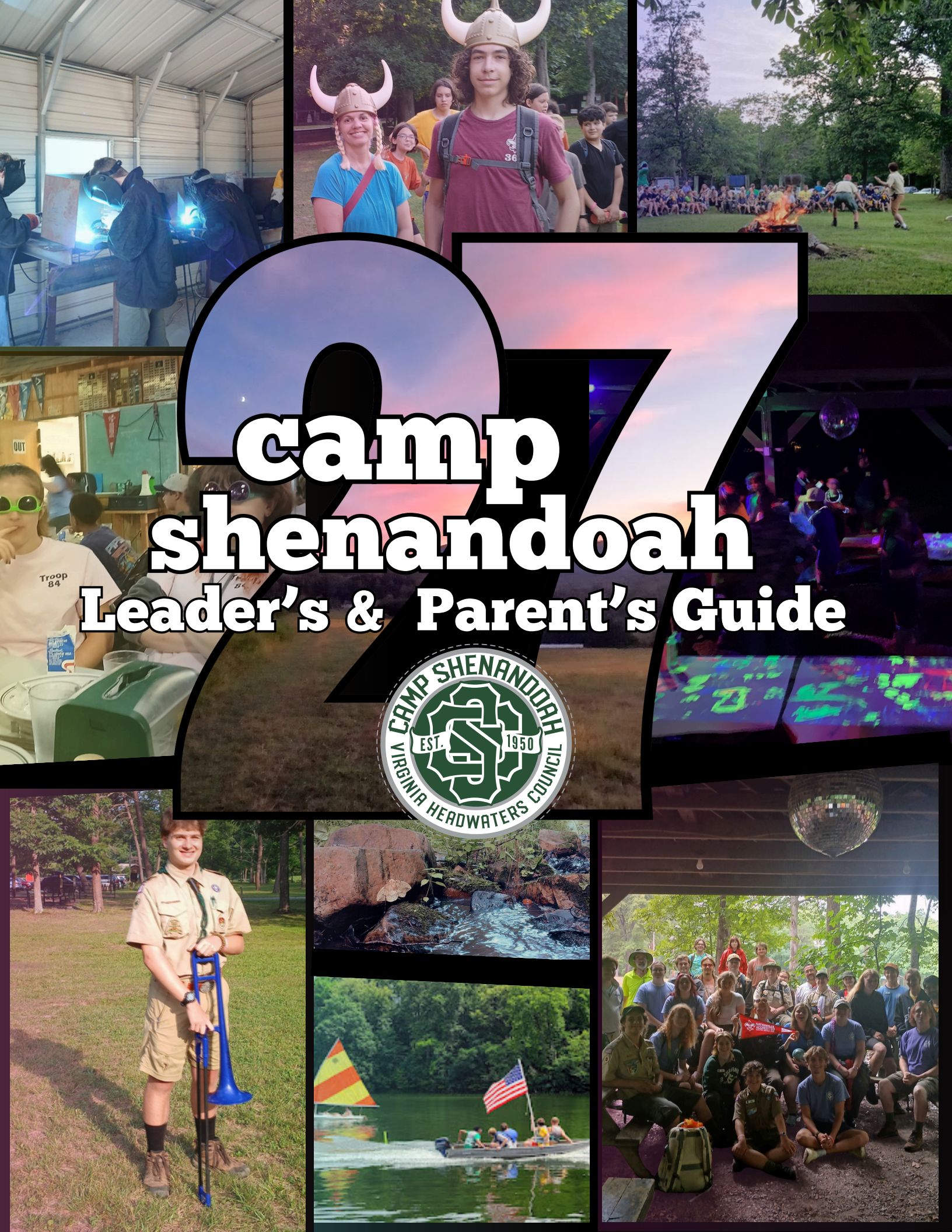


2027 camp shenandoah

Leader's & Parent's Guide

CAMP SHENANDOAH
EST. 1950
VIRGINIA HEADWATERS COUNCIL

Table of Contents

Welcome Home to Camp Shenandoah 3
Contact Us 4
Dates and Rates 4
Reserve Your Space 5
Registration 6
Health and Safety 7
Merit Badge & Sessions 8
Timber Mountain 9
Happy Sunday 10
Camp Tour 11
Daily Schedule 12
More Than Merit Badges 13
Awards & Recognition 16
OA Shenandoah Lodge 258 18
Dining Hall & Meals 19
Policies & Services 20
Leader Information 24
Camp Rules 25
Packing List 27
Camp Map 28





Welcome Home to Camp Shenandoah

Scouts and Scouters!

We're thrilled to welcome you to Summer Camp at Camp Shenandoah—your ***Camper First*** destination in the heart of the Shenandoah Valley!

Nestled at the base of the Allegheny Mountains beside the George Washington National Forest, Camp Shenandoah offers 450 acres of adventure, from our spring-fed Hope Lake to the 4.8-mile Boundary Trail that circles camp. Our camp offers hikes, views, and challenges for Scouts of all levels.

Each summer, our goal is simple: to create a Camper First experience—a week where Scouts feel valued, engaged, and inspired. No two summers are ever the same. Every year we add new activities, themes, and surprises designed to make your stay even more fun and meaningful. When you are with your family, you're at home, and when you're at Camp with your scouting family, we want to make you feel at home.

Our staff is dedicated to delivering top-notch instruction, enthusiastic spirit, and the kind of camp culture that brings Scouts back year after year. For new Scouts, the Timber Mountain Program provides a strong foundation and a taste of adventure. For returning Scouts, our merit badge areas and specialty programs offer new skills and fresh challenges.

Troops may register online through Black Pug. Units that pay in full early can take advantage of our discounted rate. For questions or special requests, please don't hesitate to contact robert.clemmer@scouting.org—we're here to help.

Thank you for choosing Camp Shenandoah for your summer adventure - we can't wait to welcome you. Until then, Happy Scouting—and let us know how we can make this summer your best yet.

Yours in Scouting,

The Camp Shenandoah Staff

This Leader Guide is a living document and may be updated as details are refined or new information becomes available. The Camp Shenandoah Administration may adjust program elements as needed to ensure the safety and well-being of all participants, staff, and the Virginia Headwaters Council. For the latest version of the Camp Leader Guide, please visit https://www.scoutingevent.com/763-CampShenandoah2027

Contact Us

Virginia Headwaters Council
Council Office Weekdays 9 a.m. - 5 p.m.
Phone 540-943-6675
Physical Address 617 Greenville Avenue
Staunton, VA 24401

Registration Questions or Assistance

Robert Clemmer, Director of Camping
(540) 292-2391
robert.clemmer@scouting.org

Terry Michael
terry.michael@scouting.org

Camp Shenandoah Information
Phone 540-886-7513 (June 08-July 19)
Physical Address 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



Dates for 2027

Scouts BSA Week 1 June 20 - 26
Scouts BSA Week 2 June 27 - July 3
Scouts BSA Week 3 July 4 - July 10
Scouts BSA Week 4 July 11 - July 17

Rates for 2027

Scouts BSA Week 1
Early Bird - effective until April 3, 2027
Youth $475 - Adults $245
Regular - after April 3, 2027
Youth $495 - Adults $255

Scouts BSA Week 2
Early Bird - effective until April 3, 2027
Youth $450 - Adults $235
Regular - after April 3, 2027
Youth $450 - Adults $235

Scouts BSA W33k 3
Early Bird - effective until April 3, 2027
Youth $475 - Adults $245
Regular - after April 3, 2027
Youth $485 - Adults $255

Scouts BSA Week 4
Early Bird - effective until April 3, 2027
Youth $435 - Adults $215
Regular - after April 3, 2027
Youth $450 - Adults $235



Reserve Your Space

A $100 Deposit Fee is collected at time of your registration. You can place your deposit online.

https://scoutingevent.com/763-CampShenandoah2027

During your initial deposit, 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 January 1, 2027. After this date, payment can be received to register for merit badges.

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

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. 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.

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 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 April 17, 2027 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 Badge sessions have 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, 2027. 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 70% of fees paid and are refunded after August 9, 2027. 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

For a full comprehensive list of our Merit Badge Program, please refer to our **Program Guide**.

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 seven 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 after January 1, 2027 once a scout is paid in full.** 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

Troop leaders can stop by the Camp Office on Friday afternoon to review Merit Badge records. The Program Director and camp staff will be available to go over everything entered in Black Pug and make any final corrections before check-out on Saturday. Each troop will receive a partial/completion report (excluding any Friday badges), and staff will work with you to ensure the records are accurate and up to date.

Note: We do not distribute blue cards at camp. Because Black Pug provides a Participant Report for every Scout, you have the option to print blue cards from home at any time.

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 mike 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.

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

Tenderfoot
2a, 2c: Cooking
3a, 3b, 3c: Knots
3d: Knife, saw, & ax
4a, 4c: First Aid and Prevention
4b: Poisonous Plants
5a, 5b, 5c: Hiking
7a: Citizenship
8: EDGE method

Additional Skills
Totin' Chip
Firem'n Chit

Second Class
1b: Leave No Trace
2a, 2b, 2c, 2d: Cooking & Fire
2f, 2g: Knots
3a,3c, 3d: Compass and Hike
3b: 5 mile hike (Optional Activity)
5b - swimming (swim check dependent)
6a, 6b, 6c, 6d, 6e: First aid
8a, 8b: Citizenship

First Class
3a, 3b, 3c, 3d: Knots and lashings
4a, 4b: Orienteering Course & GPS
5a: Nature
5b, 5c, 5d: Weather
6a - swimming (*swim check dependent*)
7a, 7b, 7c, 7f: First Aid



Happy Sunday

Driving to Camp Shenandoah

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 1:15 - 4:00 p.m. on Sunday. The camp gate will not be opened prior to 1:15 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
- 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 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 NCAP standards, the Aquatics Director reserves the right to retest any Scout if the Director is concerned for the safety of any participants. 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 Unit 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 Unit 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.



Trading Post Sunday Hours

7:00-8:00 p.m. Grab some merch and a Slush Puppie!

Scoutmaster/SPL & Area Meetings

Immediately following dinner, there will be a meeting for Scoutmasters and Senior Patrol Leaders at the Handicraft Shelter. The Timber Mountain Program will have a meeting for all of their participants following dinner at the Timber Mountain Area.



Evening Assembly & Campfire

Gather at 8:00 in Field Uniform on the Parade Field to attend the 8:15 Opening Campfire for fun and to meet the staff.

DAILY SCHEDULE

	Sun	Mon	Tues	Wed	Thurs	Fri	Sat
6:30			5k Run	Early Bird Swim			
7:45		Morning Flags					
8:00		Breakfast					Grab N Go Breakfast
9:00		Scout Leader Forum Merit Badges & Adult Leader Training				Friday Merit Badges	Check out
10:00							
11:00							
Noon		SPL Meeting					
12:30	Camp Closed	Lunch					
1:00		Siesta					
2:00		Merit Badges & Adult Leader Training				Aqua-palooza & Hide N Seek	
3:00							
4:00	Check In	Open Program					
4:30							
5:00	Camp Tour	Scout's Own Time					
6:15	Evening Flags						
6:30	Supper						
7:15	SM & SPL Meeting, Area Meetings	Scout's Own Time		Vespers	Scouts Own Time	Friends & Family Night	
7:30							
8:00	Assembly					Assembly	
8:15	Campfire					Campfire	
8:30		Evening Program					
10:30	Lights Out						Camp Closed





More Than Merit Badges

Shenandoah Olympics



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 Decathlon! 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.



Mon.	7:30 p.m.	Tug-of-War (bring gloves)	Parade Field
Tue.	6:00 a.m.	5k Race (course is on Swoope roads)	Camp Office
Tue.	7:30 p.m.	Fire Building (send a team of fire builders)	Timber Mountain
Wed.	8:30 p.m.	Dessert Cook-Off (bring dessert ready-to eat)	Handicraft
Thu.	7:30 p.m	Rifle Shoot (send one Scout per unit)	Rifle Range
Thu.	7:30 p.m	Archery Shoot (send one Scout per unit)	Archery Range
Thu.	7:30 p.m	Jeopar-TREE	Nature



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. Opportunities for glory during Evening Assembly

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.

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.

Leader Luau

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 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!!!



OUTLAW DERBY



Friday at STEM

Forget the rules of the traditional Pinewood Derby—this is Outlaw style! We'll provide the wheels and axles; you bring the creativity. Your car's body can be made from anything that fits on the track: potatoes, soap bars, soda cans—if it rolls, it races!

THORSDAY



At Camp Shenandoah, Thursdays are Thorsdays! Don your Viking gear, raise your hammers, and join the feast in Dining Valhalla. From braided beards to battle helmets, it's all about spirit, style, and a hearty SKOL! to the mightiest campers of the week.

CARDBOARD VIKING BOAT RACE

Hope Lake - THORSDAY! Bring your cardboard boat viking boat down to the lake to participate in the CARBOARD VIKING BOAT RACE. Boats will race around the lake - Don't forget to include a DRAGON HEAD







THURSDAYS ARE

THORSDAY

at CAMP SHENANDOAH

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.

Honor Camper Award

The Honor Camper Award recognizes Scouts who meet the requirements of service, spirit, and participation throughout the week at Camp Shenandoah. This award encourages Scouts to embody the best of the Scouting ideals—cheerful service, leadership, and enthusiasm in all aspects of camp life. Scouts who qualify will be recognized at the Closing Campfire and receive a special token of distinction. Requirements for the Honor Camper Award will be available online and at Check-In. Be sure to review them early in the week and strive to live up to the example of a true Camper First Scout.

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.



More Awards & Recognition

Apollo Award

The Apollo Award joins Camp Shenandoah's pantheon of awards, honoring those Scouts who master the arts of rifle, shotgun, and archery. Like Apollo, whose arrows flew true beneath the heavens, these marksmen pursue every Range and Target merit badge with patience, discipline, and skill. Yet, like a great hero who returns from battle to strengthen his companions, their honor is found not only in the targets they strike, but in the hours they give helping at the ranges, teaching safe practices, and guiding fellow Scouts toward their own victories.





ALL STAR Program

Our camp runs on the generosity of volunteers, and we want to recognize those who go above and beyond. Through the ALL STAR Program, adult leaders and volunteers who help teach a merit badge or dedicate their week to supporting camp operations will be recognized as an official Camp ALL STAR, complete with an exclusive ALL STAR shirt.

How to become an ALL STAR:

Help teach a merit badge. Share your skills, profession, or hobby by assisting a merit badge counselor or leading sessions during the week.

Serve the camp. Spend your week helping wherever you're needed, from program areas to dining hall to camp-wide events.

Interested in helping with a merit badge?

Please reach out to Robert Clemmer at robert.clemmer@scouting.org. Contacting him before camp lets us match you with a program area and get any needed counselor registration in place.

Thank you for helping make this summer an outstanding experience for every Scout!

OA 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 and games!

Tuesday: Service Day

The Brotherhood of Cheerul Service will gather on Tuesday during Open Program to give back to the camp with a service project. All are welcome to help.

Wednesday: Brotherhood Hike and Ceremony

OPEN TO ALL! THE GLOW-A PARTY is the premiere entertainment Wednesday. Join Shenandoah Lodge 258 for a party at the Eppard! Glow lights! Glow paint!

Thursday: Patch Trade-o-ree

Threadheads, bring your patch collection! All Scouts are welcome at this event. Meet at the Eppard Shelter after Lunch. All BSA or OA patches are welcome. .

Friday: Ordeal Candidate Recognition

This event takes place during the Friday night closing campfire. Unit leaders, if you wish to recognize a member of your unit for their recent election into the OA, raise an OA sash 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.

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.

Meals

Table waiters head to the dining hall at least 15 minutes prioar to a meal to set their table. Units assemble at the Parade Field prior to meals. First, table waiters will be dismissed to set food on tables, and then units will be dismissed. Tables will be assigned to units during the opening day tour. **It is most important that all units visit the dining hall on their camp tour to receive this information and to understand how meals are administered.** Our dining hall camps utilize a “Family Style Method” of food service for meals. This is very similar to how you would eat at home, with bowls of food being passed around your table. As you enter the dining hall for each meal, you proceed directly to your assigned table where all of your food will be ready and waiting for you. Dining Hall procedures including meal structure and clean-up will be reviewed at your first dinner on check-in day.

Tuesday and Thursday Lunch will be a Packout Lunch. Each troop will need to send at least two scouts to pick up food for their troop. Troops are welcome to enjoy lunch in their campsite or any other location.

Breakfast on Saturday will be a Grab and Go Breakfast. Troops will grab their meal from the Dining Hall before departing.

The menu is posted in the Dining Hall and at your campsite. Along with what is served, additional options are available to you. Fruit, cereal, granola, and yogurt 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.



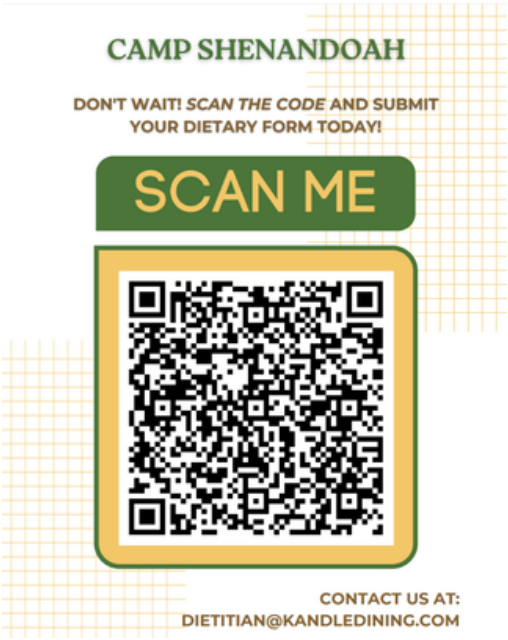






Table Waiters

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 table waiters to each meal. Table Waiters should report to the Dining Hall 15 minutes before meals. Responsibilities include setting tables, wiping down tables, sweeping after meals, and retrieving food. The Dining Hall Steward dismisses table waiters after the completion of their duties following the meal.



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.



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 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 share a tent due to spacing considerations. Campsites **do not** have electricity.



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. Schedules for scouts should reflect buddy assignments. It is discouraged that a Scout take a class by themselves.

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

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 or the STEM shelter. Please ask to speak with our Camp Director 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.
Scouts Receiving Mail During Camp

Camp Shenandoah
"Scout's Name", Unit #
222 Boy Scout Lane
Swoope, VA 24479

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 $75 in the Trading Post. Cash, checks, and credit/debit cards are welcome. Please note that credit and debit card purchases in the Trading Post require a $5 minimum.





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 Camp Office by Thursday evening. 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.



Bring Your Own Bike!

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.

Leader Information

Orientation

Unit leaders and Senior Patrol Leaders are asked to attend our orientation meeting on Sunday evening immediately after dinner. 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). 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.

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 adequate 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.

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).

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 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.

Camp Shenandoah Incident Plan

Camp Shenandoah's Camp Incident Plan outlines the procedures and response protocols for emergencies and other significant incidents at camp. Unit leaders are encouraged to familiarize themselves with the plan before arrival so they understand the appropriate steps to take if an incident occurs.
View the Camp Incident Plan:
https://bit.ly/4jSLiKI

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. Occassionally a bear will be sighted. 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. Be mindful of trash and food left out in campsites. Evening trash runs occur, but anything left in the campsite overnight should be stored in a troop trailer. If you encounter any wildlife, please slowly back away. Report any dangerous wildlife to administration. 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.

If you're interested in seeing more of the flora and fauna that you can expect to see at Camp Shenandoah, feel free to explore the camp's **iNaturalist** program where volunteers have uploaded their sightings.

https://www.inaturalist.org/projects/camp-shenandoah-virginia-headwaters-council-bsa





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:

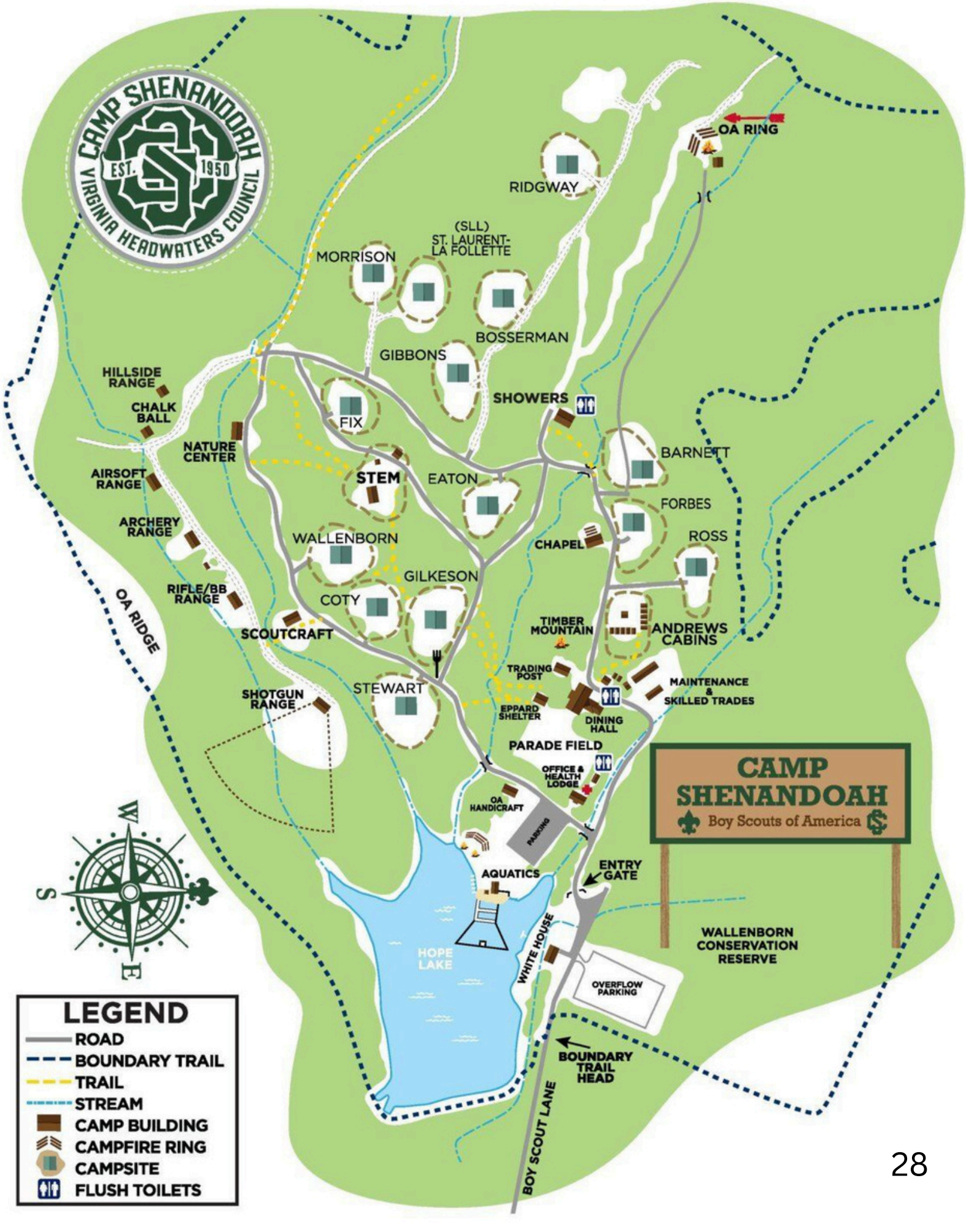
- Watch
- Camera
- Pillow
- Sunglasses
- Individual first aid kit
- Scout Field Book
- Mosquito repellent
- Cord for clothesline
- Plastic ground cloth
- Ear Plugs or Noise Cancelling Headphones
- Compression Vest or Weighted Blanket
- Favorite Fidget Toy
- prayer book, according to faith

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

Additional items: Suggestions from Troop Leaders:

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.


CAMP SHENANDOAH
EST. 1950
VIRGINIA HEADWATERS COUNCIL
OA RING
RIDGWAY
(SLL)
ST. LAURENT-
LA FOLLETTE
MORRISON
BOSSERMAN
GIBBONS
HILLSIDE
RANGE
CHALK
BALL
FIX
SHOWERS
NATURE
CENTER
BARNETT
AIRSOFT
RANGE
STEM
EATON
FORBES
ARCHERY
RANGE
WALLENBORN
CHAPEL
ROSS
GILKESON
RIFLE/BB
RANGE
COTY
OA RIDGE
TIMBER
MOUNTAIN
ANDREWS
CABINS
SCOUTCRAFT
TRADING
POST
MAINTENANCE
&
SKILLED TRADES
SHOTGUN
RANGE
STEWART
EPPARD
SHELTER
DINING
HALL
PARADE FIELD
OFFICE &
HEALTH
LODGE
CAMP
SHENANDOAH
Boy Scouts of America
OA
HANDICRAFT
PARKING
ENTRY
GATE
AQUATICS
WALLENBORN
CONSERVATION
RESERVE
HOPE
LAKE
WHITE HOUSE
OVERFLOW
PARKING
BOUNDARY
TRAIL
HEAD
BOY SCOUT LANE
W
S
E
LEGEND
ROAD
BOUNDARY TRAIL
TRAIL
STREAM
CAMP BUILDING
CAMPFIRE RING
CAMPSITE
FLUSH TOILETS