

**2022 WEBELOS & AOL ADVENTURE CAMP**  
**THEME : “CHOOSE YOUR 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 97th 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 McKenzie Llano, Camp Director or call the GGAC Council Program Director, Matt Lindberg at (925) 674-6132.

Any questions or comments that you have can also be answered by e-mail :  
McKenzie Llano, Camp Director : [Adv.CampDirector@gmail.com](mailto:Adv.CampDirector@gmail.com)

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

McKenzie Llano  
Camp Director

Jonas Elam  
Program Director

Matt Lindberg  
Council Program Director

*Golden Gate Area Council, offers a camp program for registered members of the Boy Scouts of 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 difficulties doing so.
- ❖ Adults must respect the privacy of Youth members.
- ❖ Adults & Youth will not share sleeping facilities 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



# General Information

## About Camp Royaneh

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 more than 90 years. From its early founders to its dedicated staff, Camp Royaneh is home to countless Scouts and Scouters.

# PLANNING CHECKLIST

## Three to Four Weeks Before Departure:

- Confirm all Scouts and Adult(s) who are attending camp
- Make sure that each scout has a checklist of what to bring
- Roster of adults attending has been turned into council office
- Check on final transportation arrangements for Saturday pick up
- All Scouts and leaders/parents medical forms are **completed (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
- Day pack and water bottle
- Lightweight jacket/sweatshirt
- 2 pairs of tennis shoes/close toed shoes
- Laundry bag
- 5 - t-shirts for daily wear
- Sunscreen
- 2 pairs of PJ's
- Pencil and paper to write home
- Swim Goggles (if you have sensitive eyes)
- Toilet articles (toothpaste/toothbrush, soap, shampoo, washcloth, comb/brush, etc)
- \* Sleeping bag (machine washable)
- \* Uniform (for flags in AM and PM)
- \* Swim trunks
- \* 2 bath towels
- \* 2 pair jeans and 3 pair shorts
- \* Poncho or raincoat
- \* Flashlight (extra batteries)
- \* Ground cloth for Outpost night
- \* Water shoes (for pool or showers)

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

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

## DO NOT BRING TO CAMP:

- Radios or iPODS, etc.
- Knives
- Expensive cameras (Up to the discretion of the attending adult leaders.)
- \* Electronic Toys (Cell phones/pagers)
- \* Money (except for adults)

## DEPARTING FOR CAMP

We recommend that you CARPOOL as much as possible. Parking is limited at camp. Please arrive at camp **NO EARLIER** than 10:00 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. Please **DO NOT** leave the grass area.

**PATROL ASSIGNMENTS:** After everyone has arrived, you will line up by assigned patrols on the parade field and your Patrol Pal will meet you. We will give you some general information about camp and get your patrol started on their adventure.

### ON THE FIRST DAY:

- ❖ You will pick up your gear and your Patrol Pal will escort you to your campsite. The 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 sleeping assignments) adults and youth should **NEVER** sleep in the same tent or cabin! 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...)
- ❖ 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 tour. (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 must go through a medical re-check with Camp personnel during orientation rotation. All medical forms will be turned in .
- ❖ 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 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.
- ❖ 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
- ❖ Dining Hall Orientation and table assignments (1 Adult Leader per patrol during Dining Hall orientation should come over to the Chief's Room for an adult leader information meeting)
- ❖ BB Gun and Archery Safety Rotation - The Shooting Sports director and staff will go over rules for the ranges and general information on the ranges.

# ABOUT THE CAMP FACILITIES

## 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, the Chief's Room, and the Trading Post. You will also find your Unit Mail Boxes 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, Shooting 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.

*In 2022, we will be instituting special Covid-19 protocols in accordance with current Sonoma County Health Guidelines.*

## **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 their 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 ample 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 at 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 midriiffs).

### **Visitors**

Due to COVID restrictions, we are not allowing day visitors except on Council business at any of the Golden Gate Area Camps in 2022, so we can maintain a stable camp population and minimize the spread of COVID-19.



# Health and Safety

## Covid-19

There are, no doubt, lots of questions related to measures being taken to ensure everyone's safety while at camp. We want to outline all the measures we plan to take, but please be advised that in this ever changing environment some of these measures may change, to be less or more stringent depending on the current circumstances. Our goal is to have as normal a camp experience as possible. We will ask that Patrols stay together for larger gatherings such as opening and closing campfires.

## Pre-Camp Procedures

1. Each unit should have completed the BSA SAFE RESTART checklist
2. Each Camper (Youth and Adult) should complete the Personal Health Screening Survey (See the Appendix).
3. Every Camper and Driver must have a temperature below 100.4 °F just prior to departure for camp.
4. All Campers and Drivers must have proof of either COVID Vaccination (copy OK) or a negative COVID test (home test OK) taken within 24 hours of arrival at camp. All Campers and Drivers are highly encouraged to self-quarantine for the 72 hours prior to arrival at camp.
  - a. For the Two-Dose Vaccines (Pfizer and Moderna), the individual must have received both doses of the vaccine at least two weeks prior to arrival at camp. A booster shot is also advised.
  - b. For the One-Dose Vaccine (Johnson & Johnson), the individual must have received the vaccine at least two weeks prior to arrival at camp. A booster shot is also advised.
  - c. The CDC does not recommend getting tested again in the three months after a positive viral test if the person does not have symptoms of COVID-19. Campers and staff who have had a positive viral test in the 3 months prior to starting camp and have met the criteria to end isolation should have a letter from their healthcare provider documenting the positive test date and stating the individual is cleared to end isolation.
5. Should a Camper miss camp due to a COVID infection, a full refund will be given.

## Procedures at Camp

1. Upon arrival at camp, the driver and all occupants must show proof of either a COVID Vaccination (copy ok) or a negative COVID test (home test OK) taken within 24 hours of arrival at camp or a letter from their healthcare provider documenting the positive test date and stating the individual is cleared to end isolation before the vehicle may be unloaded. Any vehicles that do not present credentials will not be permitted to unload and **NO ONE** will be permitted on the camp property. Parents may drop off Scouts, but they are not permitted to leave the central area of the camp (i.e., they may not go to the Campsite)
2. While at camp each and every camper must wear a face covering over their mouth and nose and practice social distancing as dictated by the County Health Department where the camp is located. In the case of Camp Royaneh, this is Sonoma County. (Additional face coverings may be purchased at the Camp Trading Post, but we recommend that additional face coverings be sent with the participant.)
3. At each program session, campers and staff will maintain social distancing and high contact areas will be routinely sanitized several times a day. All campers will wash their hands between each program session.
4. At the present time, we are still uncertain about Dining Hall operations, but Camp Royaneh likely will have dining hall service at 50% capacity and will offer mixed indoor and outdoor dining.
5. There will be extra hand sanitizing stations positioned throughout the camp to encourage a high level of personal hygiene.
6. In the event of a potential case of COVID-19 while at camp, the local Health Authority will be notified, and all County and Camp-specific protocols will be followed.
7. While at camp, all campers will sleep no more than two individuals to a tent. If individuals are sharing a tent, they will need to sleep head-to-foot and maintain a maximum amount of ventilation in the tent (i.e. keep the flaps open if possible)
  - a. All Youth Protection guidelines must continue to be followed.
  - b. Youth and Adults may **NOT** share a tent, even if related
  - c. All youth must be within two years of age (while it is recognized that siblings might be more than two years apart, the optics are poor for

those not aware of the relationship).

- d. Spouses may share a tent.

## **Post-Camp Procedures**

1. On the Tuesday after Camp, each unit will receive a link to a Survey that will need to be completed within 24 hours regarding the unit's COVID status. If a unit does not complete the survey on Tuesday, there will be a personal call to the primary unit contact on that Wednesday.
2. Should any Camper (Youth or Adult) develop COVID within 10 days following camp, we would ask that you inform us as soon as possible after the diagnosis.

## **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 or 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 in with the Camp Health Officer and show documentation of release and any 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 at 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 Stewart or Program 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.

## Shooting Sports

**ALL** personal firearms, ammunition, and archery equipment are prohibited in 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 a designated fire right 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 ranges
- ❖ Rope Swings are **NOT** allowed at Camp Royaneh.

## Transportation From Camp Royaneh

Saturday is the last day of Adventure Camp. You may arrive at Royaneh as early as 8:30am, but **NO LATER** than 10:30am 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. Once that is done, 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 11AM.**

### **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 Office 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 to information on the Annual Health and Medical Record.
5. Unit Check Out – Adult Leader Remaining in Camp verifies that the Unit 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 Staff 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 all 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 definite.
- ❖ 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 scouts?
  - 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 are



prohibited at Cub Resident Adventure Camp.

- Confiscate any candy/food found in tents, cabins and backpacks. 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 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 allowed 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 at 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) as 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:

|                 |                        |
|-----------------|------------------------|
| <u>7:00 AM</u>  | Reveille               |
| <u>7:30 AM</u>  | Waiter Call            |
| <u>7:45 AM</u>  | Morning Colors         |
| <u>11:45 AM</u> | Waiter Call            |
| <u>12:00 PM</u> | Lunch                  |
| <u>5:30 PM</u>  | Waiter Call            |
| <u>5:45 PM</u>  | Evening Colors         |
| <u>9:15 PM</u>  | Call to Quarters       |
| <u>9:25 PM</u>  | Prepare for Lights Out |
| <u>9:30 PM</u>  | 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 nature hikes as posted.

## 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.

## Campfires

On Monday and Friday nights the whole camp gets together for a campfire program. The opening campfire on Monday is put on by the staff. On Thursday night each Patrol will have the opportunity to go back to their campsites for their own Patrol campfire. You may want to bring ingredients for evening snacks to use on this special evening. Then Friday night is the staff's turn to be entertained as each Patrol helps put on an unforgettable closing campfire, complete with songs and skits.

## Outpost Night

Wednesday 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.

# Advancement

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 which were 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.



While at camp the scouts will also have the ability to work on pins and patches 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.

## SHOOTING SPORTS AWARDS



## SHOOTING SPORTS AWARD PINS

Archery



BB Gun



## SAMPLE of Monday's Schedule of Events

Arrival - 10:00-10:30 AM – Everyone moves gear to Parade Field and wait for further instructions

Welcome to Camp - 10:45 AM – All scouts and adults will be put into patrols, given general rules and information and then escorted to their campsites to set up and start their patrol duties.

- ❖ 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).
- ❖ Work on your Patrol flag with items from the Patrol boxes provided.
- ❖ This is also the perfect time for your first Patrol meeting. You should go over the following:
  - Camp - Taking the opportunity to see the entire camp during their week.

### Places Off Limits in Camp

|             |                 |
|-------------|-----------------|
| Quonset Hut | Bunk house      |
| Creek       | Directors Cabin |
| Barn        | Loading Dock    |
| Cooks cabin | Staff's Area    |

- 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

Waiter Call (Bugle) - 11:45 AM – Monday is the only Waiter Call Scouts do not need to attend. Staff will set up and then help you clean up lunch on the first day.

Lunch - 12:00 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!).

After Lunch - 12:30 PM – Patrols will be dismissed. Follow all directions for leaving the Dining Hall.

- ❖ While in your campsite, have scouts and adults change into their swimsuits for swim checks during the camp tour.
- ❖ Gather all medical forms for each patrol (**BOTH** youth and adults) and be prepared to turn them in at the med checks.
- ❖ Gather all medications (prescription AND non-prescription) to be logged and stored in lockers by med lodge. **NO EXCEPTIONS** to storing all meds – both youth AND adult.
- ❖ Camp Orientation - 1:15 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.
- ❖ Medical Check in – The Health Officer and staff will check everyone's medical forms and verify any special needs required in camp, check medications and issue swim tags.
- ❖ The Swimming Pool – The Aquatics Director and staff will lead all scouts and adults in the swim check process and fill out swim tags.

- ❖ The Dining Hall Orientation – The Dining Hall Steward will give directions on Dining Hall procedures that must be followed along with table assignments. Please send one Leader over to attend the Leader's Meeting in the Chief's Room.
- ❖ 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.

**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 their Field Uniforms, for evening colors.

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

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

**After Dinner - 6:45 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 are strongly encouraged)

**Opening Campfire -7:45 PM** –

- ❖ Sit with your Patrol.
- ❖ Help your Patrol participate in songs and activities. Remember, the scouts will look to you for leadership in participating in the Scouting activities, so remember to sing L & L!! (Loud and Lousy!)

**After Campfire** –

- ❖ Return to campsite
- ❖ Get scouts ready for bed

**Taps (Bugle)- 9:30 PM** –

- ❖ TAPS will sound
- ❖ Lights out and quiet

## 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 day 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. At this time, 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. At this time, campfires are undetermined. A statement will be released closer to camp.

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 provided by the Scouts?

A. NO, due to COVID 19 restrictions - we will not be able to accommodate visitors this year.

Q. Will there be an opportunity for the Scouts to earn the Shooting Sports Archery and BB Gun awards?

A. The standard rotation program will offer each Scout the opportunity to earn the Shooting Sports Archery and BB-Gun Patch and/or Pin.

# Adventure Camp History

| <u>Year</u> | <u>Theme</u>   |
|-------------|--|
| 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)