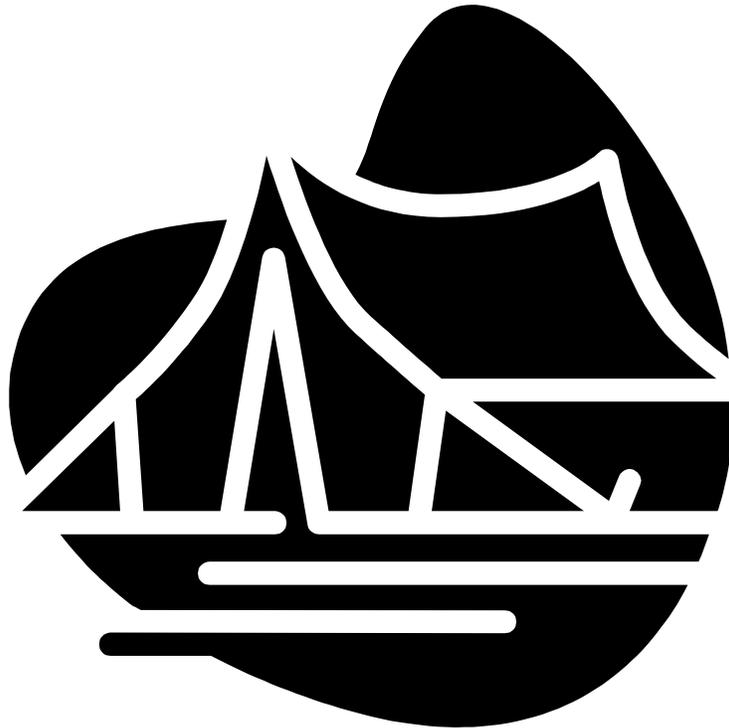


Where to go Camping Guide



Washington DC District

National Capital Area Council

Boy Scouts of America

Thanks to Chad Deschane, Scoutmaster, Troop 343 for preparing this guide

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Note: All distances are from center of Washington. Mileage will vary from start location. Fees and information are current as of publication and are subject to change.

Camping Locations 0-50 miles from Washington

Maryland

Cedarville State Park, Waldorf MD - 22 Miles

Fee: \$15 per site per night. Huge sites will fit any Troop. Closed December-March.
Reservations: Phone 1-888-432-CAMP or online at <http://reservations.dnr.state.md.us/>
Parking: Most sites have parking for 2-3 vehicles additional parking nearby.
Activities: Hiking, Archery, LNT campouts, and Wilderness Survival. There is a large space for most events. This is a great camporee location.
Trash: Dumpsters
Latrine: Hardened flush toilets and showers
Water: Spigots

Little Bennett Regional Park, Clarksburg MD - 41 Miles

Fee: \$21 per site per night for tent sites. Group site is \$110.
Reservations: Phone 301-528-3430
Parking: Most sites have parking for 2-3 vehicles.
Activities: Orienteering, Hiking and golfing.
Trash: Dumpsters
Latrine: Hardened flush toilets
Water: No water available on site.

Swain's Locke, Potomac MD - 45 Miles

Fees: No reservations, fees, or permits are required. It's totally, first-come, first-served camping. 5 Sites are available
Parking: Road. Must pack short distance
Activities: Hiking, Biking, Wildlife, Fishing
Trash: Must pack out trash
Latrine: Four (4) port-a-johns
Water: There is one water source to serve all of the sites that are turned off during the months on November through March.

All campers must be mindful of the relative close proximity of the campsites to the banks of the river. Not recommend for Wolf and Bear Den's activities.

Greenbelt Park, Greenbelt MD - 16 Miles

Fee: \$16 per site per night

Reservations: Phone (301)344-3948 or online at www.nps.gov/gree

Parking: Max two vehicles per site

Activities: Hiking, Wildlife and basic skills

Trash: Dumpsters

Latrine: Hardened flush toilets

Water: Spigots

This park requires an insurance certificate from the NCAC. Request one when you send in your tour permit.

Marsden Tract, Potomac MD - 21 Miles

Fee: \$20 per site per night. Sites fit 15-35 campers.

Reservations: Phone (301) 767-3731

Parking: Ample parking at great falls (additional fee). The parking area is approximately a 1 mile hike to the sites.

Activities: Hiking, Fishing and Scout Skills

Trash: Must pack out trash

Latrine: Porta-Johns

Water: Must carry in

All campers must be mindful of the relative close proximity of the campsites to the banks of the river. Not recommend for Wolf and Bear Den's activities.

Isaac Walton League Bethesda Chevy Chase Chapter, Poolesville MD - 38 Miles

Fee: Donation based

Reservations: Online <http://old.bcciwla.org/campground.htm>

Parking: Ample

Activities: Large site (523 acres) for just about any outdoor activity

Trash: Pack out

Latrine: Pit toilet

Water: Pump spigot

Patuxent Research Refuge, Laurel MD - 28 Miles

Fee: First come first served with fees. They were revising fees at publication and did not have current numbers.

Reservations: Online

http://www.fws.gov/northeast/patuxent/FTP/09CampRequest_for_camping_revised_12-29-08.pdf

Parking: Ample

Activities: Visitors center. There are Merit badge programs and ranger assistance.

<http://www.fws.gov/northeast/Patuxent/scoutvisits.html>

Trash: Pack out

Latrine: Primitive

Water: Pack in

Sandy Point State Park, Annapolis MD - 39 Miles

Fee: \$12 per night max 30 people. Closed December-March.

Reservations: Phone 1-800-432-CAMP or online

<http://reservations.dnr.state.md.us/homeLeft.do?mode=submit&topTabIndex=CampingSpot>

Parking: Ample

Activities: Fishing, Boating, Hiking, Crabbing and Swimming

Trash: Pack Out

Latrine: Pit Toilets

Water: Spigot

Smallwood State Park, Marbury MD - 27 Miles

Fee: \$26.75 per night. Closed December-March.

Reservations: Phone 1-888-432-2267 or online <http://reservations.dnr.state.md.us/>

Parking: Ample

Activities: Fishing, Hiking, Boating, Fishing and Historical Sites.

Trash: Pack Out

Latrine: Pit Toilets

Water: Spigot

Patapsco Valley State Park, Ellicott City MD - 43 Miles

Fee: \$16.75 - 196.75 depending on site size per night. Closed November-March.

Reservations: Phone 1-888-432-2267 or online <http://reservations.dnr.state.md.us/>

Parking: Ample

Activities: Fishing, Hiking, Boating, Fishing and Biking.

Trash: Pack Out

Latrine: Hardened Flush Toilets

Water: Spigot

Virginia

Prince William Forrest, Triangle VA - 32 Miles

Campsite Fee: \$40 per night for group site and \$5 per vehicle.

Cabin Fee: \$30 per night for 4 person. \$40 for six person. \$50 for 10 person. \$5 per vehicle. There is a 6 month lead time for reservations.

Reservations:

<http://www.nps.gov/prwi/planyourvisit/upload/Turkey%20Run%20Application.pdf>

Parking: Ample

Activities: Orienteering, Hiking, Fishing and Biking.

Trash: Dumpsters

Latrine: Pit Toilets

Water: Spigot

Pohick Bay Regional Park, Lorton VA - 23 Miles

Fee: \$5.50 per person per day for county residents and \$6.75 per person per day for out of county residents.

Reservations: Phone 703-352-5900 or Online

http://www.nvrpa.org/camping_reservations.php

Activities: Boating. Golf, Frisbee golf, Hiking, Fishing and Mini Golf

Trash: Dumpster

Latrine: Hardened flush toilets (Closed during winter months)

Water: Spigot

Bull Run Regional Park, Centreville VA - 38 Miles

Fee: \$5.50 per person per day for county residents and \$6.75 per person per day for out of county residents.

Reservations: Phone 703-352-5900 or Online

http://www.nvrpa.org/camping_reservations.php

Parking: Ample

Activities: Frisbee Golf, Boating, Hiking, Shooting Center (Archery, Skeet and Rifle), Boating and a water park

Trash: Dumpsters

Latrine: Hardened Flush Toilets

Water: Spigot

Burke Lake Park, Fairfax Station VA - 27 Miles

Fee: \$6 per person per night

Revision 1

Current as of 17 February 2010

Reservations: Phone 703-323-6600
Parking: One car per site. There is additional parking at the lot.
Activities: Boating, Miniature Train Rides, Golf, and Fishing
Trash: Dumpsters
Latrine: Hardened flush toilets
Water: Spigot

Camping Locations 50-100 miles from Washington

Maryland

Catoctin Mountains, Thurmont MD - 70 Miles

Fee: \$30 for 25 person group site per night.
Reservations: Phone (301)663-9388 or online www.nps.gov/cato
Parking: Ample
Activities: Rock climbing, hiking, backpacking (There is access to Adirondack trail type lean-to) and wildlife.
Trash: Dumpsters
Latrine: Pit toilets
Water: Spigot

Point Lookout State Park, Scotland MD - 81 Miles

Fee: \$25 per night. Campsites not available October-April
Reservations: Phone 1-888-432-2267
Parking: Ample
Activities: Swimming, fishing, boating, camping, and civil war re-enactments
Trash: Dumpsters
Latrine: Hardened flush toilets
Water: Spigot

Calvert Cliffs State Park, Lusby MD - 56 Miles

Fee: \$15 per site per night with Maryland youth pass. Campsites not available October-April
Reservations: Phone 1-888-432-2267
Parking: Ample
Activities: Fishing, Hiking, Wildlife and Fossil Hunting
Trash: Dumpsters
Latrine: Hardened flush toilets
Water: Spigots

Antietam National Battlefield/ Rohrbach Campground, Sharpsburg MD - 75 Miles

Fee: \$25 two nights. There is an additional \$4 per night for anyone over 17.
Reservations: Phone (301) 432-6236 or online www.nps.gov/anti
Parking: Ample

Activities: Antietam battlefield. There is a 10.5 mile hike with a patch for completion.
Caving tours via Go-Adventuresports (240) 603 4150
Trash: Dumpsters
Latrine: Porta-Johns
Water: Water Buffalo

Tuckahoe State Park, North East MD- 70 Miles

Fee: \$21.75 per night. Closed December-March.
Reservations: Phone 1-888-432-CAMP or online at <http://reservations.dnr.state.md.us/>
Parking: Ample
Activities: Multiple youth courses including a COPE course
http://www.dnr.state.md.us/publiclands/pdfs/tuckahoe_youthgroup_info.pdf. Also
Fishing, Boating (Rentals Available), Mountain Biking (Rentals Available) and Hiking.
Trash: Pack Out
Latrine: Hardened Flush Toilets
Water: Spigot

Gambrill State Park, Thurmont MD - 61 Miles

Fee: \$16.75 per site per night. No youth site available.
Reservations: Phone 1-888-432-CAMP or online at <http://reservations.dnr.state.md.us/>
Parking: Ample
Activities: Biking, Fishing, Hiking, and Nature Center. Programs are available at the center.
Trash: Pack out
Latrine: Hardened flush toilets.
Water: Spigot

Greenbrier State Park, Boonsboro MD - 70 Miles

Fee: \$21.75 per night. Closed December-March.
Reservations: Phone 1-888-432-CAMP or online at <http://reservations.dnr.state.md.us/>
Parking: Ample
Activities: Hiking, Boating, Fishing, Geology, Swimming and Biking.
Trash: Pack Out
Latrine: Hardened Flush Toilets
Water: Spigot

Washington Monument State Park, Boonsboro MD - 71 Miles

Fee: \$26.75 per night. Closed December-March.
Reservations: Phone 1-888-432-CAMP or online at <http://reservations.dnr.state.md.us/>
Parking: Ample
Activities: Hiking, Tourism of first monument to General Washington, and Bird watching.
Trash: Pack Out
Latrine: Hardened Flush Toilets
Water: Spigot

Fort Frederick State Park, Big Pool MD - 97 Miles

Fee: \$11.75 per night. Closed December-March.

Reservations: Phone 1-888-432-CAMP or online at <http://reservations.dnr.state.md.us/>

Parking: Ample

Activities: Pre Revolutionary War Fort, Boating, Fishing, Hiking and Biking.

Trash: Pack Out

Latrine: Hardened Flush Toilets

Water: Spigots

Cunningham Falls State Park, Thurmont MD - 74 Miles

Fee: \$21.75 per night. Closed November-March.

Reservations: Phone 1-888-432-CAMP or online at <http://reservations.dnr.state.md.us/>

Parking: Ample

Activities: Waterfalls, Swimming, Hiking including some strenuous hikes, Boating, and Fishing.

Trash: Pack Out

Latrine: Hardened Flush Toilets

Water: Spigots

Virginia

Lake Anna State Park, Spotsylvania VA - 85 Miles

Fee: \$16 per site per night. The sites will fit 4 medium size tents.

Reservations: Phone (800) 933-7275 or online at

<http://www.reserveamerica.com/campgroundDirectoryList.do?contractCode=va>

Parking: Each site has space for 2 vehicles

Activities: Great for waterskiing, swimming, fishing and hiking.

Trash: Dumpsters

Latrine: Hardened flush toilets

Water: Spigots

Elizabeth Furnace Recreation Area, Edinburgh VA - 80 Miles

Fee: 1-25 \$30 26-50 \$55 51-75 \$85 per day

Reservations: http://www.fs.fed.us/r8/gwj/lee/recreation/camping/group_camping.shtml

Parking: Ample

Activities: Hiking, Wildlife and Fishing

Trash: Dumpsters

Latrine: Pit toilets

Water: No water available

Sky Meadows State Park - Delaplane VA 70 Miles

Revision 1

Current as of 17 February 2010

Fee: \$122 per day for 36 person group site and \$13 for smaller primitive sites.

Reservations: Phone 1-888-933-Park or Online

http://www.reserveamerica.com/va/Sky_Meadows_State_Park/Campground/r/campgroundDetails.do?subTabIndex=0&contractCode=VA&parkId=140182

Parking: Ample

Activities: Hiking, skills work, and civil war battlefields.

Trash: Dumpsters

Latrine: Pit Toilets

Water: Pack in

Camping Locations 100-200 miles from Washington

Maryland

Pokomoke State Park, Pokomoke City MD - 150 Miles

Fee: Free with Maryland youth pass. Closed January - March.

Reservations: (410) 632-2566 x115 or email us at pocomokepaddler@dnr.state.md.us.

Parking: Ample

Activities: Biking trails, boating, fishing, hiking and pool

Trash: Dumpsters

Latrine: Hardened flush toilets

Water: Spigots

Assateague Island National Seashore, Ocean City MD - 150 Miles

Fee: \$20 a night. Campsites not available October-April

Reservations: Phone 1-877-444-6777 or online <http://www.recreation.gov>.

Parking: Ample

Activities: Swimming, surfing, shell collecting, biking, ocean fishing, canoeing/kayaking and wildlife (wild horses)

Trash: Dumpsters

Latrine: Pit toilets

Water: Spigot

Virginia

Bear Creek Lake State Park Cumberland, VA - 158 Miles

Fee:

Reservations: Phone 1-800-933-PARK or online

http://www.reserveamerica.com/va/Bear_Creek_Lake_State_Park/Campground/r/campgroundDetails.do?subTabIndex=0&contractCode=VA&parkId=140156

Parking: Ample

Activities: Fishing, Swimming, Hiking, Cycling, Boating (rentals available)

Trash: Dumpsters

Latrine: Hardened flush toilets

Water: Spigots

Holliday Lake State Park, Pamplin VA - 188 Miles

Revision 1

Current as of 17 February 2010

Fee: \$22 a night (no group site)

Reservations: Phone 1-800-933-PARK or online

http://www.reserveamerica.com/va/Holliday_Lake_State_Park/Campground/r/campgroundDetails.do?subTabIndex=0&contractCode=VA&parkId=140173

Parking: Ample

Activities: Fishing, Boating (rentals) and Hiking

Trash: Dumpsters

Latrine: Hardened flush toilets

Water: Spigot

James River State Park, Gladstone VA - 172 Miles

Fee: \$25 per night (no group camp)

Reservations: Phone 1-800-933-PARK or online

http://www.reserveamerica.com/va/James_River_State_Park/Campground/r/campgroundDetails.do?subTabIndex=0&contractCode=VA&parkId=140189

Parking: Ample

Activities: Swimming, Boating Hiking, and Fishing

Trash: Dumpsters

Latrine: Pit toilets

Water: Spigot

Pocahontas State Park, Chesterfield VA - 130 Miles

Fee: \$25 per night (no group camp)

Reservations: Phone 1-800-933-PARK or online

http://www.reserveamerica.com/va/Pocahontas_State_Park/Campground/r/campgroundDetails.do?subTabIndex=0&contractCode=VA&parkId=140180

Parking: Ample

Activities: Pool swimming, Fishing, Hiking, and Boating (rental)

Trash: Dumpsters

Latrine: Hardened flush toilet

Water: Spigot

Twin Lakes State Park, Green Bay VA - 166 Miles

Fee: \$22 per night (no group camp)

Reservations: Phone 1-800-933-PARK or online

http://www.reserveamerica.com/va/Twin_Lakes_State_Park/Campground/r/campgroundDetails.do?subTabIndex=0&contractCode=VA&parkId=140171

Parking: Ample

Activities: Swimming, Fishing, wildlife, Hiking, and Sailor's Creek Battlefield

Trash: Dumpster

Latrine: Hardened Flush toilets

Water: Spigot

The District would like to thank and acknowledge Pack 61's Christopher Barr for the following write ups regarding C&O Canal and the Appalachian Trail areas.

Chesapeake and Ohio National Historical Park

The C&O Canal starts just south of the Pennsylvania Ave. bridge over Rock Creek Parkway and follows the Potomac River for 184.5 miles to Cumberland, Md. It passes through the Coastal Plain, the Piedmont, the Blue Ridge, the Great Valley of Virginia and Maryland, and into the Appalachians. The canal route is full of history and natural beauty. There are campsites all along its length, for hikers and bikers “doing long stretches of the Canal” (according to the NPS Park Handbook). The C&O Canal towpath trail is flat, easy hiking. A short or medium length drive out west allows a Webelos group to hike a long stretch on this remarkable resource.

The list of sites below is intended to suggest ideas for a camp out on the Canal, but planning a camp out should involve referring to one of the Canal guide books. Most detailed of all is the “Towpath Guide to the C&O Canal,” by Thomas F. Hahn (revised ed.)(American Canal and Transportation Center, pub.); Hahn’s guide is painstaking in its tenth-of-a-mile-by-tenth-of-a-mile review of the canal and its physical structures. “The C&O Canal Companion,” by Mike High (1997, The Johns Hopkins University Press) is an excellent historical account with a less detailed, but interesting stage-by-stage guide to the path from a hiker’s perspective. The Boy Scouts of America have a much shorter, less detailed but practical guide, “184 Miles of Adventure; Hikers Guide to the C&O Canal,” (1970, Baltimore Area Council, BSA). Finally, there is the “Chesapeake and Ohio Canal” Official National Park Handbook (1991, U.S. Dept. of the Interior), which is useful for general information, but is not sufficiently detailed to identify access points or other detailed information in choosing a section to hike. All should be available at the C&O Canal NPS offices in Georgetown and at Great Falls, Md.

Hikers along the C&O Canal can use the “hiker-biker overnighiter” campsites, each equipped with portajohns and water pumps. Camping is limited to one night. Some of the sites are only a short distance from parking lots, but they are not meant for carry-in car camping; hike a stretch on the canal!! Reservations are not needed, but they are first-come first-served, so if two or more scout groups reach the same site, it may get crowded. The following campsites can be reached by driving within one and one-half hours to the access points to begin a (relatively) short hike:

<u>Hiker/Biker Overnighter</u>	<u>Milepost</u>	<u>Road (parking) Access Points</u>				
<u>Site</u>	(from Georgetown)					
* * * *	Montgomery County	*	*	*	*	*

Swain's Lock	16.6	Downstream: 2.3 miles from Great Falls Park Upstream: 3.0 miles from Pennyfield Lock, at Pennyfield Lock Rd., off River Rd.
Horsepen Branch	26.1	Downstream: 3.3 miles from Seneca Aqueduct Upstream: 1.2 miles from Sycamore Landing Rd., off River Rd.
Chisel Branch	30.5	Downstream: 3.3 miles from Sycamore Landing Upstream: .3 miles from Edwards Ferry Rd.
Turtle Run	34.4	Downstream: 3.6 miles from Edwards Ferry Rd. Upstream: 1.1 miles from White's Ferry Rd.
Marble Quarry	38.2	Downstream: 2.7 miles from White's Ferry Rd. Upstream: 1.5 miles from Dickerson Regional Park parking lot, off Martinsburg Rd.
* * *	* *	Frederick County * * *
Indian Flats	42.5	Downstream: .2 miles from Monocacy Aqueduct Upstream: 2 miles from Noland's Ferry Rd. (off Rt. 28).
Calico Rocks	47.7	Downstream: 3.1 miles from Noland's Ferry Rd. Upstream: .5 Point of Rocks town
Bald Eagle Island town	50.3	Downstream: 1.4 miles from Point of Rocks Upstream: .5 miles from Lander Rd.
* * *	* *	<i>Washington County</i> * * *
Huckleberry Hill	62.9	Downstream: 2.2 miles from Harper's Ferry Rd. Upstream: 2 miles from Dargan Bend Recreation Area, off Shinhan Rd.
Antietam Creek Group Camp	69.3	Access directly from Canal Rd., Antietam. THIS IS A CAR ACCESSIBLE GROUP SITE, BY PRIOR RESERVATION. It is also a narrow strip of campsites across the canal from a road and other signs of development.

Killiansburg Cave	75.3	Downstream: 1.4 miles from Snyders Landing, off Snyders Landing Rd. Upstream: 5.7 miles from Mercersville, off Taylor's Landing Rd.
Horseshoe Bend	79.7	Downstream: 2.9 miles from Snyders Landing Rd. Upstream: 1.3 miles from Taylors Landing Rd., at Mercersville.
Big Woods	82.5	Downstream: .9 miles from Taylor's Landing Rd. Upstream: 1.9 miles from Feeder Dam No. 4 parking, off Dam No. 4 Rd.
Opequon Jct.	90.9	Downstream: 2.8 miles from MacMahons Mill, off Charles Mill Rd. Upstream: 3 miles from Falling Waters Rd. access point to the Canal.
Cumberland Valley	95.2	Downstream: 1.3 miles from Falling Waters Rd. Upstream: 4.1 miles from Lock 44 in Williamsport town.
Jordan Junction	101.3	Upstream: .2 miles from parking area by the Hagerstown Filtration Plant. Downstream: 2 miles from Gift Rd. access.
North Mountain	110	Upstream: .4 miles from McCoy's Ferry Campground, from McCoy's Ferry Rd. Downstream: 1.2 miles from Four Locks Recreation Area, off Four Locks Rd.

The next hiker/biker overnighiter is beyond Ft. Frederick State Park and beyond this listing.

Appalachian Trail

The Appalachian Trail stretches 2,147 miles from Springer Mountain in Georgia to Mt. Katahdin in Maine and is one of the oldest and most famous hiking trails in the world. Portions of the trail are well within a one and one-half hour drive. Although the land is often in federal or state hands, the stretch of the Trail near D.C. is maintained by the Potomac Appalachian Trail Club ("PATC"), a non-profit, largely volunteer organization.

Groups must hike a portion of the Appalachian Trail before camping on trail sites. Although how much hiking is required is not quantified, backpacks are a must, and hiking half a mile from the nearest car access would not seem to meet the test.

Like the Canal, the Appalachian Trail does not require (in general) reservations for groups to hike and camp overnight near the shelters. The shelter/camping areas typically have a portable toilet and natural sources of water (usually springs, which can run low or dry even in average summers, and always require purification through boiling or purification pumps). The shelters themselves should be left to true long-distance hikers who may be counting on a stop without having to pitch a tent; in addition, shelters are cramped in size and are not appropriate for a Webelos group; most have a major mouse problem. ***This is more serious camping than either the car-accessible group sites or the C&O Canal. In addition to caution on the water source, groups must practice bear safe camping and be prepared to deal with first aid without immediate transportation, among other contingencies. In a word, leaders must prepare adequately for the greater challenges.*** On the other hand, camping on the mountain ridge, by the fabled Appalachian Trail, can be a wonderful introduction to scout camping at its best. Sites vary considerably in their capacity for groups; some sites (like Devil's Racecourse in Washington County, MD) really are not good locations for multiple tents. Leaders should inspect them in person before the trip; in fact, it is strongly advisable for a leader to walk the entire (short) hike in advance to assess the difficulty of the selected hike.

Information: The key resources for an Appalachian Trail hike are: (1) the PATC map for the area and (2) the Appalachian Trail Guide book for the area. The PATC is responsible for maintaining the 240-mile section of the Appalachian Trail stretching from Pine Grove Furnace (near Harrisburg, Pennsylvania) to the southern end of Shenandoah National Park in Virginia. The PATC publishes a series of maps covering this entire segment, as well as a sort of "western bypass" alternate loop of the Trail known as the Tuscarora Trail. (The Tuscarora Trail is unfortunately largely beyond our campsite radius, but interested leaders might want to inquire with the PATC, because it is an interesting and comparatively very little used loop of the Trail.) ***PATC Maps.*** The PATC maps (\$5.00-\$7.00) show contours, campsites, nearby roads and features, and are essential. The maps for the Maryland portion of the Trail are Maps 5 & 6, which are published on a single sheet. The maps for the nearby portion of the Trail in Virginia include Map 7 (Potomac River, at Harpers' Ferry, to Snicker's Gap, where Rt. 7 crosses the Blue Ridge) and Map 8 (Snickers' Gap to Chester Gap, crossing Rt. 522 near Front Royal).

Trail Guides. The Official Appalachian Trail Guides provides history, general Trail and camping information, details about campsite identities, availability and rules, and highly-detailed descriptions of the trail hike, both from a north-to-south and a south-to-north direction. For the Trail areas covered here, the relevant books are, Appalachian Trail Guide to Maryland and Northern Virginia, (15th ed., 1995) (192 pp.) (\$7.00) and Appalachian Trail Guide to Shenandoah National Park (11th Ed. 1994) (352 pp.)(\$9.00).

Where to find the maps and Trail Guides: Maps and Trail Guides are available from some local camp supply stores such as Hudson Trail Outfitters (Wisconsin Ave., N.W.), the ADC Map and Travel Center (17th and I St., N.W., D.C.) and from the PATC itself:

Potomac Appalachian Trail Club, Inc.
118 Park St., S.E.
Vienna, VA 22180
General Information: (703) 242-0315
<http://www.patc.net/index.html>

It is not wise to plan a Webelos hike and camp out on the Appalachian Trail without having at least one leader make the hike and visit the campsite first. Not all trail sections are as they appear at first glance on the map, and not all sites are suitable for groups! It is very easy to miscalculate the time that it will take to hike a segment of the Trail unless you have tried it first yourself.

Cabins located along the Trail are usually locked and accessible only by PATC members, but some, as is noted above regarding **Morris Cabin** (nearby Bear Spring Cabin, Md. and Sunset Rocks shelter, Pa., may be reserved by the public; consult the Trail Guides).

Some of the nearby campsites, and distances from access points, follow. Most campsites are not directly on the Appalachian Trail, so consult the Guides regarding the spur trails to reach the camping areas.

Maryland (North to South):

Devil's Racecourse Shelter Located only a short walk from Ritchie Road (due west of Catocin Mountain Park north of Rt. 77). Devil's Racecourse is located in a boulder field/slope that appears very tough for tents and, is accessible by illegal car campers. *4.9 miles south of Pen-Mar Rd., .3 miles north of Richie Rd.*

Hemlock Hill Shelter Located off Wolfsville Rd., south of Smithsburg, south of Rt. 77 and due west of Cunningham Falls State Park. Not far from the shelter area are sites very suitable for tents. There is parking access only yards from the shelter, which should not be used for camping at the shelter. *.1 miles south of Wolfsville Rd. (MD 17), 4.8 miles south of the side trail*

entrance on Loy Wolf Rd. (which leads .9 miles to the ridgetop and 3.9 miles north to Hemlock Hill Shelter).

Pogo Campsite

Located on top of South Mountain, Pogo is unusual in that there is no shelter, and the campsite straddles the trail -- a distinct disadvantage for a Webelos group. The Official Trail Guide also states that the site is intended for "AT thru-hikers only." *4.4 miles south of Wolfsville Rd. (MD 17) and approximately 4.4 miles north of trailhead parking on U.S. 40, near where the Trail crosses I-70 on a footbridge. Pogo is also reached by eastern and western side trails; from Loy Wolf Road, on the east, it is approximately 1.5 miles uphill to Pogo, and from White Oak Drive, a residential street off Crystal Falls Rd. on the west, it is approximately .9 miles to Pogo.*

Pine Knob Shelter

Located approximately one mile from the intersection of the Trail and U.S. 40 as it crosses South Mountain. The campsite overlooks I-70. *Pine Knob is approximately one mile north of the trailhead parking on U.S. 40 by I-70; and approximately 3.4 miles south of Pogo Campsite. (See above)*

Dahlgren Backpacker Campground

This site has water and showers, but is not to be used by persons parking nearby off of Rt. 40. *Located .2 miles south of Alternate U.S. 40 and 1 mile north of Reno Monument Road.*

Rocky Road Shelter

Near the shelter are at least two good camping areas for groups, with a spring immediately next to the shelter. The site, set off from the Trail by a side path, is a very good site. (Recommended) *This is located approximately 1.1 miles south of the intersection of the Trail and Reno Monument Rd, near Fox Gap (with a wide shoulder) and 3.3 miles north of the Bear Spring Cabin side trail (off Marker Rd.), or 5.3 miles north of Gapland Rd. at Gathland State Park.*

Crampton Gap Shelter

This site has suitable places for group tents, but is far from other access points north and south of Gathland State Park. *Located approximately one half mile north of where Gapland Rd. crosses South Mountain at Gathland State Park, and 6 miles south of Reno Monument Rd.*

Virginia (North to South):

(None of the sites listed below have been visited by the author, unlike the Maryland sites above, and these may or may not be suitable for groups; interested leaders will have to inquire and visit further. Distances are from road access points on the maps that may not have parking.)

* * * * * * Map 7* * * * *

David Lesser Shelter Located 3 miles from the intersection of Rt. 9 (Charles Town Pike) and the Trail and 3.7 miles from the Blackburn Trail Center. The maps show several other side paths leading nearby to the Trail from smaller roads as well.

Blackburn Trail Center Located at the end of Appalachian Trail Road (6.7 miles from Rt. 9 on the north and 6.8 miles from Rt. 7 on the south). Campers at the campsite here are almost certainly expected to hike in from the trail, which can also be reached from several side trails in the area.

* * * * * *Map 8* * * * *

Sam Moore Shelter Located approximately 3.6 miles south of Rt. 7, and 3.2 miles north of Va. 605 and 10.5 miles north of U.S. Rt. 50. It is also reached by a .1 mile side trail access.

Rod Hollow Shelter Located 3.8 miles south of Va. 605 and 3.7 miles north of U.S. Rt. 50, and a trailhead parking lot. Also located less than one mile from side trail access from on Va. Rt. 649 on the west side of the mountain.

Dick's Dome Shelter Located approximately 5.6 miles south of U.S. Rt. 50, or 4.5 miles south of the Sky Meadows State Park parking lot, or 2.1 miles south of a parking lot in the G. Richard Thompson State Wildlife Management Area (i.e., a hunting area to be treated with caution in the fall) There are other access trails to this shelter in the Wildlife Management Area; the closest to D.C. is a parking lot off Rt. 688, on the west side of the mountain, which in turn is approximately four miles north of Exit 18 on I-66. Other parking access is available on the west side. From points further south, the shelter area is 6.9 miles from the PATC trailhead parking lot off Va. Rt. 725.

Manassas Gap Shelter Located near various relatively short side trails from the G. Richard Thompson State Wildlife Management Area, ranging from a 2.9 mile route from Va. Rt. 638 just south of the Trico Fire Tower (not to be climbed) to less than a mile. It is 2.3 miles from the PATC trailhead parking lot on Va. Rt. 725.

Denton Shelter Located approximately 3.0 miles south of the intersection of Va. Rts. 55 and 725, and 1.1 mile south of the intersection of the Trail and Va. Rt. 638 and 5.2 miles north of U.S. Rt. 522.

Mosby Primitive Campsite No pit toilets; only a nearby spring for water. Located approximately two miles south of Denton Shelter (see above) and 3.3 miles north of the intersection of the Trail and U.S. Rt. 522 (Chester Gap, near Sperryville).

The Appalachian Trail enters the Shenandoah National Park 1 mile south of the Moseby Primitive Campsite.

The Adventures of Summer Camp:

Camp Snyder & Goshen



In the outdoors, youth have opportunities to acquire skills that make them more self-reliant. They can explore canoe paths and hiking trails and complete challenges they first thought were beyond their ability. Attributes of good character become part of a youth as he or she learns to cooperate to meet outdoor challenges that may include extreme weather, difficult trails and portages, and dealing with nature's unexpected circumstances.

NCAC provides three main camps for Scouts to use and explore. Cub Scouts can become familiar with the outdoors by attending themed Day Camps. Individual units of all levels, can camp overnight at Camp William B Snyder, which also hosts

Camp Snyder has a themed summer camp program for Cub Scouts, as well as Boy Scouts and Venturers.

Webelos, Boy Scouts and Venturers can attend camp at Goshen.

Goshen Scout Reservation, which offers both classic summer camp programs and high adventure programs. Check out Promotional Videos, and other information for all these camps and programs on the council web site: www.boyscouts-ncac.org .

Here is a recommended program progression for summer camp:

Cub Scouts now in 1st & 2nd grades attend a session at Camp Snyder

Cub Scouts now in 3rd grade attend a Webelos session at Camp Snyder.

Webelos Scouts now in 4th grade attend a Webelos camp (PMI or Ross) at Goshen.

Webelos Scouts now in 5th grade attend Goshen with their new troop.

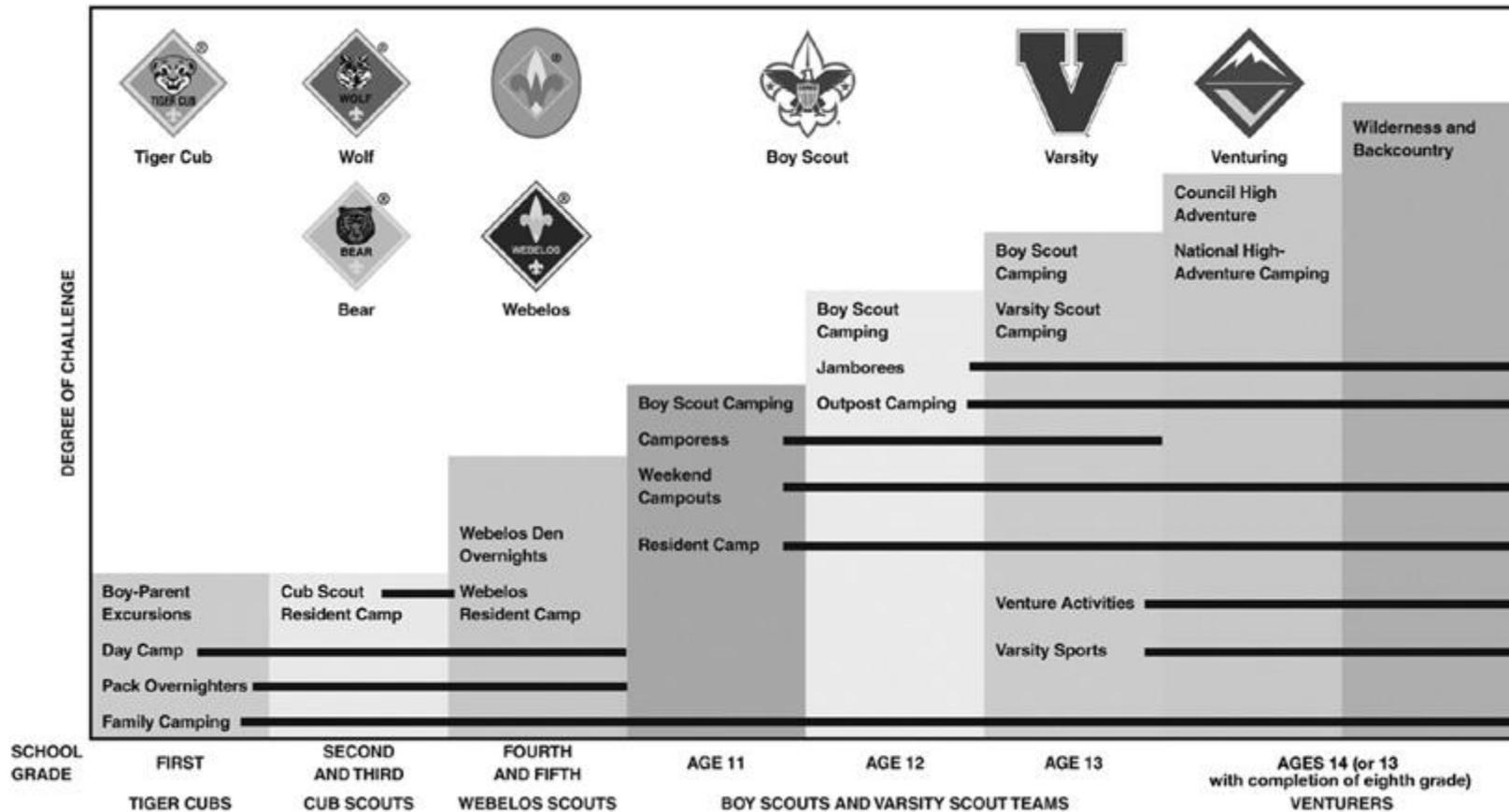
Boy Scouts attend a week at Goshen.

Ventures should attend the Goshen Venturing Leadership Program.

□

Camping

Scouting's Camping Program—Ever-Increasing Challenge Out-of-Doors



Age Guidelines

The Boy Scouts of America has established the following guidelines for its members' participation in camping activities:

- Overnight camping by Tiger Cub, Wolf, and Bear Cub Scout dens as dens is not approved, and certificates of liability insurance will not be provided by the Boy Scouts of America.
- Tiger Cubs may participate in boy-parent excursions, day camps, pack overnights, or council-organized family camping.
- Wolf and Bear Cub Scouts and Webelos Scouts may participate in a resident overnight camping program operating under BSA National Camping School– trained leadership and managed by the council.
- A Webelos Scout may participate in overnight den camping when supervised by an adult. In most cases, the Webelos Scout will be under the supervision of his parent or guardian. It is essential that each Webelos Scout be under the supervision of a parent-approved adult. Joint Webelos den/troop campouts including the parents of the Webelos Scouts are encouraged to strengthen ties between the pack and troop. Den leaders, pack leaders, and parents are expected to accompany the boys on approved trips.
- All Scouts registered in Boy Scout troops are eligible to participate in troop or patrol overnight campouts, camporees, and resident camps.

- Boy Scouts and Varsity Scouts 12 through 17 are eligible to participate in national jamborees. Boy Scouts and Varsity Scouts 13 through 17 are also eligible to participate in world jamborees and high-adventure programs.
- All youth registered in Venturing are eligible to participate in crew, district, council, and national Venturing activities as well as national high-adventure programs and world jamborees.

If a well-meaning leader brings along a child who does not meet these age guidelines, disservice is done to the unit because of distractions often caused by younger children. A disservice is also done to the child, who is not trained to participate in such an activity and who, as a nonmember of the group, may be ignored by the older campers.

Family Camping

Family camping is an outdoor experience, other than resident camping, that involves Cub Scouting, Boy Scouting, or Venturing program elements in overnight settings with two or more family members, including at least one BSA member of that family. Parents are responsible for the supervision of their children, and Youth Protection guidelines apply.

Recreational Family

Camping Recreational family camping occurs when Scouting families camp as a family unit outside of an organized program. It is a nonstructured camping experience, but is conducted within a Scouting framework on local council-owned or -managed property. Local councils may have family camping grounds available for rent at reasonable rates. Other resources may include equipment, information, and training.

*References: Resident Camping for Cub Scouting, No. 13-33814,
Cub Scout Outdoor Program Guidelines, No. 510-631,
and Scoutmaster Handbook, No. 33009*

Cub Scout Overnight Opportunities

Cub Scouts may experience overnight activities in venues other than accredited resident camping. There are two categories of Cub Scout overnights.

Council-Organized Family Camp

Council-organized family camps are overnight events involving more than one pack. The local council provides all of the elements of the outdoor experience, such as staffing, food service, housing, and program. These are often referred to as parent/pal or adventure weekends. Council-organized family camps should be conducted by trained leaders at sites approved by the local council. Each youth member will be under the supervision of a parent or legal guardian.

In special circumstances, a Cub Scout whose parent or legal guardian is not able to attend an overnight camping trip may participate under the supervision of another registered adult member of the BSA who is a parent of a Cub Scout who is also attending. The unit leader and a parent or legal guardian must agree to the arrangement, and all Youth Protection policies apply. At no time may another adult accept responsibility for more than one additional “nonfamily member” youth.

Overnight activities involving more than one pack must be approved by the council. Council-organized family camps must be conducted in accordance with established standards as given in National Standards for Council- Organized Family Camping, No. 13-408.

Pack Overnights

These are pack-organized overnight events involving more than one family from a single pack, focused on age-appropriate Cub Scout activities and conducted at council-approved locations (councils use Pack Overnighter Site Approval Form, No. 13-508). If nonmembers (siblings) participate, the event must be structured accordingly to accommodate them. BSA health and safety and Youth Protection guidelines apply. In most cases, each youth member will be under the supervision of a parent or guardian. In all cases, each youth participant is responsible to a specific adult.

At least one adult on a pack overnighter must have completed Basic Adult Leader Outdoor Orientation (BALOO, No. 34162) to properly understand the importance of program intent, Youth Protection guidelines, health and safety, site selection, age-appropriate activities, and sufficient adult participation. Permits for campouts shall be issued locally. Packs use Tour Plan, No. 680-014. Reference: Cub Scout Outdoor Program Guidelines, No. 510-631

Boy Scout/Varsity Scout Camping

What are typical Scout outdoor activities? For younger Scouts, less-rugged activities are more appropriate as they begin to acquire outdoor knowledge and skills. These may include:

Day Hikes—Reasonably short hikes (three to 10 miles) in terrain without a lot of elevation gain or loss.

Patrol Activities—A Boy Scout patrol or Varsity Scout squad may participate in patrol activities with the permission of its Scoutmaster or Coach and parents/guardians. Appropriate adult leadership must be present for all overnight Scouting activities.

Weekend Overnights—Troops/teams that plan and carry out outings once a month attract and retain boys at a much higher level than those that have fewer outings during the year.

Camporees—Councils and districts plan camporees and other outings during the year that give Scouts an opportunity to test their knowledge and skills in competitive events with other troops and patrols.

Summer Camp—Summer camp is what many Scouts enjoy most. Camp programs provide numerous opportunities for Scouts to earn merit badges along their advancement trail. Resident Scout camping includes at least five nights and six days of fun outdoor activities.

Jamborees—Every four years, the Boy Scouts of America hosts a national Scout jamboree. More than 40,000 Scouts and leaders from across the country participate in this 10-day event filled with the most popular and highest-quality outdoor activities Scouts enjoy. To participate, a Scout must be at least 12 years of age by July 1 of the jamboree year and be a First Class Scout.

Council High Adventure—A high-adventure experience includes at least five nights and six days of trekking in wilderness and other rugged, remote locations. Trekking may include backpacking, canoeing, mountain biking, horse packing, mountain climbing, ski touring, rafting, kayaking, or a host of other outdoor adventures. Participants must be at least 13 years old by September 1 of the year of participation or a registered Venturer.

National High Adventure—The BSA operates unique and exciting national high-adventure bases and programs. With two locations in the Florida Keys, the Florida National High Adventure Sea Base offers a variety of aquatic and boating programs. The Northern Tier National High Adventure Program, based in northern Minnesota with two satellite bases in Canada, provides a variety of canoe treks and programs. Philmont Scout Ranch, located in the mountains of New Mexico, provides excellent backpacking treks. Age requirements for these programs vary, but most programs are rugged and designed for older Scouts.

Unit High Adventure—The highest level of challenge for a troop or team is to plan and carry out its own highadventure experience. These activities for more experienced Scouts are planned and implemented by youth members with coaching from their adult leaders.

Venturing Camping

Venturing camping can include high-adventure activities, such as scuba diving, water skiing, rock climbing/rappelling, caving, horseback riding, and more, but can also include many avocation/hobby interests.

Venturing camping should not be just an extension of a Boy Scout resident camp. Venturers need a more teenageoriented experience. Having Venturers involved in this planning process is a must.

Important differences in outdoor programs for Venturers include:

- Venturing outdoor activities must include experiences beyond those available to younger youth.
- Consideration of coed involvement.
- Venturers should have a voice in choosing and planning activities.
- Venturing outdoor programs should be patterned after types of activities that appeal to adults and teenagers.
- The camp experience should not be overly structured, and should allow Venturers the opportunity to choose activities.

Trek Safely

Trek Safely is designed to help Scouting groups be fully prepared for a backcountry trek. It will help each youth member and adult leader recognize situations that could develop in which the group will have to adjust its schedule or route, or even make camp for the night because of weather circumstances or an injured or ill crew member. Crews that address possible scenarios in advance are less likely to be surprised on the trail. Contingency planning is critical to the success of every trip.

For additional information, go to www.scouting.org/filestore/pdf/430-125.pdf .

Reference: Trek Safely flier, No. 430-125

Lightning Risk Reduction

In many parts of the country, Scouting activities in the outdoors will be at risk to thunderstorms and lightning strike potential. In a thunderstorm, there is no risk-free location outside.

First, to be prepared for your outdoor adventure, it is important to know the weather patterns of the area. Weather patterns on the Florida coast differ greatly from the mountains of New Mexico and the lakes of Minnesota or the rivers of West Virginia. In addition to patterns, monitor current weather forecasts and conditions of the area you plan to visit to modify your plans if needed.

The National Weather Service recommends that when the **“Thunder Roars, Go Indoors! The only completely safe action is to get inside a safe building or vehicle.”** When a safe building or vehicle is nearby, the best risk-reduction technique is to get to it as soon as possible. Move quickly when you:

- First hear thunder,
- See lightning, or
- Observe dark, threatening clouds developing overhead.

Stay inside until 30 minutes after you last hear the last rumble of thunder before resuming outdoor activities.

Shelter—two forms:

- **Safe Building**—one that is fully enclosed with a roof, walls, and floor, and has plumbing or wiring. Examples of safe buildings include a home, school, church, hotel, office building, or shopping center.
- **Safe Vehicle**—any fully enclosed, metal-topped vehicle such as a hard-topped car, minivan, bus, truck, etc. If you drive into a thunderstorm, slow down and use extra caution. If possible, pull off the road into a safe area. Do NOT leave the vehicle during a thunderstorm.

Risk Reduction (when no safe building or vehicle is nearby):

- If camping, hiking, etc., far from a safe vehicle or building, avoid open fields, the top of a hill, or a ridge top.
- Spread your group out 100 feet from each other if possible.
- Stay away from tall, isolated trees; flag poles; totem poles; or other tall objects. If you are in a forest, stay near a lower stand of trees.
- If you are camping in an open area, set up camp in a valley, ravine, or other low area, but avoid flood-prone areas. Remember, a tent offers NO protection from lightning.
- Stay away from water, wet items (such as ropes), and metal objects (such as fences and poles). Water and metal are excellent conductors of electricity.
- If boating and you cannot get back to land to a safe building or vehicle: On a small boat, drop anchor and get as low as possible. Large boats with cabins, especially those with lightning protection systems properly installed, or metal marine vessels offer a safer but not risk-free environment. Remember to stay inside the cabin and away from any metal surfaces.

If lightning strikes, be prepared to administer CPR (cardiopulmonary resuscitation) so that you can tend to lightning victims quickly (they do not hold an electrical charge). Take anyone who is a victim of a lightning strike or near-strike to the nearest medical facility as soon as possible, even if the person appears to be unharmed.

For additional information on lightning and weather services, visit www.noaa.gov .

Treated Drinking Water

A constant supply of treated drinking water is essential. Serious illness can result from drinking untreated water. Protect your health, and don't take a chance on using water of uncertain quality. Thermos jugs, plastic water containers, and canteens are all satisfactory for carrying water. Be sure water is dispensed into each person's own drinking cup.

Safe Drinking Water

When possible, begin your trip with water from home or use approved portable water sources provided by the land manager. When these options are not available, streams, rivers, lakes, springs, and snow may provide a source of water, but they must always be treated by one of the following methods. All water of uncertain treatment should be treated before use.

Boiling

The surest means of making your drinking water safe is to heat it to a rolling boil—when bubbles a half inch in diameter rise from the bottom of the pot. While this is a simple method, it does require time and fuel.

Chemical Treatment

Chemical treatment consists of iodine or chlorine tablets that kill waterborne bacteria and viruses. These are simple, lightweight, and easy to pack. However, not all protozoa are eliminated by chemical treatment, and a waiting period is required for effective disinfection of drinking water. Micropur is a new product available for water purification.

In all cases, verify that the chosen method of chemical treatment meets EPA standards. Liquid chlorine should be used only in an emergency.

1. Filter the water to remove as many solids as possible.
2. Bring the water to a rolling boil for a full minute.
3. Let it cool at least 30 minutes.
4. Add eight drops of liquid chlorine bleach per gallon of cool water. (Use common household bleach; 5.25 percent sodium hypochlorite should be the only active ingredient, and there should not be any added soap or fragrances.) Water must be cool, or chlorine will dissipate and be rendered useless.
5. Let the water stand 30 minutes.

6. If it smells of chlorine, you can use it. If it does not smell of chlorine, add eight more drops of bleach and let it stand another 30 minutes. Smell it again. You can use it if it smells of chlorine. If it doesn't, discard it and find another water source.
7. The only accepted measurement of chlorine (or water treatment agents) is the drop. A drop is specifically measurable. Other measures such as "capful" or "scant teaspoon" are not uniformly measurable and should not be used.

Filters

Portable filters are handheld pumps that force untreated water through a filter media that traps bacteria and protozoa. Many include a purifying stage that will also treat viruses. While very effective, filters must be maintained according to the manufacturer's instructions, and they are difficult to use with groups because of the time required to operate.

In addition to having a bad odor or taste, water from questionable sources may be contaminated by microorganisms, such as Giardia, that can cause a variety of diseases.