Camp Shenandoah



Leader's & Parent's Guide
Winter Camp II
Winter 2027











Welcome to Winter Camp 2027

Scouts and Scouters,

Winter Camp 2027! Just when you thought it would never get cold again... WINTER STRIKES BACK! at Camp Shenandoah!

Last January, Camp Shenandoah held its inaugural Winter Camp with Winter Camp spirit and over 150 Scouts and Scouters. We want you to be part of the sequel: WINTER CAMP II – The Winter Strikes Back. Winter Camp will feature our Merit Badge program, the Frontier Program for older Scouts, and all the fun activities that are part of Winter Camp!

We're also looking for Staff and Volunteers! If you're interested in helping teach a Merit Badge, lead an activity, or support the event behind the scenes as part of our cook crew, trading post team, or general support staff, please reach out to Robert Clemmer at robert.clemmer@scouting.org or Kent Baisley at baisleykp@gmail.com.

Registration is open! Register at scoutingevent.com/763-wintercamp27.

Yours in Scouting,

Camp Shenandoah Winter Staff



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Contact Us

Registration Questions or Assistance

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

Kent Baisley, Program Director
baisleykp@gmail.com
(910) 381-1876

Camp Shenandoah Information
Physical Address 222 Boy Scout Lane
Swoope, VA 24479

Virginia Headwaters Council
Council Office
Weekdays 9 a.m. - 5 p.m.

Phone: 540-943-6675
Physical Address
617 Greenville Avenue Staunton, VA 24401



Key Dates:

August 1, 2026
Deposit opens for VAHC units ($100)

October 1, 2026
Merit Badge Guide released

October 1, 2026
Registration opens
Merit Badge selection opens

December 24, 2026
Late fee applies

January 2, 2027
Merit Badge Finish Line request form closes

January 8, 2027
Registration and class changes close (11:59 PM)

January 15, 2027
Final payment due.

Rates:

Standard Rate:
Youth: $110 | Adults: $60

After December 24, 2026:
Youth: $135 | Adults: $75



Registration

Reserve Your Space



Registration via Black Pug

All registrations, session selections, rosters, and payments are managed through Black Pug.

- **Reserve Your Space:** A $100 deposit is required at registration. This secures your campsite and allows you to enter your estimated youth and adult headcount.
- **Starting October 1, 2026:** You can begin entering specific names, adjusting your headcount, and selecting class sessions. Note: Payment must be received to confirm a Scout's class slots.
- **Changes & Deadlines:** Schedule changes can be made up to one week prior to your unit's arrival. If a Merit Badge session is not displayed for a specific time, that class is full.

Payment Information

- Names and class sessions left in your cart are not confirmed until payment is processed.
- **Online or Phone (3% service fee):** Paying via Black Pug is the fastest way to secure slots. You may also pay over the phone by calling the Council Office.
- **Mail:** Send a check payable to Virginia Headwaters Council directly to the Council Office.

Leadership Requirements

- **Two-Deep Leadership:** Every unit must have a minimum of two registered adults present at camp at all times.
- **Linked Units:** Male and female linked units are treated independently. Each unit must provide their own minimum of two registered adults.

Provisional Scouts

Scouts unable to attend Winter Camp with their own unit are welcome to attend as Provisional Campers!

- **Registration:** Provisional Scouts self-register through Black Pug just like standard units.
- **Placement:** They will be placed with a host unit (approved by the Camp Director and the host unit's leader) and stay with that troop for all camp activities while crafting their own schedule.
- **Requirements:** Provisional Scouts must follow standard check-in procedures and bring a complete Annual Health Record.

Session Availability

All available Merit Badges are displayed in Black Pug during registration.

- **Troop Limits:** To ensure fair access for as many troops as possible, several Merit Badge sessions have a “requested troop limit.”
- **Safety & Enforcement:** Session sizes are strictly dictated by safety guidelines. Camp Shenandoah Administration reserves the right to drop Scouts from a session if a unit exceeds the requested limit.

Refunds

- **Penalty-Free Deadline:** You may reduce your attendee numbers without penalty until December 31, 2026.
- **After December 31:** A 100% cancellation fee applies to cancellations from January 1, 2027 through January 15, 2027, for Youth and Adult registrations. No refund is due for cancellations in this period.
- **Process:** Email cancellation requests to the Camp Director.

Health & Safety

Medical Forms (AHMR)

All guests staying at Camp Shenandoah are required by BSA policy to present a current Annual Health and Medical Record (AHMR). There are no exceptions. Anyone with an incomplete or missing AHMR will not be allowed to participate in any activities until a completed form is presented to the Health Officer.

- **Staying under 72 hours:** Parts A & B required.
- **Staying 72 hours or longer:** Parts A, B, & C required (Part C requires a physical exam).
- **Check-in Tip:** Please bring your unit's forms alphabetized to greatly expedite the check-in review process.
- **Form Security:** The Health Officer securely retains all forms in the Health Lodge during the event and will return them to your unit at Monday check-out.



Medications

- **Medical Responsibility Form:** Complete one form prior to arrival for each camper taking medication, detailing their dosage schedule. Unit leaders must present these to the Health Officer at check-in and update them throughout the week.
- **Packaging:** Prescriptions must be in their original containers, clearly marked with the camper's name, medication strength, dose, and frequency. Over-the-counter (OTC) meds must be clearly labeled and listed on the BSA Health Form.
- **Storage & Dispensing:** Medications are generally dispensed in the campsite by a responsible adult leader and must be stored in a locked box.
- **Refrigerated & Injectable Meds:** These are kept securely in the Health Lodge and dispensed by the Health Officer or unit leader. Note: Unit leaders are responsible for ensuring the Scout is present at the Health Lodge for their scheduled doses.
- **Emergency Devices (EpiPens, Inhalers):** The Health Officer must physically verify at check-in that the camper has their prescribed emergency device. If the item is missing, the camper must obtain it immediately or they will be required to leave camp.

Special Assistance & Dietary Requests

- To help us provide the best possible experience, please submit the Special Assistance Request form at least two weeks prior to your arrival.
- Use this form to notify the staff of any allergies, medical needs, or dietary restrictions.
- Please refer to the "Meals & Food Service" section of this guide for additional details on food requests.

Cold Campers

- If Scouts or leaders get too cold and need a place to warm up, we have several designated areas available:
- Wood Stoves: Located in the Staff Lounge, Maintenance building, and the Nature Center.
- **Propane Heaters:** Stationed in the dining hall and select program areas.



Health Lodge & First Aid

The Camp Health Lodge is staffed 24 hours a day by an EMT (located at the lodge or available via radio) to handle minor injuries, scrapes, and illnesses. Any changes to this setup will be announced at check-in.

- Mandatory Reporting: For insurance purposes and the safety of all campers, all accidents, injuries, and illnesses must be reported to and recorded at the Health Lodge.
- Outside Care: If a person requires care beyond the scope of the Health Lodge, the Camp Medical Officer will clear them for a trip to a local urgent care or emergency room.





Trips to the Doctor or Hospital

If outside medical care is required, the Camp Director will immediately notify the camper's parents or guardians. (Tip: If parents are traveling while their Scout is at camp, ensure you have an alternate way to contact them).

- Transportation: Unit leadership is responsible for driving the camper to the facility unless the Health Officer determines emergency transport (ambulance) is necessary.
- Adult Escorts: Two adults (including at least one unit leader) must accompany the camper.
- Required Documents: You must pick up the Scout's health and medical forms from the Health Lodge before leaving for the hospital. Please also bring any relevant insurance forms.
- Local Facilities: Urgent Care centers in Staunton and Waynesboro generally close around 8:00 p.m. For after-hours care, you will be directed to the Augusta Health Emergency Department in Fishersville, VA.

Merit Badge Session Selection

- **All available merit badges are displayed in Black Pug during registration.**
- **Troop limits: To ensure fair access for as many troops as possible, several merit badge sessions have a requested troop limit. If a unit exceeds the requested limit, the unit may be dropped from a session.**
- **Session sizes are strictly dictated by safety guidelines.**
- **Sessions have a maximum capacity, and Camp Shenandoah Administration reserves the right to remove Scouts from a session if a unit exceeds the requested limit.**
- **Cart checkout: If you do not click cart checkout, your class session selection will not be saved. Clicking cart checkout will only reserve your place in class.**

Merit Badge Finish Line (Partial Makeup Clinic)

Bring your partials to the Dining Hall on Monday morning. Scouts who earned a partial at Winter Camp — or who bring an incomplete blue card from home — can sit down with a counselor to finish remaining requirements where possible.

Submit the Finish Line request form by January 2, 2027 so we can line up counselors.

On Monday morning, just come to the Dining Hall with your partial blue card — there's no separate check-in line.

Scouts without partials attend their regular Monday classes.

CAMP SHENANDOAH — SWOOPE, VA

WINTER CAMP 2027

January 15–18, 2027

33 Merit Badges + the Shenandoah Frontier Program







BLOCK A — SAT & SUN • 9:00–11:30 AM

Artificial Intelligence, Bugling, Communication, First Aid, Home Repairs, Metalwork, Sewing & Needlework - Scouts BSA Test Lab, Snow Sports, Surveying, Sustainability

BLOCK B — SAT & SUN • 2:00–4:30 PM

Automotive Maintenance, Basketry, Citizenship in the Nation, Digital Technology, Electricity, Emergency Preparedness, Entrepreneurship, Game Design, Search & Rescue, Signs, Signals & Codes, Wilderness Survival, Wildland Fire Management

BOTH BLOCKS (ALL-DAY)

Shenandoah Frontier Program

MONDAY MORNING — 8:00 AM

Chess, Citizenship in the Community, Fingerprinting, Leatherwork, Merit Badge Finish Line (Partial Makeup Clinic), Personal Management, Photography, Psychology, Safety, Time Management (Adult Leader Training), Traffic Safety, Wood Carving

EVENING ADD-ON — SAT & SUN • 6:30–8:30 PM

Disabilities Awareness (attend one evening)

Register at scoutingevent.com/763-wintercamp27

Happy Friday

Driving to Camp Shenandoah

A Scout is Courteous—and Prepared! As you make your way to Winter Camp, please plan ahead for cold-weather travel conditions.

- The Route: After exiting I-81, roads become progressively narrower and more rural. Follow the green “Camp Shenandoah B.S.A.” signs.
- Hazards: Swoope is a rural farming community. Stay alert for oncoming traffic, farm equipment, and icy patches (especially on shaded or gravel sections).
- Boy Scout Lane: This road is maintained during the winter but may still have snow or slush. Do not exceed 25 mph.
- Winter Prep: Ensure all vehicles have full fuel tanks and basic winter supplies (blankets, water, ice scraper) before leaving the interstate.



Arrival & Parking

Upon arrival, our staff and your designated Unit Guide will greet you at the gate.

- General Parking: Most vehicles must park in the main lot.
- Unloading: One vehicle with a trailer may proceed into the camp’s interior parking loop to drop off gear.
- Speed Limit: All interior camp roads are one-way and subject to a strict 5 mph speed limit. Please use extra caution if snow or ice is present.

Friday Check-In & Camp Tours

- Campsite Setup: The Senior Patrol Leader and your Unit Guide will head directly to your campsite to start setting up.
- Scoutmaster Check-In: The Scoutmaster should report to the check-in tables beside the Camp Office with all required unit documents.
- Camp Tours: New troops will receive a tour of the program areas, Dining Hall, Trading Post, Admin, and Health Lodge. If your troop has been here before but would like a quick refresher, just ask your Unit Guide.

More Than Merit Badges

Frontier Program



This immersive outdoor program challenges older Scouts to live like early frontier explorers while sharpening essential wilderness skills. Note: This program is best suited for older Scouts who are ready for an added challenge.

- Hands-On Sessions: Participants will rotate through Muzzleloading, Blacksmithing, tomahawk throwing, Orienteering, and more!
- Wilderness Overnight: Scouts will put their knowledge and resourcefulness to the test by building and sleeping in their own improvised shelters.
- Preparation: Scouts must be prepared for extended time outdoors and bring appropriate clothing and gear for cold weather and primitive camping.



Festival of Gates



Troops are invited to showcase their pioneering skills and creativity by constructing a free-standing gateway along the perimeter of the parade field.

- Design Requirements: Gateways must be structurally sound, self-supporting, and clearly marked with the troop's name or number.
- Illumination: A special focus of this event is lighting! All lighting must be safe for outdoor use and battery-powered or self-contained. Troops should bring their own lighting elements, decorations, and any necessary extension cords.
- Construction Period: Friday after arrival through Saturday afternoon.
- Illumination Ceremony (Saturday at 7:00 PM): All units will gather on the parade field as the gateways are simultaneously lit, transforming the space into an impressive nighttime display!



Dining Hall & Meals

Flag Assemblies

- Schedule: Units must assemble on the Parade Field 15 minutes prior to meals. Morning assembly is at 7:45 AM and evening assembly is at 5:30 PM.
- Purpose: Please be prompt, as this time is used for flag ceremonies, important announcements, and giving thanks with grace.

Meal Service

- Seating & Menus: Tables are assigned to units during the opening day camp tour. Daily menus are posted in the Dining Hall and at your campsite.
- Service: Meals are served by staff as you enter the Dining Hall. Seconds may be offered after everyone has been served.
- Monday Lunch: Monday features a Grab & Go lunch. Troops will pick up their meals from the Dining Hall before departing camp.
- Dismissal: Please remain seated after eating for a fun song and announcements until officially dismissed by the Dining Hall Steward.

Table Waiters

Camp Shenandoah uses a "waiter" system to help Scouts practice sanitary mealtime habits.

- Requirements: Each unit must provide two waiters per table for every meal.
- Duties: Waiters must report to the kitchen 15 minutes prior to the meal to set tables. After the meal, they are responsible for wiping down tables and sweeping the floor.
- Dismissal: Waiters are only dismissed by the Dining Hall Steward once all cleanup duties are complete.

Dietary Restrictions & Special Requests

- Advance Notice: We strive to accommodate allergies and medical dietary restrictions. You must notify us in advance using the Special Assistance Request form.
- Limitations: While we meet typical dietary needs, we cannot create individual meals for personal lifestyle diets or picky eaters.
- Supplemental Food: Guests with specific needs are encouraged to bring their own specialty foods to supplement our menu. Items must be individually boxed and clearly labeled with the camper's name and unit number. Our kitchen staff will cheerfully store dry, refrigerated, or frozen goods for you.

Policies & Services

Campsites & Winter Utilities

- **Capacity & Setup:** Each campsite accommodates up to 40 guests and includes a latrine. Troops must bring their own tents and sleeping arrangements. Please share tents where possible to maximize and manage space within your site.

- **Winter Water Supply:** To prevent pipe damage during freezing temperatures, water is shut off to most of the camp. Fresh water will be available at the Stewart and Gilkeson campsites, the outside main gate, and the water buffalos located near the Dining Hall.



Health Lodge & First Aid

- **24/7 Care:** The Camp Health Lodge is staffed around the clock by qualified personnel to handle minor injuries, scrapes, and illnesses.

- **Mandatory Reporting:** For insurance and safety purposes, all accidents and illnesses must be reported to and recorded at the Health Lodge.

Trips to the Doctor or Hospital

If outside medical care is required, it must first be cleared by the Camp Medical Officer.

- **Transportation:** Unit leadership is responsible for driving the camper to the facility unless the Health Officer determines emergency transport (ambulance) is necessary.
- **Adult Escorts:** Two adults (including at least one unit leader) must accompany the camper.
- **Required Documents:** You must pick up the Scout's health and medical forms from the Health Lodge before leaving for the hospital. Please also bring any relevant insurance forms.
- **Parental Notification:** The Camp Director will immediately notify parents or guardians of any serious illness or injury. (If parents will not be home while the Scout is at camp, ensure the unit has an alternative way to contact them).
- **Local Facilities:** You will be referred to local urgent care centers or the Emergency Department at Augusta Health in Fishersville, VA. (Note: Urgent Care centers in Staunton and Waynesboro generally close at 8:00 PM, so after-hours treatment must be obtained at Augusta Health).

Security & Identification

- **Wristbands:** All guests must wear the wristbands issued at check-in at all times.
- **Camp Staff:** Staff members are identified by a Field Uniform (with a Camp Staff name tag and position patch) or an official STAFF "Class B" t-shirt.
- **Visitors & Leader Swaps:** All visitors must immediately report to the Camp Office to sign in and receive a visitor wristband. Departing guests and visitors must sign out and return their wristbands. If leaders are swapping out during the event, the incoming leader must sign in while the outgoing leader signs out.
- **Unidentified Persons:** Please immediately report any person on camp property without a wristband or staff name badge to the Camp Office.

The Buddy System

The buddy system is a mandatory safety measure for all Scouting activities. Scouts are strongly discouraged from taking classes or navigating camp by themselves.

- **Selection:** Buddies should know and be comfortable with each other. Self-selection is encouraged, ideally with no more than a two-year age difference and similar maturity levels. No youth should ever be forced into an uncomfortable buddy assignment.
- **Three-Scout Teams:** A group of three is permitted when necessary and is required for mixed-gender buddy teams.
- **Scheduling:** When selecting Merit Badges in Black Pug, please ensure your Scouts' class schedules align with their buddy assignments.

Feminine Hygiene

Female Scouts and Scouters are strongly encouraged to bring feminine hygiene products to camp, even if they are not expecting their cycle, as camping and environmental changes can affect timing and flow.

- **Storage:** Unused products are considered "smellables" and must be stored in the troop trailer or secured with food and other toiletries. Do not store these items in tents.
- **Disposal:** Dispose of used products in the provided latrine trash cans—never down the latrine vault itself. Trash must be collected nightly during unit latrine duty and taken to the main camp dumpster.

Fire Safety & Fuels

- **No Flames in Tents:** This policy is strictly enforced. Please show Scouts the warning signage. Only flashlights, headlamps, and battery-powered lanterns are permitted inside tents.
- **Liquid Fuels:** The use of liquid fuel stoves and lanterns in campsites is permitted only under direct adult supervision. Under no circumstances are liquid fuels allowed in tents.
- **Fuel Storage:** Bulk containers of fuel and unattached propane tanks must be stored in the maintenance area, not in your campsite.

Vehicles & Trailers

- **Campsite Limits:** Only one trailer per unit is allowed to be parked in the campsite.
- **Trailer Safety:** The trailer must be disconnected, its wheels chocked, and the tongue secured on a block or stand. Ensure the trailer does not block any roads or trails.
- **No Vehicles:** Once the trailer is dropped off, the tow vehicle must return to the main camp parking lot. No vehicles may remain parked in campsites.



Power Generators & CPAP Machines

- **Campsite Power:** There are no electrical outlets available in the campsites.
- **CPAP Machines:** CPAP users should bring battery-powered machines. Batteries can be easily recharged during the day at the Maintenance Building or the STEM shelter.
- **Advance Notice:** If someone in your unit requires a daytime charging outlet or has other special power needs, please contact the Camp Director at least one week prior to arrival so we can accommodate them.

Youth Leaving Camp Early

We understand prior commitments may require a Scout to leave camp early or temporarily.

- **Authorization Form:** If you know of a departure in advance, parents or legal guardians must complete the written "Youth Leaving Camp Early Release Authorization Form."
- **Required Details:** The form must include the departure time, expected return time (if applicable), and the specific name of the person authorized to pick up the youth.
- **Signatures:** The form must be signed by both the parent/guardian and the Scout leader in charge before the Scout is allowed to leave.

Leader Information

Orientation

- **Friday Orientation Meeting:** Unit leaders and Senior Patrol Leaders (SPLs) are required to attend the Friday evening orientation. This gathering covers staff introductions, important camp information, and any last-minute schedule changes.
- **Connectivity & Wi-Fi:** Cell service in camp is spotty and varies by location. We understand leaders may need reliable connectivity for work or emergencies; Wi-Fi access is available for leaders by inquiring at the Admin Office.
- **Ranger Corps:** The Ranger Corps is a dedicated team of volunteers who maintain and improve Camp Shenandoah. Leaders with a few spare hours and handy skills are always welcome to visit and lend a hand!



Emergency Siren & Assembly

In the event the camp emergency alert siren sounds, all activities must stop immediately.

- **Assembly:** Everyone must immediately report to the Parade Field and line up in their unit's designated position behind their SPL.
- **Reporting:** Once 100% of your unit (youth and adults) is present and accounted for, the SPL and one adult leader must report to camp leadership at the flagpoles.

Camp Rules & Safety

Camp Shenandoah operates strictly under the Scout Oath and Scout Law. For the safety of all campers and staff, please enforce the following policies:

- **Footwear:** Closed-toed shoes must be worn at all times. Shower shoes, water shoes, or sandals are permitted only inside the shower house and waterfront areas. Closed-toed shoes must be worn while traveling to and from these locations.
- **Prohibited Items:** Fireworks and alcohol are strictly prohibited on camp property.
- **Tobacco:** Tobacco products may only be used in specifically designated adult areas.

Suggested Packing List for Scouts

Winter Camp Packing List

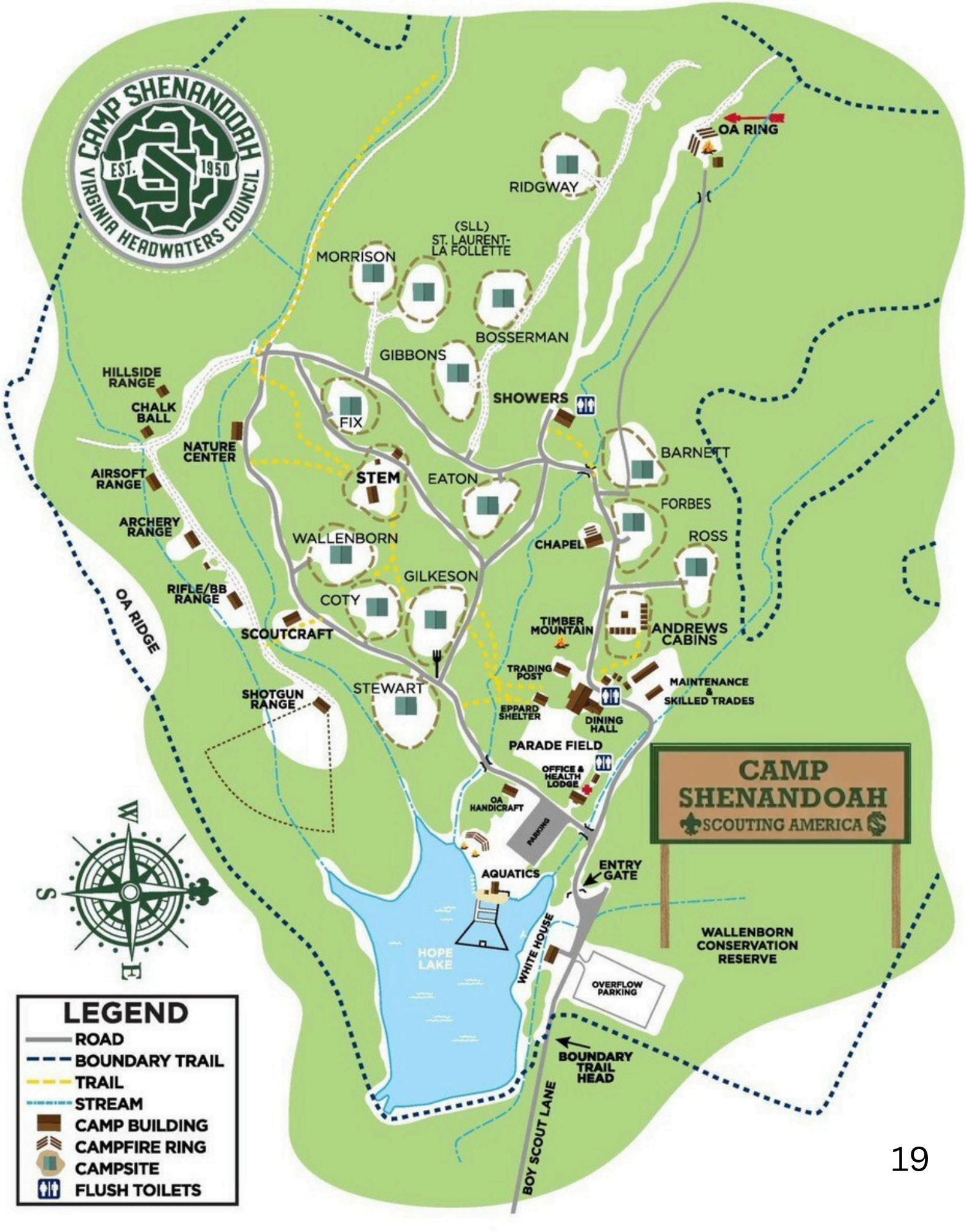
- Completed and signed medical form
- Complete Scout uniform
- Comfortable, weather-appropriate shoes or boots (insulated and waterproof recommended) – Flip flops are only allowed in the shower
- Pocketknife
- Wallet/money ($50–$75 for Trading Post)
- Cold-weather sleeping bag or sleeping system rated for low temperatures
- Flashlight or headlamp with extra batteries
- Scout handbook
- Notebook with pencils/pens
- Merit badge books and any pre-requisite work
- T-shirts or base layers – Scout appropriate
- Thermal base layers (top and bottom)
- Warm pants (avoid jeans for cold overnight use)
- Wool or synthetic socks (enough for the long weekend, plus extras)
- Warm hat, gloves, and scarf or neck gaiter
- Heavy jacket or parka
- Rain gear or waterproof outer shell
- Personal hygiene products (toothbrush, toothpaste, soap, shampoo, etc.)
- Sneakers or camp shoes (for indoor use)
- Washcloth and towel
- Comb/brush
- Water bottle – hydration is important even in cold weather!
- Insulated sleeping pad or foam mat
- Extra blankets
- Hand and foot warmers
- Gaiters or snow pants (if snow is possible)
- Camp chair for outdoor programs
- Optional / Comfort Items
- Watch
- Camera
- Pillow
- Sunglasses
- Small first aid kit
- Scout Field Book
- Cord for clothesline
- Plastic ground cloth
- Ear plugs or noise-cancelling headphones
- Compression vest or weighted blanket
- Favorite fidget toy
- Prayer book or devotional material

Extra items for Scouts participating in the Shenandoah Frontier Program or overnight shelter activity:

- Matches or fire starters in a waterproof container.
- Eating equipment — mess kit and utensils
- Extra water bottle
- Additional warm clothing layers (for sleeping in improvised shelters)

Additional Notes:
Label all personal items (including clothing and gear) with the Scout's name and troop number to help with lost and found.

Conditions in January can be unpredictable. Scouts should be prepared for cold nights, wet weather, and time outdoors in variable conditions.


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
STEWART
SHOTGUN
RANGE
EPPARD
SHELTER
DINING
HALL
PARADE FIELD
OFFICE &
HEALTH
LODGE
CAMP
SHENANDOAH
SCOUTING AMERICA
OA
HANDICRAFT
PARKING
AQUATICS
ENTRY
GATE
W
S
E
HOPE
LAKE
WHITE HOUSE
WALLENBORN
CONSERVATION
RESERVE
OVERFLOW
PARKING
BOUNDARY
TRAIL
HEAD
BOY SCOUT LANE
LEGEND
ROAD
BOUNDARY TRAIL
TRAIL
STREAM
CAMP BUILDING
CAMPFIRE RING
CAMPSITE
FLUSH TOILETS