

Table of Contents

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

Camp Snyder Scouts BSA Merit Badge Week 2026 - Scout and Parent Guide

| | |
|---|----|
| <u>7.1. Campsites</u> | 12 |
| <u>7.2. Shower Houses</u> | 12 |
| <u>8. Meals</u> | 13 |
| <u>8.1. Breakfast</u> | 13 |
| <u>8.2. Lunch</u> | 13 |
| <u>8.3. Dinner</u> | 13 |
| <u>9. Daily Schedule</u> | 13 |
| <u>10. Merit Badge Program</u> | 13 |
| <u>11. Green Bar Bill Patrol First-Year Campers Program</u> | 14 |
| <u>12. Fantastic Unlimited LearNing (FUN) Programs</u> | 14 |
| <u>12.1. Swimming Pool</u> | 14 |
| <u>12.2. Lakes</u> | 15 |
| <u>12.3. Self-Guided Activities</u> | 15 |
| <u>12.4. Guided Activities</u> | 15 |
| <u>12.5. Campfires</u> | 15 |
| <u>13. Camp Services</u> | 15 |
| <u>13.1 Twenty-four Hour Assistance</u> | 15 |
| <u>13.2. Trading Post</u> | 15 |
| <u>13.3. First Aid and Emergencies</u> | 15 |
| <u>13.4. Lost and Found</u> | 16 |
| <u>Appendix A – Camp Schedule</u> | 17 |
| <u>Appendix B – Camp Map</u> | 18 |
| <u>Appendix C – The Diversity, Equity, and Inclusion Statement of Scouting America</u> | 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 different camp experience, participate in additional summer camps this year, or stay closer to home.

The focus of the camp is on completing merit badges and **Fantastic Unlimited Learning (FUN)** activities! Scouts will 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 for resident campers but will not require pre-camp registration. Merit badge counselors consist of adult Scouter volunteers and trained staff youth instructors.

During our MB speciality weeks we also offer our Green Bar Bill First Year Camper (GBB) program. GBB offers scouts that are in their first year of Scouts BSA the opportunity to learn essential Scouting skills. The GBB program runs Monday-Friday during blocks 1&2, which allows scouts to take Merit Badge classes during blocks 3&4. Skills learned during the GBB program will help scouts complete rank advancement requirements once they return to their units. This program is suggested for scouts who have not yet earned their First Class rank.

Scouts can participate as week-long overnight (resident) campers who stay on property, or as day campers who go home every night. Scouts attending camp as resident campers may come with their units, to include their own adult leadership; or attend as individual Scouts who will be formed into temporary (“provisional”) units in their campsites. All Provisional units will have a team of registered adult Scout volunteers serving as Assistant Scoutmasters who, along with other adult leaders, will supervise Scouts in the evenings and overnight. Female Scouts will camp in campsites separate from male Scouts. As all of our bathhouses have designated areas for youth females, youth males, adult females, and adult males, all attendees are expected to use their designated facilities. 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 17th or July 24th.

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

2. Check In / Check Out

All 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 of Camp Snyder. Day Campers are to be picked up by adults at the same pavilion used for check-in. Check-out is conducted near the front gate, as you drive out of Camp.

2.1. Resident Camper Arrival and Departure

Resident campers should arrive between 3:00 and 4:30 p.m. on Sunday, July 12 or July 19, to start their registered week. It is best to arrive early, as Scouts need to complete their swim assessment at the pool between 3:30 pm – 5:30 pm. (anyone else needing a swim test prior to merit badge start on Monday morning may come for Sunday swim tests or should plan to take a swim test in advance.)

Camp staff will greet drivers and resident campers at the parking lot pavilion. All Scouts will receive an information packet that contains 1) merit badge schedule with class locations, 2) map of the camp with their campsite 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 attendee's Annual Health and Medical Record, Parts A, B, and C. 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 being checked in, drivers may drive Scouts to their designated campsite to drop off gear. Drivers must then immediately leave the campsite, following the one way direction of the Campsite Loop road. If drivers wish, they may park in the main parking lot and walk back to the campsite to help scouts get settled. The Campsite Loop road must be kept clear for emergency response and camp vehicles. No vehicles are to remain along the road by the campsites, even if the adult is a campsite Assistant Scoutmaster.

On Friday evening, July 17th or July 24th, parents joining their Scouts to participate in the campfire program should arrive between 5:15 and 5:45 p.m., park in the large parking lot and check in at the Camp Administration Building (the Hylton Center) which is the building to the right immediately after the entry gates to Camp Snyder). All guests must be checked in by Camp staff and receive a wrist band.

All Resident Campers will depart after the Friday campfire. All campers and visitors must check-out at the Dining Hall prior to leaving camp property in order for Staff to maintain accountability. Scouts must have all of their gear packed and ready for pick-up prior to the campsite inspection. Camp staff will inspect each campsite for cleanliness before any Scouts may depart.

2.2. Day Camper Arrival and Departure

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

Day Campers will receive an information packet that contains 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, they **will** walk with their day packs to the location of their first merit badge class. GBB scouts will gather at the pavilion and then be

guided to their program area by a member of Staff. Tuesday through Friday, Scouts should be dropped off at the Parking Lot Pavilion where Staff will take attendance before they head to their first Merit Badge class. Do not drop Scouts off at the pavilion without a member of staff there to check them in.

Day campers will depart after their last class each afternoon between 5:00 and 5:30 p.m. Drivers need to meet their scouts at the Parking Lot Pavilion for pick up. Camp staff will check each camper out as they leave Camp's main gate.

On Friday afternoon, July 17th or July 24th, Day Campers need to be checked out from the Camp Administration Building to retrieve their medical forms, program 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 the appropriate Scouting America Annual Health and Medical Record. A copy of the forms is permitted as long as information and signatures are clear and legible. (Please do not give camp your only copy of your medical forms) 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. Part C is required for all resident participants.

Before Scouts can be checked into camp, all forms must be completed and signed by a medical professional and/or a parent or guardian. People arriving at camp without properly-completed medical forms will not be permitted to attend camp. We do not have blank medical forms on site. We must have physical copies of all necessary medical forms including a copy of the attendees medical insurance card. It is recommended that you staple all forms together, and have the unit number on the top of the form.

Medical forms will be returned when scouts are checked out on the final day of camp. 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 provided in 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 such as insulin or antibiotics requiring refrigeration may be stored in the camp refrigerators and administered by the Camp Health Officer.

3.3. First Aid

Camp Snyder has a trained first aider available 24 hours a day who 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**).

Version: 1 April 2026

The First Aid/Health Station is located in the Camp Administration Building and can provide basic first aid care including treatment of minor cuts and abrasions, dehydration, sunburn, minor aches and pains, and tick removal. All camp staff/stations have First Aid training and First Aid kits. They can also contact the First Aider. The First Aider is often out in camp. Please have camp staff contact the First aider before heading to the First Aid station so the trained first aider can properly assess the situation, utilize proper procedures, 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 a patient to a secondary location.

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 will respond to medical emergencies on property. Depending on the specific emergency, first responders will transport patients to one of the following facilities:

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

UVA Health 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

It is expected that all attendees will follow the rules below to stay safe, be considerate of other campers, and to protect the camp.

4.1. Youth Protection

All Camp Staff members and any additional adult volunteers at camp are responsible for following and strictly enforcing all of Scouting America's SAFEguarding Youth practices. To include taking all reasonable action and precautions to protect all youth (both camp staff and camp attendees) from any and all abuse (physical, emotional, and sexual, etc) at **ALL** times.

All adult members of staff and volunteer adults are required to have current SAFEguarding Youth training. In addition, all camp staff (youth and adult) must complete the required Understanding and Preventing Youth-on-Youth Abuse Training for Camp Staff prior to the start of camp.

Camp Snyder Scouts BSA Merit Badge Week 2026 - Scout and Parent Guide

All Scouting America Scouts BSA program policies and practices will be strictly adhered to for the entirety of camp and while on Camp Snyder property. This includes, and is not limited to, the following:

- The Scout Oath and Law will be followed at all times.
- Adults and youth must use the appropriate facilities in the bathhouses. All facilities on Camp Snyder property are designated as: Youth Female, Youth Male, Adult Female, or Adult Male. At no time may scouts or scouters use facilities that are not designated for their age group and gender.(Note: Medical cases can be accommodated and must be coordinated with Senior Camp Staff)
- Adults attending Camp, staff or volunteer, must be fully registered members of Scouting America.
- Adults and youth are never allowed to be in a secluded 1:1 setting. Any and all conferences or discussions between adults and youth must be held in an open setting and within sight of other adults and youth. There are **NO EXCEPTIONS**
- Given the presence of youth females, a registered adult female must also be present.
- A minimum of 2 registered adult leaders must be present in campsites overnight. Campsites will be single gender, those that are designated as female sites will also have a minimum of one adult female leader assigned.

Scouts who have additional special needs must have their needs and requested accommodations clearly communicated, in writing, with Senior Camp Administrative Staff **prior** to the start of Camp. Camp Snyder is committed to ensuring that Scouting is accessible to all youth and adults, and will do all within our power to assist those that need additional support. However, it is imperative that the Camp is given accurate information and time to work collaboratively with families to develop accommodations that are practical and possible.

4.1.1. Reporting Child Abuse

All staff at Camp Snyder are required by Virginia law, and Scouting America policy, to report any and all suspected child abuse. Camp staff has received additional training on how to work with potential victims to start the reporting process.

All complaints and/or comments made by scouts about experiences with other youth or adults that may suggest any form of abuse, or of possible grooming behavior, will be taken **very** seriously.

Any camp attendee or staff who observe questionable or objectionable behaviors should report their observations to Camp Administration Staff for further inquiry and action.

Any form of Child Abuse is unacceptable and abhorrent and is not tolerated at Scouting America locations and events. The Virginia State Child Abuse and Neglect hotline is 1-800-552-7096. All discussions, both at camp and over the hotline are always kept confidential. The Scouts First Helpline is 1-844-SCOUTS1 (1-844-726-8871)

4.1.2. Discipline at Camp

In order to facilitate a safe, character building, and fun experience for all Camp attendees, we require that all registered adult leaders assist Camp Staff in maintaining discipline and conduct of participants while at Camp Snyder. In accordance with Scouting America Policies physical and/or corporal punishment is strictly prohibited at Scouting events and while on Scouting America owned property. This includes parents correcting their scout's behavior. Any adult taking part in inappropriate forms of discipline will be required to leave camp.

All incidents requiring disciplinary actions will be reported to the scout's parent or guardian as quickly as possible by Camp Administration Staff. Camp Snyder reserves the right to require participants to leave Camp at any time due to repeated, and/or serious, infractions of Scouting America's or Camp Snyder's Policies and Procedures. Participants who are instructed to leave must do so immediately, will forfeit their Camp fee and will not be able to return for the remainder of the Camp session.

4.1.3. Criminal Offenses

While exceedingly rare, when a criminal act occurs, the following procedures immediately go into effect:

1. The illegal action is stopped by Camp Staff and/or adults in the vicinity. The health and safety of all participants is assessed and, if needed, involved parties are separated to prevent further escalation.
2. The Camp Director is immediately notified of the incident, as are Camp Administration Staff, and they will respond to the location of .
3. The Camp Director will respond accordingly. In the case of a criminal offense, the Camp Director will work with the involved parties 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.

Camp Snyder Scouts BSA Merit Badge Week 2026 - Scout and Parent Guide

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 individuals 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 Scouts, Staff 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 their return. Youth are not permitted to leave without adult staff supervision. Resident youth may not leave for home without the campsite Scoutmaster's approval and in coordination with the Camp Director and the youth's parents. Anyone arriving at camp after the initial check-in to camp must proceed directly to the administration office in the Hylton Center.

Scouts leaving from the day only merit badge program will check out with the staff before leaving the Camp Snyder property. Scouts who are only at camp for a portion of the day must sign in / sign out at the Camp Office as they arrive and depart.

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 smoking area and may not smoke/vape 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 items will 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 (Class A uniform)
- Activity uniform (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
- Phones are permitted with parental permission and if appropriate use policies are followed.
- Any supplies listed/specified for scheduled merit badges

6. Uniform

Scouts and adult Scout volunteers should bring their field uniforms for daily flag ceremonies as well as formal activities needed. Activity uniforms should be the primary uniform worn as they can get dirty during everyday camp activities.

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

When possible, for check-in, evening meals, evening flags, and campfires Scouts and adult Scout volunteers should wear complete field uniforms.

6.2. During the Day

During daily camp activities Scouts and adult Scout volunteers should 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 a shelter with picnic tables at each campsite. There is 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. Camp tents are assigned based on scout unit number and scout age at the time of camp. Tenting assignments are made taking into consideration the 24 month age span regulation.

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

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 to their campsites after check-in but must immediately unload gear and return vehicles 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 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 Protection Policy, adults must ensure youth privacy. Scouts and adult Scout volunteers never share the same shower facilities. The only exception to this rule is for youth requiring medical/special needs accommodations. Parents must consult with the Camp Director to determine any such 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. Prior to meals all camp attendees will assemble at the flag pavilion to be permitted into 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

Breakfast is provided daily for our overnight campers & staff. Food service staff will provide plated meals.

8.2. Lunch

Lunch is provided daily for all overnight and day campers, staff, and adult Scout volunteers. Food Service staff will provide plated meals and an open salad bar.

8.3. Dinner

The evening meal is provided for overnight campers, staff, and adult Scout volunteers. Food Service staff will provide plated meals and an open salad bar.

9. Daily Schedule

This camp schedule is updated weekly to reflect class and schedule offerings and will be provided at check-in. A sample schedule will be posted on the camp registration site in the weeks leading up to camp..

10. Merit Badge Program

The Merit Badge class schedule for each week and the location of each class will be provided to each Scout when they check in for camp.

Merit Badge Registration

Merit badge registration is done through the 247Scouting online registration system.

Registration will open on April 28, 2026, at 10AM..

Camp William B Snyder tracks merit badges using the 247Scouting merit badge report system. Parents and leaders will be able to print out reports of completed and partially completed merit badges after the conclusion of the camp week. Registration contacts will also be able to print blue cards. No physical copies of scout records are provided at camp with the exception of a completion card for Green Bar Bill – First Year Scouts.

The Merit Badge Catalog, in both list and grid format, is available at gotosnyder.org and via the online registration system. This guide includes classes offered, prerequisites, class times and class locations.

There are 4 Merit badge class blocks per day. Merit Badges are offered as 5 day (M-F), 3 day (M-W), & 2 day (Th-F) classes. There are also 5 day blocked classes which combine more than one merit badge. Please note that woodworking has adjusted start and end times to allow for additional shop time needed. Scouts should be able to earn 5-6 merit badges in a camp week.

Green Bar Bill Scouts register for that program as the 1st block of each day and may add merit badges in blocks 3 & 4.

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 Program (GBB)** serves Scouts who have recently joined a troop. This half-day first-year camper program, named for legendary Scouting pioneer William “Green Bar Bill” Hillcourt, emphasizes the patrol method and traditional outdoor skills Scouts need to earn Tenderfoot, Second Class, and First Class Scout ranks.

GBB will model a properly-functioning Scout unit. Scouts will start the week by forming patrols, electing patrol leaders and other positions of responsibility. These roles will rotate daily to give everyone a chance to learn and practice leadership. As in a troop, Scouts will learn from fellow Scouts. To help foster the team building and camaraderie of the patrol method, GBB Scouts will stay together all morning, conducting most of their activities at a dedicated campsite. Overnight campers will be assigned to the same campsites when possible. This program is available to day campers as well. Please note that Scouts who remain overnight will have additional opportunities for advancement.

Your scout will learn a variety of skills toward Scout, Tenderfoot, Second & First Class ranks. Counselors will not sign off in Scout handbooks as this should be done at the Scout’s home unit. The Scouts will receive a GBB card, which lists the rank requirements covered during the program and which items each individual scout completed. During their week at Camp Snyder, Scouts will have their counselors initial their scorecards, simulating the process of getting rank requirements signed off in their handbook in their troop. Troops are asked to accept initialed rank requirement on the card as proof that the Scout has mastered a skill; there should be no need to retest Scouts. Additional assessment is the home-troop Scoutmaster’s decision.

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

12. Fantastic Unlimited LearNing (FUN) Programs

In addition to daytime merit badge classes, our resident Scouts can participate in a variety of evening FUN activities as announced by the Camp Director.

12.1. Swimming Pool

The pool will be available for open swim during evening program. Scouts and adult volunteers must take the Scouting America swim test before using the pool. Swim tests for overnight campers and those taking aquatics merit badges will be offered on Sunday afternoon after campers check in. Swim tests for day campers will be held on the first day of class.

Weather permitting, the council aquatics committee will offer pre-camp swim checks June 6 & June 7.

12.2. Water Features

Camp Snyder has a lake and a pond. 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 lake waterfront. All fishing is catch and release.

12.3. Self-Guided Activities

Scouts may explore the camp and do a variety 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), the nature trail Scavenger Hunt, and Geocaching course are all available.

12.4. Guided Activities

The Scouterhorn climbing tower, aquatics areas, air rifle & archery ranges, and a variety of trivia and other events will be open on select evenings for our resident campers.

12.5. Campfires

Camp staff will host an opening campfire on Sunday evening and a farewell campfire on Friday evening. Parents are welcome to join their Scouts for the Friday campfire. Uniforming 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, which sells a wide range of supplies, including toiletries, merit badge materials, merit badge books, handicraft supplies, sodas, snack food and

Version: 1 April 2026

ice cream. Scouts should bring spending money for souvenirs & snacks. 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. 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 the lost and found in the camp administration office at the Hylton Center or near the fireplace in the Dining Hall to see if it has been turned in. 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. If you find an item around camp it should be turned in and all Scouts should check for lost items before departing camp.

Appendix C – Scouting Policies

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.

SAFEguarding Youth Protection

All participating adults eighteen or older, must have current Scouting America Youth Protection Training, as verified in the national training records..

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 Safeguarding Youth Protection policies of Scouting America. Involvement in any of the aforementioned activities may result in dismissal 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.

Camp Snyder Scouts BSA Merit Badge Week 2026 - Scout and Parent Guide

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.