

# **Camp Snyder Scouts BSA Merit Badge Weeks**

**13-18 & 20-25 July 2025**

**Scout and Parent Guide**



## Table of Contents

<a href="#">1. Introduction to Merit Badge Week</a>	4
<a href="#">2. Check In / Check Out</a>	4
<a href="#">2.1. Overnight Camper Arrival and Departure</a>	4
<a href="#">2.2. Day Camper Arrival and Departure</a>	5
<a href="#">3. Medical</a>	6
<a href="#">3.1. Scouting America Annual Health and Medical Records</a>	6
<a href="#">3.2. Medications</a>	6
<a href="#">3.3. First Aid</a>	6
<a href="#">3.4. Medical Emergency</a>	7
<a href="#">4. Camp Policies</a>	7
<a href="#">4.1. Youth Protection</a>	7
<a href="#">4.1.1. Reporting Child Abuse</a>	8
<a href="#">4.1.2. Discipline at Camp</a>	8
<a href="#">4.1.3. Criminal Offenses</a>	9
<a href="#">4.2. Wildlife Precautions</a>	9
<a href="#">4.3. Camp Sign-In/Out Log</a>	10
<a href="#">4.4. Off Limits Areas</a>	10
<a href="#">4.5. Smoking and Tobacco Policies</a>	10
<a href="#">4.6. Dress Code</a>	10
<a href="#">4.7. Swimsuit Policy</a>	10
<a href="#">4.8. Pets</a>	10
<a href="#">4.9. Safety</a>	10
<a href="#">4.9.1. Restricted Items</a>	10
<a href="#">4.9.2. Chemical Fuels</a>	11
<a href="#">5. Packing List</a>	11
<a href="#">5.1. Scout Packing List</a>	11
<a href="#">6. Uniform</a>	12
<a href="#">6.1. Check-In, Evening Meal, Retreat Ceremony and Campfires</a>	12
<a href="#">6.2. During the Day</a>	12
<a href="#">7. Campsites and Shower Houses</a>	12

## Camp Snyder Scouts BSA Merit Badge Week 2025 - Scout and Parent Guide

<a href="#">7.1. Campsites</a>	12
<a href="#">7.2. Shower Houses</a>	12
<a href="#">8. Meals</a>	13
<a href="#">8.1. Breakfast</a>	13
<a href="#">8.2. Lunch</a>	13
<a href="#">8.3. Dinner</a>	13
<a href="#">9. Daily Schedule</a>	13
<a href="#">10. Merit Badge Program</a>	13
<a href="#">11. Green Bar Bill Patrol First-Year Campers Program</a>	14
<a href="#">12. Fantastic Unlimited Learning (FUN) Programs</a>	14
<a href="#">12.1. Swimming Pool</a>	14
<a href="#">12.2. Lakes</a>	15
<a href="#">12.3. Self-Guided Activities</a>	15
<a href="#">12.4. Guided Activities</a>	15
<a href="#">12.5. Campfires</a>	15
<a href="#">13. Camp Services</a>	15
<a href="#">13.1 Twenty-four Hour Assistance</a>	15
<a href="#">13.2. Trading Post</a>	15
<a href="#">13.3. First Aid and Emergencies</a>	15
<a href="#">13.4. Lost and Found</a>	16
<a href="#">Appendix A – Camp Schedule</a>	17
<a href="#">Appendix B – Camp Map</a>	18
<a href="#">Appendix C – The Diversity, Equity, and Inclusion Statement of Scouting America</a>	19

## 1. Introduction to Merit Badge Week

Welcome to the Scouts BSA Merit Badge Week at Camp Snyder. This week-long camp is for Scouts who want to work on a variety of Eagle-required and specialty merit badges, try a new camp experience, participate in two different summer camps this year, or stay closer to home. Due to overwhelming success of past Merit Badge weeks, we will be offering two weeks in 2025!

The focus of the camp is on completing merit badges and **Fantastic Unlimited Learning (FUN)** activities! Scouts may pre-register for as many as five merit badge classes. Scouts can also participate in self-guided and mentored FUN activities during the day and in the evening. Additional merit badges may be offered in the evening but will not require signing-up before camp begins. Merit badge counselors will include both adult Scout volunteers and youth instructors.

This year we are again excited to honor the spirit of William “Green Bar Bill” Hillcourt with our Green Bar Bill First-Year Camp (GBB). Our first-year campers will learn Scouting skills essential to the basic Scouting skills, as well as having the opportunity to select merit badges as well. This GBB course will be offered both weeks, run Monday - Friday in schedule blocks 1&2 daily.

Scouts can participate as week-long overnight campers or as day campers who go home every night. Scouts may come as units with their own adult unit leadership or as individual Scouts who will be formed into temporary (“provisional”) units in their campsites. A pair of adult Scout volunteers serving as Assistant Scoutmasters will supervise Scouts during nighttime. Female Scouts will camp in their own campsites separate from male Scouts and use the portions of the shower houses dedicated to them. Assistant Scoutmaster teams overseeing female provisional units will include at least one female adult Assistant Scoutmaster.

Parents may join their scout to tour the camp, help them pack out and join us for the closing campfire on Friday evenings , July 18th or July 25th.

The camp is located at 6100 Antioch Rd., Haymarket, VA 20169 with daytime contact at 571-248-4904 or email [camp.snyder@scouting.org](mailto:camp.snyder@scouting.org).

## 2. Check In / Check Out

Overnight and Day Campers will check in for Merit Badge Week at the open-air pavilion in the large parking lot to the left immediately after the entry gates to Camp Snyder. Daily check-out will be conducted near the front gate, as you drive out of Camp.

### 2.1. Overnight Camper Arrival and Departure

Overnight campers should arrive between 3:00 and 5:00 p.m. on Sunday, July 13 or July 20, to start their registered week. It is best to arrive early, so Scouts can complete their swim test at the pool from 3:30 pm – 5:30 pm.

Camp staff will greet drivers and occupants. All Scouts will receive an information packet that contains their 1) merit badge schedule with class locations, 2) map of the camp with their campsites and shower house highlighted, 3) a wrist band, and 4) a copy of the camp schedule for the week.

The camp staff will collect each Individuals Scouting America Form 680-001, Annual Health and Medical Record, with Parts A, B, and C completed. Note Part C is the Pre-Participation Physical and must be signed by a licensed physician, nurse practitioner, or physician's assistant, so plan accordingly.

After staff has checked Scouts in at the large parking lot, drivers may drive Scouts to their campsites and help them transfer their gear to the campsites. After doing so, drivers must immediately return to the large parking lot and park their vehicles if they wish to help Scouts get settled in their campsites. Returning quickly to the parking lot is important so the road by the campsites can be kept clear for emergency response vehicles and no vehicles may remain along the road by the campsites, even if the adult is a campsite Assistant Scoutmaster.

On Friday evening, July 19th or July 26th, parents dining with their Scouts and participating in the campfire program should arrive between 4:15 and 4:45 p.m., park in the large parking lot, and meet their Scouts at the Hylton Center (the building to the right immediately after the entry gates to Camp Snyder). Camp staff check in all guests and all guests will receive a wrist band.

All overnight campers will depart after the Friday campfire. All campers and their parents will checkout at the Dining Hall. Scouts must have their gear completely packed and ready for pick-up when the campsite is inspected. Camp staff must inspect each campsite for cleanliness before Scouts may depart. Departing Scouts must check out at the Dining Hall so camp staff can maintain accountability.

### 2.2. Day Camper Arrival and Departure

Day campers should arrive between 8:00 and 8:45 am on Monday. Drivers with Scouts will drive into the large parking lot to the left immediately after the entry gates to Camp Snyder. Drivers should walk with their Scouts to the pavilion by the parking lot for check-in.

Day attendee Scouts will receive an information packet that contains their 1) merit badge schedule with class locations, 2) map of the camp 3) a wrist band, and 4) a copy of the camp schedule for the week. Camp staff will collect each Scout's Annual Health and Medical Record, with Parts A & B completed.

Once Scouts have been checked in on Monday, they may walk with their day packs to the location of their first merit badge class. Drivers and Scouts will repeat this check-in process Tuesday through Friday, except the staff will only take attendance.

Day campers will depart, after their last class each afternoon between 5:00 and 5:30 p.m. by meeting their drivers at the pavilion in the large parking lot by the entrance to Camp Snyder. Camp staff will check each camper out as they leave Camp's main gate.

On Friday afternoon, July 18th or July 25th, parents of Day campers will need to check them out at the Camp Administration Building to retrieve their medical forms, patches and any advancement notes that are available at that time.

### 3. Medical

#### 3.1. Scouting America Annual Health and Medical Records

All Scouts and adult Scout volunteers registered for overnight or day camping must submit a Scouting America Form 680-001, Annual Health and Medical Record, with Parts A, B, and C completed. A copy of the forms is fine as long as information and signatures are clear and legible. Note Part C is the Pre-Participation Physical and must be signed by a licensed physician, nurse practitioner, or physician's assistant, so plan accordingly.

Before Scouts leave for camp, parents must make sure all medical forms have been completed and signed by a medical professional and a parent or guardian. People arriving at camp without properly-completed medical forms will not be permitted to attend camp or participate in activities until they have a completed medical forms signed by a medical professional. Make sure unit number and district name are on the forms to help camp staff. Place all forms in an envelope and bring them to camp; please do not mail them to the Council or the Camp Snyder office.

Medical forms will be returned before camp departure on the final day and copies should be kept for future events. Units with multiple Scouts attending camp should appoint one leader to be responsible for collecting forms before departure. Staff will destroy all uncollected medical forms at the end of camp.

#### 3.2. Medications

All prescription medications must be brought in their original containers. Anyone wishing to store prescriptions in the camp Health Room may do so by talking to the Health Officer upon arrival. Personal EpiPens and glucose tablets must be declared on medical forms but should be kept by Scouts or adults who need them. Medications like insulin requiring refrigeration can be kept in the dining hall refrigerators and administered by the Camp Health Officer.

#### 3.3. First Aid

Camp Snyder has a trained first aider available 24 hours a day and can be reached by any staff member with a camp radio. Assistant Scoutmasters will also have contact information for in-campsite needs (see section **13. Camp Services**).

The First Aid/Health Room is located in the Hylton Center and can provide basic first aid care including treatment of minor cuts and abrasions, dehydration, sunburn, minor aches and pains, and tick removal. In most cases, the camp First Aid room should be the first stop so the trained first aider can properly assess the situation, utilize proper procedures to continue care, and log the event.

At no time should parents or guardians retrieve Scouts without notifying an Assistant Scoutmaster or a camp staff member. Doing so could result in launching lost Scout procedures and disrupt the program for others at the camp.



### 3.4. Medical Emergency

Scouts and adult Scout volunteers must visit the First Aid Room before departing camp for medical assistance, as certain cases might be handled better by mobilizing emergency services to your location rather than moving the patient to a secondary one.

Campers must dial 911 immediately for a serious life-threatening emergency. Either the attending physician or the Camp Director are responsible for notifying parents. Scoutmasters will contact the Camp Director before calling parents about first aid or other medical problems (see section **13.1 Twenty-four Hour Assistance**). Prince William Department of Fire and Rescue Station 24, located across the street from Camp Snyder at 5901 Antioch Rd., will respond to medical emergencies. Depending on the specific emergency, Station 24 first responders will transport casualties to one of the following facilities:

Haymarket Medical Center & ER  
(2.22 miles from Camp)  
571-284-1000 or 571-284-1200 (ER)  
15195 Heathcote Blvd.  
Haymarket, VA 20169

Prince William Medical Center & ER  
(11.56 miles from Camp)  
703-369-8000 or 703-369-8337 (ER)  
8700 Sudley Road  
Manassas, VA 20110-4418

## 4. Camp Policies

Please follow the rules below to stay safe, to be considerate of other campers, and to protect the camp.

### 4.1. Youth Protection

All staff members and adults in camp are responsible for protecting Scouts from (1) physical abuse, which is understood to mean the sustaining of physical injury as the result of cruel and inhumane treatment or as the result of a malicious act and, (2) sexual abuse, i.e., any act involving sexual molestation or exploitation of a Scout by any person who has permanent or temporary care, custody, or responsibility for the supervision of Scouts.

All adults in camp, whether registered Scouters, Merit Badge Counselors, parents, or other qualified personnel, must understand their responsibilities and the limitations placed on their relationship with Scouts. All adult camp staff will have current Scouting America Youth Protection Training and all staff, youth and adult, must complete Understanding and Preventing Youth-on-Youth Abuse Training for Camp Staff.

Any adult staying overnight on a Scouting America property must be a fully registered member of Scouting America.

Even if related by family, adults and Scouts will never sleep in the same tent.

Adults must always shower separately from Scouts. Camp Snyder provides shower facilities with individual shower stalls and age/gender grouped sections. An adult and Scout are not permitted to share a shower stall or shower house area.

Adults will not permit activities involving group nudity, such as skinny-dipping.

Adults must avoid unnecessary physical contact with Scouts, such as placing hands on the legs and patting backsides.

In accordance with National Council policy, a minimum of two registered Adult Leaders age 21+ must be present in the campsite overnight. Campsites with female scouts will have at least one female Scoutmaster.

Adults will never tell inappropriate stories to youth. An adult Scout volunteer, as well as a Scout, is clean in mind and body.

Adults must hold conferences with Scouts in open settings, where they may be seen (but not heard, if discussion is confidential) by others. Avoid rooms with closed doors, closed tents, or other secluded locations. *“Two-deep” is always the rule!*

If a Scout complains or comments about an experience with an adult that may suggest physical abuse or sexual molestation or an invitation to molestation, take him or her seriously. Remember that the Scout is not likely to articulate his or her complaint in an adult manner. It may take the form of declining to associate with a particular Leader for no apparent reason or abruptly leaving the unit.

Any adult who observes another adult relate to a Scout in a manner that is not clearly objectionable, but which might be misconstrued as leading to child abuse, should warn the person so observed to avoid conduct that may be misunderstood. At Camp Snyder, we would like to serve as many youth members of Scouting as we can. That said, when possible, please do not bring so many Leaders as to create a 1:1 ratio.

### 4.1.1. Reporting Child Abuse

The camp staff has received training to deal with potential victims of any kind of child abuse. If you suspect that a Scout in camp is a victim, report this to the Camp Director immediately. Virginia law requires that all childcare providers, including Scout Leaders, must report any incidence of child abuse to child protection authorities. The Virginia State Child Abuse and Neglect hotline is 1-800-552-7096. All discussions, both at camp and over the hotline, will be kept confidential.

### 4.1.2. Discipline at Camp

Discipline and conduct of all youth and adults is the responsibility of the Registered Leaders in camp. The camp staff administration is ready and willing to assist at any time.

The staff wants to provide each Scout at Camp Snyder with a safe, developmental, and FUN week at camp. While conflict and issues are likely to arise, adult Scout volunteers must manage issues in a constructive way. All forms of corporal punishment or physical acts of discipline are strictly prohibited. Any adult, including parents, taking part in acts of physical or emotionally negative discipline will be required to leave camp.



All disciplinary actions and the incidents prompting them will be reported to the Scout's parent or guardian as quickly as reasonable. This may include having the Scout picked up by parents or guardians before the end of the camping week.

#### 4.1.3. Criminal Offenses

While exceedingly rare, when someone commits a criminal act the following procedures apply:

1. The immediate health and safety of both parties must be secured and separated to stop any further actions.
2. Immediately notify the Camp Director of the incident.
3. Upon notification, the Camp Director will respond accordingly. In the case of a criminal offense, the Camp Director will work with you to contact law enforcement. Camp Staff and leadership have been trained on specific procedures when dealing with offenses of a criminal nature.

#### 4.2. Wildlife Precautions

Camp Snyder is home to various types of wildlife that pose a potential risk to all campers. The following procedures are in place to minimize the risk to campers and staff as well as protect the camp's wildlife:

No wild animals are to be handled or captured. This includes mice, snakes, turtles, raccoons, skunks, and other species. The only exception is when the Camp Director grants specific permission to camp staff to handle or capture wildlife for use in an Ecology or Nature-based educational program.

All campers must respect Camp Snyder's wildlife. Intruding upon, disturbing, scaring, yelling at, feeding, or throwing objects at any wildlife is strictly prohibited.

All campsites must be kept free of litter to prevent the intrusion of animals such as owls, deer, skunks, foxes, raccoons, and mice. All trash should be taken to the dumpster on a nightly (or more frequent) basis.

All spiders are to be left alone and campers should be informed of the distinguishing characteristics of venomous ones. Issues with venomous spiders should be reported to camp staff leadership.

All snakes are to be considered venomous and not approached. Their location should be reported to the Camp Director.

In the event of injury caused by wildlife, the Camp First Aider and Camp Director must be notified so proper medical treatment can be given, and the animal relocated.

If an injured animal is found, notify the Camp Director so qualified people can be called to assist it. Only the Camp Ranger or Virginia Department of Game and Inland Fisheries officials will attempt to handle or treat any injured wildlife at Camp Snyder.

#### 4.3. Camp Sign-In/Out Log

All Scout and adult Scout volunteers leaving camp must check out at the camp office and sign the logbook, then check in and sign the logbook again upon returning. Youth are not permitted to leave without direct adult staff supervision. Youth cannot leave for home without the campsite Scoutmaster first clearing it with the Camp Director and the youth's parents. Anyone arriving after the opening day of camp must proceed directly to the administration office in the Hylton Center.

Scouts leaves from the day only merit badge program will check out with the staff before leaving the Camp Snyder property.

#### 4.4. Off Limits Areas

For safety reasons, certain areas of Camp Snyder are OFF LIMITS, including the area above the dam, its spillway and the adjoining embankments, the area around the lake spillway, and all Staff residence sites and cabins.

#### 4.5. Smoking and Tobacco Policies

Smoking is only allowed for adults over the age of 21. This smoking policy includes the use of electronic cigarettes, vaping, and smokeless tobacco. Adults may use tobacco only in Camp Snyder's one designated area and not in sight of Scouts. Smoking is not allowed in any campsite, building, or structure (including tents). Cigarette butts are to be collected and disposed of properly.

#### 4.6. Dress Code

Everyone in camp will follow the dress code rules regardless of gender or age. Closed-toe shoes are required except in showers, where shower shoes may be worn, and in the swimming pool area, where water shoes may be worn. Clothing depicting or advocating violence, criminal activity, use of alcohol or drugs, pornography, or hate speech are prohibited.

#### 4.7. Swimsuit Policy

Swimming attire must be modest. For males, tight-fitting swim bottoms or bottoms short enough to potentially cause exposure are prohibited. For females, bikinis are not allowed. Modest tankinis and one-piece swimsuits are appropriate.

#### 4.8. Pets

Scouting America policy prohibits pets in camp. People requiring the use of a registered Service Animal must contact the Camp Director at least two weeks before arrival so arrangements can be made.

#### 4.9. Safety

##### 4.9.1. Restricted Items

Scouting America and Camp Snyder policy prohibits possession of the following on camp property:

- Personal Firearms or Ammunition
- Illegal Drugs

- Alcoholic Beverages
- Fireworks

Anyone possessing any of the above be dismissed from camp and law enforcement officials will be contacted as appropriate.

#### 4.9.2. Chemical Fuels

The use of chemical fuels in lanterns and stoves is acceptable under the following conditions:

- A knowledgeable adult must provide supervision over the storage, transport, and usage of the fuel and equipment.
- Adult Scout volunteers teach Scouts the safe and proper handling and usage of fuel, stoves, and lanterns.
- The storage of liquid fuels must be in a safe and secure place approved by the Camp Director.

## 5. Packing List

### 5.1. Scout Packing List

- Complete field uniform (aka Class A uniform)
- Activity uniform (aka Class B uniform)
- Extra underwear
- Closed toed shoes – no sandals or flip flops for walking and activities
- Sun hat
- Rain gear
- Swimsuit
- Day pack to carry personal gear during the day
- Sleeping bag or sheets and blanket
- Individual tent or awning to sleep under to keep the dew or rain off, if desired
- Flashlight
- Small personal first aid kit with band aids and blister materials
- Scout Handbook, writing pad and pen/pencil and any pre-work for merit badges
- Toiletries, towels, and soap for bathing
- Extra face masks and personal hand disinfectant
- Any prescription medicines needed
- Water bottles for hydration during the day (Scouts will not be allowed to share bottles)
- Sunscreen, mosquito and tick repellent
- A phone with the Geocaching application downloaded, if you wish to take part in that self-guided activity.

## 6. Uniform

Scouts and adult Scout volunteers should bring their field uniforms for several formal activities as well as activity uniforms that can get dirty during everyday camp activities.

### 6.1. Check-In, Evening Meal, Retreat Ceremony and Campfires

When possible, for the subject events Scouts and adult Scout volunteers will wear complete field uniforms.

### 6.2. During the Day

Scouts and adult Scout volunteers will wear activity uniforms, composed of Scout-themed T-shirts and pants or shorts. A sun hat is also recommended.

## 7. Campsites and Shower Houses

### 7.1. Campsites

The Camp provides tents on wooden platforms and several shelters with picnic tables at each campsite with a shower house with toilets close by. The shower houses are divided by gender and age group (youth and adult) and cleaned and disinfected daily. Water spigots for filling water bottles are near the shower houses.

Scouts and adult volunteers may bring individual tents if they do not want to share a camp-provided tent with another person.

Campsites do not have electricity for charging phones, laptops or using CPAP machines. Anyone needing to use a CPAP must bring the appropriate battery pack. Recharging locations are available.

Parents may drive Scouts their campsites after check-in but must rapidly unload gear and return to the parking lot at the Camp Snyder entrance to avoid congestion on the roadway and to leave room for emergency vehicles.

Short cutting through other camps and campsites is not allowed.

Campers must be in their campsites by 9:30 pm and lights out by 10:00 pm.

### 7.2. Shower Houses

Camp Snyder attendees may shower at their convenience.

Per Scouting America's National Youth Protection Policy, adults must ensure youth privacy. Scouts and adult Scout volunteers never shower together. The only exception to this rule is for youth requiring special accommodations due to medical issues. If this is the case, parents should consult the Camp Director to determine necessary shower accommodations.

All shower facilities are family scouting friendly and open to female and male youth and adults. The shower houses at Camp Snyder have gender and youth and adult specific sections with individual shower stalls with changing areas.

Campsite trash will not be disposed of in the shower-house. Campsite trash must be placed in the dumpsters behind the Dining Hall.

## 8. Meals

All meals will be in the Dining Hall. Scouts will follow the Dining Hall Steward's guidance for meal process and clean-up, including disinfecting the surfaces of the dining tables and chairs.

### 8.1. Breakfast

Overnight camping Scouts, camp staffers, and adult Scout volunteers will report to the Marriott Dining Hall for breakfast.

Kitchen staff will have appropriate food handlers at all times. Food service will follow traditional summer camp process with an open salad and fruit bar.

### 8.2. Lunch

All overnight and day campers, camp staff, and adult Scout volunteers will assemble at the Dining Hall flag poles for lunch. After any announcements, all will dismiss into the Dining Hall for meals.

### 8.3. Dinner

The evening meal for overnight camping Scouts, camp staffers, and adult Scout volunteers will assemble at the Dining Hall flag poles, by campsite. After any announcements, all will dismiss into the Dining Hall for meals.

## 9. Daily Schedule

This camp schedule, found at **Appendix A – Camp Schedule**, is current as of this Guide's publication and is subject to change.

## 10. Merit Badge Program

The Merit Badge class schedule for each Scout and the location of each Merit Badge class will be provided in a handout to each Scout when he/she checks in for camp. The start and stop time for each of the four daily Merit Badge periods are shown in the Daily Schedule in **Appendix A – Camp Schedule**. The locations of the Merit Badge classes are shown on the Camp Map (**Appendix B – Camp Map**)

### Merit Badge Registration

Merit badge registration is done through the 247Scouting online registration system. When you register for camp, the registrar / person with the main email contact will be given access to the Black Pug system.

Registration opens on April 17, 2024, at 10AM for merit badges.

Camp William B Snyder tracks merit badges using the 247Scouting merit badge report system. We will record merit badges electronically. Parents and leaders will be able to print out a report

of completed and partially completed merit badges. Additionally, the parent/leader contacts will be able to print blue cards from the same reporting system. No physical copies are provided at camp with the exception of a completion card for Green Bar Bill – First Year Scouts.

To simplify the Program Guide, the Merit Badge Catalog in both list and grid format has been created and is available at [gotosnyder.org](http://gotosnyder.org). This guide will be updated as more information is made available and includes classes offered, prerequisites, class times and class locations.

There are 4 Merit badge classes per day, but all merit badges do not meet all five days. Merit badge blocks are 1 hour and 20 minutes with 10 minutes between classes allowing for transition. With some merit badges, the extra class time will allow for additional time for scouts to hone critical skills. Scouts will be able to earn 5-6 merit badges.

Green Bar Bill Scouts will register for their program as the 1<sup>st</sup> block of each day and the balance of their schedule will be internal to that program.

**Below, is a sample schedule:**

	Monday	Tuesday	Wednesday	Thursday	Friday
Block 1	Aquatics	Aquatics	Aquatics	Aquatics	Aquatics
Block 2	Archery	Archery	Archery	Archery	Archery
Block 3	Dog Care	Dog Care	Dog Care	Pets	Pets
Block 4	Art	Art	Art	Nature	Nature

## 11. Green Bar Bill Patrol First-Year Campers Program



The **Green Bar Bill Patrol (GBB)** serves Scouts who have recently joined the troop. This half- day first-year camper program, named for legendary Scouting pioneer William “Green Bar Bill” Hillcourt, emphasizes the patrol method and the traditional outdoor skills Scouts need to earn Tenderfoot, Second Class, and First Class Scout ranks. In addition to rank requirements, Scouts may also work on the Totin’ Chip and Firem’n Chit qualifications.

The GBB will model a properly-functioning Scout unit. Scouts will start the week by forming patrols and electing patrol leaders and other positions of responsibility, which will rotate daily to give everyone a chance to learn and practice leadership. As in a Scout troop, Scouts will learn primarily from fellow Scouts. To help foster the kind of team building and camaraderie inherent in the patrol method, GBBP Scouts will stay together all day, conducting most of their training at a dedicated site, and overnight campers may be placed in the same campsites (within gender-appropriate considerations). The program is available to day campers, but we strongly recommend Scouts remain overnight as they will likely gain more from the experience.



While your scout will learn the skills for the ranks through First Class, counselors will not sign off Scout handbooks as this should be done at the Scout's home unit. The Scouts will instead receive GBBP score cards, which lists all of the rank requirements covered during the program. During their week at Camp Snyder, Scouts will need to have their counselors initial their scorecards, simulating the process of getting rank requirements approved at the unit. Troops are asked to accept initialed rank requirement on the scorecards as proof the Scout has mastered the skill; there is no need to retest Scouts, this is the home-troop Scoutmaster's decision.

In addition to the items listed in the packing list (**5. Packing List**), GBB Scouts are also each asked to bring a pocketknife and a compass.

## 12. Fantastic Unlimited Learning (FUN) Programs

In addition to the regularly-scheduled daytime merit badge classes, Scouts can participate in daytime and evening FUN activities as announced by the Camp Director.

### 12.1. Swimming Pool

The swimming pool will be open for swimming during open program in the evenings. Scouts and adult Scout volunteers must take the Scouting America swim test before using the pool. The swim test for overnight campers will be offered Sunday afternoon, July 13th or July 20th, after campers check in. The swimming pool instructors will hold swim tests for day campers the first day of class.

Weather permitting, Camp Snyder will offer pre-camp swim checks May 31 & June 1. Information can be found at [www.gotosnyder.org](http://www.gotosnyder.org).

### 12.2. Lakes

The Camp has two lakes, one for boating and one for fishing. The fishing pond is located by Carroll's Cottage at the south end of the main camp area. The boating lake is located to the southwest of the main camp area. Scouts who use watercraft on the boating lake must stay away from the dam and drain spillway. The boating lake is only open for use when the aquatics staff is present. Fishing is not permitted at the camp lake waterfront. Catch and release fishing is only permitted at the fishing pond area.

### 12.3. Self-Guided Activities

Scouts can explore the camp and do a number of activities on their own when they have free time. Fishing (participants must bring their own gear), biking (participants must bring their own bikes and helmets), canoeing and kayaking, the nature trail Scavenger Hunt, and Geocaching course are all available, as is an evening crafts program.

### 12.4. Guided Activities

Scouts can participate in activities generally only available in camp settings because they require specific certifications to conduct. The Scouterhorn climbing tower and the air rifle and archery ranges will be open on selected evenings for Scouts.

### 12.5. Campfires

Camp staff will host a welcome campfire on Sunday evening and a farewell campfire on Friday evening at the Amphitheater. Parents are welcome to join their Scouts for the Friday campfire. Uniform for campfires is the field uniform.

## 13. Camp Services

### 13.1 Twenty-four Hour Assistance

Parents who need to contact Scouts at camp:

- Routine, non-emergency matters: Camp office at 571-248-4904. This phone is monitored continuously throughout the Camp and can accept voice messages.
- Urgent matters: Camp Director Eric Smith can be reached at 550-493-5409.

Other useful numbers are the NCAC council office at 301-214-9100 and the Prince William County Police at 703-792-6500.

### 13.2. Trading Post

Camp Snyder has a trading post, open daily, that sells a wide range of supplies, including toiletries, merit badge materials, merit badge books, handicraft supplies, sodas, and snack food and will have many new items this summer. Scouts should bring spending money for souvenirs, snacks, and those merit badges requiring craft kits or other supplies. Merit badge craft kits, a T-shirt, trinkets, and a few snacks a day quickly add up over the six days at camp!

### 13.3. First Aid and Emergencies

See **3.4. Medical Emergency** above.

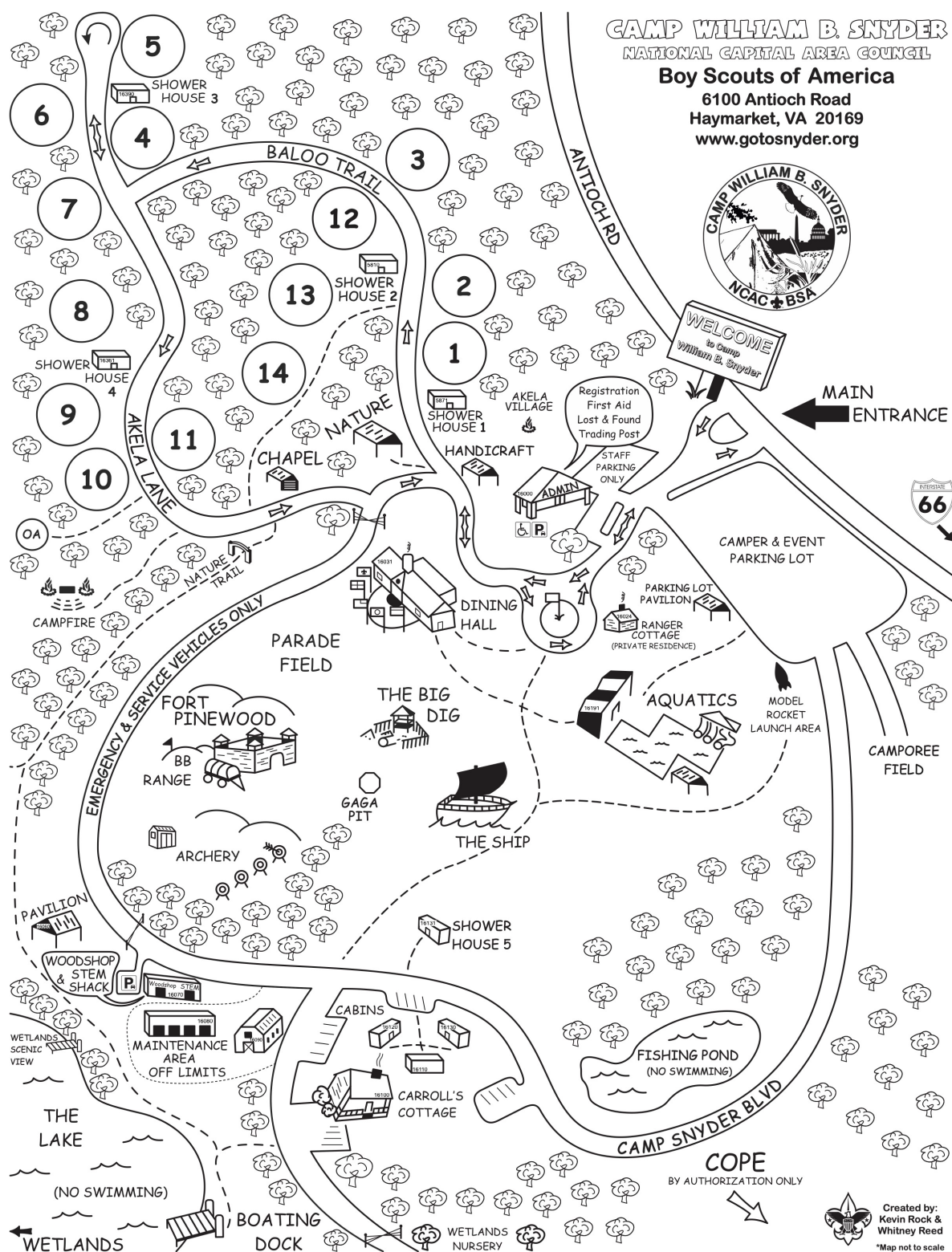
### 13.4. Lost and Found

The camp is not responsible for personal items, and all valuables, such as money, cameras, watches, etc. should be carefully secured and labeled with the Scout's name and unit number. Anyone who loses something should check with lost and found in the camp administration office at the Hylton Center to see if it has been found. At the end of the summer, all items of significant value are held for a short time before being donated to charity or otherwise be disposed of. All items found at camp should be turned into the Hylton Center or at the Dining Hall and Scouts should check for lost items before departing camp.

## **Appendix A – Camp Schedule**

TO BE UPDATED

## Appendix B – Camp Map



## Appendix C – The Diversity, Equity, and Inclusion Statement of Scouting America

Scouting America promotes a culture where each youth, volunteer, and employee feels a sense of belonging and builds communities where every person feels respected and valued. Leading by example and encouraging each other to live by the values expressed by the Scout Oath and Scout Law, we welcome families of all backgrounds to help prepare young people to serve as successful members and leaders of our nation's increasingly diverse communities.

### **A Note on Language**

This guide uses several terms interchangeably. The terms, “adult,” “leader,” “advisor,” and “Scoutmaster,” describe any attending adult over the age of eighteen participating in the programs of Camp Snyder. The terms, “youth,” “youth participants,” “Scouts,” and “Venturers,” describe any youth participant in any Camp Snyder program. Please note that Venturing participants over the age of eighteen are adults for purposes of Youth Protection policies, though they may still participate in the Venturing awards, and advancement program.

### **Youth Protection**

All participating adults, eighteen or older, must have current Scouting America Youth Protection Training, as verified by their units. This training is required for adults to be registered in any program of Scouting America. Venturing participants over the age of eighteen must also complete Youth Protection Training. Youth Protection Training documentation can be obtained from individual my.Scouting profiles or from the local council.

### **Hazing, Initiations, Discipline**

Any form of hazing, initiation, ridicule, or inappropriate teasing is prohibited and will not be allowed in any circumstance. Any disciplinary action must be constructive and must meet the standards of the Youth Protection policies of Scouting America. Involvement in any of the aforementioned activities may result in removal from the Camp Snyder property.

### **Harassment**

Camp Snyder and Scouting America prohibit language or behavior that belittles or puts down others, unwelcome advances, racial slurs, chastisement for religious or other beliefs, or any other actions or comments that are derogatory of people. Participants who do not meet these expectations may be asked to leave.

### **A Word About Conduct ...**

The Scout Oath and Law serve as the standards for all interactions between participants (youth and adult) and staff members. Camp Snyder and Scouting America serve individuals from diverse backgrounds, and it is important that each group respects each other. Any behavior that

belittles, harasses, or makes another individual uncomfortable is not acceptable. Remember, a Scout is kind!

The current edition of the Scouter Code of Conduct is available at

<https://www.scouting.org/health-and-safety/gss/bsa-scouters-code-of-conduct/>

Each unit should develop procedures to mitigate and address inappropriate/unacceptable behavior. Expectations and consequences should be set with all Scouts, parents/guardians, and adult participants during unit pre-trip planning; expectations should align with the Scout Oath and Law and the policies of Scouting America, and consequences should be understood and acknowledged.

Unit advisors are responsible for their participants during the entire stay at Camp Snyder. If a participant (youth or adult) is removed from the Camp Snyder property or program in which they are participating, they will be responsible for traveling home at their own expense. An adult advisor is required to provide supervision and assist with transportation arrangements in the event that a youth participant is removed from participation.