





27 camp shenandoah

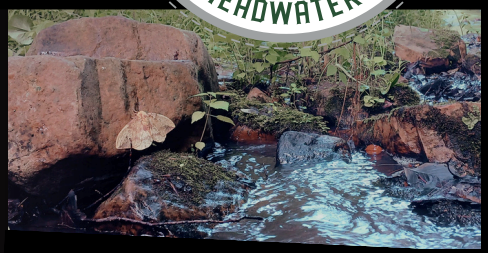
program guide

CAMP SHENANDOAH
EST. 1950
VIRGINIA HEADWATERS COUNCIL













AQUATICS

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
SWIMMING		SWIMMING			SWIMMING			OPEN SWIM OPEN BOATING
CANOEING		LIFESAVING			SMALL BOAT SAILING			
KAYAKING	MOTOR-BOATING		MOTOR-BOATING		KAYAKING	MILE SWIM PRACTICE		
SPLASH ACADEMY					SPLASH ACADEMY	ROWING		
FRIDAY SESSIONS								
SNORKELING BSA		SNORKELING BSA			AQUAPALOOZA			OPEN SWIM OPEN BOATING
STANDUP PADDLEBOARD AWARD		STANDUP PADDLEBOARD AWARD						
*MILE SWIM - open-water mile swim on Friday morning at 6 am								

Prerequisite Requirements and Fees

Badge	Prerequisite Requirement	Fee	Notes
Canoeing	Pass Swim Test		Bring shoes for boat
Kayaking	Pass Swim Test		Bring shoes for boat
Lifesaving	Pass swim test, 13+, 1st Class, Swimming MB		Bring clothes for requirement 9
Small Boat Sailing	Pass swim test, knot proficiency from merit badge book		Notes
Motorboating	Pass Swim Test	$5	Notes

Splash Academy

New to swimming? No problem! Splash Academy is designed to help Scouts build confidence and develop basic water skills in a fun, supportive environment. Led by experienced aquatics staff, this program focuses on water safety, floating, kicking, and basic strokes, ensuring every participant feels comfortable in the water. Scouts will also work toward passing the Swimmer Test and completing Second and First Class waterfront requirements. Whether it's their first time at the lake or just a chance to improve, Splash Academy is the perfect way to make a splash at Camp Shenandoah!

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-wa - ter mile swim on Friday morning.

HANDICRAFT

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
WOOD CARVING	LEATHERWORKING		SCULPTURE		WOOD CARVING	LEATHERWORKING		OPEN HANDICRAFT
BASKETRY	ART		WOOD WORKING		BASKETRY	ART		
FRIDAY SESSIONS								
FINGERPRINTING	FINGERPRINTING							OPEN HANDICRAFT

Prerequisite Requirements and Fees

Badge	Prerequisite Requirement	Fee	Notes
Basketry		$15	
Sculpture		$10	
Leatherworking		$15	
Woodcarving	Must have Totin' Chit	$15	
Woodwork	req. 7	$5	



NATURE

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
ENVIRONMENTAL SCIENCE		ENVIRONMENTAL SCIENCE			Reptile & Amphibian Study	SOIL & WATER CONSER-VATION		OPEN NATURE
BIRD STUDY	Nature		INSECT STUDY		Fish & Wildlife	Nature		
Sustainability			Forestry		Forestry	Plant Science		
FRIDAY SESSIONS								
GEOLOGY								
MAMMAL STUDY								

Prerequisite Requirements and Fees

Badge	Prerequisite Requirement	Fee	Notes
Bird Study			Early morning hikes
Insect Study	req. 5b		
Mammal Study	req 3.		
Reptile & Amphibian	req 8		

RANGE & TARGET

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
ARCHERY		ARCHERY			ARCHERY			OPEN RANGE
SHOTGUN			MARKSMAN		RIFLE			

Prerequisite Requirements and Fees

Badge	Prerequisite Requirement	Fee	Notes
Archery		$15	
Rifle		$20	
Shotgun		$35	No V-neck shirts
Marksman		$20	

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.



SCOUTCRAFT

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
CAMPING	EMERGENCY PREPAREDNESS		WILDERNESS SURVIVAL		CAMPING	SIGNS, SIGNALS, & CODES		OPEN SCOUTRAFT
ADVANCED PIONEERING			SIGNS, SIGNALS, & CODES		PIONEERING			
FIRST AID	ORIENTEERING		FIRST AID		ORIENTEERING	FIRST AID		

Prerequisite Requirements and Fees

Badge	Prerequisite Requirement	Fee	Notes
Camping	req. 4, 7, 8c, 8d, and 9		
E Prep	Req. 1 and 3		
Wilderness Survival			Outpost Thursday evening

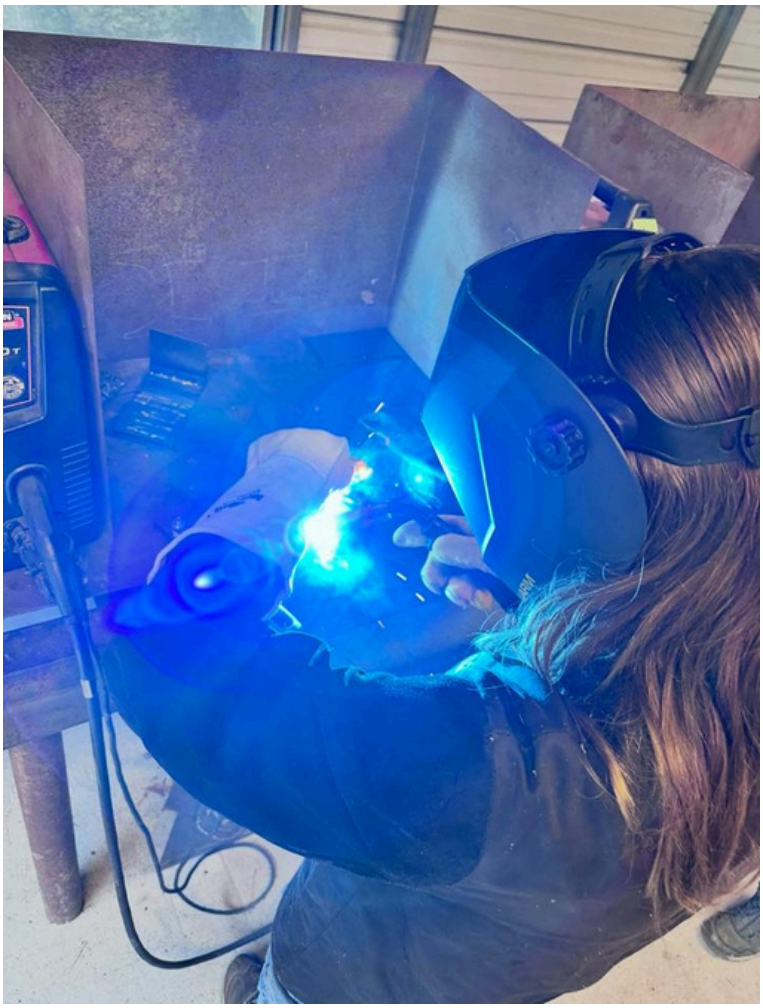


SKILLED TRADES

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
WELDING		WELDING			WELDING			OPEN SHOP
HOME REPAIR		METALWORKING			METALWORKING			
FRIDAY SESSIONS								
FIRE SAFETY		FIRE SAFETY						OPEN SHOP

Prerequisite Requirements and Fees

Badge	Prerequisite Requirement	Fee	Notes
Welding		$15	Long sleeve shirt, long pants, & boots
Metalwork			Long sleeve shirt, long pants, & closed-toed shoes



STEM

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
MODEL-BUILDING & DESIGN	COMPOSITE MATERIALS		GAME DESIGN		ELECTRICITY	GAME DESIGN		OPEN STEM
ROBOTICS	ASTRONOMY		SPACE EXPLORATION		ROBOTICS	SPACE EXPLORATION		
FRIDAY SESSIONS								
CHESS								OPEN STEM
MUSIC								

Prerequisite Requirements and Fees

Badge	Prerequisite Requirement	Fee	Notes
Astronomy	Req 4c, 5b		
Game Design	Req 8a & 8b		
Space Exploration	Req 2	$15	



TIMBER MOUNTAIN PROGRAM

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
MORNING PATROL					AFTERNOON PATROL			

TRAIL TO EAGLE

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
CITIZENSHIP IN THE NATION		CITIZENSHIP IN THE WORLD			COMMUNICATION			HIKING THE TRAIL TO EAGLE
JOURNALISM	ENTREPRENEURSHIP/ SALESMANSHIP		PUBLIC SPEAKING		AMERICAN HERITAGE			
FRIDAY SESSIONS								
SCOUTING HERITAGE								
LAW								

Prerequisite Requirements and Fees

Badge	Prerequisite Requirement	Fee	Notes
Journalism	req. 2 & 4		
Cit in the Nation	req 5, 7, & 8		
Cit in the World	req 4b & 7		

Badge	Prerequisite Requirement	Fee	Notes
Salesmanship	req 5		combined w/ Entrepreneurship
Communication	req 5 & 8		

ALL FRIDAY PROGRAMS

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
CHESS								
FINGERPRINTING		FINGERPRINTING						
FIRE SAFETY		FIRE SAFETY						
LAW								
SCOUTING HERITAGE								
MUSIC								
GOLF								
STANDUP PADDLEBOARD AWARD		STANDUP PADDLEBOARD AWARD			AQUAPALOOZA			
SNORKEL BSA		SNORKEL BSA						
MAMMAL STUDY								
GEOLOGY								
SEARCH & RESCUE					SEARCH & RESCUE continued			
OFFSITE CAVING					OFFSITE CAVING			

Caving Trips

Vivid Earth Adventures will provide guides, first aid kits, helmets, headlamps, and gloves for participants. Camp Shenandoah should advise participants to wear clean clothes under long pants and long sleeves and bring a change of shoes and socks. The cave owner discourages individuals from changing in view of the road and houses.

Participants should also bring bags for their muddy clothes. Caving includes walking, crawling, scrambling, use of handlines, and optional tight squeezes. The cave is located near Mt. Sidney, VA.

Again! Long sleeve shirts and long pants required! Sessions are available Friday morning, Friday afternoon, and if needed Saturday morning.

	Prerequisite Requirement	Fee	Notes
Caving		$50	

Rappelling Trips

Vivid Earth Adventures will provide guides, helmets, harnesses, ropes, and other necessary safety equipment for participants. Participants should wear comfortable, weather-appropriate clothing that allows for freedom of movement, along with sturdy, closed-toe shoes with good traction. Long pants and shirts with sleeves are recommended.

Rappelling involves descending a rock face using ropes and specialized equipment under the supervision of trained guides. Participants must follow all safety instructions and guide directions throughout the activity.

Sessions are Thursday evening at Ravens Roost Overlook off the Blue Ridge Parkway.

	Prerequisite Requirement	Fee	Notes
Rappelling		$50	

