



SHENANDOAH
— AREA COUNCIL —

ACTIVITY GUIDE



Adventure Begins Here

TABLE OF CONTENTS

For your convenience these are clickable links that will take you directly to that page

How to Register for Events	3
Scouting America National Rules, Policies & Guidelines	4
Rules We Live By	6
General Information.....	8
Medical Information	11
Security Policy	12
Safety & Emergency Procedures	13
Scouting America Equipment Checklist.....	15

Our Commitment

Scouting America is committed to creating a welcoming, safe environment where scouts can freely express themselves, share their experiences, and become the best version of themselves by learning from and respecting each other. We welcome, at every level of our movement, youth and families who wish to live a life of impact and purpose, guided by the Scout Oath and Law.

It is the expressed written policy of the Shenandoah Area Council, Scouting America, that our Activities and Events are operated for the benefit, enjoyment, training, and advancement of all Scouts without regard to race, color, national origin, sex, age, religious denomination, or handicap.

HOW TO REGISTER FOR EVENTS

The Shenandoah Area Council website allows your unit or family to create an account on the SAC Black Pug system and register for activities online. With this online account you can manage your reservations.

REGISTRATION

Questions concerning registration are to be directed to the Shenandoah Area Council Service Center via email at SAC@Scouting.org or by calling 540-662-2551. Reservations must be made online by the reservation deadline. To avoid late fee's, registration must be completed and payment in full must be received before the posted deadlines.

PAYMENTS

Payment may be made to the Shenandoah Area Council, BSA through the online Black Pug 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#, council and activity name on the check).

REFUND POLICY

(review a copy of the complete refund policy available for download online)

The official refund policy of the council is: All individual refunds are to be requested in writing, and can be sent by mail, email, or fax. Refund requests made more than one week after an event will NOT be considered. When the request is received in relation to the start of the event, camp or activity there will be a determination as to the amount of the refund. Fees may be applied to another individual attending the same event, camp or activity if arranged prior to the event. Fees cannot be rolled over to a future event or activity. A \$5 cancellation fee, per person, will be subtracted from ALL refunds to cover processing costs. This General Refund Policy applies to all camps, events and activities of the Shenandoah Area Council, BSA unless otherwise stated. Refunds requested due to medical reasons and other unforeseen circumstances will be reviewed on an individual basis and may require additional documentation. Refund policies for National and Regional BSA events may differ.

Pro-Rated Refund Schedule:

- | | |
|-------------------|---|
| ○ 30 days or more | Full Refund, less \$5 cancellation fee. |
| ○ 15-29 days | 75% Refund, less \$5 cancellation fee. |
| ○ 8-14 days | 50% Refund, less \$5 cancellation fee. |
| ○ 4-7 days | 25% Refund, less \$5 cancellation fee. |
| ○ 6 days or less | NO REFUND |

BLACK PUG USER HELP

Visit our website at <https://www.sacscouting.org/blackpug> for video tutorials on how to set up and use the new system.

SCOUTING AMERICA NATIONAL RULES, POLICIES & GUIDELINES

The phrase "camp" in this guide refers to the location of the intended activity or event.

LEADERSHIP

The Shenandoah Area Council takes our responsibility for the welfare of youth very seriously. The minimum leadership requirements for any scout unit or family attending an activity or event is two registered adults who must be at least 21 years of age or older.

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 Lion and Tiger Scouts. Bring copies of all Safeguarding Youth Training certificates for all adults to check in.

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 scouts. 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 Event/Activity 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. (Exception: Cub Scout age youth may sleep in the same tent/cabin with their parent or legal guardian). Individual separate shower facilities for youth and adult/male and female are located at the main shower houses. Adult showering facilities are available for adult leaders only.

ABUSE

Scouting is a SAFE HAVEN for all who participate. 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 Activity/Event 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 an activity or event, including within their unit and between multiple units.

INAPPROPRIATE BEHAVIOR POLICY

Issues of abuse, sexual harassment or violations of youth protection policies must be reported to Activity/Event 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 Activity/Event management. The only exception is in cases of youth protection issues, abuse or criminal behavior, which must be immediately reported to Activity/Event 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



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

1. Anyone leaving during the activity/event must sign out and back in. Failure to do so may cause an activity wide emergency.
2. Vehicles require a pass, please see the Activity/Event Management.
You must walk to the Activity/Event Admin office to ask permission to drive in camp.
3. Vandalism of any sort, including writing or carving on 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 Activity/Event 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 do not pick up wildlife or throw items at them.
9. 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.
10. Program areas such as ranges, waterfront, and other designated areas, are off limits to scouts and scouters when not open or staffed by an authorized person.
11. Shortcuts: To respect the privacy of other campers, and to minimize the impact on the surrounding habitat, do not shortcut through other campsites.
12. Staff quarters are off-limits to scouts and scouters. This includes all cabins and maintenance facilities.

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.



KNIVES, SAWS, & AXES

Wood tools may be used only in campsites and program areas. Proper ax yards and Whittling or Totin' Chip rules must be followed. It is the responsibility of the unit leadership to ensure safety precautions are followed. Sheath knives or knives with blades longer than 4" are NOT permitted at camp. Tree cutting is to be done ONLY with the permission of the Activity/Event Management. Cutting of live or standing timber is prohibited.

FIRES

No open fires are permitted in any tent. This includes all candles including citronella, and chemical fueled lanterns and stoves. Campers must be cautious with campfire; following the guidelines of the Camp Fire Guard Plan and Outdoor Code. During times of extreme drought or high heat, a ban on open fires may be imposed. You will be notified if those conditions are in effect.

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. Camp follows the National Liquid Fuel policy. This includes no storage in trailers.

TOBACCO / VAPE DEVICES



Scouting America 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 property is in the parking lot out of view of scouts. Please dispose of all butts properly.

HAZARDOUS WEATHER

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

SERVICE ANIMALS:

The Shenandoah Area Council allows "service animals on 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 State law, are required to contact the Activity/Event Admin at (540) 662-2551 or SAC@Scouting.org at least one week in advance of arriving. 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 property.

GENERAL INFORMATION

UNIFORM & CLOTHING POLICY

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. An activity uniform is recommended for all activities. The field uniform is suggested for flag retreat, dinner, and campfires. Each unit sets an activity uniform, we recommend the 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 <https://www.sacscouting.org/SpecialNeeds>.

CAMPSITES

Units will be assigned to a campsite that best accommodates the number of scouts and scouters that they are bringing to an activity. Please note that while we endeavor to honor any requested campsite, Activity/Event 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.

BEDDING

Bedding will be determined by the season and location of your event/activity. Please refer to your specific activities posted information.

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 other than the provided hammock stands. Not all campsites have hammock stands. Do not "double stack" hammocks or hammock-style tents.

TRASH/LITTER

Trash is the responsibility of everyone in camp. Ensure any food is properly stored or disposed of prior to lights out each evening. 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.

FISHING

Fishing is permitted during daylight hours. Fishing is not permitted within 50 feet of the waterfront area. A fishing license is not required to fish (*depends on the location of the activity/event*). The catch and release method is preferred.



PERSONAL PROPERTY

The Shenandoah Area Council is not responsible for loss or damage of personal property at camp. Scouts are encouraged to lock their valuables in a trunk or footlocker. Report thefts immediately to the Activity/Event Director.

CHECKOUT

All campers must follow the directions provided by the Activity/Event Management for checkout procedures.

FOOD SERVICE

Our kitchen staff is managed by our Food Service Manager who is Serve Safe certified. All the other kitchen staff have completed Serve Safe Food Handler training. Our menu has been carefully planned and reviewed by a certified nutritionist to ensure that a balanced diet is being provided to our scouts and Leaders.

Meals are served in the Dining Hall each day (8AM, 12 PM, & 6 PM). Do not arrive late for a meal service as we are typically done serving food within 10-15 minutes and will NOT hold food unless arrangements have been made in advance. The kitchen staff is also able to provide a gluten free, pork free, or vegetarian meal option with advance notice. Copies of our typical standard menu are available at www.sacscouting.org/FoodService unit leaders will be expected to help serve food during meal service, sign up during the previous meal.

A WORD ABOUT FOOD ALLERGIES

Our kitchen and dining hall staff will do what it takes to take good care of Units. If a unit has food allergies we ask that you fill out the form at <https://www.sacscouting.org/FoodService> which is passed directly on to our Food Service Manager and kitchen staff. Because there are some common food allergies (e.g. peanuts, tree nuts) we already plan our standard menu to minimize potential exposure and provide substitutes when necessary. In the event of severe food allergies or complex dietary needs, you may be required to send a scout to camp with their own food. Storage space (dry, refrigerator, and/or freezer) will be provided to keep food items safe.

Please note: Our kitchen staff does not have the time to prepare and cook special meals for individual scouts. A parent and/or leader from the unit will be responsible for preparing and cooking the special food/meals for the scout and will be required to complete a food service orientation upon arrival. Scouts under the age of 16 years old will not be permitted to prepare or cook their own meals in the kitchen. Access to a microwave and other cooking equipment will be made available. Please have your scout (and their leader) review any food allergies prior to arriving. Please keep in mind a picky eater or not liking a certain food item is not a food allergy.

A Note about Wildlife & Food in Camp

Camp offers a wide range of exciting adventures including the opportunity to observe many types of birds, fish, and wildlife. Undoubtedly the opportunity to see a raccoon, turkey, deer, black bear, or even an eagle in their natural habitat will provide lifelong memories.

Seeing animals in their natural habitat is always a pleasure but it is wise to remember that they are the permanent residents of camp and you are just a visitor. Treat them with respect, give them space, and they will rarely present a threat to your safety. When animals feel frightened, they may attack. In the event you are injured, seek treatment quickly. Young wildlife sometimes stray from their parents. Do not attempt to help. In most cases the parents know where their youngster is.

If you have any concerns during your stay or find any wildlife you think could potentially become harmful please notify camp staff and we will assess and remedy the situation as needed.



GENERAL GUIDELINES FOR ANIMAL SAFETY

- Keep a clean campsite
- Keep food and smell-ables out of your tent
- At night, lock food and smell-ables in vehicles
- Never approach or follow wild animals
- Do not feed wild animals
- Don't mistake a passive animal as a sign of safety
- Never tease or attempt to touch wildlife
- Leave young animals alone, a protective mother is usually nearby
- Notify Activity/Event Director of large animal sightings like bears

Be prepared and you will have a safe and exciting adventure at camp.

Ticks & Mosquitos

An ounce of preparation is worth a pound of cure!

Lyme Disease, West Nile Virus, and Zika. They are all here, so be prepared!

- Come to camp with appropriate protection
- Do a self-inspection daily
- Stay out of brushy areas and areas with high grass to avoid ticks
- If you find a tick on you, contact your scout leader and go to the health center to have it removed. Do not apply anything to the area.

MEDICAL INFORMATION

Every youth and adult must have a completed current Annual Health and Medical Record, No. 680-001. ALL adults and youth staying at camp must have parts A& B filled out 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/>

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.

MEDICATION CHECK IN AND ADMINISTRATION PROCEDURES

- All medications must be clearly labeled with the scout's name, medication and instructions.
- Medications must be secured – All medications (prescription or over the counter) must be stored in a locked container or secured in a locked vehicle.
- The unit leader/adult leadership is responsible for medication management, and responsible for ensuring the scout follows the prescribed schedule as provided by the parent/guardian/doctor.
- Refrigerated Medications – These should be checked in with the Health Officer for secure storage and administration by the camp health staff upon request.
- Over-the-Counter Medications – Any OTC medications being used must be disclosed to the Health Officer and noted in the daily administration log. OTC medications are to be dispensed and secured by the unit leader.
- Daily Log – The unit leader must keep a daily log of medications dispensed by unit leadership at camp. The Health Officer will keep a daily log of all medications administered in the health office.

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

This depends on the location of your activity/event. Contact a member of camp administration for assistance.

SECURITY POLICY

VISITORS

All visitors must report to the registration/check in before proceeding to the campsites or other areas of camp. Please make sure everyone signs in first.

EARLY RELEASE

Leaving camp property is not permitted without prior approval. Adults and scouts leaving or returning to camp property must use the sign-in/sign-out with Activity/Event Management.

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 or admin office. Only the Activity/Event Management staff, or Health Officer may process early release. The 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, 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.

ALL INDIVIDUALS ARE IDENTIFIED

For the safety of our campers, all scouts, adult leaders, staff, and visitors will be issued wristbands that must be worn at all times. This identification is presented at the time of check in and must be on and visible at all times during your stay.

SAFETY & EMERGENCY PROCEDURES

Emergency procedures will be discussed during the opening ceremony. These will vary according to the emergency. More information outlining the various emergency procedures is available in this guide.

Please note: Emergencies and Incident Command are managed by senior activity/event staff and all offsite communication should go through them.

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

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 dispersed around camp at the program and other public areas.

SEVERE WEATHER – RELATED EMERGENCIES

HEAVY RAIN, FLOOD, WIND STORM – Program areas will be closed as necessary. Program equipment and materials will be secured. Units will be instructed to secure tents and other equipment as needed. All campers should stay away from lakes, streams and other waterways. In case of high winds, campers should seek shelter under hard cover in the campsite or program areas. If necessary a camp wide alarm will be released.

LIGHTNING/THUNDER – Outdoor activities may be postponed or cancelled if thunderstorms are imminent. All aquatics related activities will close for a minimum of 30 minutes. Take shelter under hard cover including buildings, cabins, campsite 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. Stay low to the ground but do not lie down.

FIRE – In case of fire, sound the verbal alarm by yelling FIRE and notify Activity/Event Staff. Youth are not to participate in firefighting activity. If the alarm is sounded all campers will report to their designated area where unit leaders will take roll call and report to the person in charge. Activity/Event Management will contact 911 and the Fire Department.

MISSING PERSON

Identify who the missing person in your unit is and where they are supposed to be. Notify Activity/Event Management staff or designee. Ask the other leadership in your unit if they have seen the missing person. The Activity/Event Management staff will send a communication 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. Activity/Event Management staff will determine if it is necessary to sound the lost camper/swimmer alarm.

ACCIDENTAL DEATH

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

SCOUTING AMERICA EQUIPMENT CHECKLIST

Recommended Personal Equipment

- ☐ scout spirit
- ☐ field uniform
- ☐ activity uniform
- ☐ shirts
- ☐ pants or shorts
- ☐ undergarments (socks and underwear)
- ☐ jacket, sweater, sweat-shirt, ball cap
- ☐ swimwear if activities permit
- ☐ hiking boots, athletic/shower shoes, and old shoes for boating
- ☐ sandals (only to be worn while participating in waterfront activities)
- ☐ raingear
- ☐ sleeping bag or blankets, pillow
- ☐ toilet kit (toothbrush, soap, shampoo, towels, washcloth, etc.)
- ☐ notebook, pencils, pens
- ☐ Scarf/mittens/gloves if weather permits
- ☐ flashlight with extra batteries
- ☐ pocketknife (if Totin' Chip/Whittling Chip earned)
- ☐ personal first aid kit
- ☐ water bottle or canteen
- ☐ backpack, daypack
- ☐ spending money for trading post purchases
- ☐ camera
- ☐ fishing gear
- ☐ religious materials
- ☐ insect repellent (non-aerosol)
- ☐ sunscreen (reef safe) non-aerosol
- ☐ watch
- ☐ tent/ground cloth
- ☐ medical form, prescription medication
- ☐ camp chair

Unit Equipment

- ☐ unit records
- ☐ American and unit flags
- ☐ lantern (with extra batteries)
- ☐ Ice Cooler
- ☐ cookout provisions
- ☐ scout ax, bow saws, extra rope, etc.
- ☐ hand sanitizer or antibacterial soap
- ☐ first aid kit

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.

