony.</p> <p><u>Shooting Sports:</u> Open Shoot – Archery, Rifle, Airsoft</p> <p><u>Aquatics:</u> Open Boat</p>
Wednesday Evening	<p><u>Aquatics:</u> Early Bird Swim from 6:30am to 7:00am</p>
Friday Evening	<p><u>Order of the Arrow - Call-out</u></p> <p>Closing Campfire</p> <p>Trading Post Late Night – MUSIC, SLUSHIES AND FUN AFTER CAMPFIRE!</p>

ADULT LEADER TRAINING OPPORTUNITIES

Scoutmaster Merit Badge

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

Scout Leader Supplemental Trainings

A schedule of and signups for these supplemental trainings (and others that may be added) will be provided at the Sunday Leaders Meeting and will also be available for sign-ups on Tentaroo.

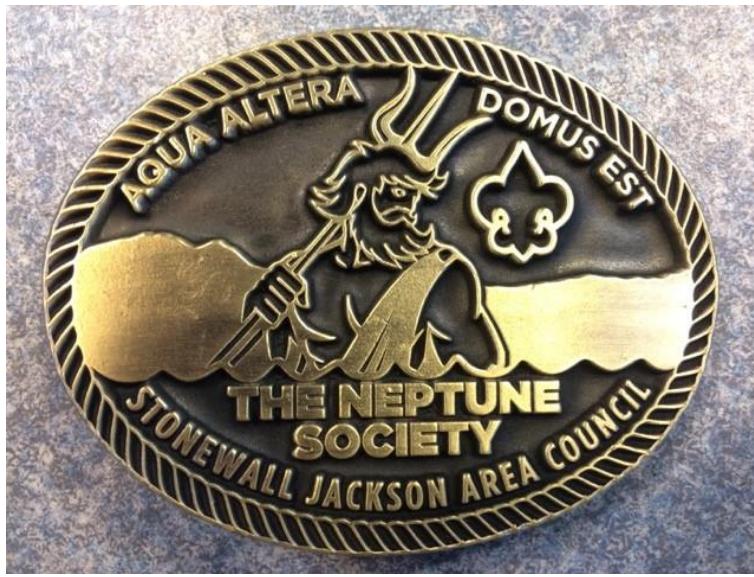
- Introduction to Outdoor Leader Skills
- NRA Basic Pistol Course
- Paddlecraft Safety



OTHER AWARD OPPORTUNITIES

Neptune Society Award — Available only at Camp Shenandoah!

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



Honor Troop Award

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