

# Camp Akela Activity Guide

# '26



## **CAMP ROCK ENON** **SCOUT RESERVATION**

Summer Camp for Cub Scouts - Tiger, Wolf, Bear, Webelos & Arrow of Light

# CAMP ROCK ENON



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## KEY DATES TO REMEMBER

Reserve Your Space	Now	\$100 Deposit	
First Payment	January 15 <sup>th</sup>	\$50/Scout	\$25/ Adult
Second Payment	March 15 <sup>th</sup>	\$200/Scout	\$25/Adult
Third Payment and Zoom Orientation	April 7 <sup>th</sup>	How to sign up for adventure programs. Use link below	
		Scout Paid in Full	\$25/Adult
Adventure Sign-up Opens	April 12 <sup>th</sup>	Scouts must be paid in full to sign-up for adventures. Sign up begin @12 pm	
Cancellation Deadline	April 16 <sup>th</sup>	Last day to drop the number of SPOTS without penalty. Cancellation after today will result in only a 50% refund.	
Pre-camp Orientation	May 5 <sup>th</sup> @ 7pm	On Zoom: use the link below. <a href="https://us02web.zoom.us/j/82472978811">https://us02web.zoom.us/j/82472978811</a>	
Preorder Swag	May 15 <sup>th</sup>	Online at: <a href="http://www.camprockenon.org/campswag">www.camprockenon.org/campswag</a>	
Payment in Full		Payment due by 11:59pm to avoid \$25 late fee, no refunds after this date.	

## 2026 SUMMER CAMP DATES

	Half Week (Sunday-Wednesday)	Full Week (Sunday-Saturday)
Session 1	June 14-17	June 14-20
Session 2	June 21-24	June 21-27
Session 3	June 28-July 1	June 28-July 4

## 2026 SUMMER CAMP FEES

		Half Week	Full Week
Day Camper	Youth	\$250	\$440
	Adult	\$60	\$120
Overnight Camper	Youth	\$285	\$455
	Adult	\$75	\$150

## PAYMENTS

Payment may be made to the Shenandoah Area Council, Inc. through the on-line SAC Tentaroo system with electronic check or credit card (convenience fees apply) or by check or money order.

Mail payments to: Shenandoah Area Council  
107 Youth Development Ct.  
Winchester, VA 22602  
***(include unit #, your home council, and the session (week) of camp on the check***

## CAMPERSHIPS

Summer Camp Scholarships are available for Shenandoah Area Council Scouts attending an in council summer camp program. Applications must be submitted for review and consideration to the Shenandoah Area Council Office and RECEIVED by March 15th at 5pm . **See Forms Index for the [Campership form](#) .**

# CAMP AKELA DAY CAMPER EXPERIENCE AT ROCK ENON

Do you have Cubs who want to come to camp but are not able or ready to spend the nighttime hours away from home? Then register as a Day Camper participant this summer.

At Camp Akela, they can come to CRE during the day and experience summer camp program activities without having to spend the night.

The day camp program is open to any registered member of Cub Scouts: Tiger, Wolf, Bear, Webelos, and Arrow of Light and their adult parent or legal guardian.

## DAY CAMPER SCHEDULE

Sunday:

Day Campers have the option to come out and participate in the Leaders Meeting, Campwide Game and Opening Campfire beginning at 7:30pm

Monday – Wednesday (Half Week) or Monday – Friday (Full Week)

The day camp program begins at 8:45 AM each day and includes lunch and dinner meals served in the dining hall. Cubs will be able to participate in all the general programs during the day and have the option to stay after dinner and enjoy the various evening and extracurricular activities offered between 7-8:30 PM.

**Note:** Day Campers must be accompanied by a parent or legal guardian or two-deep leadership from their pack.

**Day campers must sign in/out each day at the admin office at Buffalo Lodge per our security policy.**



### WHAT TO BRING AS A DAY CAMPER:

- Day pack
- Rain gear
- Swimsuit
- Towel
- Jacket
- Sunscreen
- Water bottle
- Hat
- Bugspray
- Med Form parts A&B

# How To REGISTER FOR SUMMER CAMP AT ROCK ENON

The Shenandoah Area Council website allows your unit to create an account on the SAC Tentaroo system and register for summer camp online. With this online account you can manage your reservations, scouts and leaders attending, sign-up scouts for Adventures as well as access various reports after camp. To keep annual Pack records together in the same place, please use the same "username & password" combination each time your unit registers to attend camp.

**DO NOT REGISTER FOR SUMMER CAMP USING AN INDIVIDUAL OR FAMILY ACCOUNT.**

To reserve your Unit's space for Summer Camp go to <https://www.camprockenon.org/CubSummerCamp>.

Questions concerning reservations may be directed to the Shenandoah Area Council Service Center by calling 540-662-2551 or email [crecampdirector@scouting.org](mailto:crecampdirector@scouting.org)



**TENTAROO USER MANUAL** – use this link: <https://users.tentaroo.com/>

A comprehensive user manual is available online at the above link with information related to everything related to using the Tentaroo online system including step by step instructions and videos.

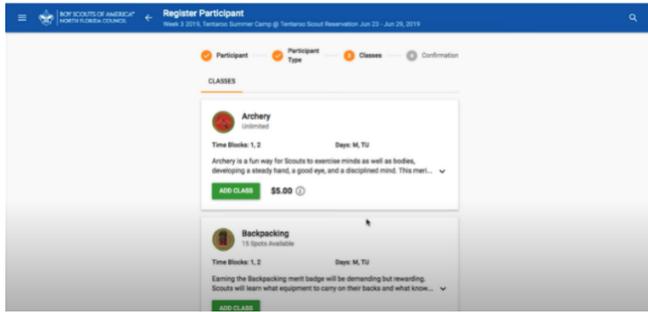
**GETTING STARTED ON TENTAROO** – use this link: [https://youtu.be/vQnrz7\\_zvcc](https://youtu.be/vQnrz7_zvcc)

Use the above link to access a video on how to get started with using the Tentaroo online system including help with creating an account and overview of options.

**EVENT REGISTRATION ON TENTAROO** – use this link: <https://youtu.be/K6tYAo1qj3M>

Use the above link to access a video on how to register for an event using the Tentaroo online system including help with how to create a Unit reservation for summer camp, register individuals for Summer camp, sign-up Scouts for programs such as merit badges, modify reservations or registrations and downloadable reports available.

# How To REGISTER SCOUTS FOR ADVENTURE CLASSES



## TO SIGN-UP FOR AN "ADVENTURE" CLASS

Beginning April 12, 2026

(Note: individual Scout must be paid in FULL to access)

We will use the online registration system to sign up ALL Scouts for their Adventure classes.

Use this link to watch a video with step-by-step instructions. <https://youtu.be/K6tYAo1qj3M?t=218>

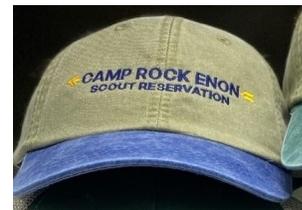
Your Unit will sign up Cub Scouts for their "Adventure" classes prior to arriving at camp using the SAC Tentaroo online registration system. They will choose between the diverse options available to build their own individual schedule for the week. Classes are rank specific, and some are limited in size. Some Adventures will require attending multiple sessions over several days to complete the requirements

## T-SHIRT & MERCHANDISE PRE-ORDERS

For your convenience, camp t-shirts, hoodies and other merchandise such as hats, belts, assorted drinkware, day packs, patches, and stickers can be pre-ordered using the online form available at [www.camprockenon.org/campswag](http://www.camprockenon.org/campswag) or purchased in the camp trading post, while supplies last.

*We are regularly updating and adding new items. To see the complete and updated variety of camp merchandise options available visit the website page at*

*[www.camprockenon.org/campswag](http://www.camprockenon.org/campswag)*



# REFUND POLICY- SUMMER RESIDENT CAMPS

This General Refund Policy applies to all Summer Resident Camps of the Shenandoah Area Council, BSA unless otherwise stated.

The Shenandoah Area Council strives to provide the absolute best program. We sign contracts with staff and vendors based upon confirmed reservations. Cancellations after May 1<sup>st</sup> undermine our ability to provide a quality Summer Resident Camp program.

## Refund requests will be considered on a case-by-case basis:

On or before **April 15th** – full refund of any funds paid will be issued (less processing fee)

After April 15<sup>th</sup> – Partial refund up to 50% of the total fees will be issued (less processing fee)

After May 15<sup>th</sup> – **NO REFUNDS** will be issued, with the following few specific exemptions:

50% refund of funds paid may be issued in the event of the death of an immediate family member, sickness, injury, or summer school requirement (verification from physician or another official required).

## Note:

Refund requests (for exemptions listed above) made more than 7 days following the end of the session will NOT be considered.

Fees cannot be rolled over to a future event or activity.

Refund requests should be submitted in writing by the Unit leader on the official SAC Refund Request Form and submitted to the SAC Armstrong Service Center and can be sent by mail, email, or fax.

Refund checks will be issued to the entity paying the original fee within 30-days of receipt of the written request pending its approval.

Unit leadership is responsible for conveying the refund policy to the participants and their parents or legal guardians.

# DAILY SCHEDULE

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
6:30	Unit Check-in		Polar Plunge and Breakfast On The Lake				Unit Check-out	
7:00		Reville						
7:30		Flag Raising Ceremony						
8:00		Breakfast Service						
8:30								
9:00		Session 1		Hikes, Open Ranges, Open Aquatics, Open Handicraft	Session 1			
9:30								
10:00		Session 2			Session 2			
10:30								
11:00		Session 3		Session 3				
11:30								
12:00		Lunch Service						
12:30		Leader's Meeting		Half Week Camper Awards	Leader's Meeting			
1:00		Unit Check-in	Siesta		Spirit Day	Siesta		
1:30								
2:00	Session 4		Session 4					
2:30								
3:00	Session 5		Session 5					
3:30								
4:00	Unit Check-in	Session 6		Session 6				
4:30		Free Time						
5:00								
5:30		Flag Retreat Ceremony						
6:00		Dinner Service						
6:30		Flag Retreat				Outpost Meets		
7:00	Dinner Service	Vespers				Evening Program		
7:30	Leaders' Meeting & Campwide Game	Evening Program	Evening Program			Awards Ceremony		
8:00								
8:30	Opening Campfire	Free Time	Free Time			Closing Campfire		
9:00	Free Time					Free Time		
9:30								
10:00	Taps- Campwide Quiet Hours							

# PROGRAM OVERVIEW



## TIGER ADVENTURES

Floats and Boats  
Tigers in the Water  
Designed by Tiger  
Fish On  
Curiosity, Intrigue, and  
Magical Mysteries  
Stories and Shapes  
Tiger Tag  
Sky is the Limit  
Let's Camp Tiger  
Archery  
BB  
Slingshot



## WOLF ADVENTURES

Paws for Water  
Air of the Wolf  
A Wolf Goes Fishing  
Code of the Wolf  
Digging in the Past  
Adventures in Coins  
Cubs Who Care  
Paws on the Path  
Finding Your Way  
Let's Camp Wolf  
Archery  
BB  
Slingshot



## BEAR ADVENTURES

Bears Afloat  
Salmon Run  
Baloo the Builder  
A Bear Goes Fishing  
Forensics  
Super Science  
Roaring Laughter  
Marble Madness  
Balancing Bears  
Whittling  
Let's Camp Bear  
Archery  
BB  
Slingshot



## WEBELOS ADVENTURES

Aquanaut  
Paddle Onward  
Catch the Big One  
Build-it  
Modular Design  
Aware and Care  
Earth Rocks  
Webelos Walkabout  
Tech on the Trail  
Chef's Knife  
Let's Camp Webelos  
Archery  
BB  
Slingshot



## AOL ADVENTURES

Swimming  
Paddle Craft  
Fishing  
Estimations  
Engineer  
First-aid  
Into the Wild  
Into the Woods  
Knife Safety  
Outdoor Adventure  
High Tech Outdoor  
Archery  
BB  
Slingshot

## LEADER PROGRAMS

BALOO  
Climb on Safely  
Safety Afloat  
Safe Swim Defense  
Cub Leader Merit Badge  
Cub Leader Sharpshooter  
Cub Leader Bakeoff  
Cub Leader Bellyflop

## UNIT AWARDS

Conservation Award  
Honor Scout Award  
Honor Unit Award

# THURSDAY WEBELOS & ARROW OF LIGHT EVENING ACTIVITIES

On Thursday evening, Webelos and AOL Scouts are invited to participate in optional programs. Scouts and their leaders wishing to take part should meet at the Buttruss at 5:30 PM, ready for a short hike to the outpost camp. This program offers a unique experience in a scenic setting, combining adventure with learning opportunities.

## FOIL PACKET DINNER

Scouts will have the opportunity to prepare and cook a meal over an open fire. Materials for making foil packets and food will be provided. If you are unfamiliar with foil packet cooking, our staff will be on hand to assist you with a brief introduction to foil cooking. The staff will also work with Webelos and AOL's to build and light their fires.



## COOKING DEMONSTRATION

There will be several outdoor cooking demonstrations for the Scouts to explore and sample.

## OUTPOST CAMPFIRE & OVERNIGHT

All Webelos and AOL Scouts are invited to join the Thursday night outpost campfire! Gather around the fire to share your favorite campfire stories, enjoy making s'mores and other delicious desserts, and spend time with friends.

We recommend bringing a chair for added comfort during the campfire.



After the campfire, Scouts who wish to stay for the overnight outpost can do so. If you decide to stay, we recommend the following:

- Sleeping Bag
- Blanket
- Sleeping Mat
- Pillow
- Flashlight
- Water bottle
- Chair and Tent (optional)

Scouts and their leaders are welcome to choose from the optional activities offered during the outpost, but participation is not mandatory. For example, Scouts can join in the foil cooking and outpost campfire, but they are not required to stay for the overnight outpost camp.

Please be sure to keep youth protection guidelines in mind when planning for this event. Each individual Pack must provide appropriate adult leadership for the outpost, ensuring a safe and supervised experience for all participants.

All Scouts who stay for the outpost will return to the main part of camp before breakfast on Thursday, ensuring everyone is back in time for the morning activities.

# EVENING PROGRAM ACTIVITIES SCHEDULE

7-8:30 PM		Location
Monday	Open Aquatics (Swimming & Boating)	Waterfront
	Open Ranges (Archery, BB, and Slingshot)	Molden Shooting Area
	Cub Leader Sharpshooter	Rifle Range
	Open Climbing Wall	
	Open Handicraft	Handicraft Pavilion
	Open Board Games	Bowman
	Outdoor Cooking & Cubmaster Bakeoff	ODS
	Field Games	Sports Field
Tuesday	Open Aquatics (Swimming & Boating)	Waterfront
	Cub Leader Bellyflop	Waterfront
	Open Ranges (Archery, BB, and Slingshot)	Molden Shooting Area
	Open Climbing Wall	
	Open Handicraft	Handicraft Pavilion
	Open Board Games	Bowman
	Fire Building	ODS
	Field Games	Sports Field
Wednesday	No Open Programming. Please plan unit activities in campsite or join in the outpost program.	
	Webelos & AOL Outpost	Meet at Buttress @ 5:00 PM
Thursday	Open Ranges (Archery, BB, and Slingshot)	Molden Shooting Area
	Open Climbing Wall	
	Open Handicraft	Handicraft Pavilion
	Open Boardgames	Bowman
	Camp Akela's Got Talent	Campfire Circle
	Field Games	Sports Field
Friday	Closing Flags & Awards Ceremony	8:30 PM
	Closing Campfire	9:00 PM

# PROGRAM AREA OVERVIEW

## AQUATICS

A trained staff and excellent equipment are on hand in this area for your Scouts to safely have more fun in the water. The lake at Camp Rock Enon is a wonderful place to cool off in the summer heat. The main aim of our aquatics program is to help Scouts feel more comfortable and to improve their skill in and on the water. The aquatics area is recommended to all Scouts.



### Non-swimmer and Beginner Instruction

Instruction devoted to helping Scouts learn the skills to pass the Beginner and Swimmer tests and to feel at ease in the water. *Leaders are encouraged to help with the instruction of younger scouts.*

### Open Swim

Available throughout the day, provides an opportunity to cool down and have some wet fun. Weather conditions may cause the Aquatics

activities to be suspended or cancelled.

*Leaders are encouraged to help the Aquatics staff as "spotters" and "buddy-board" watchers during Open Swim periods.*

### Open Boating

Canoes, Kayaks, Row boats, and Paddle Boards are available to all scouts during free boating time. *Must be a Swimmer to use any boating craft on the lake.*



## CLIMBING

Climbing challenges Scouts mental and physical strength. Our portable climbing wall is one of the major attractions for Scouts at summer camp.



## OUTDOOR SKILLS

The main aim of our Outdoor Skills Area is to teach Scouts to appreciate and understand the outdoors by using their own resources and their natural surroundings. We hope that the outdoor skills the Scouts learn at camp will help strengthen the Unit's year-round program and will develop the Scouts ability and confidence to provide for their physical welfare.

**Knots & Lashings** Learn one of the most basic Scouting skills, tying knots!

## HANDICRAFT

The handicraft program provides a practical means for Scouts to improve their physical environment by creating useful things for themselves and others. One of the main aims in this area is to teach Scouts various skills that may become a lifetime hobby or trade. A Scout that participates will learn patience, self-expression, and coordination of mind and muscle.



## FISHING

Do you like to fish or want to learn? We can teach you how to fish for the first time or help you improve your skills. Bring your own fishing gear or Camp has basic fishing equipment available for use by the Scouts.

Additional equipment and supplies are also available for sale in the Trading Post.

## ECOLOGY

The end of the Outdoor Code asks a Scout to be "Conservation minded," and this is the main principle that our Ecology Center is based on. We hope that after a visit to this area Scouts will leave with the right attitude regarding the importance of our natural resources. They will also leave with the knowledge of how they can contribute to the environment. The Scouts will work on projects to improve the ecology of camp. This is an exciting area for all scouts.

Scouts may handle live snakes; make casts of animal tracks, go on field trips, and night observations.



## HIKING

Camp Rock Enon has many hiking trails, including a portion of the Tuscarora loop on the Appalachian Trail. Contact the Ecology Director for trail maps and/or hike guides.

## CAMP CONSERVATION PROJECTS

Bring your gloves and get ready to work on a conservation project for the week. Do you like hiking on the trails at camp? How about lending a hand to maintain and expand them?

## NATURE SCAVENGER HUNT

How well do you know your surroundings? Find out by testing yourself with a Nature Scavenger Hunt! Keep an eye up as you make your way around camp for any rare or interesting natural features to get points for the hunt. Remember your LNT principles and take only pictures as you make your way down the list of rocks and plants, fungi, animals and much more. Pick up the Scavenger Hunt list from the staff at the Ecology Lodge. Turn in your complete list of pictures for a treat at the Trading Post.

## ASTRONOMY OBSERVATION

The stars are a spectacular sight at camp away from the lights of the city. This late-night adventure is guaranteed to show your Scouts some spectacular views of the stars in the night sky. The night is subject to change based on weather and cloud cover.



## RANGE & TARGET ACTIVITIES

Every Scout should have the opportunity to use the equipment in the Range & Target Activities Area. Safety is stressed in this area including the proper

handling of range equipment, marksmanship, physical fitness, and sportsmanship.

## FIELD GAMES & ACTIVITIES

The program provides Scouts with the opportunity to become acquainted with and participate in all kinds of sports while taking part in an active physical fitness program. Scouts will have fun learning a sport, developing skills, competing with their peers, and being recognized. Throughout the programs the Scouts are encouraged to learn and practice good sportsmanship and to do their best.

**Games** Tetherball, volleyball, cornhole, horseshoe, gaga, disc golf, and kickball just to name a few!



## OPEN PROGRAM ACTIVITIES

Our Program Areas offer several "OPEN" program times during the week to give Scouts the opportunity to explore new interests.

- Range & Target Activities
- Climbing Wall
- Handicraft projects & more!



## SPIRIT STICK CHALLENGE

Does your Unit have Scout Spirit? Each morning at the Flag Ceremony a Unit will receive the SPIRIT STICK to embellish and display proudly. At the end of the week the Unit that demonstrated the most Scout Spirit throughout the week will get to take the Spirit Stick home.

## STAFF TOTEM HUNT

Keep your eyes open as you head from area to area, our Staff has a totem hidden somewhere in camp and they are out there for you to find! Find the totems and turn them in to accumulate points. Once found each totem will be hidden again so keep looking, the more points your Unit earns the better. The top points will determine who takes home the spirit stick on Friday.

**Remember totems will NOT be hidden in campsites, staff housing quarters and other "off limits" areas.**

## CAMP AKELA'S GOT TALENT SKIT CHALLENGE

Do your Scouts like to sing and dance? Do they like to put on a show? If so, bring them down to the Campfire Circle Thursday night to show us what they've got. Units that participate will get an opportunity to show the camp their song or skit Friday night at the closing campfire.

## AWARDS CEREMONY

Gather at the Buttruss as we celebrate all of the fun and accomplishments that we shared this week. Various awards will be handed out to Scouts, Leaders, Units. Will your Unit earn the coveted CRE Honor Unit Award? Or will your Unit take home the Spirit Stick?

## CLOSING CAMPFIRE

Our staff will guide your Unit down to the campfire circle after the awards ceremony on Friday. The campfire will be a joint presentation between our staff and the participants of the "Camp Akela's Got Talent." The campfire will end with a video highlighting all the memories made throughout the week.



## Unit Awards

We have several Unit Awards that can be earned while at Camp Akela designed to get your Scouts active around camp and to discover all we have to offer.

[Conservation Unit Award](#) Presented to Units that demonstrate outdoor stewardship and help to improve the ecosystem of Camp Rock Enon.

[Honor Scout Award](#) Presented to Scouts that actively participate in the various camp evening and extracurricular programs available during the week at Summer Camp.

[Honor Unit Award](#) Presented to the Units that have exemplified Scouting during their week at Summer Camp and have gone above and beyond.

### CUB LEADER SHARPSHOOTERS

Come to the ranges to see how your skills match up! The winner of each category will receive an award at the closing awards ceremony.



### CUB LEADER MERIT BADGE

Presented to Leaders who have participated in programs and activities while at Summer Camp. Form with a list of the specific requirements is available in the ["Forms Index."](#)



### CUB LEADER BELLY FLOP

Join us at the lake for a rousing round of raw skin hitting the water surface as our Cubmasters try to be crowned "belly flop" king. Judged on creativity, splash, distance, and pain level.

### CUB LEADER TRAINING PROGRAMS

There are a variety of training courses available while you are at camp. Our offerings include Safe Swim Defense, Safety Afloat, and Climb on Safely. Sign up is available on the Tentaroo online system.

# WEDNESDAY SPIRIT DAY PROGRAM

WEDNESDAY SCHEDULE	
9-11:45 AM	Tiger & Wolf Hike: Blue Trial
	Wolf & Bear Hike: Orange to Red Trail
	Webelos & AOL Hike: Pinnacle Hike
	Open Ranges (Archery, BB, Slingshot)
	Open Handicraft
	Open Aquatics
Lunch Service	
2-3:45 PM	Spirit Day Activities including a Rocket Launch and Field Games
4-5 PM	Awards Ceremony for Half-Week Campers
	Unit Check-out for Half Week Campers

The program offers a range of activities, including open programs and hikes designed for Cubs. Based on participant interest and ability levels, two to three different hikes will be organized. These hikes will cater to various skill levels, ensuring that all Cubs can enjoy the experience while being appropriately challenged. The hikes are flexible, allowing for adaptation to the participants' needs.

## AFTERNOON

Spirit Day will have a Cub Scout Castaways theme! Join us for a fun-filled day of activities, challenges, and adventures. Enjoy themed food, games, and entertainment, all while connecting with friends and fellow Cubs. The event will be a camp-wide celebration, with plenty of opportunities for fellowship and excitement. Be sure to dress in your favorite **Scouting - appropriate Castaway** costume to get into the spirit of the event!

## AWARDS CEREMONY

At 4 pm join us at the Buttress as we recognize the many successes for the half-week campers before they check out and head home.

# SCOUTING AMERICA NATIONAL RULES, POLICIES & GUIDELINES

## LEADERSHIP

The minimum leadership requirements for any Cub Scout unit attending Summer Camp are a ratio of two registered adults who must be at least 21 years of age or older to a maximum of 8 youth and one additional adult for every 4 additional youth (or part thereof). No exceptions are allowed.

**All adults MUST complete online Safeguarding Youth Training and those adults camping greater than 72 hours must be registered with Scouting America. An adult partner must accompany all Tiger Scouts.**

If there is a substitution for a unit leader (over 21), there should be an overlapping period to maintain program continuity and adult supervision over the Cubs. This will give an opportunity for the two leaders to get together and relate information needed to guide the unit properly.

The Chartered Organization is responsible for ensuring that enough leadership is provided for all activities. At least two leaders must be with the unit 24 hours a day. Leaders may rotate but they must sign in and out at the Camp Admin Office.



## No ONE-ON- ONE CONTACT

One-to-one contact between adults and youth members is not permitted in Scouting. In situations that require a personal conference, the meeting must be conducted in the view of other adults and youth.

## RESPECT OF PRIVACY

Adult leaders must respect the privacy of youth members in situations such as changing into swimming suits or taking showers at camp and intrude only to the extent that health and safety requires. Adults must also protect their own privacy in similar situations.

## SEPARATE ACCOMMODATIONS FOR ADULT MALES/FEMALES & YOUTH MALES/FEMALES

Separate tenting arrangements are provided for male and female adults as well as for male and female youth. Spouses may share tents. When camping, no youth is permitted to sleep in the tent or cabin of an adult. Individual separate shower facilities for youth and adult / male and female are located at the main shower house. Adult showering facilities are available for adult leaders only.

## ABUSE

Camp Rock Enon is a SAFE HAVEN for all who visit. Adult and unit leaders are not to use physical, mental, or verbal abuse on youth. This includes any threatening manner toward any youth or other person. This policy also pertains to youth-on-youth abuse. *Any actions or suspected behavior of this type is to be reported immediately to the Camp Director. It is the policy of Scouting America that any suspected abuse of any kind be reported to the appropriate authorities.*

## BULLYING

Bullying always involves one person or group to intimidate a target(victim) – often repeatedly. It might involve a physical act: hitting, kicking, biting, or shoving. It might also involve verbal or emotional abuse: teasing, put-downs, name-calling, hazing, hurtful joking, or intimidation. Bullies also sometimes use racial or sexual slurs or make threatening gestures. Bullying in all forms is prohibited from Scouting.

**Unit leaders are responsible for disciplining their Scouts if issues of bullying arise during summer camp including within their unit and between multiple units.**

## INAPPROPRIATE BEHAVIOR POLICY

Issue of abuse, sexual harassment or violations of youth protection policies must be reported to camp management and the Shenandoah Area Council.

Many instances of inappropriate behavior simply need calling it out, correcting it, and redirecting the Scout. Issues like foul language, bad attitude, angry (but non-violent) outbursts, minor violations of safety rules, breaking game rules, etc. can often be addressed directly and quickly by youth or adult leaders without requiring disciplinary action. However, when such behavior is repeated or is a habit, it may require further action.

It is expected that the involved individuals will attempt to resolve an issue between themselves before anyone else (youth or adult) need to become involved. If the behavior issue or problem is not resolved, it will then be taken to the unit leadership.

When behavior is contrary to the SAC Code of Honor, it is our goal that the inappropriate behavior is addressed with the involved Scout(s) by adult leadership of the involved unit(s) to discuss the issue and agree upon resolution. If a resolution cannot be agreed upon, this issue should then be brought to the attention of the camp management. The only exception is in cases of youth protection issues, abuse or criminal behavior, which must be immediately reported to camp management and the Shenandoah Area Council.

## CONSEQUENCES MAY INCLUDE, BUT ARE NOT LIMITED TO:

- Apology to the offended individual(s).
- Written reflection on the point of the Scout Oath, Law, or SAC Code of Honor, which was not followed.
- Temporary suspension or removal from the specific activity or program.
- Other actions as determined by the unit leadership and/or camp management.



**Scouting America**  
Shenandoah Area Council

*Scouters that treat others with respect and commit themselves to the Scout Oath, Law, Outdoor Code, Scout Motto, Slogan and the SAC Code of Honor are welcome at our camp.*

- **TRUSTWORTHY:** Respect the privacy and property of others
- **COURTEOUS:** Treat others with respect
- **FRIENDLY:** No name-calling, insults, threats, bullying or bad-natured teasing
- **CLEAN:** Jokes, skits, songs and language that is respectful and honors others
- **KIND:** Be welcoming to new Scouts and build up fellow Scouts
- **BRAVE:** Be an upstander!
- **REVERENT:** Remember Scouts who died for God and country

**Do you need help or someone to talk to?**  
Speak to a leader, staff member, camp director or other trusted adult

[A copy of the SAC Code of Honor is available in the Forms Index.](#)

# RULES WE LIVE BY AT CAMP

1. Anyone leaving camp during the session (week) must sign out and back in. Failure to do so may cause a camp wide emergency.
2. Vehicles in camp require a pass, please see the Camp Management.  
You must walk to Buffalo to ask permission to drive in the camp.
3. Vandalism of any sort, including writing or carving on camp property, will not be tolerated. Responsible individuals and/or units will pay for all damage, including staff time to make repairs.
4. Discipline is to be managed by unit leaders as needed. If assistance is needed, please see the Camp Management.
5. Unit leadership is required to always supervise their Scouts including when they are going to classes or other activities, showers, trading post, and other general program areas.
6. There should always be leaders at the campsite to supervise any Scouts coming and going during the day.
7. A Scout should always have their buddy (Buddy System) with them while moving in camp.
8. Please stay off the spillway, the area next to the road, outside the front gate, and the hill coming down from Chapel Hill.
9. Please do not pick up wildlife or throw items at them.
10. All campers, scouters, staff, and visitors are always required to wear closed toe shoes while on camp property except for while you are in the shower or in the swimming area. Shower shoes or flip-flop style shoes can be worn while in the showers but not to and from. We define closed toe shoes as any shoe where the toes are covered.

## SAFETY

The following items or activities are prohibited at Camp:

- Personal firearms, bows or slingshots
- Gambling
- Fireworks in any form
- Rock or stick throwing
- Alcoholic beverages, marijuana and illegal drugs
- Pets, excluding Service Animals

## FIREARMS

Firearms, ammunition, and archery equipment are available for use on the rifle or archery range. No personal firearms or archery equipment will be permitted in the camp. The only exception to this rule is for law enforcement personnel required by their employer to carry firearms. Notification to camp management prior to arrival at camp is mandatory. The firearm must be secured when not in their control.

## FIRES

No open fires are permitted in any tent. This includes all candles including citronella, and chemical fueled lanterns and stoves.

## FUELS

For safety reasons knowledgeable adult supervision must be provided when Scouts are involved in the handling of chemical fuels. All liquid fuel is to be kept in the fuel box located at the Quartermaster shed. Camp Rock Enon follows the National Liquid Fuel policy. This includes no storage in trailers.

## **TOBACCO / VAPE DEVICES**

Camp Rock Enon strives to be a tobacco and smoke free environment. Adult leaders (and guests) are asked to use discretion in using tobacco or vape products. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems which simulates tobacco smoking. The only designated tobacco use area located on CRE property is the shelter to the left of the Akela Lodge across from the parking lot. Please dispose of all butts properly.

## **HAMMOCKS & HAMMOCK STYLE TENTS**

Do not attach or hang hammocks or hammock-style tents to any buildings, structures, or shelters in the campsite or camp. Do not "double stack" hammocks or hammock-style tents.

## **HAZARDOUS WEATHER**

Hazardous Weather Training needs to be taken by all Unit leaders.

## **SERVICE ANIMALS:**

The Shenandoah Area Council allows "service animals on Camp Rock Enon property in compliance with federal, state, and local laws. Scouts, Leaders/Adults, and visitors who require the use of service animal, as defined by Federal and Virginia State law, are required to contact the Camp Director at (540)662-2551 or [crecampdirecot@scouting.org](mailto:crecampdirecot@scouting.org) at least one week in advance of arriving at CRE. It is always the responsibility of the person using a service animal to follow all policies and maintain control of the animal. At no time should a service animal be left "off leash" while on camp property.

# **GENERAL INFORMATION**

## **UNIFORM & CLOTHING POLICY AT CAMP**

General Guidelines: Each unit should have a clothing policy that meets the needs of their members in consultation with their charter partner and within the framework of Scouting America's clothing policy guidelines. A camp activity uniform is recommended for all activities. The field uniform is suggested for flag retreat, dinner, and campfires. Each unit sets a camp activity uniform, we recommend the Camp T-shirt or other Scout T-shirts, Scout shorts, Scout socks, and shoes. We recommend that swimwear should be comfortable, functional, and appropriate for the specific aquatic activity. As always, we remind everyone that Scouting's Barriers to Abuse states, "Appropriate attire is required for all activities." Swimwear must be clean, designed as swimwear, appropriate to the activity, and secure enough to not shift or fall off during activities.

## **SPECIAL NEEDS**

Scouting America recognizes that no two young people are exactly alike. If there is a Scout or Adult with special needs and would like to know the accommodations available and/or talk to someone about making their experience successful, please notify our staff at [www.sacscouting.org/SpecialNeeds](http://www.sacscouting.org/SpecialNeeds)

## **COMMISSIONER STAFF**

The Commissioner staff are the liaisons between the Units and the Camp Staff. The head commissioner will host a leader meeting daily at 12:45 PM. Commissioners will clear up any questions that Unit leaders have at this time and relay any known changes to the program or scheduling. If the Commissioner does not have an answer to your question, they will get one, so feel free to ask.

## CAMPSITES

Units will be assigned to a campsite that best accommodates the number of Scouts and Scouters that they are bringing to Camp Rock Enon. Please note that while we endeavor to honor any requested campsite, camp administration reserves the right to adjust and put smaller units together should the need arise to best accommodate all participants. Notes can be added during the registration process to indicate any campsite preferences or special needs.



Campsite	Tent Camping	Cabins/ Adirondacks
Big Oaks	26	
Cooper	24	
Hickory Ridge	28	
Indian Village	30	
Laurel Ridge	26	
Pinecrest	40	16 Cabin
Sleepy Hollow	20	8 Adirondack
Sutton	24	
Tall Timbers	40	16 Cabin

## BEDDING

Each camper will be provided with a sleeping surface, typically a canvas cot if you are sleeping in a tent. If your unit is in one of the Adirondack shelters or a cabin, a bunk bed with foam mattress is provided.

## HAMMOCKS & HAMMOCK STYLE TENTS

Do not attach or hang hammocks or hammock-style tents to any buildings, structures, or shelters in the campsite or camp. Do not "double stack" hammocks or hammock-style tents.

## SUPPLIES

The Commissioner is available to check out equipment for your Unit. Donation of excess supplies at the end of your week is appreciated and can be given to the Staff Unit Guide checking your unit out.



## INTERNET AND PHONE SERVICES

Camp Rock Enon is graciously provided with internet service by Winchester Wireless. We will provide adult leaders with the password upon arrival. Camp Rock Enon has limited cellphone service at camp. Verizon works best, AT&T and Sprint work sporadically. Cell Phone Charging Stations are located in the Trading Post and the Leader Lounge for your convenience. Please do not plug into electronic outlets in the kitchen or dining hall.

A telephone is available in the Camp Office for adult leaders only. The phone can be used for local calls, credit card calls, or collect calls, and is to be used for camp business and emergencies only. We discourage the use of the phone by Scouts. Units may establish their own electronic guidelines for their campsites. Please discourage parents from calling their Scouts. Remember to remind them that campers are not near the phone so messages must be taken, and the calls returned. The business number is (540) 662-2551.



## **MAIL**

To send letters, postcards, or packages to a Scout please address it as follows:  
Scout's name, Unit number, Campsite  
Camp Rock Enon  
292 Rock Enon Springs Road  
Gore, VA, 22637

Plan for three to four days for mail to arrive at camp and send all correspondence early enough so they can receive it at camp. Outgoing mail may be taken to the mailbox at the camp office by 10:00 AM. Mail is delivered to camp once a day. Stamps are available at the trading post.

## **LEADERS LOUNGE**

Our Leader's Lounge, located at the back of Buffalo Lodge, offers many comforts to busy leaders including air conditioning, comfortable couches and chairs, workstations, WIFI service, cell phone charging stations and coffee.

## **LEADER MEETINGS**

A leader's meeting is held every day at 12:45pm in Bowman Lodge to distribute information, receive feedback, and enjoy our fellow Scouters. This is an excellent time to make suggestions and ask questions. We ask that at least one leader per Unit attend these informative gatherings. The meeting length gets shorter as the week progresses.

## **TRADING POST**

It is recommended that Scouts bring spending money. The Trading Post stocks a variety of items such as camp memorabilia (patches, mugs, T-shirts, etc.), program supplies (crafts, etc.) and concession items (soft drinks, candy, etc.). There is also a cell phone charging station in the Trading Post for your convenience.

## **GOOD TURN SERVICE PROJECTS**

Your Unit is encouraged to perform a "good turn" during your stay at Camp Rock Enon in the form of a service project (preapproved). Please sign-up for Flag Duty and/or Grace with the Commissioner.

## **TRASH/LITTER**

Trash is to be taken to the dumpsters located behind the dining hall daily. Do not litter, and please do your good turn by helping pick up someone else's mess. Let's all work to keep camp clean. The Camp's appearance depends on you.

## **CHECKOUT**

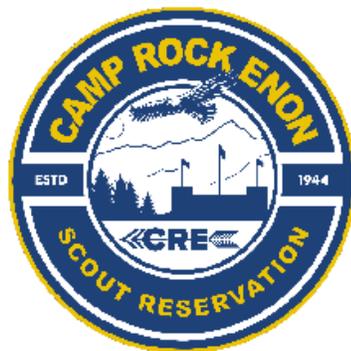
The checkout procedure will include a comparison of tent and campsite conditions to the conditions found when the unit checked in. Improvements will be noted, and damage will be billed to the unit. Units are required to leave camp once their assigned site has been inspected and all equipment returned to the commissioner.

## CODE OF HONOR

In order to provide a positive, safe, and enriching environment for all Scouts; while offering opportunities for wonderful outdoor scouting adventures; Shenandoah Area Council has established the following Code of Honor standards:

The unit is primarily responsible for the behavior, safety, and welfare of our Scouts. Unit leaders, including those from unit's other than our own, have the right and responsibility of helping and correcting any inappropriate behavior they encounter. We will follow the directions of those leaders as if they were my unit's leaders.

1. We will follow the Scout Law, Oath, Outdoor Code, Motto, and Slogan. We will remember that these are the basis for all the following rules and should be the basis for all our actions.
2. We will treat others with respect. No name-calling, insults, bullying or bad-natured teasing. Sexual comments, sexual activity, flirting, or ogling (staring at others) are inappropriate.
3. Jokes, insults, skits or songs based on race, ethnicity, religion, gender, sexual orientation, age, or disability have no place in Scouting.
4. We are expected to follow the posted or verbal schedule of activities and assignments specified by the unit and camp leadership. We will do our best to be on time and wear the appropriate uniform for all camp activities.
5. We may not use or possess any alcoholic beverages, marijuana, tobacco, vaping products, e-cigarettes or illegal drugs. If found or detected, our parents (and/or the police, if necessary) will be notified immediately.
6. We will respect the privacy of other Scouts and adults in latrines, bathrooms, showers, tents, cabins, Adirondacks or other structures.
7. We will not take pictures or videos of anyone in or around the latrines, bathrooms or showers. Or any other inappropriate pictures or videos around camp. We will not post any pictures or videos on social media that are not appropriate or without the expressed permission of those in the picture or video.
8. We understand that lights will be out, we will be quiet after 10:00 P.M.
9. No visitors will be allowed in other people's tents, cabins or other housing from 10:00 PM to 8:00 AM.
10. Sounds that can be heard outside our tent after lights out are disrespectful and disturbing to others. Lack of compliance will be dealt with by the unit leaders.
11. We will take responsibility for any property owned by the camp, the unit, or another individual that we damage.
12. The use of profanity, abusive language, and threats of violence or sexual assault will not be permitted.
13. We will use matches and lighters only when appropriate, safe, and only if we have earned Firem'n Chit.
14. We will use knives, saws, and/or axes only when appropriate, safe, and only if we have earned Totin' Chip.
15. We will use the buddy system while at camp.



# SECURITY PROCEDURES & POLICIES AT CAMP ROCK ENON

*The basis for this policy is taken from the National Council's Health and Safety Guide Security Section.*

## **VISITORS**

All visitors must report to the Admin office located in Buffalo Lodge before proceeding to the campsites. Please make sure everyone signs in first. On Wednesday, there will be a sign-in at the walking bridge into the camp.

## **EARLY RELEASE & DAY CAMPER CHECK-IN/OUT**

Frequently, the request for an early release will be made due to an emergency, illness, or schedule conflict. Please make sure everyone who could potentially be picking up a scout has access to the information in this section.

Under no circumstances is ANY camper to go to the parking lot to meet their ride without first checking out at the health office. Only the Camp Management staff, or Health Officer may process early release. The Cubmaster or unit leader in charge has final say. In the event an individual arrives at camp and requests the early release of a camper for whatever reason, the following steps **MUST** be followed to ensure the entrusted well-being of the youth in our care.

Verification must be made to ensure that the person requesting release is acting as the legal parent or guardian or under the direction of the legal parent or guardian.

### **Verification may be done by the following:**

- Approval of the Cubmaster or unit leader in charge.
- Presentation of proper identification matched with the name listed as the legal parent or guardian on the Cub's medical form.
- Contact via telephone with the legal parent or guardian. The telephone number used may be supplied by the Cubmaster or obtained from the medical form.
- Previous arrangements were made with the Cubmaster and Camp Management by the legal parent or guardian.
- It is understood that any person who requests the early release of a Cub will abide by the policy set forth above and completes the early release form prior to the release of the Scout.
- It is understood that a Scout will never be released to another youth less than 18 years of age without verified permission from the parent or legal guardian.
- If the parent is an adult leader attending camp an early release form must be submitted at the time of check-in if leaving early with their child.
- The acting Cubmaster or unit leader in charge must escort the camper to Admin office in Buffalo Lodge for final release.

Day camp participants must be signed-in by their parents or legal guardian each morning at the Admin office located in Buffalo Lodge. At the end of each day, the day camp participants must be signed-out by their parents or legal guardian before leaving camp property. Only those people listed on the Annual Health and Medical Record and day camper release form as having permission to pick up the day camper may sign the Scout out. **A copy of the [Day Campers/Early Release Form](#) is in the Forms Index.**

## **MEDICAL EMERGENCIES**

All accidents and illness must be reported to the Health Officer. The camp health officer will administer necessary care and determine the need for further treatment. Emergency first aid at the site of the accident may be performed in the case of severe bleeding, choking, loss of breathing, cardiac arrest, or drowning. Leaders may provide initial first aid to members of their Unit in the case of simple cuts, bee stings, abrasions, nose bleeding, sickness, simple strain, or sprains. In the event the person cannot be moved, send someone to notify the Health Officer or other staff. The Health Officer or person in charge decides if an accident or illness will require contacting 911 or transport to the hospital for treatment.

## **HOT WEATHER**

During periods of hot weather, plans will be modified to ensure safety. To prevent overexertion, Scouts may be encouraged to avoid strenuous activities. Water jugs will be placed around camp to ensure easy access to water. Keeping everyone cool, hydrated, and safe is a priority during hot weather.

## **HEAVY RAIN, FLOOD, WINDSTORM**

Program areas will be closed as necessary. Program equipment/materials will be secured. Units will be instructed to secure tents and other equipment at their campsites as necessary. All campers should stay away from lakes, streams, and other waterways in camp. In the case of high winds, participants should seek shelter under hard cover. If necessary, a camp wide "severe weather" alarm will be released directing campers to nearby designated shelters including Bowman Lodge and/or Dining Hall.

## **LIGHTNING**

Outdoor activities may be postponed/cancelled if thunderstorms and/or lightning are imminent. The Aquatics Program Area and all water related activities will close for a minimum of 30 minutes if thunder or lightning is present. Take shelter under hard cover including buildings, cabins, campsites, or program area shelters. If caught outdoors find a low spot away from trees, flag poles, telephone poles, and power lines. Make sure the place you choose is not subject to flooding. If you are in the woods, take shelter under the shorter trees. If you feel your skin tingle or your hair stand on end squat low to the ground on the balls of your feet. Place your hands over your ears and make yourself as small of a target as possible. Do not lie down. If you are boating or swimming, get to land and follow the guidelines above.

## **MISSING PERSON**

Identify who the missing person in your unit is and where they are supposed to be. Notify Camp Management staff of designee. Ask the other leadership in your unit if they have seen the missing person. The Camp Management staff will send a radio transmission with the missing person's name, campsite, and the unit number, and send staff to search the program and other public areas of camp for the missing person. Camp Management staff will determine if it is necessary to sound the lost camper/swimmer alarm.

## **FIRE**

In case of fire, sound the verbal alarm by yelling FIRE and notify Camp Staff. Youth are not to participate in firefighting activity. If the fire alarm is sounded all campers will report to their designated area in the Dining Hall and/or Bowman Lodge where unit leaders will take roll call and report to the person in charge. Camp Management will contact 911 and the Gore Fire Department at (540) 662-4500.

## ACCIDENTAL DEATH

Clear all campers from the area. Send another leader to notify the Camp Director or Health Officer. Camp Management will notify the rescue squad, administer all appropriate first aid, identify the victims, and secure additional unit leadership. The Camp Director initiates the Crisis Communication Plan.

## VIOLENT INTRUDER

A violent intruder is an individual engaged in hurting, attempting to hurt, or attempting to kill people in a confined and populated area. The intruder may be using firearms, but the weapon could be a vehicle, knife, or something else. There is no pattern or method to their selection of victims.

## GENERAL INFORMATION

Violent intruder situations are highly unpredictable and can escalate rapidly. In many cases, the immediate response of law enforcement is essential to stop the violence and prevent further harm to victims. However, these incidents are often short-lived, sometimes before law enforcement can arrive on the scene. Given the potential for a fast-paced and traumatic situation, it is important for everyone on-site to be mentally and physically prepared to respond effectively. Being prepared, with clear plans for action, can help mitigate harm and increase the safety of everyone involved.

### Response

- **Run**, get out of the immediate area. Help others to escape. Leave belongings behind. Remain calm and scatter into the woods. Contact the authorities via 911 once you are relatively safe.
- **Hide**, if evacuation is not an option, find a place to hide (concealment) where the intruder cannot find you. Lock or barricade doors. Move away from windows. Hide behind something substantial. Remain calm and quiet. Silence electronics. Contact the authorities via 911 once you are relatively safe, and do not hang up. If for any reason you can't talk, allow the line to remain open so the dispatcher can listen to what is happening.
- **Fight**, do this only as a last resort when you are in immediate danger and cannot run. Act as aggressively as possible. Use common items to fight (chair, book, fire extinguisher, sticks, etc.). If people who are under threat outnumber the intruder, use those numbers to your advantage.

### Arrival of Authorities

Authorities will immediately be focused on containing the situation. Stay calm and follow all of their directions. Keep everyone together and render first aid.

### Recovery

Once the situation is under the authorities' control and the threat no longer exists, post-event activities become the priority.

- Everyone present is accountable to determine if anyone is missing or injured.
- Coordinate with the first aid responders to account for those who were injured and evacuated, or injured and not evacuated, and those who require definitive or specialized medical attention.
- Activate the communications plan to notify Scout leadership and families.
- Assess the psychological state of individuals at the scene and provide assistance accordingly.

## MEDICAL INFORMATION

Every youth and adult must have a completed current Annual Health and Medical Record, No. 680-001. Anyone staying less than 72 hours must have parts A & B. Anyone staying more than 72 hours must have Parts A, B, and C signed by a physician within the past 12 calendar months

**The Scouting America Annual Health and Medical Record form can be downloaded at:**

<http://www.scouting.org/Health-and-Safety/ahmr/>

**The medical form no longer allows attaching to another physical exam (i.e. Sports physical) to the Scouting America medical form. The physician's signature must be on the Scouting America form to be valid.**

All medical forms reviewed and turned in upon arrival at camp are held by the camp medical officer while in attendance. The Camp Management reserves the right to restrict physical activity to any camper in consultation with the health officer.

### IMMUNIZATIONS

The Commonwealth of Virginia Immunizations Unit is asking that all summer camps in our state require adequate immunization for all attendees.

### INSURANCE

Each (SAC) Scout attending camp is covered by secondary health and accident insurance. This insurance covers only illnesses or injuries contracted at Camp for the first \$150.00. Parents' insurance is responsible for any additional amount. Medical insurance information must be on the medical form for each Scout and Scouter.

### MEDICATIONS

Medications are to be administered by the Unit leadership and must be secured in a locked storage container by the Unit leadership. A daily log of medications dispensed must be maintained by the Unit leadership. The health lodge has lockable storage boxes available for use while in camp if needed. Refrigerated medications and other medications can be checked-in with the health officer, secured at the health lodge and administered by the camp health lodge staff upon request.

### FIRST-AID TREATMENT

All first-aid treatment, no matter how minor, MUST be reported to the Health Officer.

Any minor treatment administered at the Unit level must be recorded on the Unit first-aid log and turned into the camp health officer before checking out of camp at the end of the week.

### CPAP MACHINES & CHARGING STATIONS

**With a few exceptions**, most of our campsites are not equipped with electric service. Please plan accordingly. We do have a charging station available in camp to charge CPAP batteries, contact the Camp Commissioner for assistance.

### EMERGENCIES

Emergency procedures will be discussed during the Sunday evening flag ceremony at camp. These will vary according to the emergency and an information sheet will be provided to each Unit upon check-in, outlining the various emergency procedures. Please note: Emergencies and Incident Command are managed by senior camp staff and all offsite communication should go through them.

# WHAT TO BRING TO CAMP

## THE SCOUT:

- Field Uniform
- Activity shirts
- Shorts
- Hiking boots or shoes
- Extra shoes
- Shower shoes
- Underwear
- Socks
- Underwear
- Swimming wear
- Sweater/jacket
- Poncho
- Hat
- Toiletries
- Sunscreen
- Insect repellent
- Flashlight w/ batteries
- Water bottle
- Sleeping bag
- Sleeping pad
- Light blanket or sheet
- Folding camp chair
- Hand sanitizer

## OPTIONAL ITEMS:

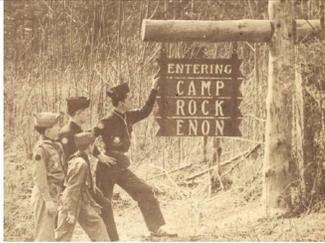
- Pocket knife (must earn adventure)
- Compass
- Fishing gear
- Camera
- Tent (outpost)

## THE UNIT:

- Unit Records
- First-aid Kit
- Canopy
- Lantern(s)
- American Flag
- Unit Flag
- Ice Cooler
- Cooking Equipment
- Rope
- Bow Saw
- Axe
- Sharpening Stone
- Cloths line



# WHAT TO EXPECT WHEN YOU ARRIVE AT CAMP



## ARRIVING AT CAMP ROCK ENON

One week prior to coming to camp, each Unit will be assigned a 30-minute window for your arrival at camp to check-in. Do not arrive before your assigned time. If you are going to be late call (540) 662-2551 to let us know and we will assign a new arrival time.

We recommend that you pre-stage in the parking lot of Wal-Mart located at the intersection of US Hwy 37 and US Hwy 50 west (501 Wal-Mart Dr., Winchester, VA, 22603). The drive from this location to Camp Rock Enon is approximately 25 minutes. This will help prevent large groups from congregating in the camp parking lot during the check-in process.

## WHEN YOU GET TO CAMP

A member of the camp management will meet you in the parking lot to review your roster, paperwork, and verify that all fees have been paid. Your Unit will receive a camp map, fireguard plan, emergency procedures, and other paperwork for a successful week of camp. T-shirt pre-orders will be delivered at this time.

### Please have the following with you:

- Unit Roster- to confirm Scouts/Leaders attending are registered with Scouting America.
- Proof of Insurance or a letter of good standing from Council (Out of Council Units only).
- YPT certificates for all adults.

Once you have completed registration the staff member will then direct you across the bridge where you will meet your Unit Guide who will help direct you to your assigned campsite. We ask that the Unit minimizes the number of vehicles driving to the campsite. Follow the "direction of travel" signs on the road, and do not park in or block the roads throughout camp. Trailers may be parked at the campsite during your stay. All vehicles must return to the parking lot after they're unloaded.

If your Unit is arriving on a day other than Sunday, please contact the Camp Director one week before your arrival, so we can make sure the appropriate staff are available to process your check-in. The Camp Director's email is [crecampdirector@scouting.org](mailto:crecampdirector@scouting.org).

## CAMP ORIENTATION

Your Unit Guide will help you get to your campsite as quickly as possible. Once at the campsite they will cover the general camp and food service procedures and answer any questions you may have.

## MEDICAL CHECK

A member of the camp medical team will complete the medical check with your Unit at your campsite. Please keep all medical forms and medication with your Unit. Units are encouraged to put the medical forms in a 3-ring binder, arranged alphabetically to help speed up the process. Please do not place forms in plastic sheets. The medical check is performed to ensure that all required signatures are present and review any changes in health status since the physical was obtained. It works best if your Unit presents themselves in alphabetical order for this process, as they will be matched to the health forms in the binder referenced above.

## RANGE AND TARGET ACTIVITIES SAFETY REVIEW

Your Unit Guide will bring your Unit down to the Handicraft Shelter where a member of the staff will complete the RATA safety orientation.

## SWIM CHECK

When possible, we encourage all Units to conduct the required Annual Scouting America Swim Classification Test prior to arriving at Summer Camp. Swim Classification Tests will be available as needed.

[Refer to the Swim Classification Test Options attachment in the Form Index of this guide for more information about conducting your swim tests prior to camp.](#)



**NOTE: A copy of the certifications of the person that conducts your swim check is required to be attached to the form. The Aquatics Director reserves the right to retest as they deem necessary.**

## SUNDAY EVENING SCHEDULE OF ACTIVITIES



### OPENING CEREMONY AT THE PARADE FIELD

**(6:45 PM)**

Units assemble for flag retreat in full Field uniform at the buttress in front of the dining hall. After camp opening your unit will be directed into the dining hall for the dinner meal service.

### LEADER MEETING

**(7:45 PM BOWMAN LODGE)**

A Unit Leader meeting will be held immediately following dinner. This meeting will provide the Unit with valuable information about your stay, address any check-in related issues, and answer any questions. Camp wide capture the flag game will commence on the parade field during this meeting.



### OPENING CAMPFIRE AT THE CAMPFIRE CIRCLE

**(9:00 PM)**

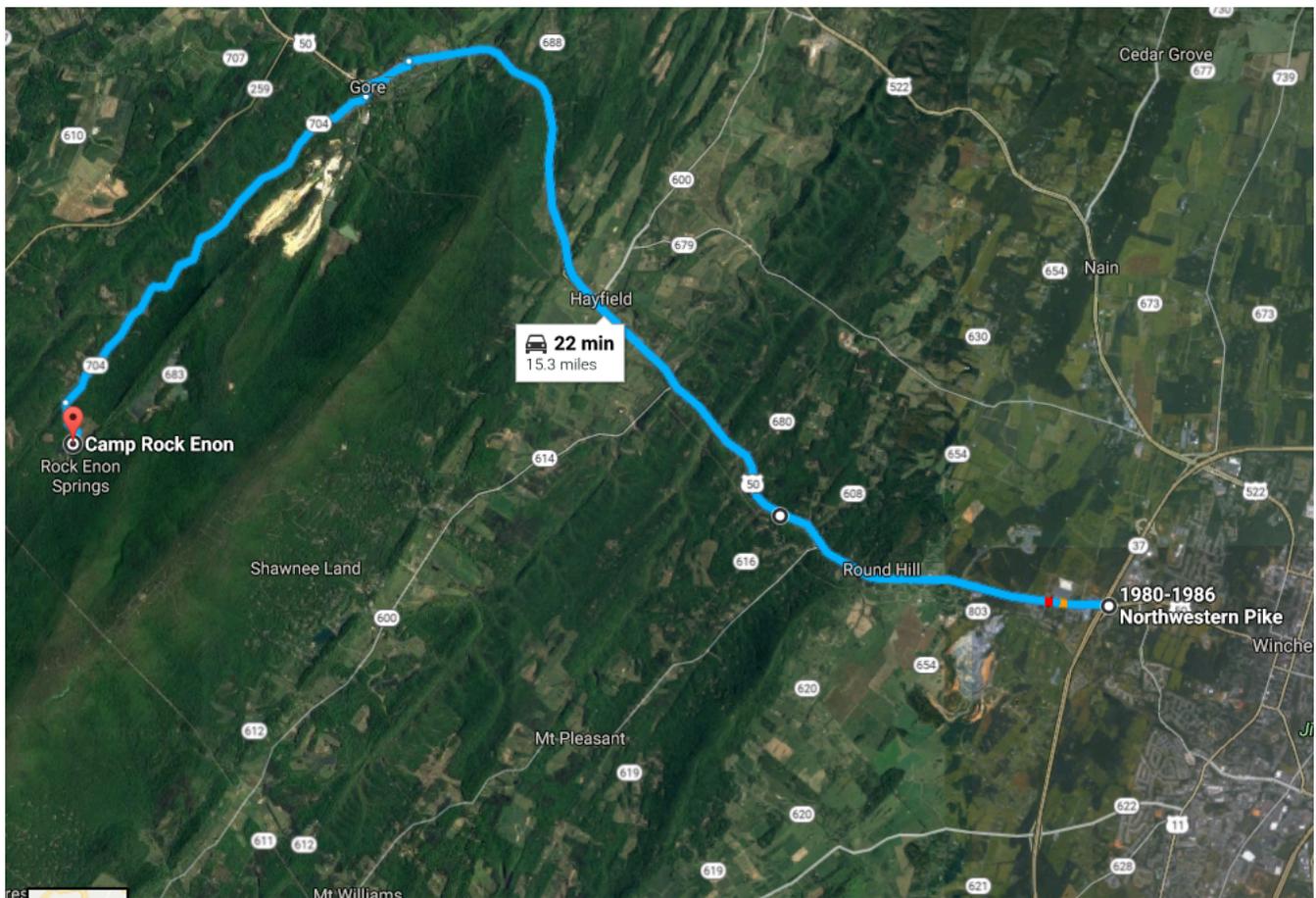
The opening campfire is our opportunity for the staff to say welcome to Camp Akela and CRE to start your week at camp off with a bang. It will begin immediately following the capture the flag game, units will gather at the Buttress and walk over to the campfire circle.

# DRIVING DIRECTIONS TO CAMP ROCK ENON SCOUT RESERVATION

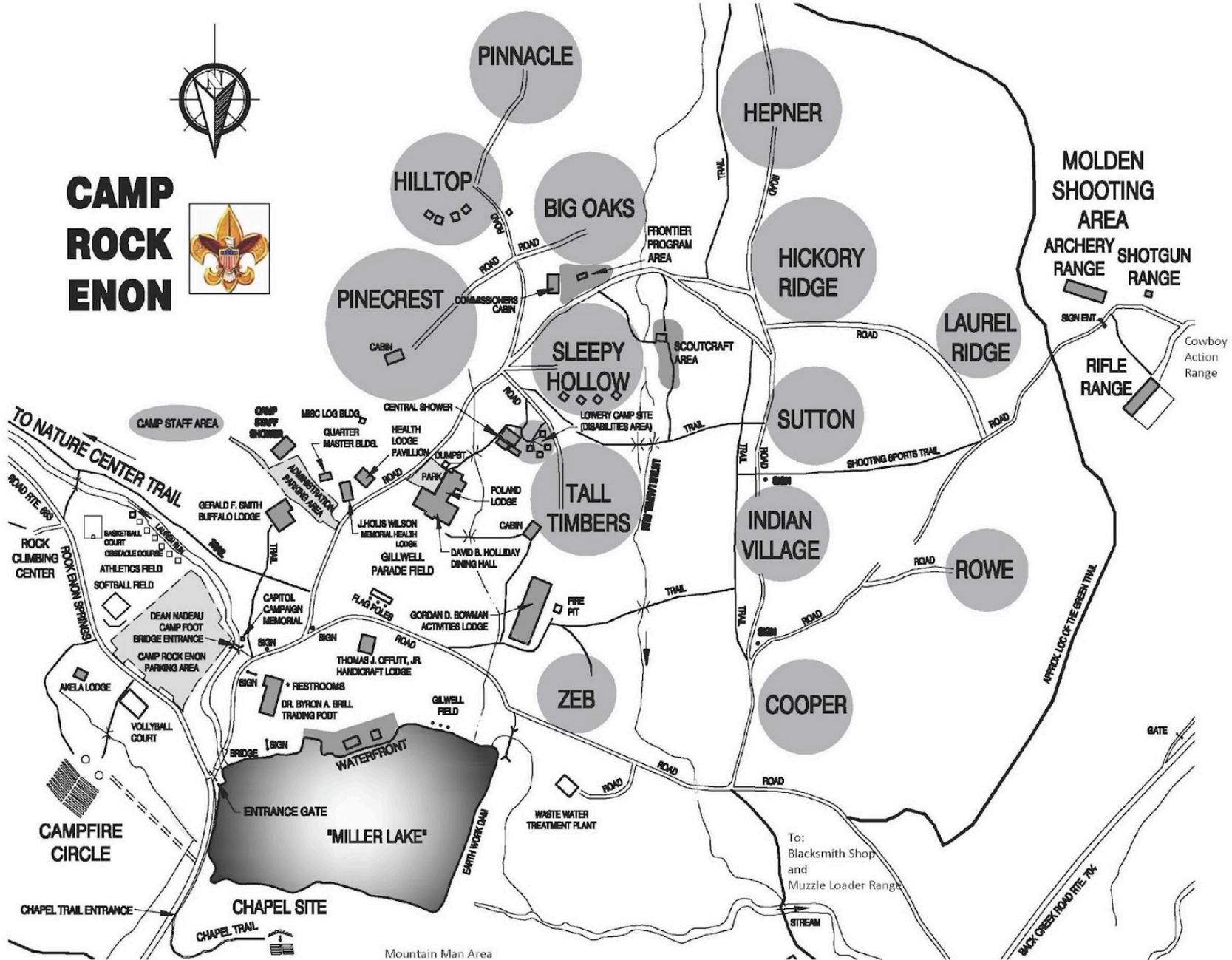
*Just 5 miles off the 4-lane road!*

Driving Directions to 292 Rock Enon Springs Rd, Gore VA 22637 15.3 mi – about 28 minutes

- From Rt. 37 and US 50 west of Winchester
- Follow US 50 for 10 miles
- Turn left at Gore Rd for 0.5 miles
- Turn left at Back Creek Rd/VA-718. Continue to follow Back Creek Rd for 4.5 miles
- Turn left at Rock Enon Springs Rd/ VA-683 (Destination on Right) for 0.4 miles



# CAMP ROCK ENON



Mountain Man Area

To:  
Blacksmith Shop  
and  
Muzzle Loader Range

BACK GREEN ROAD RTE. 704

# UNIT CHECK LIST

- Unit Summer Camp Promotion Night scheduled.
- You have paid your unit reservation fee for your week at camp.
- The Unit Committee has selected the adult leaders that will attend camp.
- The Summer camp savings plan is finalized.
- Medical forms are given to all the Scouts.
- Leaders and committee have reviewed the Leader Guide carefully and planned accordingly.
- Unit Committee has contacted parents of Scouts not signed up.
- Leader has given Scouts equipment list and discussed it.

## **By January 15<sup>th</sup>**

- Treasurer has paid the Summer Camp Deposit Fee \$50 per Scout and \$25 per Leader.

## **By March 15<sup>th</sup>**

- 2<sup>nd</sup> Payment Due
- Campership Applications Due - Shenandoah Area Council units

## **By April 7<sup>th</sup>**

- 3<sup>rd</sup> and Final Payment Due

## **Beginning April 12<sup>th</sup>**

- Scouts sign up for Adventure classes (must be paid in FULL)

## **Beginning April 16<sup>th</sup>**

- Only 50% refund after April 16<sup>th</sup>

## **By May 5<sup>th</sup>**

- Pre-Camp Orientation Meeting @ 7pm

## **By May 15<sup>th</sup>**

- Payment in full due to avoid a LATE FEE.
- Custom t-shirt & hat orders due with payment in full
- Cancellation Deadline – last chance to reduce your numbers. NO REFUNDS AFTER May 15<sup>th</sup>

## **By June 1st**

- Out of Council units have submitted a proof of insurance letter from home council to CRE.
- Transportation plans are firmed up.
- Scouts/parents have been reminded of camp dates, equipment needs and medical forms.

## **Before Arriving at Camp**

- Confirm “arrival time” with Camp Rock Enon
- Final check of equipment and transportation

Unit leadership collects:

- BSA Medical forms parts A, B, & C for all Scouts/Leaders
- Additional documentation as necessary

Unit leadership makes sure to bring with them to camp:

- Printout of Cub Scout program schedules (available on Tentaroo)
- Copy of general schedules
- Proof of Insurance, BSA Membership Registration and YPT Reports (Out of Council units Only)



# EARLY RELEASE REQUEST

Any parent or guardian desiring to pick up their Scout early from summer camp prior to the normal departure date must submit this completed and signed form when the unit arrives for registration and check-in at the beginning of the camp session.

Name of Youth: \_\_\_\_\_ Unit: \_\_\_\_\_

Early Departure Date(s) \_\_\_\_\_ Time: \_\_\_\_\_

Reason for early departure: \_\_\_\_\_

Will be returning to camp:  NO  YES (indicate date/time): \_\_\_\_\_

Name of Parent or Guardian \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone Number \_\_\_\_\_ Email: \_\_\_\_\_

Persons Authorized to pick up youth (must be 18 years old or older):

*\*These names should be placed on the annual health and medical forms as well.*

Name \_\_\_\_\_ Relation \_\_\_\_\_ Phone \_\_\_\_\_

Name \_\_\_\_\_ Relation \_\_\_\_\_ Phone \_\_\_\_\_

Name \_\_\_\_\_ Relation \_\_\_\_\_ Phone \_\_\_\_\_

*In signing this request for early release, Scouting America, Shenandoah Area Council, and the Unit leaders or their representatives will not be held liable for any loss or injury to the youth's person or property.*

\_\_\_\_\_  
Signature of Parent or Guardian                      Date

### TO BE COMPLETED BY CRE ADMINISTRATION

Before leaving camp, youth must check out at the Admin office in Buffalo Lodge with their unit leader or authorized adult.

### Person picking up the youth from camp:

Name: \_\_\_\_\_ Date: \_\_\_\_\_ Time Out: \_\_\_\_\_

### ID of person picking up the youth has been verified by:

Unit Leader: \_\_\_\_\_

Camp Director or Designee: \_\_\_\_\_



ORDER OF THE ARROW CAMBERSHIP REQUEST FORM

ONERAHTOKHA LODGE #297

APPLICATION DEADLINE: MARCH 15th

The purpose of the OA campership program is to assist in making summer camp programs available to deserving Scouts who otherwise could not afford the fees. The campership program is not intended to pay 100% of all the fees associated with attending a camp and not more than 1/2 of the total fee will be granted to any Scout.

SUBMIT COMPLETED APPLICATIONS: MAIL: SHENANDOAH AREA COUNCIL, Inc. BSA, 107 Youth Development Ct., Winchester VA 22602, or EMAIL: sheandoaharea.councilbsa@scouting.org

CAMPERSHIP APPLICANT (SCOUT'S INFORMATION)

Name Address City State\_Zip\_Phone Age Email

SCOUTING INFORMATION

(circle) Pack / Troop / Crew # District Applicant's # of years in Scouting Chartering Organization Name

FAMILY

Single Parent Both Parents Other Total # in Household # Under 18 Total Yearly Family Income

FAMILY PARTICIPATION (COMPLETED BY PARENT/GUARDIAN)

Participation in Family FOS program yes / no Participation in Popcorn sales yes / no

UNIT SUMMARY (COMPLETED BY UNIT LEADER)

Unit Family FOS Presentation? yes / no If so, date of presentation Unit Participation in Popcorn Sales yes / no If so, gross sales \$

SUMMER CAMP PROGRAM (choose one)

- Cub Scout Resident Camp (Tiger, Wolf or Bear) Webelos & Arrow of Light Resident Camp Scouts BSA Resident Camp Venturing Resident Camp

Is a parent attending camp as well? Yes / No Is a Scout sibling attending camp as well? Yes / No Have you received a campership in the past? Yes / No

UNIT LEADERSHIP INFORMATION

UNIT LEADER NAME: PHONE: EMAIL: UNIT COMMITTEE CHAIR NAME: PHONE: EMAIL:

CAMP FEES AND ASSISTANCE

Total Camp Fee \$ Amount of funds being contributed by: Family \$ Unit \$ Chartering Organization \$ Total Funds Collected \$ Remaining Balance of Funds Needed \$ Amount of Campership Requested \$

Please provide an explanation for the need of a campership below (to be completed by parent/guardian)

I certify that the above information is correct to the best of my knowledge and that I have verified the need for this campership request.

Parent / Guardian Name: Signature: Date: Unit Leader Name: Signature: Date: Unit Com. Chair Name: Signature: Date:

Date Received: Date Reviewed by OA Committee: Campership Grant Approved NO YES Amount awarded: \$ Balance of all other fees to be paid by the Scout, Unit or Charter Organization. Signature of OA Committee: Print Name: Date:

# SWIM CLASSIFICATION INFORMATION

## GENERAL BSA SWIMMER TEST INFORMATION:

All participants are designated as swimmers, beginners, or nonswimmers based on swimming ability using the BSA swim classification tests. Each group is assigned a specific swimming area with depths consistent with those abilities.

## REGARDLESS OF WHERE OR WHEN THE SWIM TEST IS GIVEN, FOLLOW THESE PROCEDURES:

- The test is given one-on-one. The test administrator and the swimmer are buddies during the test.
- Each component of the test is important. The test must not be changed either to assist the scout or to expedite the process.
- The test must be completed without aid or support. Aids include lifejackets, wetsuits, fins, etc. Swim goggles may be used to avoid eye irritation.
- Swim tests must be renewed annually, preferably at the beginning of the outdoor season.

## WHO CAN GIVE THE BSA SWIM CLASSIFICATION TESTS?

**SAC has three options for Swim Test Administration:** Conducted at camp by Aquatics personnel, council conducted at approved date & times, or conducted at the unit level using council-approved personnel. Tests should be performed by an Aquatics Instructor, BSA; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. The person giving the test understands that they are responsibly certifying that the swimmer meets the BSA standards. The Camp Aquatics Director may reassess a participant at any time.

**Lifeguards:** You CANNOT sign off on a test that you did not administer. The scout leader cannot give the test in your place, especially while you're on duty. If you administer a test, you need to look for swimming strengths or weaknesses. If you don't know what to look for or what the BSA requirements are, do not give the swim test. Only test one swimmer at a time.

**Tips for Test Administrators:** The swim test event should be fun. If a scout is nervous, it's ok to spend time with the scout in the water, possibly letting them kick on the guard tube, for example. Encourage parents and leaders to avoid saying things like "You won't have any fun at camp if you don't pass the swimmer test!" If a scout is struggling, stop them as soon as you realize that they will not pass. If you let the scout finish the distance, and then say they didn't pass, you will have frustrated scouts and parents.

## SWIMMERS PASS THIS TEST:

Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke (elementary backstroke or relaxed back crawl). The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating. Swimmers can swim in any designated swim area with a buddy who can also swim in that area.

## BEGINNERS PASS THIS TEST:

Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming and return to the starting place. Beginners can swim in designated swim areas that are just over their head.

## NON SWIMMERS:

Anyone who has not completed either the beginner or swimmer tests is classified as a nonswimmer. The nonswimmer area should be no more than waist to chest deep.

**NOTE: A copy of the certification of the person administering the Swim Classification Test must be attached to the form to be considered valid.**

# Swim Classification Record

Unit \_\_\_\_\_  
Date \_\_\_\_\_

Unit Leader Name \_\_\_\_\_  
Unit Leader Signature \_\_\_\_\_

	Participant Name	Swimmer	Beginner	Nonswimmer	Y/A & Other Notes
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					

**Person Conducting the Test**

Printed Name \_\_\_\_\_

Signature \_\_\_\_\_

Qualification \_\_\_\_\_

Council/Agency (YMCA, etc) \_\_\_\_\_

## SUMMER RESIDENT CAMP REFUND REQUEST FORM

Participant Name/Unit: \_\_\_\_\_  Scout  Adult  Other

Unit Type:  Pack  Troop  Crew      Unit #: \_\_\_\_\_ Council: \_\_\_\_\_

Program: \_\_\_\_\_ Date: \_\_\_\_\_

Total Fees Paid: \$ \_\_\_\_\_ Amount of refund requested: \$ \_\_\_\_\_

**Reason for Refund Request:** *(provide supporting documentation if applicable)*

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**Please provide the following information to receive your refund:** *(Refunds are issued to the Unit)*

Unit Leader Name: \_\_\_\_\_

Mailing Address: \_\_\_\_\_

City, State, Zip: \_\_\_\_\_

Phone #: \_\_\_\_\_

Email: \_\_\_\_\_

I understand this request will be reviewed and, if approved, payment will be made to the unit leader as appropriate.

Signature of unit leader \_\_\_\_\_ Date: \_\_\_\_\_

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FOR OFFICIAL USE ONLY – DO NOT WRITE BELOW THIS LINE

Date Received: \_\_\_\_\_

Reviewed by: \_\_\_\_\_ Signed: \_\_\_\_\_ Date: \_\_\_\_\_

Approved  YES Full Refund  less processing fee  NO Refund  PARTIAL Refund

**AMOUNT REFUNDED:** \_\_\_\_\_

If No Refund or Partial Refund is being granted, explain why below:

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\$ \_\_\_\_\_ CREDIT FROM TENTAROO ACCOUNT REMOVED ON \_\_\_\_\_ by: \_\_\_\_\_

Refund Check Request processed on : \_\_\_\_\_ by: \_\_\_\_\_

# CONSERVATION UNIT AWARD

The Rock Enon Conservation Unit Award is presented to Units that demonstrate outdoor stewardship and help to improve the ecosystem of Camp Rock Enon.

The Rock Enon Conservation Unit Award is earned by completing the requirements listed below.

Must Complete:

Scouts from your unit engage in a conversation with the Ecology Director or Head-Commissioner about the importance of camp conservation.

Signature by Ecology Director \_\_\_\_\_

Complete a Conservation Project during your week at Summer Camp, approved in advance by the Ecology Director, Head-commissioner, or Ranger.

Signature by Head-Commissioner \_\_\_\_\_

Conservation project ideas:

salamander houses, turtle huts/coves, duck boxes/homes, pond, turtle crossing or wildlife signs for roads, make floating logs for basking turtles, snake basking spots, wildlife emergency contacts sheets (DNR, wildlife center of Virginia), wetland ecosystem, spillway ecosystem, milkweed area (grant), remove invasive species around camp, endangered animal grants, creek clean up, trail maintenance.

Complete 2 of the following:

Have Scouts from your Unit attempt one of the following:

A Frog Survey                       An Owl/Bat Spotting                       Astronomy Observation

Signature by Ecology Director \_\_\_\_\_

Collect Recyclable trash that your Unit creates during the week while at camp in your campsite and plan to haul it out with you to recycle when you get home.

Signature by Head-Commissioner \_\_\_\_\_

Have Scouts from your Unit participate in one of the following:

Nature Scavenger Hunt                       Hike

Signature by Ecology Director \_\_\_\_\_

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Pack Number \_\_\_\_\_

Pack Leader Signature \_\_\_\_\_

Week # \_\_\_\_\_

Head-Commissioner Signature \_\_\_\_\_



# HONOR SCOUT AWARD

The Rock Enon Honor Scout award is presented to Scouts that actively participate in the various camp evening and extracurricular programs available during Summer Camp.

The Award is earned by completing at least 6 of the requirements listed below:

- Participate in at least 1 of the Open Range and Target Activities programs
  - Archery  BB Gun  Slingshot

Signature by Range Director \_\_\_\_\_
- Participate in the Open climbing program
 

Signature by Climbing Director \_\_\_\_\_
- Participate in at least 2 of the following Aquatics programs
  - Open Swim  Open Boating  Polar Bear Plunge  Mile Swim

Signature by Aquatics Director \_\_\_\_\_
- Hike ONE of the colored marked trails to completion
 

Signature by CRE staff \_\_\_\_\_
- Participate in at least 1 of the Tournaments or Challenges offered during evening program
  - Corn-Hole.  Horseshoe  Gaga  CRE-Got-Talent.  Leader Bake-Off

Signature by CRE staff \_\_\_\_\_
- Participate in one of the Monday evening programs not already on this list
 

Signature by CRE staff \_\_\_\_\_
- Participate in one of the Tuesday evening programs not already on this list
 

Signature by CRE staff \_\_\_\_\_
- Participate in one of the Thursday evening programs not already on this list
 

Signature by CRE staff \_\_\_\_\_

Pack Number\_\_\_\_\_

Cub Scouts Name\_\_\_\_\_

Week # \_\_\_\_\_

Unit Leader Signature\_\_\_\_\_

Head-Commissioner Signature\_\_\_\_\_



# HONOR UNIT AWARD

The Rock Enon Honor Unit Award is presented to the best of the best, those Units that have exemplified Scouting during their week at Summer Camp and gone above and beyond. The Award is earned by completing ALL the requirements listed below.

- Provide Full time Adult Leadership 21 years old or older at camp all week

Signature by Unit Leader\_\_\_\_\_

- Have the Fireguard Emergency sheet, Duty roster and Program schedule posted on the campsite bulletin board and pass the Unit campsite inspection.

Signature by Commissioner\_\_\_\_\_

- Have Cubs in your unit play a boardgame while at camp.

Signature by any Staff\_\_\_\_\_

- Have at least 80% of the Cubs in your Unit successfully pass a uniform inspection

Signature by Commissioner\_\_\_\_\_

- Have a Cub in the unit volunteer to participate in the Sunset Vespers Service

Signature by Chaplain\_\_\_\_\_

- Have an Adult Leader attend all the Leader’s meetings throughout the week.

Signature by Program Director\_\_\_\_\_

- The Pack performs camp assigned service responsibilities during the week (clean showers, grace at meal, leaders serve at mealtime, etc.)

Signature by Commissioner\_\_\_\_\_

- The Pack has every Cub at camp complete at least ONE adventure

Signature by Unit Leader\_\_\_\_\_

- The Pack completes a pre-approved Camp Service Project

Signature by Commissioner\_\_\_\_\_

- Unit completes the requirements for “Rock Enon Conservation Unit” award

Signature by Commissioner\_\_\_\_\_

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Pack Number\_\_\_\_\_

Unit Leader Signature\_\_\_\_\_

Week # \_\_\_\_\_

Head-Commissioner Signature\_\_\_\_\_



# CUB LEADER MERIT BADGE

Name: \_\_\_\_\_ Unit: \_\_\_\_\_

The Cub Leader merit badge is presented to adult leaders who have actively participated in programs and activities while at Summer Camp instead of taking long naps all week.

The Cub Leader merit badge is earned by assisting in program areas, meeting camp staff, completing training, and most importantly actively participating in activities.

### Must Complete:

1. Visit all program areas/support areas and get to know the staff

*Staff initials*

- \_\_\_\_\_ Waterfront staff
- \_\_\_\_\_ Climbing staff
- \_\_\_\_\_ Trading post staff
- \_\_\_\_\_ Range and Target Activities staff
- \_\_\_\_\_ Handicraft staff
- \_\_\_\_\_ Outdoor Skills staff
- \_\_\_\_\_ Ecology Area staff
- \_\_\_\_\_ Kitchen/Dining Hall staff
- \_\_\_\_\_ Health Lodge staff
- \_\_\_\_\_ Camp Management Staff

*Staff initials*

2. Assist with "teaching" a skill at the Outdoor Skills program area \_\_\_\_\_
3. Assist with "spotting" during an open swim or boating period \_\_\_\_\_
4. Assist with "serving" 2 meals in the Dining hall during the week  
Meal #1 \_\_\_\_\_ Meal #2 \_\_\_\_\_
5. Complete and turn in a camp survey at the end of the week (Due Fri. at 1 pm) \_\_\_\_\_

### Complete 8 of the following requirements:

- Take a picture of a dinosaur in camp \_\_\_\_\_
- Assist with running an evening program activity \_\_\_\_\_
- Go to one of the open shoots as a participant \_\_\_\_\_
- Help a Scout from another Pack \_\_\_\_\_
- Assist in the unloading of a Sysco food delivery truck \_\_\_\_\_
- Find a typo in any paperwork \_\_\_\_\_
- Participate in one evening tournament or challenge \_\_\_\_\_
- Disc-golf  Corn-hole  Horseshoe  Gaga  Camper Skit  Bake-off  Catapult
- Invite a staff member to your campsite for a meal or evening snack \_\_\_\_\_
- Participate in the Cub Leader belly flop challenge \_\_\_\_\_
- Prank a staff member with the area director's approval \_\_\_\_\_
- Enter the Trading Post through the exit & exit through the entrance \_\_\_\_\_
- Take a selfie wearing a piece of CRE merch you purchased \_\_\_\_\_
- Have your Unit complete a pre-approved Camp Service Project \_\_\_\_\_
- Pick up trash you find on the ground during the week \_\_\_\_\_