

# **ADVENTURE CAMP 2025**

*An Adventure for WEBELOS & AOL Scouts*

**“Blast Off to Adventure”**



**Camp Royaneh Webelos/AOL  
Parent and Leader Information Guide**

# Golden Gate Area Council

The Golden Gate Area Council and the Adventure Camp Staff are thrilled that your Pack has chosen to be a part of our 100th summer here at Camp Royaneh. This guide has been prepared to help the Scouts and adults in your Pack make the most of their experience at camp.

Inside you should find the information you need to prepare for camp. If you have any further questions or concerns, please feel free to contact our leadership team.

You and your Scouts will find that Adventure Camp provides a program beyond compare that will both engage and challenge you.

Adventure Camp at Camp Royaneh is proud to be a part of your Pack's efforts in serving youth.  
Sincerely, The Adventure Camp Staff

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*Golden Gate Area Council, offers a camp program for registered members of Scouting America. Rules for acceptance and participation in the camp program are the same for everyone, without regard for race, color, national origin, age, sex, or handicap.*

# Character Development

Since its origin, the Scouting program has been an educational experience concerned with values. In 1910, the first activities for Scouts were designed to build character, physical fitness, practical skills, and service. These elements were part of the original Cub Scout program and continue to be part of Cub Scouting today.

Character development should extend into every aspect of a scout's life. Character development should also extend into every aspect of Cub Scouting. As Cub Scout leaders we should strive to use Cub Scouting's 12 Core values throughout all elements of the program. This includes – service projects, ceremonies, games, skits, songs, crafts, and all the other activities. The camp staff demonstrates and delivers the 12 core values through the Scout Oath and Law. These values are reinforced and practiced throughout the week at Adventure Camp.

## Cub Scouting's Twelve Core Values

1. **Citizenship:** Contributing service and showing responsibility to local, state, and national communities.
2. **Compassion:** Being KIND and considerate, and showing concern for the well-being of others.
3. **Cooperation:** Being HELPFUL and working together with others toward a common goal.
4. **Courage:** Being BRAVE and doing what is right regardless of our fears, the difficulties, or the consequences.
5. **Faith:** Having inner strength and confidence based on our trust in God.
6. **Health and Fitness:** Being personally committed to keeping our minds and bodies CLEAN and fit.
7. **Honesty:** Telling the truth and being WORTHY OF TRUST
8. **Perseverance:** Sticking with something and not giving up, even if it is difficult.
9. **Positive Attitude:** Being CHEERFUL and setting our minds to look for and find the best in all situations.
10. **Resourcefulness:** Using human and other resources to their fullest.
11. **Respect:** Showing regard for the worth of something or someone.
12. **Responsibility:** Fulfilling our duty to God, country, other people, and ourselves.

## 12 Core Values and the Scout Law

Scouts learn and strive to live by the Scout Law:

*A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.*

CORE VALUES	SCOUT LAW
Compassion	Kind
Cooperation	Helpful
Courage	Brave
Health and Fitness	Clean
Honesty	Trustworthy
Positive Attitude	Cheerful

Many of the core values of Cub Scouting relate directly to the Scout Law.

Character can be defined as the collection of core values possessed by an individual that leads to moral commitment and action.

Character development refers to the processes by which these core values are practiced.

**Character is "value in action."**

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## YOUTH PROTECTION

The BSA's adult registration requirements mandate that all adults accompanying a Cub Scout Pack to a resident camp or other Scouting activity lasting 72 hours or more must be registered as an Adult Leader, including completion of a Criminal Background Check (CBC) and Youth Protection Training (YPT) prior to the start of the event.

<https://training.scouting.org/learningplans/1179>

They must also have completed the process for AB-506, including the mandatory online training and livescan check. More information can be found on the Golden Gate Area Council website (<https://ggacbsa.org>)

Requiring registration, background checks, and YPT for adults on Scouting extended activities adds another dimension of protection for our Youth.

- This requirement applies to any adult accompanying a Scouts BSA group on a single Scouting activity where they are present for three or more nights (not necessarily consecutive)
- Adults **must** be registered as leaders, including the completion of a Criminal Background Check (CBC) and Youth Protection Training (YPT) before the activity (CBCs cannot be expedited)

**Note:** under normal circumstances it can take up to 3 weeks for a CBC to be completed – with many new adult registrations across the country at that time, it may take longer - BE **PREPARED** by registering and completing your YPT and CBC early so as not to be told you cannot attend camp because it did not come back yet.

In accordance with the National Youth Protection Policy, we have instituted the following Council policies:

- Adults must maintain two-deep Leadership in Camp at all times.
- Notify the Camp Administration prior to arrival if you will have difficulty doing so.
- Adults must respect the privacy of Youth members.
- Adults & Youth will share campsites, but are highly encouraged NOT to share sleeping facilities (i.e tents or cabins) at any time and Scouts must be within two years of age to share sleeping facilities. (Even if the Scout is your youth.)
- All Youth will respect the privacy of others regardless of age, gender, or relationship.
- If private issues between a Youth and an Adult must be dealt with, two-deep leadership must be maintained during the conference, health check, or other event.
- See the Camp Administration if you or your Unit need assistance

# PLANNING CHECKLIST

## Three to Four Weeks Before Departure:

- Confirm all Scouts and Adult(s) who are attending ca
- Make sure that each scout has a checklist of what to bring
- Roster of adults attending has been turned into council off
- Check on final transportation arrangements for Tuesday drop off
- Saturday pick up
- All Scouts and leaders/parents who are attending camp need completed medical forms (Parts A, B AND C)
- All parents are aware of plans. Date, Time and place to meet; mail and phone info

## Camp Packing List:

- Air mattress or foam pad
- Sleeping bag (machine washable)
- Day pack and water bottle
- Field Uniform (for flags in AM and PM)
- Lightweight jacket/sweatshirt
- Swim suit
- 2 pairs of tennis shoes/close toed shoes
- 2 bath towels
- Laundry bag
- 2 pair jeans/pants
- 2 pairs shorts
- 5 t-shirts for daily wear
- Socks and Underwear
- Poncho or raincoat
- Sunscreen
- Flashlight (extra batteries)
- 2 pairs of PJ's
- Ground cloth/tarp for Outpost night
- Water shoes (for pool or showers)
- Swim Goggles (if you have sensitive eyes)
- Toilet articles (toothpaste/toothbrush, soap, shampoo, washcloth, comb/brush, etc)

## Items that Adult Leaders may want to bring to camp:

- Alarm Clock (battery operated)
- Lantern (propane or battery)
- Ground cloths
- Clothes line
- Book of Campfire skits/songs
- Tablecloth for picnic table
- Matches and newspaper for fires
- Water jug
- Camp chair or stool
- Snacks for Patrol Campfires

## SCOUTS SHOULD NOT BRING:

- Electronics
- Knives
- Money
- Fire starting equipment

## **DEPARTING FOR CAMP**

We recommend that you CARPOOL as much as possible. Parking is very limited at camp. Please arrive at camp NO EARLIER than 10:00 a.m. and no later than 11:30 a.m.

## **ARRIVAL AT CAMP**

Upon arriving at camp, please park (backed in) in the lower parking area by the Ranger's house. The parking attendant(s) will help direct you. You will need to carry your personal gear from the parking lot to the parade field and then to your campsite. Wagons are provided if needed, but per the Guide to Safe Scouting, only adults may pull them.

### **PATROL ASSIGNMENTS:**

As you arrive at camp you will be directed to the parade field where we will be taking care of med checks. After, you will be directed to your campsite. There, your patrol pal will help you get settled and help with any questions you have. As more of your patrol shows up you will meet and start a patrol time.

### **ON THE FIRST DAY:**

- You will take your gear to your campsite. There your Patrol Pal will go over the schedule for the day and give some additional rules and information.
- Make sure each scout has proper sleeping assignments (please follow youth protection guidelines on age and gender for sleeping assignments). Parents are highly encouraged to NOT sleep in the same tent or cabin as their youth. Make a list of who sleeps where within the campsite.
- Double check scouts do not have food in their gear and double-check that their name is on their gear (shirt, shoes, towels, sleeping bag, etc...) This is especially important for our outpost night!
- You will then wait for the lunch bugle and come to the Dining Hall for lunch. Please sit 10 to a table for serving purposes. NO table assignments are made for the first meal.
- After lunch, and when you are dismissed, you will go back to your campsite to finish setting up and get ready for the orientation tou (Everyone should change into swimsuits and grab their towels)

## **CAMP ORIENTATION AND CHECK-IN**

At the designated time your Patrol Pal will begin the Camp orientation and tour. The following areas will be covered during your patrols rotation:

- All Scouts and Adult Leaders should have already gone through medical re-check with Camp personnel upon arrival to camp. All medical forms should already be turned in at this point.
- Any prescription medications brought to Camp must be in ORIGINAL containers and have original instructions for administration. At minimum, one adult leader will be required to work with Scouts to administer and track medication in the Unit medication log provided at camp. Lockers will be assigned for medications to be locked up in. (NO EXCEPTIONS FOR ADULTS)



- The Camp Health Safety Officer will review all prescribed medications listed on the Annual Health & Medical Record during Med Check.
- Incomplete health forms, **including the physicians signature** for Part C will delay the participation of Scouts in camp activities until completed forms are faxed to camp. A failure to supply a valid form will necessitate the Scout being picked up from camp.
- Dining Hall Orientation and table assignments will be discussed at the end of lunch.
- 1 Adult Leader per patrol during the Patrol Time rotation should meet the Camp and Program Directors at Handicraft for an adult leader informational meeting.
- Swim Checks and buddy tags - Every person will be issued a buddy tag whether swimming or not. (White = Non-Swimmer, Red and White = Beginner, Red, White & Blue = Swimmer)
- T-shirt distribution and Group photo
- BB Gun and Archery Safety Rotation - The Target & Range Sports director and staff will go over rules for the ranges and general information on t ranges.

## **CAMP FACILITIES & POLICIES**

### **Administration Building**

The Administration Building is home to the Camp Offices, where you will be able to find the Camp and Program Directors' Offices, the Health Lodge Chief's Room, and the Trading Post. You will also find your Unit Mailbox here, and you can see years of camp history.

### **Camp Communications**

- Telephone: The Camp Phone is available for Camp Business and Emergencies ONLY. Please let families know that these lines are NOT to check up on their child. If your scout is homesick please check with the Camp Director. As a courtesy to others and the camp office, all calls should be limited to a maximum of ten minutes, Thank You!
  - Emergency Phone at Camp # (707) 632-5291
  - Fax # (707) 632-5070
- Internet: Wi-Fi is available for adults in the Chief's Room ONLY from 5am to 12am. **PLEASE** maintain usage of devices in Chief's Room to maintain the appearance of no Wi-Fi in camp.
- Mail: Incoming mail may be picked up each afternoon in the Chief's Room by an Adult Leader **ONLY**. Outgoing mail should be placed in the slot on the outside of the Administration Building (Camp Office). Please make certain all mail has a return address in case it arrives after the unit has left. Mail to Scouts from home should be addressed as follows:
  - <Scouts Name> & Pack <#>
  - Camp Royaneh
  - P.O. Box 39
  - Cazadero, CA 95421-0039

### **Your Campsite**

Your campsite will be the heart of your Pack's experience at Camp Royaneh. Depending on the site that you have been assigned, you may have patrol-size cabins, 2-person tents, or a combination of the two. The campsite will also contain the following items to make your stay more pleasant:

- Picnic Table
- Bulletin Board
- Fire Tools
- Flag Pole
- Campfire Ring

## Camp Staff

Trained and experienced camp leaders direct Camp Royaneh. The council has sent representatives to National Camp School to be trained in their specific areas including Camp Director, Program Director, Target & Range Sports Director, and Aquatics Director. These trained directors have been hand-picked by the Council to work with your scouts.

## Dining Hall - Cafeteria

Each Patrol will be given a seating assignment in the Dining Hall during orientation. Please alert the Dining Hall Steward of food allergies or dietary restrictions. The first meal served will be Monday lunch and the last meal served will be Saturday breakfast. Two scouts per table will be "waiters" and should arrive at least 15-20 minutes before each meal. At least one adult leader should sit at each table assigned to your group. Meals will be served family style.

## Dietary Needs

Please note ANY scout or Adult leader with food allergies or religious dietary restrictions during online registration. For severe allergies or more complex needs that can't be listed easily, email: [Adv.CampDirector@gmail.com](mailto:Adv.CampDirector@gmail.com) Please submit items you can eat as well as those you can't.

NOTE: NO ONE is allowed in the Kitchen Area without permission from the Camp Director AND our food service, Sodexo.

## Flag Raising and Lowering

In the morning before breakfast everyone will gather at the parade field to raise the flags. Then before dinner in the evening everyone will gather again to lower the flag. All scouts and leaders who are not waiters are required to attend. Uniform shirts are required during these ceremonies unless otherwise announced.

## Lost and Found

There is an "Honor Box" for all lost and found items. It is located on the deck of the Trading Post. All found items should be placed there or turned into a staff member. Leaders are encouraged to have all scouts label the belongings with their name and Pack number before bringing them to camp.

## Mattresses and Cots

Mattresses and cots are NOT provided at camp. Tents and open-air cabins have wood flooring. In the cabins, there are 8 wooden bunk beds per open-air cabin. Many people bring their air mattresses or foam pads for their own comfort.

## Money and Valuables

Leaders and scouts are encouraged NOT to bring valuables to camp. The camp has no way of securing them. If you choose to bring valuables to camp, you should have your own way of securing them.

- **SPENDING MONEY:** Each scout is HIGHLY ENCOURAGED to purchase a punch card prior to camp. The punch card will be held in the trading post for the amount purchased. The punch cards come in increments of \$20-, and there is no limit to the number purchased. ONLY adults may use cash, Mastercard, or Visa for their purchases. SCOUTS are not allowed to pay with cash and are strongly encouraged to be independent making their purchases.

## Pets

Even if you are just visiting camp, pets should be left at home! Pets of any type ARE NOT allowed by B.S.A. National Standards. Camp is abounding with native wildlife. We ask you not to remove this wildlife from its natural habitat.

## Siblings

Due to liability considerations and the lack of appropriate facilities, the Golden Gate Area Council must enforce the policy that ONLY REGISTERED SCOUTS attend related camp functions. Siblings that do not fall under the ranks of Webelos or Arrow of Light may not attend.

## Showers

Showers and restroom facilities are located in two areas in camp. Both the Pool House and lower shower house have individual stall units. Most campsites will also have access to either a Kybo or Port-a-potty. Each Patrol will be assigned time to clean showers and restrooms. This teaches responsibility and teamwork.

## Tents and/or Cabins

Camp Royaneh provides traditional canvas wall tents or open-air cabins for sleeping. The entrance to each tent must be clearly marked with "No Flames in Tent". The campsite should have a full dirt and/or water bucket(s) nearby, per BSA regulations. (Camp makes every effort to have amp containers available.)

**Note:** It is vital to respect and maintain the canvas wall tents. Due to past incidents, it is necessary to hold units accountable for damage to tents in use during your stay. Prime examples of damage include Scouts practicing woodcarving, using their pocket knife in their tent and cutting the walls of the canvas. These types of actions are irresponsible of the Scout and disrespectful of the equipment and Camp Property.

On arrival an adult leader will inspect tents with your Patrol Pal noting any previous damage. During checkout, if any new damage is found, Units will be responsible for a charge of \$12 per inch up to the replacement cost of the tent. Normal wear and tear is understandable. The Camp Director has the final say on damage.

## Trash Removal

Patrols are responsible for bringing garbage to the large Dumpster behind the Dining Hall. It is recommended that this is done daily to keep the native wildlife from taking the opportunity to scatter the trash throughout your campsite.

## Uniforms

Field uniforms (Scout Uniform) are worn at all flag ceremonies and morning and evening meals. During the day and evening, Scouts should wear attire appropriate to the program area in which they are participating. Activity uniforms (Scout T-shirt) are highly recommended. There are NO laundry facilities available to campers. Appropriate swimsuits are required (no midriffs).

## Visitors

If family members wish to visit, they must coordinate with the Camp Director at [adv.campdirector@gmail.com](mailto:adv.campdirector@gmail.com). All adults must complete AB506 and other relevant processes.

# Health and Safety

## Health Facilities

Camp Royaneh has a well-equipped Medical Lodge with a Health Officer trained to handle minor accidents and illnesses. Arrangements for treatment of more serious cases have been made with medical clinics and hospitals in the surrounding communities. If such treatment is required, attempts will be made to notify the camper's parents. Their desires concerning further treatment will be accommodated wherever possible.

1. It is the responsibility of the unit leadership to provide transportation for unit member(s) requiring services from a doctor or hospital. The camp will provide transportation only when a unit has inadequate transportation, or if an injury requires medical personnel with emergency transportation.
2. One adult leader from the unit must accompany the unit member(s) requiring services to the doctor or hospital. The adult leader must obtain the Scout's health record and any insurance forms from the Camp Health Officer before going to the doctor or hospital. Two deep leadership still applies when taking a scout off property.
3. Since parent(s) or guardian(s) will be notified of any serious illness/injury, they should provide information about where they can be located if they will not be at home during the week of camp.
4. The Camp Health Officer must clear all cases requiring outside medical care. This is an agreement with the local health services facility and usually required by insurance companies for claim procedures.

5. Those leaving camp for any medical reasons should check out with the Camp Health Officer. Upon returning to camp, they must check back with the Camp Health Officer and show documentation of release and medical restrictions and care.

If not returning to camp, someone from the Unit must contact the Golden Gate Area Council at (925) 674-6100 and leave a message with contact information.

## **Health Personnel**

A qualified Health Officer is on duty at all times during your stay. The Health Officer is located in the Health Office in the Camp Administration Building. The Camp has arrangements with a local clinic nearby and has access to an ambulance service and hospital in the event of an emergency.

## **Medical Emergencies**

In the unlikely event of a medical emergency while at camp Camp Royaneh, the patient will most likely be transported to Russian River Health Center. Urgent Care cases will be sent to Urgent Care clinics in Santa Rosa.

## **Medications**

The Boy Scouts of America National policy states:

"All prescription drugs (including those needing refrigeration) are to be kept in locked storage and in compliance with local & state laws. An exception may be made for a limited amount of medication to be carried by a Camper, leader, parent, or Staff member for life-threatening conditions including bee-sting or heart medication, & inhalers, or for a limited amount of medication approved for use in a first aid kit." All medications taken Camp should be listed on the Annual Health and Medical Record and need to be available during the health screening. Lockers for Unit use will be provided in the Camp Health Lodge. The Unit leader will be given the combination to the locker. Adult Unit leadership will be responsible for seeing that the Scouts needing medication in their Unit take the necessary medications at appropriate times in correct doses. Medications must be recorded in the provided log. This log must be left in the locker at the end of the week. Access to the lockers will be open 24/7 while Camp is in session to allow access to your Unit locker. Non-prescription medications must be kept under the supervision of the Adult Leaders.

## **Drugs, Alcohol and Tobacco**

Prescription drugs must be checked in to the Camp Medic. Non-prescription medications (aspirin, cough syrup, etc.) may be used only with the approval of the Camp Medic. Local authorities will deal with those using illegal substances at camp. Alcoholic beverages are not allowed in camp! Anyone in possession of, or under the influence of, alcohol will be escorted off camp property immediately.

**Smoking/Vaping Policy**—All buildings and facilities are designated as non-smoking facilities. Smoking or vaping is not permitted anywhere in camp. All activities will be conducted in a smoke-free environment.

**\*\*If any Adult must use tobacco, they may do so ONLY in the designated smoking area.\*\***

## **Fuels**

Only propane or butane based stoves, lanterns, and fire pits may be used in camp. All extra fuel not used for meal preparation must be checked in with the camp leadership upon arrival for storage in the secured camp fuel locker. Each Patrol must provide its own fire extinguisher.

## **Food in Camp Reminder**

NO FOOD is to be kept in the campsites. Critters will become your guests and eat your food. If anyone in your Patrol has decided to bring food into camp please contact the Dining Hall Steward or Camp Director to make arrangements for temporary storage. We want to ensure the use of your goodies throughout the week. Thank You!!

# **Program Safety**

## **Aquatics**

All Scouts and Adults are required to take a BSA Swimmers Test before participating in any aquatic activity, NO exceptions. The pool is off-limits when no staff are present. NO swimming is allowed anywhere other than the official pool

## **Target and Range Sports**

- ALL personal firearms, ammunition, and archery equipment are prohibited at Camp. Red Flags are used to designate a Shooting Range.
  - If the flag is DOWN, the range is closed -- DO NOT ENTER
  - If the flag is UP, staff is present, and the range is open
- Yellow rope or caution tape designates a restricted area – DO NOT CROSS!

## **Personal Safety**

- Closed Toes shoes and socks are required in all areas of camp except the pool deck and should be worn to and from the pool
- Travel only on designated trails
- Report safety issues to the Camp Office Immediately
- NO flames of any kind are allowed in a tent or cabin or outside designated fire ring at any time
- Fireworks are prohibited by Sonoma County and State Law. Pets of any kind are not permitted
- Red Flags are used to warn Scouts of potentially dangerous areas, usually around firing range
- Rope Swings are NOT allowed at Camp Royaneh.

## **Transportation From Camp Royaneh**

Saturday is the last day of Adventure Camp. If you are arriving to transport scouts home, you may arrive at Royaneh as early as 8:30a.m., but NO LATER than 10:00a.m. on Saturday. Please park your car in the lower parking area and WALK up to the parade field.

Upon parent's arrival, we ask that you stay off the parade field until morning flags have completed. After breakfast, the adult leaders and scouts are directed to head back to the campsite where they will be released to their parents. There will be staff members to help direct you to your scout's campsite to pick them up.

(NOTE: All scouts are to be picked up and checked out at their campsite by the adult leader! So please let the adult leader know you are leaving camp).

Please plan to arrive early enough for your scout to give you a tour of the areas they were in and visit the Trading Post.

**ALL CAMPERS MUST LEAVE CAMP NO LATER THAN 10:30AM.**

### Early Youth Check-Out; Release from Camp Property

For the safety of all Scouts attending Camp, it is the policy of the Golden Gate Area Council to follow these procedures in the event that a Scout must leave earlier than the whole Unit. The following must ALL be in the Camp Off together prior to departure (known at Camp as the Magic 5) :

1. Scout – must be present and signed out with the Adult Driver's signature.
2. Authorized Personnel – Scout's Annual Health & Medical Record must list the driver as an Authorized Adult to take the Scout to and from events.
3. Check In – Adult Driver picking up the Scout must report directly to the Camp Office upon arrival
4. Valid Identification – Adult Driver's valid License will be compared information on the Annual Health and Medical Record.
5. Unit Check Out – Adult Leader Remaining in Camp verifies that the Un knows when and with whom the Scout is leaving with.

In an emergency, these procedures can be suspended by mutual agreement of the Camp Director and the Adult Leaders of the Scout's pack. If such an emergency is declared, Adult Leaders from the Scout's pack will be solely responsible for verifying safe transportation for the Scout, and that the Scout leaves with an approved Adult. In an extreme emergency, an Adult Sta member may be appointed to transport the Scout. The Golden Gate Area Council, BSA is not responsible for Scouts leaving Camp on an emergency basis, regardless of who transports the Scout.

# The Role of the Leader in Camp

## Who can be a Leader?

All packs must have at least one adult who is 21 years of age or older 24 hours a day. Leaders may rotate, if necessary, on a rotation of Monday through Wednesday and Wednesday through Saturday. Any parent, male or female, may be designated as the leader. Every adult needs to be registered within their unit. They should also have completed and be current with Youth Protection Training and AB-506. Any adult leader will need to have completed either; proof of vaccination or have a negative COVID test within the last 24 hours prior to arriving at camp. We will be requesting verification of training. You may send it in prior to camp or bring it with you.

## Responsibilities of a Leader

Your primary responsibility as a leader in camp is the health, safety, and supervision of your Scouts. Additionally, to make sure they are getting the most out of their experience. If you follow these guidelines, your week is sure to be a success:

- Always make sure you have proper leadership with your patrol. Get to know each scout in your patrol.
- If you want a rule enforced, be immediate, consistent and definitive
- If you have a problem with a scout from another patrol, turn it over to his/her leader
- You will be expected to maintain control of your scouts at all times. Keep the patrols together as a group.
- Don't let scouts go anywhere alone. They must ALWAYS follow the buddy system in camp.
- As a leader, you are setting the example for your scouts.
- Monitor your scouts:
  - Are they eating and sleeping enough?
  - Do they have excessive toe cheese?
  - Are there any conflicts brewing between scout
  - Do they participate in activities?
  - Make sure your scouts are drinking liquid; water is provided at every program station.
  - Confiscate any weapons or possible weapons. Pocket knives a 22
  - prohibited at Cub Resident Adventure Camp.
  - Confiscate any candy/food found in tents, cabins and backpack If you don't, the Critters of Royaneh will find it

## Be Discreet

Many minor problems can be handled with a little discretion. For example, checking and taking care of wet sleeping bags can be done while scouts are in the program to avoid embarrassment. A washer and dryer are available for your use, just contact the Camp or Program Directors or the Camp Commissioner for additional information.



## In Program Areas

- Follow the lead of the program instructor. Help and participate as requested
- Avoid contradicting the program staff. Save suggestions until the scouts are gone and/or bring your concerns to the Program Director.
- Maximum of 2 adults per patrol are requested in program areas at any time.

## Commissary

The meal plan throughout the week is well balanced providing the adult leaders and scouts with the essentials of an adequate diet. The food is prepared and served family style, allowing everyone to enjoy their meal at the same time. Each patrol will create waiter duty rosters (in their leaders book at camp) to support each meal. An adult leader will help facilitate the waiters to insure a successful meal for all the Scouts.

**PLEASE NOTE: If there are any special dietary needs please contact the Camp Director for assistance.**

## **Programs & Meetings for Leaders**

### Leaders Meetings

Every day there will be a leader's meeting. One adult leader per patrol is required to attend. The meeting will be held in the Chief's Room. We encourage you to share and rotate the leader of the day responsibilities with your adults in your patrol. Attendance at these meetings is very important to keep up with any daily changes.

### Roundtables

During your stay, we encourage adults to join our commissioner staff scheduled times for informal discussions and training topics. We cover a variety of subjects that even the experienced Scouter will find helpful and fun.

### Keeping On Top of Things

Every day is a busy day at Adventure Camp. We use a system of bugle calls to announce starting times of events, as well as Reveille (Wake up), Taps (Bed), etc. Meals are at 8:00am, 12:00 noon, and 6:00pm. Patrols will be dismissed from morning and evening colors to the Dining Hall but are responsible for getting themselves there for lunch. Use the daily program schedule to keep track of when things are going on. Announcements at flag ceremonies, the bulletin board (on Admin Porch) well as adult leader meetings in the Chief's room are helpful too.

### Bugle Calls Schedule

The camp uses bugle calls to announce various camp-wide events such as meals, assemblies, etc.

The daily bugle calls are as follows:

7:00 AM Reveille  
7:30 AM Waiter Call  
7:45 AM Morning Colors  
11:45 AM Waiter Call  
12:00 PM Lunch  
5:30 PM Waiter Call  
5:45 PM Evening Colors  
9:15 PM Call to Quarters  
9:25 PM Prepare for Lights Out  
9:30 PM Taps

## **Adventure Camp Program**

The program at Adventure Camp has been carefully designed to blend together the right amounts of fun, learning, and advancement. During the week, Webelos and AOL Scouts will have the opportunity to participate in a variety of activities which will challenge them to do their best. Every patrol will spend time at each of the program areas: handicraft, swimming, archery, nature and BB-gun to name a few. While there, they will participate in programs designed specifically for their age.

### **Free Time**

Adventure Camp isn't all work and no play. Each day, there will be a time for "Buddy" pairs to go to certain open activity areas they enjoyed most or try something new. A few of the opportunities will be free swim, free shoot at the BB-gun or Archery ranges and a short escape room.

### **Camp Service Program**

Each patrol will have assigned opportunities to give service to one of the camp-wide areas. Patrols will rotate through a variety of tasks, from raising the flag, to saying grace at a meal, or helping keep camp clean. Whichever task they undertake, if they do their best, they will be rewarded.

### **Competition Day**

Friday afternoon is Competition Day! After the camp gathers and enjoys the Big Splash, our premier splashing competition for both scouts and adults, every program area will be open with a featured competition related to their activity for the week. Awards will be presented at Friday night's campfire.

### **Campfires**

- Tuesday night, the whole camp gets together for a campfire program. The opening campfire is put on by the staff.

- On Wednesday night, each Patrol will have the opportunity to go back to their campsites for their own Patrol campfire. This is a great opportunity to practice your songs and skits before Thursday's Outpost campfire. You may want to bring ingredients for evening snacks to use on this special evening. Invite your favorite staff members to join you!
- Thursday's Outpost (described below) also features a campfire program put on by the scouts.
- Friday night is competition night. Scouts will compete on stage in front of the whole camp in a series of competitions like musical chairs, a square knot relay, and more. Scouts will also be presented with prizes and awards from the afternoon's competitions. The evening closes with *Jumbo*, a slideshow presentation of photos taken throughout the week by the Program Director.

## Outpost Night

Thursday night is outpost night for everyone. Scouts and their adult leaders accompanied by our staff will head off for an adventure under the stars. Please turn in your Outpost signup roster to the Program Director on Wednesday at the Leader's meeting. If there is a need for a scout to remain in camp, two adult leaders MUST remain in camp with them.

\*Note : While we do provide tarps to sleep on, we have run into the issue of running out of space. Your pack is encouraged to bring tarps to camp and on the outpost to help with extra space for sleeping.

## Program Areas & Advancement

The table below shows this year's themed program areas and their area titles, locations in camp, affiliated adventures (if any), and what the area's free time activity is.

Theme Name	Location	Area Title	Adventure	Free Time Activity
Engineering Bay	Admin	Entertainer	Webelos-Mod. Des. AOL-Engineering	Open Engineering & Lego Projects
Photon Range & Astro Blasters	Upper Range	BB Guns	BB Gun	Open Shoot
Neptune's Drift	Pool	Aquatics	Webelos-Aquanaut AoL-Swimming	Open Swim
The Galley	BBQ Pits	Scout Skills		Facilitating Escape Room
Luna Saxa	Nature Glen	Nature	Webelos - Earth Rocks	Crystal Growing for Adventure
Orion's Quiver	Archery Range	Archery	Archery	Open Shoot
Space Walk	Clarke's Grove	Hike		Facilitating Sports on Parade Field
Repair Bay	Handicraft	Handicraft		Open Handicraft

Integrated into the activities at each of the program areas are opportunities for advancement. Each scout can be proud in knowing that, while at camp, they are able to make progress toward the next rank in their scouting journey. At the end of the week, a certificate outlining the requirements offered during their stay at camp will be picked up by an adult leader. They can then take this back to their Webelos or AOL leaders for review to have their book signed off. It is important that leaders keep track of scout participation and free time activities, as the camp only provides a certificate of what was offered, not what each individual scout did. For example, BB-guns and Archery adventures will require shooting during free time.

### Possible Webelos Adventures

Aquanaut  
Archery  
BB Guns  
Earth Rocks  
Modular Design

### Possible AoL Adventures

Archery  
BB Guns  
Engineering  
Swimming

While at camp the scouts will also have the ability to work on adventures for BB-guns and Archery. These can only be worked on at the district or council levels, meaning the programs are only offered at day camps, Cub Scout/Webelos Scout resident camps, council-managed family camping programs, or to council activities where there are properly trained supervisors and all standards for BSA shooting sports are enforced.

## Tuesday Schedule

**Arrival - 10:00 - 10:30 AM** – Everyone moves gear to Parade Field

**Med Checks - 10:15 - 11:30 AM** – All scouts and adults will go through med checks at the parade field before heading to their campsites.

### Move Into Campsite & Patrol Time - 11:30 AM - 12:00 PM –

- Have scouts set up gear in cabins or tents. (Reminder that scouts should sleep in tents or cabins according to youth protections age and gender guidelines) Up to 8 adults in their own cabin or 2 to a tent. Determine which tents or cabins will be for adult leaders. Be sure to have a staff member show you where the nearest restrooms and showers are. (Refer to camp map provided at the Leaders orientation meeting).
- This is the perfect time for your first Patrol meeting. You should go over the following with your scouts and Patrol Pal:
- Camp - Taking the opportunity to see the entire camp during their week.
  - Places Off Limits in Camp
    - Quonset Hut
    - Bunk House
    - Creek
    - Staff Cabins and Campsites
    - Barn
    - Loading Dock
    - Cooks' Cabin
    - Staff Areas
- Play a name game to get Webelos/AOL acquainted with each other.
- Go over campsite rules:
  - Stay out of other cabins and tents
  - Free time options and rules
  - Quiet hours (From TAPS to Reveille)
  - The Buddy System (REQUIRED)
  - Staying out of other people's gear
  - Remind Scouts, No candy and/or food allowed in cabins or tents.
- Keeping Clean
  - Personal hygiene and showering
  - Keeping clean and dirty clothes separate
  - Daily campsite inspections
- Patrol yells, show your patrol spirit. **DO YOUR BEST!**
- Post Waiter schedule in campsite – **two waiters per meal**

### Lunch & Dining Hall Orientation - 12:00 - 12:45 PM –

- Enter the Dining Hall and sit with your newly assigned patrols. Please have one adult leader assigned to each table.
- Help scouts in serving lunch.
- You will hear an announcement from the Dining Hall Steward on how to clear your tables. Please listen carefully. Garbage should be stacked on serving plates. Silverware should be separated, and cups stacked (Make sure cups are empty; pour excess liquids back into pitcher to be dumped, Thank you!).

### Rest Period - 12:45 - 1:15 PM –

- Head back to campsites and get swimsuits on.

- Get ready for camp orientation

#### **Camp Orientation - 1:15 - 3:45 PM –**

- Your Patrol PAL will meet you at your Campsite after lunch for afternoon Orientation. They will also provide you with some instruction and answers to questions you may have.
- The Swimming Pool – The Aquatics Director and staff will lead all scouts and adults in the swim check process and fill out swim tags.
- Safety Orientation – The Shooting Sports staff will go over the range rules and safety. They will also cover those items specific to bb guns and archery.
- T-Shirt Distribution and Group Photo – Once your group has gone through the Safety Orientation they will receive their camp tshirt and take a group (Patrol) photo.
- Patrol Time - Designated time to continue working on patrol flag, yells, responsibilities, ect. This will also be when 1 adult leader will meet for an adult leader informational meeting.

**Free Time - 4:00 - 5:00 PM** – First opportunity for scouts to explore program areas. Scouts who were unable to complete the Swim Check may try again

**Waiter Call (Bugle) - 5:30 PM** – Send assigned waiters from your Patrol to the Dining Hall to set up your assigned tables for dinner.

**Evening Colors - 5:45 PM** – All patrols will gather at the parade field, in the Field Uniforms, for evening colors.

- Assemble by patrol on the Parade Field
- The Staff will make any announcements and be retiring the colors

**Dinner – 6:00 PM** – Your waiters will clean up after the meal

**After Dinner - 6:30 PM** – Head back to your campsites to get ready for the rest of the evening.

- Finish any items not covered in the first Patrol meeting
- Get ready for the Opening Campfire! (jackets and flashlights strongly encouraged)
- Set up any parts of camp you were not able to
- Visit the trading post
- Get some rest after a long first day

**Travel to Opening Campfire - 7:45 PM**

- Your Patrol Pal should meet you at your campsite at 7:45 to escort you.

**Opening Campfire - 8:00 PM**

Help your Patrol participate in any songs or activities. Remember, the scouts will look to you for leadership in participating in the Scouting activities, so remember to sing

**After Campfire**

- Return to campsite
- Get scouts ready for bed

**Taps (Bugle)- 9:30 PM –**

- TAPS will sound
- Lights out and quiet

<b>TUESDAY - WELCOME, ASTRONAUTS!</b>			
Name	Patrol Time with Patrol Pal at Scoutcraft Adult Leader Orientation at Handicraft	Swim Checks at Pool	Amphitheatre Shooting Sports Safety Orientation, T-Shirts & Patrol Photos
10:00 AM	Gates to Royaneh Open. Scouters will not be able to enter camp before this time.		
10:15 -11:30 AM	<b>Scouters Arrive, Med Checks at Parade Field Upon Arrival, Staff Guide Campers to Campsites</b>		
11:30 - 12:00 PM	Unpack and Meet Your Patrols		
12:00- 12:45 PM	Lunch in the Dining Hall and Dining Hall Orientation		
12:45 - 1:15 PM	Rest Period; Gather Swim Suits and Towels		
1:15-2:05 PM	1, 11, 4, 14, 7, 17, 10, 20	2, 12, 5, 15, 8, 18	3, 13, 6, 16, 9, 19
2:05- 2:55PM	2, 12, 5, 15, 8, 18	3, 13, 6, 16, 9, 19	1, 11, 4, 14, 7, 17, 10, 20
2:55 - 3:45 PM	3, 13, 6, 16, 9, 19	1, 11, 4, 14, 7, 17, 10, 20	2, 12, 5, 15, 8, 18
3:45 - 4:00 PM	Rest, Travel Time to Free Time		
4:00 - 5:00	Free Time - Engineering Lab, Shooting Sports, Sports, Escape Room, Crystal Growing, and Handicraft are Open - <b>Make Up Swim Checks at the Pool</b>		
5:00 - 5:30 PM	Travel Time, Get Ready for Dinner and Evening Flags		
5:30 PM	Waiter Call		
5:45 PM	Evening Colors		
6:00 - 6:30 PM	Dinner		
6:30 - 7:45	Clean up, Patrol Time Get Ready for Opening Campfire		
7:45-8:00 PM	Travel to Opening Campfire with Patrol Pals		
8:00-9:00 PM	Opening Campfire!		
9:30 PM	Taps - All Quiet		

WEDNESDAY - Blast Off!										
Area	Repair Bay	Astro Blasters	Neptune's Drift	Engineering Bay	The Galley	Luna Saxa	Photon Range	Engineering Bay	Orion's Quiver	Space Walk
Location	Handicraft	BB1	Pool	Admin	BBQ Pits	Nature Glen	BB2	Admin	Archery	Hike
7:00 AM	Reveille									
7:30 AM	Waiter Call									
7:45 AM	Morning Colors									
8:00 - 8:30 AM	Breakfast									
8:30 - 9:00 AM	Clean up, Get Ready for the Day									
9:00-9:10 AM	Travel to First Session									
9:10 - 10:20 AM	1, 11	2, 12	3, 13	4, 14	5, 15	6, 16	7, 17	8, 18	9, 19	10, 20
9:30 - 10:15 AM	Adult Leader Meeting in the Dining Hall									
10:20-10:30 AM	Travel to Second Session									
10:30 - 11:40 AM	2, 12	3, 13	4, 14	5, 15	6, 16	7, 17	8, 18	9, 19	10, 20	1, 11
10:30-11:30 AM	Adult Leader Hike - Meet at Administration Building									
11:45 AM	Waiter Call									
12:00 - 12:30 PM	Lunch									
12:30 - 1:00 PM	Rest Period									
1:00-1:10 PM	Travel to Third Session									
1:10 - 2:20 PM	3, 13	4, 14	5, 15	6, 16	7, 17	8, 18	9, 19	10, 20	1, 11	2, 12
1:30 - 2:30 PM	Adult Leader Training									
2:20-2:30 PM	Travel to Fourth Session									
2:30 - 3:40 PM	4, 14	5, 15	6, 16	7, 17	8, 18	9, 19	10, 20	1, 11	2, 12	3, 13
3:40-3:50 PM	Travel to Free Time									
3:50 - 4:50 PM	Free Time - Engineering Lab, Shooting Sports, Sports, Escape Room, Crystal Growing, Pool, and Handicraft are Open									
4:50 - 5:30 PM	Travel Time, Get Ready for Dinner and Evening Flags									
5:30 PM	Waiter Call									
5:45 PM	Evening Colors									
6:00-6:30 PM	Dinner									
6:30-7:00 PM	Clean up, Patrol Time									
7:00-8:00 PM	Free Time - Engineering Lab, Shooting Sports, Sports, Escape Room, Crystal Growing, Pool, and Handicraft are Open									
8:00-8:30 PM	Get Ready for Patrol Campfires (Gather Firewood)									
8:30-9:30 PM	Patrol Campfires!									
9:30 PM	Taps - All Quiet									



THURSDAY - Adventure Time!										
Area	Repair Bay	Astro Blasters	Neptune's Drift	Engineering Bay	The Galley	Luna Saxa	Photon Range	Engineering Bay	Orion's Quiver	Space Walk
Location	Handicraft	BB1	Pool	Admin	BBQ Pits	Nature Glen	BB2	Admin	Archery	Hike
7:00 AM	Reveille									
7:30 AM	Waiter Call, Bring all Overnight Gear to Trailers for Outpost									
7:45 AM	Morning Colors									
8:00 - 8:30 AM	Breakfast									
8:30 - 9:00 AM	Clean up, Get Ready for the Day, Bring all Remaining Overnight Gear to Trailers for Outpost									
9:00-9:10 AM	Travel to First Session									
9:10 - 10:20 AM	5, 15	6, 16	7, 17	8, 18	9, 19	10, 20	1, 11	2, 12	3, 13	4, 14
9:30 - 10:15 AM	Adult Leader Meeting in the Dining Hall									
10:20-10:30 AM	Travel to Second Session									
10:30 - 11:40 AM	6, 16	7, 17	8, 18	9, 19	10, 20	1, 11	2, 12	3, 13	4, 14	5, 15
10:30-11:30 AM	Adult Leader Hike - Meet at Administration Building									
11:45 AM	Waiter Call Pick Up Picnic Lunches from the Dining Hall, Have a Picnic Anywhere in Camp!									
12:00 - 12:30 PM	Lunch Packout Picnic									
12:30 - 1:00 PM	Rest Period									
1:00-1:10 PM	Travel to Third Session									
1:10 - 2:20 PM	7, 17	8,18	9, 19	10, 20	1, 11	2, 12	3, 13	4, 14	5, 15	6, 16
1:30 - 2:30 PM	Adult Leader Training									
2:20 - 2:30 PM	Travel to Fourth Session									
2:30-3:40 PM	8,18	9, 19	10, 20	1, 11	2, 12	3, 13	4, 14	5, 15	6, 16	7, 17
3:40 - 3:50 PM	Travel to Free Time									
3:50 - 4:50 PM	Free Time - Engineering Lab, Shooting Sports, Sports, Escape Room, Crystal Growing, Pool, and Handicraft are Open									
4:50 - 5:30 PM	Travel Time, Get Ready for Barbecue									
5:30 - 6:30 PM	Barbecue at Amphitheatre, Check Admin for your Patrol's Arrival Time									
6:30-6:45 PM	Get Ready for Evening Colors									
6:45-7:00 PM	Evening Colors - Not in Uniform									
7:00-7:45 PM	Hike to Outpost Locations									
7:45-9:30 PM	Outpost Program Including: Safety Orientation, Meet & Greet, Songs & Skits, S'Mores, and Star Party!									
9:30 PM	Taps - All Quiet									

FRIDAY - Competition Day!										
Area	Repair Bay	Astro Blasters	Neptune's Drift	Engineering Bay	The Galley	Luna Saxa	Photon Range	Engineering Bay	Orion's Quiver	Space Walk
Location	Handicraft	BB1	Pool	Admin	BBQ Pits	Nature Glen	BB2	Admin	Archery	Hike
7:00 AM	Reveille, Hike back to camp									
7:30 AM	Waiter Call									
7:45 AM	Morning Colors Pajama Party!									
8:00 - 8:30 AM	Breakfast									
8:30 - 9:00 AM	Clean Up, Get Ready for the Day									
9:00 - 9:10 AM	Travel Time to First Session									
9:10 - 10:20 AM	9, 19	10, 20	1, 11	2, 12	3, 13	4, 14	5, 15	6, 16	7, 17	8,18
9:30 - 10:15 AM	Adult Leader Meeting in the Dining Hall									
10:20-10:30 AM	Travel to Second Session									
10:30 - 11:40 AM	10, 20	1, 11	2, 12	3, 13	4, 14	5, 15	6, 16	7, 17	8,18	9, 19
11:45 AM	Waiter Call Pick Up Picnic Lunches from the Dining Hall, Have a Picnic Anywhere in Camp!									
12:00 - 12:30 PM	Lunch Packout picnic									
12:30 - 1:00 PM	Rest Period									
1:00-1:15 PM	Travel Time to Free Time									
1:15 - 2:15 PM	Final Free Time - Engineering Lab, Shooting Sports, Sports, Escape Room, Crystal Growing, Pool, and Handicraft are Open									
2:15 - 2:30 PM	Get Ready for the Big Splash, Travel Time to the Pool									
2:30 - 3:45 PM	<b>Campwide Big Splash at the Pool! Come cheer on your patrol members and leaders!</b>									
3:45 - 5:15 PM	<b>Competition time! See posted schedule for events, locations and times.</b>									
5:15 - 5:30 PM	Travel Time, Get Ready for Dinner and Evening Flags									
5:30 PM	Waiter Call									
5:45 PM	Evening Colors									
6:00 - 6:30 PM	Dinner									
6:30 - 7:20 PM	Patrol Time, Get Ready for Competition Night and Closing Campfire									
7:20 - 7:30 PM	Travel Time, Patrol Pals Guide Patrols to Amphitheatre									
7:30 - 9:00 PM	Competition Night and Closing Campfire									
9:30 PM	Taps - All Quiet									

## **SATURDAY - Return Journey Home**

Time	Task
7:00 AM	Reveille
7:30 AM	Waiter Call
7:45 AM	Morning Colors
8:00 - 8:30 AM	Breakfast
8:30 - 10:00 AM	Campers Pack Up and Check Out at the Camp Office, Trading Post Open from 8:30 - 9:30 AM

## **Camp Courtesies**

- Please remember that quiet hours are observed between Taps and Reveille from 9:30pm to 7:00am.
- Please remind your scouts that other patrols' campsites are off limits unless they are invited.
- In the Dining Hall, remain standing until after grace has been said and be sure to seat one adult at each table to ensure order. Waiters should wait for instructions before beginning to clear their tables.
- Patrol yells and songs are very strongly encouraged at lunch and dinner ONLY! Please wait until the bell has sounded before you begin.

## **Frequently Asked Questions**

Q. Where can we get a daily schedule?

A. Daily schedules will be available at the Leader's orientation on the first d of camp. Additional schedules (limited quantities) will be located in the entryway of the camp office. Schedules will also be posted in the Camp office, Chief's room, and Bob's Bend (across from the Camp Office). A Daily Schedule will be released at the Pre Camp Information Meeting.

Q. Will the trading post be open during camp?

A. Yes, the trading post will be open to adult leaders and scouts during specified times during the day. On Saturday (departure day) the trading post will be open to the scouts and their parents for Camp Royaneh memorabilia. With this schedule, the scouts will NOT require any money during camp. DO NOT send money (CASH) with the scouts. All scouts are encouraged to use the Punch Card system during the week. Please remember to pre-purchase your Scout's punch card through the council during registration. If an adult leader is providing transportation from camp, send the money with them to purchase the punch cards. Thank you!

Q. Can we roast marshmallows & make s'mores at our campsites?

A. Absolutely. However, at this time, the county's July guidelines on campfires are undetermined. We do encourage you to prepare and bring a propane stove to roast marshmallows in the event where fires are prohibited.

Q. Can we have Unit/Pack campfires during our stay at Camp Royaneh?

A. See previous question.

Q. Can we drive our cars to our Campsites?

A. NO, cars can only be driven into the lower parking area of camp.

Q. Can family and friends visit camp and attend the closing campfire program?

A. There are currently no COVID protocols keeping us from having family visits for closing campfire. However if you have scouts with family interested in visiting, they do need to contact the admin team to confirm when they are coming to camp and how long they intend to be there. Visitors are required to have BSA Medical Forms A and B.

## **Camp Royaneh History**

Camp Royaneh was founded in 1925 by Raymond O. Hansen to provide a safe, yet exciting, experience for Scouts from San Francisco. In the time since its beginnings, it has welcomed over 110,000 Scouts and Scouters from all over the United States as well as Japan, England and other nations.

The camp's success is largely due to a tradition of excellence which has singled it out as one of the oldest and most widely attended Scout Camps West of the Mississippi.

Royaneh's greatest asset is its setting. With a wide variety of plant and animal life, ranging from deep redwood forests to lush meadows spotted with oaks, its natural beauty is certainly impressive. Add facilities and an experienced patient staff that enables Scouts to experience a wide variety of programs and you have an ideal camp setting for your Pack.

Camp Royaneh is located along the Austin Creek on what was once the Watson Ranch. Raymond O. Hansen, who was the first Camp Director, bought the property and moved the "San Francisco Scout Training Camp" from its site nearer the town of Cazadero to its present location in 1925 and named it Camp Royaneh. In the early years, Camp Royaneh was for scouts from the city of San Francisco only. Scouts would sign up individually for camp and would take the ferry and a series of trains to the Watson, later Royaneh, train station where every scout would hike up the hill to camp.

The Adventure Camp program moved from Rancho Los Mochos to Camp Royaneh in 1986. Since then it has become the standard for resident camps throughout the Western Region. Its continued success is owed to the hard work of an ever growing group of volunteers. This dedicated group of Scouters has continued to develop and build Adventure Camp to the program it is today.

You will find that Camp Royaneh is a place where a tradition of excellence has been maintained for 100 years. From its early founders to its dedicated staff, Camp Royaneh is home to countless Scouts and Scouters.

## **Adventure Camp Theme History**

1985 Scouting's 75th Anniversary  
1986 Huck Finn  
1987 King Arthur  
1988 Olympics  
1989 Space  
1990 49'ers  
1991 Medieval  
1992 Tall Tales  
1993 Space  
1994 Knights of the Round Table  
1995 Never Land (Pirates)  
1996 Wild West  
1997 Adventures in Space  
1998 Knights of the Roundtable  
1999 Treasure Island (Pirates)  
2000 Indiana Jones the Adventure Continues...  
2001 Mission 2001 (Space)  
2002 Ranches of the West (Western)  
2003 Adventures on the High Sea (Treasure Island)  
2004 Knights of the Longtable (Medieval Adventures)  
2005 75 Years on the Adventure Trail (Cub Scout 75th Anniversary)\  
2006 Space: Mission 2006 "GO Flight"  
2007 Wild! Wild! West  
2008 Dead Men Tell No Tales (Pirates)  
2009 25 Years of Magic (Medieval)  
2010 B.S.A. Jones (Adventure)  
2011 Space 2011 (Space)  
2012 Western Diamond "R" Camp (Western)  
2013 Pirates of Royaneh (Pirates)  
2014 Knight of Royaneh (Medieval)  
2015 Back to Basics (Adventure)  
2016 Go Flight (Space)  
2017 Western Trail (Western)  
2018 Pirates of the Carabiner (Pirates)  
2019 Knights and Dragons (Medieval)  
2020 COVID-19 year - No camps were open  
2021 No Camp - The adventure will continue...  
2022 Choose Your Adventure (High Seas)  
2023 Conquer the Adventure (Vikings and Dragons, Medieval)  
2024 Discover the Adventure (Adventure)  
2025 Blast off to Adventure (Space)