

CAMP SHENANDOAH

Welcome Home



Leader's & Parents' Guide

Summer 2025





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Welcome Home to Camp Shenandoah

FELLOW SCOUTERS,

Which camp is the best camp? Our answer is “The Camp that you are at!” Without you, Home doesn’t feel quite like home. Welcome Home is much more than a slogan. It’s our year-round philosophy and culture. When you are home, you are with your family and when you are home at Camp Shenandoah, you are with your Scouting family.

Camp Shenandoah is nestled in farmland, woodlands, and pastures at the foothills of the Allegheny Mountains, right by George Washington National Forest. Our private, spring-fed lake offers opportunities for aquatics Merit Badge instruction, recreation, and fishing. The camp’s blazed Boundary Trail traverses 4.8 miles around the perimeter of our 450 acre camp. Our trails range in elevation from 1,650’ to 2,100’ and all are relatively easy treks. The rustic natural attractions of “CS” are the setting for an excellent program facilitated by our exceptional staff!

Our staff and our program are the heart of camp. To us, the program is more than merit badge classes, it also includes programs such as the Camp Shenandoah Decathlon, Aquapalooza, Terrapalooza, and the Scoutmaster’s Cup. It’s about FUN! It’s about the campfires, the songs, and cheers. We believe that programs and activities are everything you experience; from the time you step out of your vehicle until we wave goodbye and travel home. New Scouts BSA will enjoy the Timber Mountain Program, our First-Year Camper program, while your older Scouts can be challenged with our Merit Badge program. We know that every troop is different and approaches merit badges in its own way. We’ve added more Merit Badges and increased opportunities for Free Time. The Camp Shenandoah experience presents a wide variety of activities. Our staff look forward to helping you plan adventures that are right for your troop.

Troops may self-register using the Black Pug online registration service. Pay in full early and earn our discounted rate. You always can direct specific questions to robert.clemmer@scouting.org.

We appreciate you sharing your summer camp experience with us and look forward to seeing you! Until then, Happy Scouting, and let us know how we may serve you.

Yours in Scouting,

Robert Clemmer
District Director

Jay Fox
Council Camping VP



All information within the Leader’s Guide is subject to change. The Camp Shenandoah Administration reserves the right to change information within this document for the safety and/or well-being of the Camp, Virginia Headwaters Council, or Camp Shenandoah Staff.



Contact Us

COUNCIL OFFICE

Weekdays 9AM - 5PM
 Tel: 540.943.6675
 617 Greenville Avenue
 Staunton, VA 24401

REGISTRATION QUESTIONS OR ASSISTANCE

Terry Michael
 terry.michael@scouting.org

Robert Clemmer, District Director
 robert.clemmer@scouting.org

CAMP SHENANDOAH INFORMATION

June 08 – July 19
 540.886.7513
 222 Boy Scout Lane
 Swoope, VA 24479

SCOUTS RECEIVING MAIL DURING CAMP

Camp Shenandoah
 “Scout’s Name”, Unit #
 222 Boy Scout Lane
 Swoope, VA 24479



Reserve Your Space for 2025

A \$100 Reservation Fee is collected at time of your registration. You may:

- [Self-register your troop on Black Pug](#)
- Submit a Reservation Form (Fillable PDF)

Once registered, enter the number of youth and adults you anticipate bringing to camp and request campsites. You may adjust these numbers as necessary and begin entering names and selecting sessions as of April 7, 2025. After this date, payment must be received to secure slots for your Scouts.

Provisional Scouts (Scouts not attending with their unit) register in the same manner.

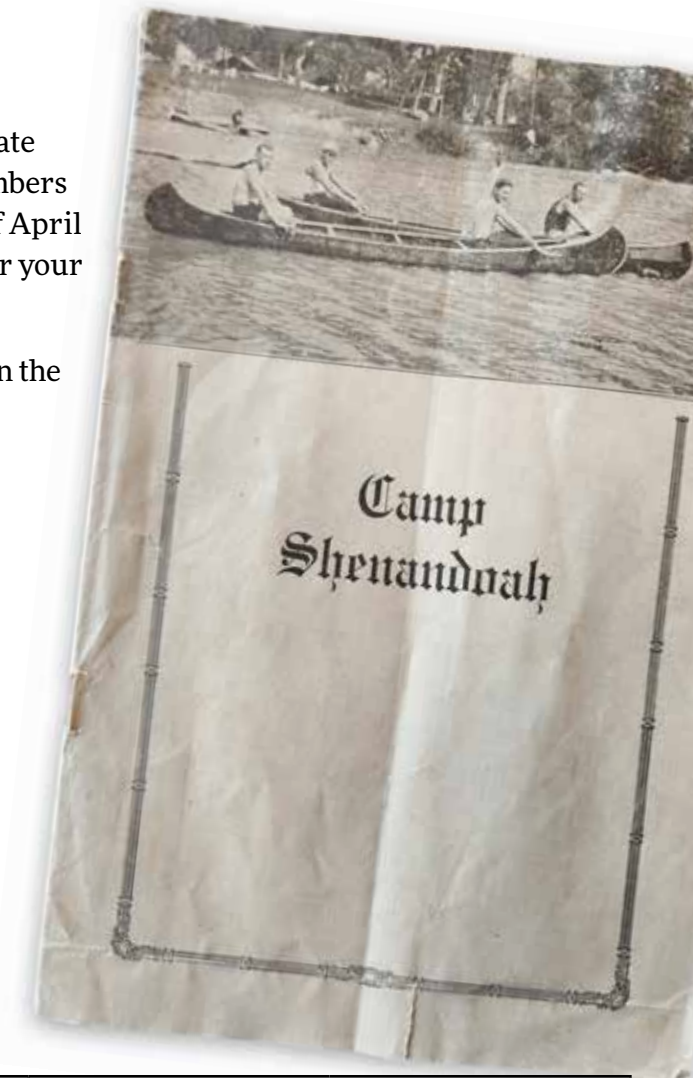
Dates & Rates

Scouts BSA Week 1	June 22 – June 28
Scouts BSA Week 2	June 29 – July 5
Scouts BSA Week 3	July 6 – July 12
Scouts BSA Week 4	July 13 - July 19

Registration

2025 Fees

	Early Bird (Effective utnil April 7, 2025)		Regular	
	Youth	Adult	Youth	Adult
Scouts BSA Week 1			475	245
Scouts BSA Week 2	425	200	435	225
Scouts BSA Week 3	455	225	475	235
VAHC Units Week 3	435	215	455	225
Scouts BSA Week 4	455	225	475	235
VAHC Units Week 4	435	215	455	225



Provisional Scouts

Scouts who are unable to attend summer camp with their unit are invited to enjoy a week as a Provisional (Provo) Camper. Scouts are placed with a host unit approved by our Camp Director and the unit's leader. Scouts craft their own schedule and stay with the host troop, participating in all camp activities. Scouts register in Black Pug and select "Provisional". Provisional Scouts must bring a complete Annual Health Record and follow check-in procedures.

Adult Registration

Each unit must always have a minimum of two registered adults at Camp. This includes male and female "linked" units; each must have a minimum two adults registered in their unit. All adults must provide the date of their current Youth Protection Training.

Scouts' best practice is for adults to camp for the full week with their unit. If leaders rotate during the week, each adult needs to register for the days they expect to remain at Camp. Black Pug charges each adult a per diem fee based upon the number of days at Camp.

We provide one tent for two adults, so rotating leaders should plan to utilize the same tent space or let us know if they plan to bring their own tent.

Financial Assistance

Finances should never prevent a youth from attending Camp. Virginia Headwaters Council offers a Campership program where recipients can be awarded up to 50% off the regular camp fee. This program is for Scouts in our council who need assistance in paying their fees at Camp Shenandoah. These funds are limited to those who are truly in need and offered if funding is available. Units are expected to participate in council fundraising opportunities so that each Scout can participate in summer camp. Applications for camperships should be submitted no later than May 1, 2025 using the [Online Campership Application](#). Until leaders will be notified of campership allotments in June.

Black Pug Online Registration

Camp Shenandoah uses Black Pug for all online registrations, session selections, rosters, and payments. You may change a Scout's schedule in Black Pug up to one week prior to your unit's arrival. At this point, if a desired Merit Badge is not displayed for a specific session time, it is already full and therefore unavailable.



Payments

Most units find paying online at Black Pug Checkout with a credit/debit card to be the most convenient way to secure slots for Scouts. Names and sessions in your cart are not confirmed until payment is made. Units may also pay over the phone by calling the Council Office. There is a 3% service fee for online or phone payments. Units can also mail a check to the Virginia Headwaters Council Office, checks made payable to the Virginia Headwaters Council.

Session Availability

All available Merit Badges are displayed for each Scout while selecting Merit Badges in Black Pug. Several Merit Badges have specific age requirements; if a Scout is not the minimum age for the Merit Badge, it will not appear available for that Scout.

This guide notes several Merit Badge sessions with a "requested troop limit," offering the maximum number of troops to access as many Merit Badge sessions as possible. Session size availability is dictated for safety. Camp Shenandoah Administration reserves the right to drop Scouts from a session if the unit exceeds the requested troop limit.

Refunds

Units may reduce numbers without penalty until May 1, 2025. After May 1, refunds occur only in the event of documented illness or injury prohibiting attendance, family military transfer/deployment, or death of an immediate family member. Email refund requests to the Camp Director. Refunds are calculated at 80% of fees paid and are refunded after August 9, 2025. We are unable to issue a refund to Scouts who must attend summer school or who decide they no longer want to attend Camp or remain in the Scouting program.



Health & Safety

Medical Form

All guests staying at Camp Shenandoah are required by BSA policy to present a current [Annual Health and Medical Records \(AHMR\) form](#). For most, this includes Parts A, B, & C and includes a physical examination. For those staying at camp for less than 72 hours, only Parts A & B are needed. An incomplete or missing AHMR will require no participation until a completed form is presented to the Health Officer.

There are no exceptions to this rule. We request you bring alphabetized AHMR forms as this greatly expedites review. Our Health Officer securely retains forms in the Health Lodge and returns form at Saturday check-out.

Special Assistance Request

To help us provide you with the best possible experience, this form is requested at least two weeks before your arrival. This form is also used to let us know of any allergies or dietary restrictions. Additional information for special food and dietary requests is in Meals & Food Service within this guide.

Medications

Prior to arrival at camp, units fill out the [Medical Responsibility Form](#) for each unit member taking medication. Use one form for each camper. The medication dosage schedule should be recorded. The unit leader should be prepared to show these forms at check-in to the Camp Health Officer and update them throughout the unit's week at camp. Prescription medication must be in the original container with the name, strength, dose, and frequency marked on the container. Any over-the-counter medications brought with camper(s) must be labeled clearly and listed on the BSA Health Forms. Generally, all medication will be dispensed in the unit area by a responsible adult leader. Medication must be kept in a locked box. Medication requiring refrigeration or injection is securely kept in the Health Lodge and is dispensed only by the Health Officer or unit leader. It remains the responsibility of the unit leader to assure that the Scout is present at the appropriate times for dispensing. If the BSA AHMR Form indicates that an individual must have an inhaler, EpiPen® or similar medical device, the Health Officer must confirm that the individual has the required item(s) in their possession. If the items are not in possession of the camper or leader, they must either obtain the items indicated on the form or be required to leave camp.



Merit Badges & Sessions

Scouts should come to Camp with a familiarity of the subjects they will be learning about for the week. We urge unit leadership to be aware:

- Some Merit Badges will not be completed without prerequisites completed prior to arrival at camp.
- Equipment or supplies needed to complete a badge.
- Age appropriateness: our staff relies on troop leadership in determining a Scout's maturity level for Merit Badges
- For first year Scouts, we offer our Timber Mountain Program (TMP). These half-day sessions offer your new Scouts the most basic, Tenderfoot and Second Class requirements. Merit Badges are not offered in TMP; we encourage these Scouts to take merit badges in the other half of the day Monday—Thursday.

Block Schedules

Merit Badge sessions are offered Monday through Thursday in eight block sessions. Friday features morning Merit Badges in four block sessions. There also are Friday half and all-day Merit Badges

Session Selection

Units may enter as many youths and adults they plan to bring at any time. Classes are not confirmed until fees are paid and you check out your cart. We recommend units add numbers as they receive payment so those that pay the unit can select their classes right away. Units may register names and select sessions beginning on March 15, 2025. We always suggest Scouts choose a few alternate choices in the event a session is already full. If a Scout does not complete prerequisites listed for their Merit Badges, they will likely receive a partial completion for the Merit Badge session. Sessions with a participation fee are marked with \$ in Black Pug.

Leader Merit Badge Review

Immediately after Friday's Closing Campfire, the Program Director and all Area Directors assemble with Scoutmasters. Each troop receives a partial/completion report (excluding Friday badges). Area Directors are available to review everything we have recorded in Black Pug. Staff is happy to make any last-minute corrections so your Merit Badge report will be accurate when you check-out on Saturday. Note: Because Black Pug provides a Participant Report for every Scout, we do not distribute blue cards. Black Pug's permanent record gives you an option to print blue cards at home.

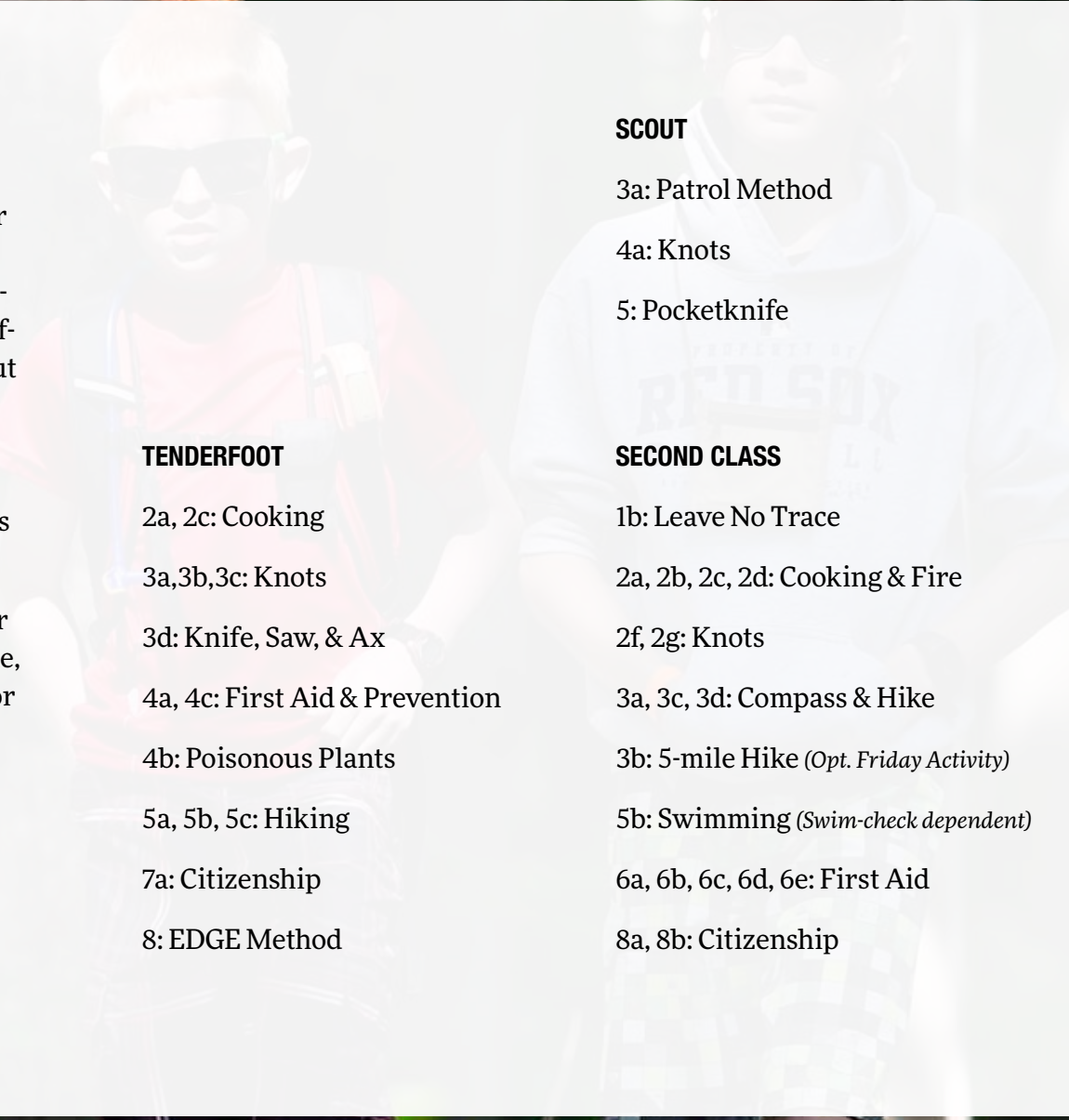


Timber Mountain Program

Specially designed for newly bridged Scouts or beginners to Scouting, our First Year Program, Timber Mountain Program (TMP), provides an easy transition into leaving home for Scout summer camp without the preparation that may be too much for a newly bridged youth. Scouts learn in a half-day session using the Patrol Method, providing time for the first year Scout to earn Merit Badges or participate in activities outside of the TMP area. Friday morning, TMP staff host an optional 5 mile hike on our Boundary Trail (Second Class 3b). Timber Mountain Program Scouts are welcomed, but not required, to participate in this scenic hike. Adults and other Scouts are welcome to participate!

We request your troop assign at least one adult to actively work with their Scouts in TMP. This includes observation, assistance with safety, discipline, and participation on the five-mile hike. This is an excellent opportunity for adult leaders to forge a bond with their new Scouts that will last throughout their Scouting rime and well into life. Ask any adult former Scout if they recall the name of their first Scoutmaster: they likely will!

The Timber Mountain Program covers the following requirements. Note: completion may vary based upon Scout participation, weather, and other factors.



SCOUT

3a: Patrol Method

4a: Knots

5: Pocketknife

ADDITIONAL SKILLS

Totin' Chip

Firem'n Chit

TENDERFOOT

2a, 2c: Cooking

3a,3b,3c: Knots

3d: Knife, Saw, & Ax

4a, 4c: First Aid & Prevention

4b: Poisonous Plants

5a, 5b, 5c: Hiking

7a: Citizenship

8: EDGE Method

SECOND CLASS

1b: Leave No Trace

2a, 2b, 2c, 2d: Cooking & Fire

2f, 2g: Knots

3a, 3c, 3d: Compass & Hike

3b: 5-mile Hike (*Opt. Friday Activity*)

5b: Swimming (*Swim-check dependent*)

6a, 6b, 6c, 6d, 6e: First Aid

8a, 8b: Citizenship

FIRST CLASS

3a, 3b, 3c, 3d: Knots & Lashings

4a, 4b: Orienteering Course & GPS

5a: Nature

5b, 5c, 5d: Weather

6a: Swimming (*Swim-check dependent*)

7a, 7b, 7c, 7f: First Aid

Merit Badge Notes

Note: Only merit badges with prerequisites, fees, unit limits, or other special notes are listed here. For a complete list of Merit Badges, please view the **2025 Merit Badge Schedule (Monday-Thursday)** and the **2025 Friday Merit Badge Schedule**. For verifying prerequisites, simply bring a written note or the completed requirement to your counselor. Alternatively, scoutmasters may sign off on the requirements directly.

MERIT BADGE	PREREQUISITES & AGE MINIMUM	FEE?	UNIT LIMIT	NOTES
ARCHERY		\$15		
ART				
ASTRONOMY	Req 4c, 5b			Bring notebook & pencil
BASKETRY		\$15		
BIRD STUDY				Early morning or after-sunset hike
CAMPING	Req 4, 5, 7b, 8d, & 9			
CANOEING	Pass swim test		4	Bring shoes for use in boat
CIT. IN NATION*	Req 5,7, & 8. Recommended 14+			Bring notebook & pencil
CIT IN WORLD*	Req 4b & 7 (do two). Recommended 14+			Bring notebook & pencil
COMMUNICATIONS	Req 5 & 8. Recommend 14+			Bring notebook & pencil
COOKING	Req 4	\$5		
EMERGENCY PREP	14+, First Aid MB; Req 1, 2c, 6c, 8b.			
ENGINEERING				Bring notebook & pencil
ENTREPRENEURSHIP				Bring notebook & pencil
ENVIRONMENTAL SCIENCE	Requirement 3f, 13+			Bring notebook & pencil
FISH & WILDLIFE				Bring notebook & pencil
FIRST AID			6	
GAME DESIGN	Req 8			Bring notebook, pencil, & markers
GOLF				
HOME REPAIR				Wear clothes that will get dirty

MERIT BADGE	PREREQUISITES & AGE MINIMUM	FEE?	UNIT LIMIT	NOTES
INSECT STUDY	Req 10			Bring notebook & pencil
INDIAN LORE		\$15		
JOURNALISM	Req 4			
KAYAKING	Pass swim test		4	Bring shoes for use in boat
LAW	Recommended 14+		4	Bring notebook & pencil
LEATHERWORKING		\$15		
LIFESAVING	Pass swim test, 13+, 1st Class, Swimming MB			Bring clothes for requirement 9
MAMMAL STUDY	Requirement 3 (do one)			
MOTORBOATING	Pass 1st class swim test	\$5	4	Bring shoes for use in boat
PAINTING				Wear clothes that will get dirty
RIFLE		\$20		
SALESMANSHIP	5a, 5b, or 5c (choose 1)			
SEARCH & RESCUE	13+			
SHOTGUN	13+	\$45		Must weigh at least 125 lbs. No V-neck shirts
SIGNS, SIGNALS, & CODES				
SMALL-BOAT SAILING	Pass swim test, knot proficiency from merit badge book		2	
SPACE EXPLORATION	Req 2	\$15		Bring notebook & pencil
TIMBER MOUNTAIN PROGRAM	Scout Requirements 1a-1f		8	
WELDING		\$15	4	Long sleeve shirt, long pants, & closed-toed shoes
WILDERNESS SURVIVAL	14+			Requires staying in Scout-built shelter Thursday night.
WOODCARVING	Must have Totin' Chip	\$15		
WOODWORK	Req 7			

**Due to the nature of these merit badges, sensitive topics may be discussed in relation to the news.*

2025 Merit Badge Schedule

9:00 BLOCK 1	10-10:30 BLOCK 2	10:30-11 BLOCK 3	11:00 BLOCK 4	LUNCH	2:00 BLOCK 5	3-3:30 BLOCK 6	3:30-4 BLOCK 7	4:00 BLOCK 8
AQUATICS								
Swimming	Swimming		Swimming					Open Swim
Canoeing	Lifesaving		Kayaking	Mile Swim Practice				
Kayaking	Small Boat Sailing		Motorboating	Motorboating				
Splash Academy			Splash Academy					
HANDICRAFT								
Woodcarving	Leatherworking	Indian Lore	Woodcarving	Leatherworking				Open Handicraft
Basketry	Art	Woodworking	Basketry	Art				
SKILLED TRADES								
Welding	Welding		Welding					Open Skilled Trades
Home Repair	Electricity		Home Repair					
	Metalworking							
CHALLENGE								
Exploration			Exploration					Group Ride
NATURE								
Environmental Science	Fish & Wildlife		Environmental Science					Open Nature
Bird Study	Forestry	Soil & Water Conservation	Insect Study	Forestry				
SCOUTCRAFT								
Signs, Signals, & Codes	Pioneering		Pioneering					Open Scoutcraft
Camping	Emergency Preparedness	Camping	Camping	Signs, Signals, & Codes				
First Aid		First Aid		First Aid				
	Orienteering	Wilderness Survival		Orienteering				
RANGE & TARGET								
Archery	Archery		Archery					Open Shoot
Shotgun	Marksman		Rifle					

9:00 BLOCK 1	10-10:30 BLOCK 2	10:30-11 BLOCK 3	11:00 BLOCK 4	LUNCH	2:00 BLOCK 5	3-3:30 BLOCK 6	3:30-4 BLOCK 7	4:00 BLOCK 8
STEM								
Model Design	Composite Materials	Game Design			Composite Materials	Game Design		Open STEM
Robotics	Astronomy	Space Exploration			Robotics	Space Exploration		
TRAIL TO EAGLE								
Citizenship in the Nation	Citizenship in the World				Salesmanship / Public Speaking			
Journalism	Communications				Entrepreneurship			
TIMBER MOUNTAIN PROGRAM (FIRST YEAR CAMPER)								
Timber Mountain Morning Patrols					Timber Mountain Afternoon Patrols			

2025 Friday Merit Badge Schedule

Chess	9:00 - 12:00	STEM
Fingerprinting	9:00 - 10:30	Handicraft
	10:30 - 12:00	Handicraft
Fire Safety	9:00 - 10:30	Health Lodge
	10:30 - 12:00	Health Lodge
Law	9:00 - 12:00	Eppard Shelter
Scouting Heritage	9:00 - 12:00	Timber Mountain Area
Music	9:00 - 12:00	STEM
Golf	9:00 - 12:00	STEM
BSA Stand Up Paddleboard	9:00 - 10:30	Aquatics
	10:30 - 12:00	Aquatics
BSA Snorkeling	9:00 - 12:00	Aquatics
Mammal Study	9:00 - 12:00	Nature
Geology	9:00 - 12:00	Nature
Painting	9:00 - 12:00	Maintenance



Happy Sunday!

Driving to Camp Shenandoah

A SCOUT IS COURTEOUS.

A Scout is Courteous. After exiting I-81, you'll notice the roads get progressively narrower. Look for and plan to follow the green "Camp Shenandoah B.S.A." signs. Swoope is a rural community; remain alert for oncoming traffic (including farm machinery) and follow posted speed limits. Boy Scout Lane has been graded and widened and we ask you to not exceed 25mph. Plan to arrive at camp between 1:00 - 4:00 p.m. on Sunday. The camp gate will not be opened prior to 1:00 p.m. If your unit cannot check-in during these times, please contact the camp office at least a week prior to the arrival. Outside the entrance gate, you'll warmly be greeted by staff and your Unit Guide for the week. Vehicles are directed to our parking field. One vehicle and trailer may drive into the Camp's interior parking lot where staff and your Unit Guide direct you to your site. The roads in camp follow a one-way loop beginning at the Handicraft Shelter and exiting campsites behind the Dining Hall. All Camp roads have a 5mph speed limit.

Sunday Check In

Units are greeted by their Unit Guide, a member of the Camp Shenandoah staff. The Senior Patrol Leader and Unit Guide report to the campsite to set camp and settle in. The Scoutmaster reports to the check-in tables beside the Camp Office. Units must bring the following:

- All paperwork such as Special Assistance Requests, Youth Leaving Camp Early, etc.
- Printed final roster from Black Pug
- Out-of-Council troops must provide a copy of insurance policy from your council.
- Registration fees confirmation and any last-minute changes

Our Health Officer reviews and retains all Annual Health & Medical Record (AHMR) forms. This is when you can have a private conversation with the Health Officer regarding any questions or concerns. Prescriptions are reviewed and medications secured. If provided, pre-camp swim checks are reviewed. Troops without pre-camp swim checks report to the Handicraft Shelter and receive a time slot at the waterfront for swim checks or re-checks.



Pre-Camp Swim Check

Following strict BSA guidelines, units may conduct swim tests prior to camp. Tests must occur within 6 months of the starting date of your unit's week at Camp. Camp Shenandoah requires the exclusive use of our [Unit Swim Classification Record](#). Units must bring a copy of the form to camp. As per BSA NCAP standards, the Aquatics Director reserves the right to retest any Scout if the Director is concerned for the safety of any participants. All Provisional Campers take the swim test. Each Scout and Adult is issued a buddy tag. If a swim classification test done at a unit level, it must be conducted by one of the following Council-approved resource personnel:

- Current BSA Aquatics Instructor
- Current Aquatic Supervision, Swimming & Water Rescue, Scouts BSA
- Other individuals authorized by our council's Aquatics Committee.

As you settle into your campsite, your Troop Guide will be with you to conduct a site inspection. Your Guide will make note of anything needing attention to make your stay as comfortable as possible. Your Guide will also keep you informed on the Sunday schedule.

Camp Tour

New troops to Camp Shenandoah will be offered a camp tour, showing you program areas, Dining Hall, Trading Post, Admin and Health Lodge. If you've previously been with us and would like a refresher, just let your Troop Guide know.

Evening Flags

Assemble at 6:15 p.m. Units report to the Parade Field in full Field Uniform. Bring your unit's flag and line up where designated on the field. This will be your spot for the full week.

Sunday Supper

6:30 p.m. This is our first meal of the week in the dining hall! Enjoy a wonderful meal served by the staff.

Scoutmaster/SPL & Area Meetings

Your Troop Guide will ensure leaders and Scouts get to appropriate welcoming and organizational meetings.

Evening Assembly & Campfire

Gather at 8:15 in Field Uniform on the Parade Field to attend the 8:30 Opening Campfire for fun and to meet the staff.



**Trading Post
Sunday Hours**

7-8 PM

**GRAB SOME MERCH
AND A SLUSH PUPPIE!**

DAILY SCHEDULE

	SUN	MON	TUES	WED	THURS	FRI	SAT	
6:30	Camp Closed		5k Run	Early Bird Swim				
7:45		Morning Flags						
8:00		Breakfast					Grab & Go	
9:00		Scout Leader Forum				Friday Merit Badges	Checkout	
10:00		Merit Badges & Adult Leader Training						
11:00								
Noon		SPL Meeting						
12:15		Camp Assembly						
12:30		Lunch						
1:00		Siesta						
2:00	Check In	Merit Badges & Adult Leader Training				Aquapalooza & Terrapalooza		
3:00								
4:00	Open Program							
4:30	Camp Tour							
5:00		Scout's Own Time						
6:15	Evening Flags				Camp Closed	Evening Flags		
6:30	Supper					Supper		
7:15	SM & SPL Meeting, Area Meetings	Scout's Own Time	Vespers	Patrol Cooking in Campsites		Friends & Family Night		
7:30		Evening Program						
8:00								
8:15	Assembly					Assembly		
8:30	Campfire	Scout's Own Time				Campfire		
10:30	Lights Out							

More Than Merit Badges: Other Programs

Shenandoah Olympics

There's no stopping the FUN at Camp Shenandoah! After Merit Badges, Scouts have an exciting array of daily activities to choose from. Every day, our staff will challenge you and your unit with a new opportunity to score big in the Shenandoah Olympics! Units earn points according to the following scale: 40 points for First Place, 35 points for Second Place and 30 points for Third Place. 25 points awarded for participation in each event.

Monday	7:30PM	Tug-of-war (bring gloves)	Parade Field
Tuesday	6:00AM	5k (course is on Swoope roads)	Camp Office
Tuesday	7:30PM	Fire Building (send a team of fire builders)	Timber Mountain
Wednesday	8:30PM	Dessert Cook-Off (bring dessert ready-to-eat)	Handicraft
Any open shoot		Rifle Shoot (one Scout per unit)	Rifle Range
Any open shoot		Archery Shoot (one Scout per unit)	Archery Range
Thursday	6:00PM	Muzzle Shoot (one Scout per unit)	Hillside Range

Also: Scavenger Hunt, In N Out Canoe Race, and The Grand Gate Challenge

The Scoutmaster's Cup

The Scoutmaster's Cup is an old coffee can spray painted gold, mounted onto a sizeable piece of wood. Adult Leaders have the opportunity to compete and win their chance to engrave their troop number onto the Scoutmaster's Cup.

Events include but not limited to: Make a Cup of Coffee Competition, Leader Bake Off, Dizzy Bat Obstacle Course, Bellyflop Contest, Rustic Putt Putt, & MORE!

Marksman

For Scouts who have earned the Rifle and Archery Merit Badge, they can take the challenge to earn their Marksman qualification, their Sharpshooter qualification, and for top shots, earn their Expert qualification. Cost of Ammunition TBD.

The Exploration Merit Badge

The Exploration Merit Badge will be offered Week 3, July 6 - July 12, and Week 4, July 13 - 19. Participants will spend all week with the program,



Mile Swim

This session provides Scouts and adult leaders with an opportunity to exercise through recreational lap swimming.

Participants who complete specific training swims on Monday, Tuesday, Wednesday, and Thursday will be invited to participate in an open-water mile swim on Friday morning.

1. Explain how regular exercise contributes to good health and why swimming is one of the best forms of exercise.

2. Tell what precautions and procedures a swimmer and escort must follow for distance swimming over open water.

3. Under the supervision of a currently qualified counselor, participate in four hours of training and preparation for distance swimming (one hour a day maximum).

4. Swim one mile over a measured course that has been approved by the counselor supervising the swim.



working together to plan and embark on an expedition through Camp Shenandoah, the Little North Mountain Wilderness Management Area, and George Washington National Forest. Will you and your team explore Elliot Knob or even make it all the way to Goshen Scout Reservation?

Campfires

We hold two campfires. Campfires begin with units assembling on the Parade Field to be escorted down to the Campfire Ring. Meet the Staff at the Opening Campfire on Sunday. Enjoy an evening of frolicking fun! On Friday, units present their best skits and songs followed by awards at the Closing Campfire.

Totin' Chip & Firem'n Chit Class

Monday at 7:00 p.m. at the TMP Area. First year Scouts can earn their cards!

OA Medicine Bowl

Monday at 8:00 p.m. in the Dining Hall. Wear a full uniform & sash for our ice cream meet & greet.

Bologna Fry

Tuesday, right after flags. Each troop's Scoutmaster and one adult leader are invited to attend a special dinner hosted by Camp's Administration and our Scout Executive. You'll be able to ask questions and share feedback on your experience with us so far. The dinner will be held at the Handicraft Shelter immediately after Tuesday evening flags. Remember to designate adult leadership to remain present with your Scouts in the Dining Hall.

Vespers

Wednesday at 7:15 p.m. at Lockridge Chapel. A Scout is Reverent. All are welcome.

Aquapalooza

FRIDAY, 2:00 P.M. AT THE WATERFRONT

GET READY for the wildest, wettest, most action-packed event of the summer! **AQUAPALOOZA** is COMING, and it's gonna be EPIC!! Whether you're a swimming superstar or just love to make a splash, **AQUAPALOOZA** has the CRAZIEST competitions for ALL swimming abilities!

DON'T MISS OUT! Be there, or be dry!

BEFORE FRIDAY OPEN SWIM—only at the WATERFRONT!

MAKE SOME WAVES!!!

Terrapalooza

GET READY TO TAKE ON THE LAND in the ultimate showdown of **TERRAPALOOZA!** It's ALL OUT FUN & GAMES, led by our unstoppable STAFF!

IT'S GONNA BE BIG, IT'S GONNA BE BOLD—IT'S **TERRAPALOOZA!**

Awards & Recognition

Neptune Society

The Neptune Society is exclusive to Camp Shenandoah. The Virginia Headwaters Council Aquatics Committee is pleased to present this coveted council specific award, available to youth and adults; recognizing those who have demonstrated excellence in aquatics skills and safety. The Neptune Society distinguishes those who have achieved extensive experience in the BSA Aquatics Program and demonstrated their devotions to the betterment of skills and safety in and on the water. Those who have completed the requirements for this award will receive a certificate of accomplishment and the prized Neptune Society belt buckle presented by the Aquatics Committee (or possibly Neptune himself!). [Requirements can be found here.](#)



Honor Troop Award

This award is earned by troops that meet the requirements of service and involvement in camp activities. All troops qualifying for this distinction will receive “a blank piece of wood” at Closing Campfire. Troops can decorate their wooden plaques and have them displayed in the Dining Hall at Camp Shenandoah. Requirements for Honor Troop will be available online and at Check-In. Be sure to check out the heritage and creativity demonstrated on many previous Honor Troop plaques adorning the walls of our Dining Hall.

Scoutmaster Merit Badge

This “merit badge” is earned by completing various requirements that take you to different areas of camp and helping out or doing something Scout-related. A copy of the requirements will be available at Check-In.

Inspection Award

A Scout is Clean! The campsite with the highest cumulative score for daily inspections receives our special recognition at the Closing Campfire!



Order of the Arrow Shenandoah Lodge 258

Shenandoah Lodge is pleased to offer Camp Shenandoah the OA Everyday program. This program ensures that every day of summer camp, Arrowmen have an activity to participate in with our Order. All Order of the Arrow events at summer camp are run by the Camp Chief and other youth members of Shenandoah Lodge. The Camp Chief is a member of Shenandoah Lodge appointed by the Lodge Chief to act in their stead for the duration of summer camp. Let the Camp Chief know if you have any questions about OA Everyday, Shenandoah Lodge, or the OA in general.



Monday: Medicine Bowl

Take a seat in the Dining Hall at 8:00 PM for the Medicine Bowl. Please arrive wearing your field uniform and OA sash. This is the time to meet your fellow Arrowmen attending summer camp! Ice cream will be served, and the Camp Chief will be your host for a fun, team-based game.

Tuesday: Brotherhood Questioning

Ordeal members that meet the requirements for the Brotherhood Honor should meet at the Eppard Shelter during siesta at 1:00PM-1:30PM. Please arrive in field uniform and OA sash. Be Prepared to answer questions regarding what you have learned during your Ordeal, and what you have learned as an Ordeal Member.

Please note, we are only able to question members of Shenandoah Lodge.

Wednesday: Brotherhood Hike and Ceremony

Those that have completed their brotherhood questioning and all other requirements for the Brotherhood Honor, should meet their guide on the Trading Post porch at 7:30PM for the Brotherhood Hike. Please wear your field uniform and OA sash. New Brotherhood Honor members must check with the Trading Post beforehand, to ensure all dues are up to date, and to pay the \$25 for new Brotherhood sash and Ceremonial text. Bring water; a backpack or similar is not necessary. We can only induct new Brotherhood Honor members that are members of Shenandoah Lodge.

All Brotherhood or Vigil members, regardless of Lodge, are welcomed to watch the Brotherhood Ceremony at 8:15 p.m. Arrive at the OA Ring in your field uniform and OA sash. Use a Camp map to find your way, taking the trail through the Barnett Campsite. Please be respectful of Scouts and Scouters camping there. If you wish to help set up, arrive up to half an hour earlier; our ceremonialists will be there.

Thursday: Patch Trade-o-ree

Threadheads, bring your patch collection! All Scouts are welcome at this event. Meet at the Eppard Shelter during siesta at 1:00PM-1:30PM. All BSA or OA patches are welcome. This event is run by Arrowmen, so please speak to the Camp Chief about helping to run this event. Trades must be fair. No trades may be made without supervision by an Arrowmen helping to run the event.

Friday: New Ordeal/Ordeal Candidate Recognition

This event takes place during the Friday night closing campfire. Its purpose is to recognize new or upcoming members in the OA. We do this in the form of a ceremony. Unit leaders, if you wish to recognize a member of your unit for their recent election into the OA or the completion of their Ordeal, raise an OA sash, arrow pointing down, above the member's head in order to recognize them. Do this when a call to search out members is made, and the drum is sounding. Our ceremonialist team will bring your member forward to be recognized.

Afterward, our Camp Chief will meet these members in the Dining Hall to introduce them to our Lodge, and the OA in general. If you have a member in your unit that is not registered with the Virginia Headwaters Council, please give the Camp Chief, in writing, a list of all members to be recognized. This is to ensure proper communication with their local Lodge.

All youth Arrowmen, please speak to the Camp Chief if you wish to help with the recognition Ceremony. We encourage you to get a taste of being a ceremonialist by helping to carry torches, drumming, or assisting the ceremonialist team in preparing.

Dining Hall & Meals

Assembly

Units assemble 15 minutes prior to each meal on the Parade Field. Please be prompt as this is when we hold flag ceremonies, share announcements, and give thanks with grace for each meal. Full field uniform required only for Supper. Morning assembly at 7:45 a.m. and evening assembly at 6:15 p.m.

Table Waiters

Camp Shenandoah uses a “waiter” system in each unit to give Scouts an opportunity to learn and practice sanitary mealtime habits. Each unit is asked to send two waiters per table to each meal. Table Waiters should report to the Kitchen 15 minutes before meals. Responsibilities include setting tables, wiping down tables, sweeping after meals. The Dining Hall Steward dismisses table waiters after the completion of their duties following the meal.

Meals

The menu is posted in the Dining Hall and at your campsite. Meals are served by camp staff as you enter the Dining Hall. Seconds may be offered after everyone is served. Along with what is served, additional options are available to you. Fruit, cereal and hard boiled eggs at breakfast, salad bar and PB&J bar at lunch and supper, among other options. Please remain seated in the Dining Hall for a fun song and announcements before dismissal from the Dining Hall Steward.

Special Requests

Our Food Service Director and kitchen staff strive to accommodate the many allergies and other dietary restrictions. It is very important you let us know in advance using our [Special Assistance Request form](#). We meet typical dietary needs but cannot create individual meals for guests with special lifestyles or picky eaters. Those with special needs are encouraged to provide any specialty food to supplement our menu. These should be individually boxed, labeled with name and unit number. Speak with our kitchen staff for instructions as they will cheerfully store dry, refrigerated or frozen goods for you.

Note: the dining hall can be loud. When staff start with “I’ve got a song for you . . .” it is a great time for those sensitive to noise to put in their ear plugs or step outside.

Policies & Services

Camp Sites

Each campsite is arranged with groups of five platforms. These groups we refer to as pods. Each platform has a standard BSA wall tent with two cots, so each pod can house ten people. Every site has a picnic table shelter and a latrine with fresh running water. Our sites can accommodate from 25 to 40 guests. Leaders are welcome to bring their own tent. We ask to the extent possible everyone shares a tent due to spacing considerations.

Health Lodge

The Camp Health Lodge is staffed 24 hours a day by qualified health personnel who handle all minor injuries, scrapes and bruises, etc. Any person requiring care outside of the scope of the Health Lodge will be referred to urgent care or the emergency room at Augusta Health in Fishersville, VA. For insurance purposes and for the health and safety of all participants, all accidents and illnesses, must be reported to the Health Lodge and recorded.

Trips to Doctor or Hospital

It is the responsibility of the unit leadership to provide transportation for the unit member(s) requiring travel to or from a doctor or a hospital, unless the Health Officer determines that emergency transport is necessary. One adult leader from the unit, and one additional adult, will accompany the unit member requiring services and is asked to carry insurance forms. They must obtain the Scout’s health and medical form from the Health Lodge before going to the doctor or hospital. Parents or guardians will be notified by the Camp Director immediately of any serious illness or injury. If parents will not be at home while the Scout is at camp, have them advise the unit how they can be contacted. The Camp Medical Officer must clear all cases requiring outside medical care. Please note Urgent Care centers in Staunton or Waynesboro are generally not open after 8:00 p.m., therefore treatment should be obtained at the Emergency Department of Augusta Health in Fishersville, VA.

Note: specific COVID-19 protocols may be in place, per the Virginia Department of Health.

Feminine Hygiene

Female scouts and scouters are encouraged to bring feminine hygiene products to camp even if they are not expecting their menstrual cycle to start. No matter how consistent a female’s cycle may be normally, camping in the woods can affect timing and flow. Unused feminine hygiene products should be stored on the troop trailer or secured with other smellable items such as food and toiletries and not in the tents. Used products can be disposed of in the trash can provided in the latrine (NOT in the latrine) and



collected each night during latrine duty for disposal in the camp dumpster.

Security

All guests wear the wristband issued at check in. Staff are identified by a Field Uniform with a Camp Staff name tag and position patch or by a STAFF “Class B” shirt. All visitors to camp must report immediately to the camp office to sign in and receive a visitor’s wristband. Departing guests and visitors sign out and turn in the wristband. If a leader is coming to camp to relieve another leader, they must first sign in and the other leader needs to sign out. Any person on camp property without a name badge or a wristband should be reported immediately to the camp office.

Buddy System

The buddy system is a safety measure for all Scouting activities. Buddies should know and be comfortable with each other. Self-selection with no more than two years age or significant differences in maturity should be strongly encouraged. When necessary, a buddy team may consist of three Scouts and is required for mixed gender buddies. No youth should be forced into or made to feel uncomfortable by a buddy assignment.

Telephone

The office telephone is staffed from 9:00AM to 9:00PM. This line is used strictly for Camp business. If you need to reach a camper, we will be happy to relay a message to them. In the event of an emergency, a staff member will immediately make contact with the appropriate people.

Power Generators & CPAP Machines

Gasoline power generators are not allowed in campsites. If someone has a special need, including the use of a CPAP machine, please contact the Camp Director at least one week prior to your arrival at Camp, and we will do our best to accommodate. There are no electrical outlets in campsites. Many CPAP users utilize a battery powered machine that is easily recharged at the Maintenance Building. Please ask to speak with our Ranger if someone will need a daytime charging outlet.

Fire Safety & Fuels

The use of liquid fuel stoves and lanterns in a campsite is permitted under the supervision of an adult leader. Under no circumstances are liquid fuels or lanterns allowed in tents. Bulk containers of fuel and unattached propane tanks must be stored in the maintenance area. Please enforce our NO Flames in Tents policy by showing Scouts the signage. Only flashlights, headlights and battery lanterns are to be used in tents.

Vehicles & Trailers

One trailer per unit may be parked in campsites. It must be disconnected from the tow vehicle and the tow vehicle must return to the camp parking lot. Trailer wheels must be chocked, and the tongue must be secured on a block or stand such that the trailer is safe, secure and does not block roads or trails. No vehicles may remain in campsites.

Youth Leaving Camp Early

We understand a prior commitment may require a Scout to temporarily leave camp. Should you know this in advance, please prepare our [Youth Leaving Camp Early Release Authorization Form](#). Using this form, the Scout’s parent(s) or legal guardian must notify the Camp Administration in writing that a Scout may have an interrupted or shortened stay at Camp Shenandoah. This written statement must include the departure information and return information if the Scout is going to return. It must also detail who is authorized to pick up the youth. Both parent and Scout leader in charge must sign the release form.

Scout Mail

Scouts love receiving a postcard, note or goodie box from home! USPS, UPS and FedEx all use the same address. To assure timely delivery, you can send mail to your Scout the week prior to arrival and we’ll make certain it is delivered.

Trading Post

The Trading Post is a natural gathering area at camp! With a front porch with tables, chairs, and a charging station, it’s a great place to socialize and take in camp life. Inside, you’ll discover Merit Badge books, t-shirts, hats, hoodies, equipment, handicrafts, toiletries, gift items, knives, Camp Shenandoah souvenir items, and much more. Water, soft drinks, Slush Puppies, and snacks are always popular! The Trading Post is open from 9:00AM—8:00PM, except during meal times. On average, Scouts spend roughly \$65 in the Trading Post. Cash, checks, and credit/debit cards are welcome.

Friends & Family Night

Friday evening is a wonderful way to wrap up your awesome camping experience! In order to accommodate visitors, Camp Shenandoah goes picnic style on Friday evening with several options for you to choose. Troops frequently have family and friends bring a potluck dinner to the campsite. In the mood for a pizza party? Domino’s Pizza in Staunton will deliver to the Dining Hall on Friday. Simply place your order and pay at the Trading Post by Thursday evening. And, we’ll tip the driver for you! Our Dining Hall staff also prepares dinner to be enjoyed in the Dining Hall or elsewhere at camp. Your guests can join you by purchasing an \$10 meal ticket in the Trading Post. We always suggest your guests bring a blanket or lawn chair so you can enjoy your meal in the natural surroundings of Camp Shenandoah! We ask all visitors to depart camp with great memories before 10:00 p.m.



Leader Information

Orientation

Unit leaders and Senior Patrol Leaders are asked to attend our orientation meeting on Sunday evening after supper at 7:15 p.m. Introductions, important information, and any schedule changes are shared at this gathering.

Scoutmaster Forum

Each morning, the Camp Administration hosts the Scoutmaster Forum at 9:00 a.m. to provide daily information about Camp as well as opportunities for input about your unit's summer camp experience and any needs. Please have at least one leader from your unit attend each meeting.

Staying Connected

Cell connectivity in camp is spotty and varies by location. We understand some leaders may need to have a more reliable Wi-Fi connection and can be accessed by inquiring at the Admin office.

Training

Learning new things at camp isn't just for Scouts. Leaders can take advantage of our Training opportunities. Sign up for training in Black Pug, Safe Swim Defense/Safety Afloat, and Paddle Craft Safety. Introduction to Outdoor Leader Skills is offered Tuesday, Wednesday, and Thursday afternoons (requires prior online self-study at my.scouting.org). We also offer NRA Range Safety Officer training. Participants must be attending camp as a currently registered adult member of the BSA. Adequate adults must be with the troop while taking this course.

Hiking/Cycling

The 4.8-mile Boundary Trail offers an excellent way to explore our native woods, grasslands, and flora. Ask us about hiking Elliott Knob (a full day hike). Biking at camp is permitted granted that all riders are wearing a proper helmet and observing our rules. Those wanting to ride at camp must get a camp Bike License, which can be easily acquired on Sunday. Staff will lead Group Rides everyday during Open Program Hour and there will be a longer group ride on Friday.

Shower House

The shower house is divided in four sections: male youth, female youth, adult male, and adult female. The building is well lit and open 24-hours a day. We ask adults using the shower house to ensure their Scouts have ad-

equated adults at your campsite. If your Scouts are using the shower house, please have one adult remain outside of the youth side of the building.

Ranger Corps

The Ranger Corps is a team of dedicated volunteers who help maintain and improve Camp Shenandoah. Leaders with a couple spare hours and a skill are always welcomed to visit with our Ranger Corps

Damage to Equipment

Normal usage and wear will result in some breakage of equipment; however, the cost of malicious damage or breakage due to horseplay will be charged to the unit. These fees must be paid before departing. Each campsite will be inspected upon check-in with the unit leaders. All imperfections to equipment should be noted on the check-in forms. Upon check out, the same sheets will be used. If you notice damaged camp property, please inform your unit guide so the damage can be evaluated and dealt with promptly. If intentional damage has been done the unit is charged the following:

- Cot Replacement \$75.00
- Rips and Tears to Tents \$20.00 per inch
- Damage to Tent Platform up to \$125.00
- Damage to Tent Frame \$25.00 per pole
- Other Damages Amount determined by Ranger and Camp Director

Camp Rules

Camp Shenandoah operates under the Scout Oath and Scout Law. For additional safety of campers and staff, the following is a list of important items of note:

- Closed-toed shoes are always worn. Scouts and Scouters may wear shower shoes/water shoes/sandals inside the shower house and waterfront area only. Scouts and Scouters wear closed-toed shoes as they travel to those locations.
- Fireworks are prohibited.
- Alcohol is prohibited.
- Tobacco products are used only in designated areas.



Camp Emergency Plan



All units will receive a Camp Emergency Procedures handout before arrival and at the Sunday leaders' meeting. Admin makes every reasonable effort to monitor weather conditions that may pose a threat to the health and safety of the camp. Ultimately, leaders are responsible for the safety of their Scouts.

Camp Siren

In the event the camp emergency alert siren is heard, everyone is to immediately report to the Parade Field, lining up at your troop's position on the field behind the SPL. The SPL and one leader then report to camp leadership at the flagpoles when all youth and adults are present.

Emergency Drill

Camp conducts a weekly siren emergency drill. When hearing this siren, ensure your unit immediately

reports to the Parade Field as specified above. The siren will continue until all units are accounted for. NOTE: When the siren sounds, Staff are trained to muster at a different location.

Wildlife

Camp Shenandoah is over 450 acres, largely mountain forest and wilderness with a large wildlife population. Visitors have seen the eagles, osprey, and blue herons that fly over the lake. Campers notice the chipmunks in campsites. Deer roam throughout. Please respect our wildlife and do not capture, touch, corner or harass any animals. Keep in mind that having food of any type in your tent or in your campsite is an invitation for animal guests. If you encounter any wildlife, please slowly recede from their environment. Report any dangerous wildlife to Administration or Ranger. If you are bitten by an animal, report to the Health Lodge. There are a variety of snakes, including venomous Eastern Timber Rattlesnakes and Copperheads. If you observe any snake, report it to the Camp Administration. Do not attempt to capture, relocate, or kill any snake.

Suggested Packing List for Scouts

- Completed and signed medical form
- Complete Scout uniform
- Comfortable appropriate Camp shoes or boots— Flip Flops are not appropriate for Camp except in the shower
- Pocketknife
- Wallet/money (\$50 - \$75 for Trading Post)
- Sleeping bag or blankets
- Flashlight with extra batteries
- Scout handbook
- Notebook with pencils/pens
- Merit badge books for classes
- Any pre-requisite work on merit badges
- T-shirts—scout appropriate
- Pants and/or shorts
- Socks (enough for a week)
- Underwear (enough for a week)
- Jacket (nights can be chilly)
- Raincoat or poncho with hood
- Personal hygiene products
- Sneakers
- Swim trunks
- Wash cloth
- Towel (one for swimming too)
- Comb/brush
- Soap in waterproof container
- Shampoo
- Toothbrush and toothpaste
- Water bottle – stay hydrated!

OPTIONAL/COMFORT ITEMS:

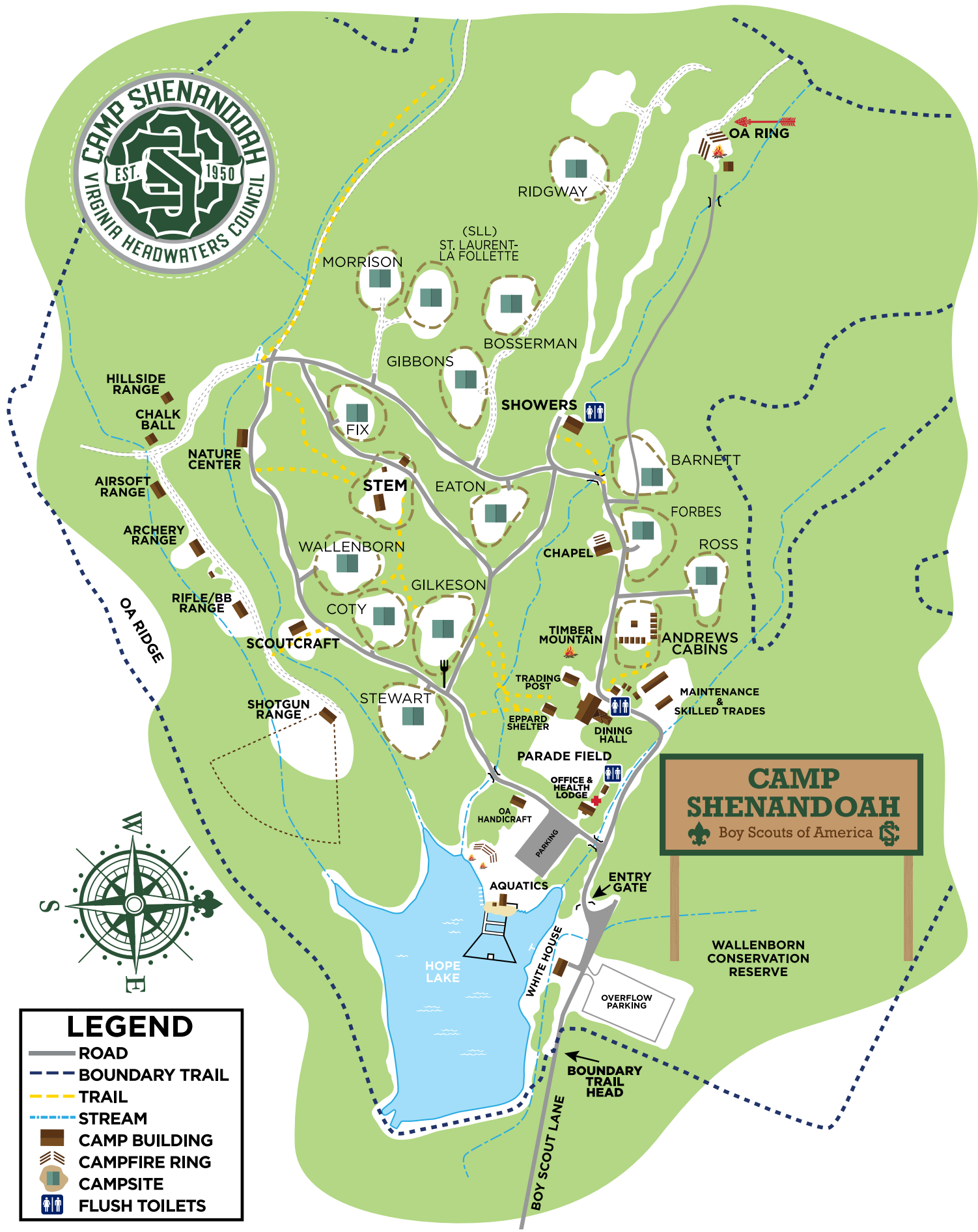
- Watch
- Camera
- Pillow
- Sunglasses
- Individual first aid kit
- Scout Field Book
- Mosquito repellent
- Cord for clothesline
- Plastic ground cloth
- Ear Plugs or Noise Canceling Headphones
- Compression Vest or Weighted Blanket
- Favorite Fidget Toy
- Bible or prayer book, according to faith

Extra items for Scouts taking the Wilderness Survival merit badge. While not mandatory, it makes the experience more enjoyable.

- Matches in waterproof case
- Plastic ground cloth
- Eating equipment—mess kit, silverware
- Water bottle

Parents: Be sure and label any personal items including clothing, handbooks with scout's name and troop number. This aids in the return of lost/found items.

Scoutmasters: Please share this packing list with your scouts!



LEGEND

- ROAD
- BOUNDARY TRAIL
- TRAIL
- STREAM
- CAMP BUILDING
- CAMPFIRE RING
- CAMPSITE
- FLUSH TOILETS