WILD WEST

DON'T GET LEFT BEHIND....

...PILGRIM

2013 CAMP SNYDER

CAMP WILLIAM B. SNYDER 6100 ANTIOCH RD HAYMARKET, VA 20169

CAMP WILLIAM B. SNYDER SUMMER PROGRAMS
WHATS NEW FOR 2013

The theme for 2013 is Wild West!

Fee Structure: The fee structure has been changed for 2013 to help Packs and/or parents better prepare for summer camp financially. Instead of full payment amounts being required to register, each fee tier only requires a $50 per Scout deposit to qualify for that fee. All fees and balances remaining are due by the June 15, 2013 deadline. What does this mean? Your Scout can pre-register for camp now by sending in $50 and will qualify for the $160 fee.

Day Camp: We've added more time to the day camp schedule with day camp officially ending at 4:00pm instead of the previous 3:00pm. Of course, if families need to leave based on schedules or prior commitments they should feel able to. For this reason, the 3-4 time block will include a closing ceremony and revolve more around a free time activities throughout the camp.

Cub Resident Camp: The Resident camp schedule has changed to better suit the needs of our Scout families in the area. Instead of the previous mid-day check in on Friday with programs running all day on Sunday we will have a more streamlined schedule. This will give parents and leaders the chance to have almost a full day at home on Sunday to transition back to work. Check-in will open at 6:00pm on Thursday night and remain flexible. A 'soft' open program period will be available Friday morning so any morning arrivals will not miss out on any key advancement opportunities. This will also enable the staff to provide you with a true closing campfire program on Saturday night. Having two full days will also allow us to slow down the camp schedule, giving Packs more free time and not having to condense and rush the daily program.

Webelos Resident Camp: Due to the increasing popularity of Webelos Camping, we have added a second week here at Camp Snyder. Both programs will be the same, but will give those Scouts who may not have been able to join us last year the opportunity to attend camp.

COST OF CAMP: Most important of all. The cost to attend Camp Snyder in 2013 has not increased from 2012. We did remove the early registration discount, but the remaining fees are exactly the same. We want you to attend Camp Snyder with your Scouts this summer and will continue to strive towards offering the Packs and Scouts of NCAC a well-balanced, advancement oriented, outdoor fun and most importantly cost effective program.

A brief glimpse of other new items coming to Camp Snyder in 2013 based on the feedback we received from last year:

- More shooting stations at archery
- Continued increase in availability of shade, water, and restrooms throughout the camp
- Increase in fishing opportunities
- Continued growth in advancement opportunities
- A slower paced schedule without losing any activities
- Continued growth in the number of hands on activities and take-away projects

WE LOOK FORWARD TO SEEING YOU IN 2013

Camp.Snyder@Scouting.org

CUB RESIDENT CAMP

Camp Snyder will conduct five sessions for Cub Resident Camp in 2013. Cub Resident Camp is your introduction to what Boy Scout camp can be like. Scouts and their adult leaders/parents will live in 5-person BSA wall tents with cots and platforms, eat at the camp dining hall and experience a wonderful program. The program at camp includes opportunities for Scouts to earn Achievements, Pins, Belt Loops, and several just-for-fun activities. The importance of Cub Resident camp to a Cub Scout and their family is tremendous! Resident Camp will develop your son's or dens' self-reliance and resourcefulness by providing learning experiences in which campers acquire knowledge, skills, and attitudes essential to their well being.

Cub Resident Camp Thursday at 6pm - Sunday at 9am Overnight Camping	
Session 1	July 4 – July 7
Session 2	July 11 - July 14
Session 3	July 18 - July 21
Session 4	July 25 - July 28
Session 5	August 1 - August 4

2013 Resident Camp Fees

$160: (Registrations received March 15, 2013)
$180: (Registrations received by April 15, 2013)
$200: (Registrations received by May 15, 2012)
$220: Register or Pay AFTER June 15, 2013

Youth Camper Fee Payment Schedule

To help maintain attendance tracking units are asked to submit their camper fee payments by the following schedule:
$50 Per Scout by March 15th, 2013
$50 Per Scout by April 15, 2013
$50 Per Scout by May 15, 2013 (Unit Roster Due)
Remaining Balance paid by June 15, 2013

2013 Adult Fees

$85: Per Adult Leader. One (1) adult attends at no cost for every 8 Scouts that register as a "Pack."

2013 Camp Reservation

Campsite Reservation Deposit & Fees Payment

Registration forms received without payments will not be applied to the event. Participants must include full payment or a first payment of $50 per person with the balance due by the appropriate date. Registration will be accepted by one of the following methods:

- Register online at: www.GoToSnyder.com
- In person at Camp William B. Snyder
- Mail in registration to Camp William B. Snyder, 6100 Antioch Rd, Haymarket, VA 20169

On-Site Registration & Camp Capacity

Due to the limited space, Packs and families arriving at camp for check-in who have not pre-registered run the risk of not being able to attend camp. Pre-registration is important. Camp is limited to the first 500 total participants registered for each session.

Camp Patch

All Scouts and leaders who attend camp will receive a complementary camp patch.

CUB ADVENTURE DAYS

Camp Snyder will conduct three Adventure Days sessions for Cub Scouts in 2013. Cub Adventure Days is a great Day Camp experience for all Scouts from Tiger through Webelos and their families to experience a campout without the overnight sleeping. Each day will begin at 9:00 am and conclude at 3:00 pm with lunch included in the cost of camp. Every day will be different from the one before with Scouts visiting all of the Camp Snyder program areas by the end of the week.

2013 Adventure Days Fees

$175: (Registrations received March 15, 2013)
$195: (Registrations received by April 15, 2013)
$215: (Registrations received by May 15, 2012)
$235: Register or Pay AFTER June 15, 2013

Youth Camper Fee Payment Schedule

To help maintain attendance tracking units are asked to submit their camper fee payments by the following schedule:
$50 Per Scout by March 15th, 2013
$50 Per Scout by April 15, 2013
$50 Per Scout by May 15, 2013 (Unit Roster Due)
Remaining Balance paid by June 15, 2013

Cub Adventure Days Monday - Thursday 9:00 am - 3:30 pm Day Only / Lunch Included	
Session 1	July 8 - July 11
Session 2	July 15 - July 18
Session 3	July 22 - July 25
Session 4	July 29 - August 1

2013 Adult Fees

$20: Per Adult Leader or other visitors. (covers lunch for each day) Fee may be applied to different adults who attend camp on different days.

2013 Camp Reservation

Campsite Reservation Deposit & Fees Payment

Registration forms received without payments will not be applied to the event. Participants must include full payment or a first payment of $50 per person with the balance due by the appropriate date. Registration will be accepted by one of the following methods:

- Register online at: www.GoToSnyder.com
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Camp Patch

All Scouts and leaders who attend camp will receive a complementary camp patch.

WEBELOS CAMP

Camp Snyder will conduct one session for Webelos Resident Camp in 2013. Webelos camp is a big step for the Webelos I or II working on Activity Badges. Scouts will camp overnight just like when they become Boy Scouts to get the full summer camp experience in a shorter setting. Most of your time will be spent working towards advancing in your Webelos trail on the way to becoming a Boy Scout. There's plenty of other fun activities to fill your week including games, trips to the pool and more. Webelos will also be able to work on some free time activities that will include the more advanced pins from the Cub Scout Academic and Sports program.

2013 Webelos Camp Fees

$210: (Registrations received March 15, 2013)
$230: (Registrations received by April 15, 2013)
$250: (Registrations received by May 15, 2012)
$270: Register or Pay AFTER June 15, 2013

Youth Camper Fee Payment Schedule

To help maintain attendance tracking units are asked to submit their camper fee payments by the following schedule:
$50 Per Scout by March 15th, 2013
$50 Per Scout by April 15, 2013
$50 Per Scout by May 15, 2013 (Unit Roster Due)
Remaining Balance paid by June 15, 2013

Webelos Camp Sunday 6:00 pm – Friday 9:00 am Overnight	
Session 1	August 4 - August 9
Session 2	August 11 - August 16

2013 Adult Fees

$50: Per Adult Leader. Two (2) adult attends at no cost for every 8 Scouts that register as a "Pack."

2013 Camp Reservation

Campsite Reservation Deposit & Fees Payment

Registration forms received without payments will not be applied to the event. Participants must include full payment or a first payment of $50 per person with the balance due by the appropriate date. Registration will be accepted by one of the following methods:

- Register online at: www.GoToSnyder.com
- In person at Camp William B. Snyder
- Mail in registration to Camp William B. Snyder, 6100 Antioch Rd, Haymarket, VA 20169

On-Site Registration & Camp Capacity

Due to the limited space, Packs and families arriving at camp for check-in who have not pre-registered run the risk of not being able to attend camp. Pre-registration is important. Camp is limited to the first 500 total participants registered for each session.

Camp Patch

All Scouts and leaders who attend camp will receive a complementary camp patch.

STEP 1. PLANNING FOR CAMP

Camp Registration Fee Refund Policy

All refund requests must be in writing. Refunds for camper fees will be handled in the following manner:

- Request received prior to June 1, 2013 – all fees minus $75 per registration will be returned
- Request received after June 1, 2013 until the arrival date – all fees minus $125.00 per registration will be returned
- **Request for refunds received for "no-shows" or request made after your session begins and Scouts departing camp early for any reason will not be honored.**

Refunds are not given directly at camp during your session. All refunds will be processed and delivered by August 30th, 2013.

How to Request a Refund:

1. Email - Please email any request for a refund to: camp.snyder@scouting.org
   Subject Line: 2013 Refund Request—Pack ___
   List each youth and adult that will be requesting a refund and reason for cancelation.
2. Mail—Please mail any request for a refund to:

Camp William B. Snyder
6100 Antioch Road
Haymarket, VA 20169
Please include the same subject material as listed above in an email request.

Health Forms

All Scouts and Adults must have a properly completed and signed health form in order to participate in the camp program. The official BSA Annual Health & Medical Record form #34605 is required for all participants. Forms can be down-loaded off the camp website.

The form can be downloaded to your computer as a PDF file from our council website, www.BoyScouts-NCAC.org/forms or through www.Scouting.org.

For all Camp Snyder programs...Parts A and B are required for all campers, youth and adult, attending for any part of any session. Part C is only required for Webelos Advancement Camp.

Medication

All prescription medications are the responsibility of the adult leader in charge of the Pack. It is expected that medications such as inhalers, epi-pens, and other medicines that must be held on the person at all times. Packs should bring a lockable box to keep medications in while not in use. Medications that require refrigeration may be stored either at the dining hall or first aid station depending on the time they should be distributed.

Special Dietary Needs for Allergic or Religious Reasons

If an individual is allergic to some food products or requires a special diet, it is the individuals responsibility to notify the camp a minimum of 4 weeks prior to arrival. It is strongly recommended that the individual bring food with them that they are comfortable with. A microwave is available for use.

Package each meal separately and write the person's name and Pack number on each package. Upon arrival at camp, give the food to the dining hall staff. There is no fee reduction for individuals who bring their own food.

Appropriate substitutions may be arranged for meals served in the dining hall by submitting a "special needs request" four weeks prior to arrival at camp. Food substitutions should be for medical or religious reasons only. Camp menus will be available for review on the camp website.

Camp Contact Information

All camp-related correspondence and camper fee payments are to be sent to Camp Snyder at:

Camp William B Snyder, 6100 Antioch Rd, Haymarket VA 20169

STEP 1. PLANNING FOR CAMP

Who to Bring to Camp

Adult-to-Youth Ratio: The minimum leadership requirements for any Cub Scout unit attending resident camp is a ratio of two adults to a maximum of eight boys and one additional adult for each four boys.
Camp Staff are not responsible for the day-to-day supervision of Campers. Each Camper is required to attend camp supervised by an adult. For Adventure Days Packs are encouraged to follow their normal outing guidelines for supervision ratios.

What to Bring to Camp

With day and overnight packages being offered this summer at Snyder, the equipment list varies somewhat from package to package. Below is a list of general recommendations to get you going in the right direction. The quantity of equipment may vary depending on how many nights you will be attending. There are probably other things your pack likes to bring on outings so feel free to add or subtract from this list. However, remember that there may be a short hike to your campsite upon arrival so please do not over pack.

Adventure Days (Day Camp)

Individual Equipment

Medical Form w/ Sections A and B filled out
Swimsuit & Beach Towel
Sunscreen
Bug Repellent
Sneakers or Hiking Boots
Cub Scout Handbook/Pen/Paper
Backpack/Day Pack
Trading Post Money
Medications (if needed)
Change of Clothes
Hat
Rain Coat or Poncho
Water Bottle-filled before arriving each day

Resident Programs (Cub Resident & Webelos Advancement)

Individual Equipment

Health Forms with sections A, & B
(Section C for Webelos Camp)
Swimsuit & Beach Towel
Sunscreen
Bug Repellent
Sneakers or Hiking Boots
Backpack
Scout Uniform
Underwear & Socks
Water Shoes
T-Shirts
Sweat Shirt
Shorts & at least 1 Pair of Long Pants
Rain Coat or Poncho
Spending Money (Trading Post)
Flashlight/Extra Batteries
Toiletries (showers available)

Pack Equipment

File System for all camper records & paperwork
GPS for Geocaching
Pack/Den Flags
Clipboard
Theme-related Materials
Games & Sporting Equipment (Used for Den Time)
Lanterns & Coolers
Lockable Storage Container for money
Laundry Soap (in case of an accident, we have laundry facilities)
Clothes Line
Sewing Kit
Footlocker or Chuck Box
Pocket Knives (for Adults Only)
Camera
Cub Scout Handbook

Sleeping Pad & Sleeping Bag with Pillow

Do Not Bring

BB Guns, Archery bow and arrow, Matches/Lighters*, Axes/Hatchets, Sheath knives, Bicycles, Electronic Toys, Fireworks, Game Systems (DS, PSP, etc), Televisions, Mobile Phones*, Computers*, Radio, Footlockers (except for pack storage needs), things you do not want to lose and things easily damaged by moisture & weather.

*indicates things that youth do not bring, but adults would be permitted to bring if needed

STEP 2. ARRIVING AT CAMP

Checking-In to Camp

The check in process begins in the main parking lot. Packs and Families arriving earlier than their scheduled check in time are asked to remain in the main parking lot. All paperwork will be due at this time.

The simplest method of checking in your Pack, is for the entire pack to arrive at one time. We suggest maybe meeting in the main parking lot together, then sending one representative over to check everyone in.

Equipment transportation to and from the sites is provided for Packs and families arriving at camp during check-in. If all of the Pack's equipment is all in one vehicle, that one vehicle is allowed to drive to the site and unload. (This does not apply to Pack members who arrive individually). After unloading, the vehicle must be returned to the parking lot.
No commercial or home-made campers are allowed in campsites. No vehicles are allowed to remain parked in the campsites

***ADVENTURE DAYS:** Packs who participate in Adventure days do not need to bring a tarp or pop-up canopy. Each Pack will be provided a table in the dining hall to keep their day to day items and use for breaks.

Medications

All prescription medications are the responsibility of the adult leader in charge of the Pack. It is expected that medications such as inhalers, epi-pens, and other medicines that must be held on the person at all times. Packs should bring a lockable box to keep medications in while not in use. Medications that require refrigeration may be stored either at the dining hall or first aid station depending on the time they should be distributed. ***Parents' written permission to administer medicines must accompany all prescription drugs.***

Swim Checks

All Scouts and adults must be given a swim check by the camp aquatic staff before they are permitted in any aquatic area. The swim check consists of the following:

Swimmer: Jump feet first into water over your head. Swim 75 yards utilizing any strong stoke. Swim 25 yards using the elementary backstroke. Float motionless.

Beginner: Jump feet first into water over your head. Swim 50 feet. (Swimmer must make one turn within the 50 feet.)

Non-swimmer: No swimming required. Limited use of Boating and Swimming activities. Anyone who declines to participate in the swim test will be categorized as a non-swimmer and limited to the shallow end of the pool. Some restrictions may apply in the boating area as well.

Leaders Orientation Meeting

On the first evening there will be a meeting for an adult from each Pack. Information concerning the camp, its policies, emergency procedures, and alarm system are covered. It's imperative that "a" Pack leader attend this meeting.

***ADVENTURE DAYS:** If any news needs to be shared with adult leaders an announcement will be made at lunch with a meeting following dismissal.

Opening & Closing Campfires

All Packs and individuals are encouraged to attend the opening and the closing campfires at camp. Times vary for each session.

***ADVENTURE DAYS:** Will open at the beginning of the week with a welcoming at the front of the Dining Hall and close with a campfire activity on Thursday afternoon.

STEP 3. YOUR WEEK AT CAMP

Conduct Policy

We are all members of the Boy Scouts of America. As such, the basic rules of conduct at Camp Snyder are the ***Scout Oath*** ,***Scout Law and the Law of the Pack***. The conduct and discipline of Scouts are the parents' and leaders' responsibility. The camp staff is not responsible for the discipline of any Scout (unless it is a case of imminent bodily harm or property damage). Any Scout found intentionally damaging camp property will be asked to leave camp. Restitution for damages will be billed to the Scout's parents or Scout unit.

Buddy System

Camp Snyder operates under the "Buddy-System." All Scouts and parents are encouraged to move about camp with a "buddy." **ALL YOUTH MUST BE ESCORTED AROUND THE PROPERTY BY AN ADULT.**

Campsites and Tents at Camp Snyder

Each campsite at Camp Snyder has nine 4-person platform tents. Each tent is equipped with military style cots for participants to use. Each campsite can sleep up to 36 people. In some rare cases, a 5th cot may be added to a tent if necessary. For this reason, **adults and youth should plan on sharing tents with other members from their Pack or in some cases, another Pack.** In order to allow maximum participation, we cannot promise that individual registrations (one youth and one adult) will have their own tent. Families are welcomed to bring their own tents if they would like. We do ask that you notify the camp of your plan to do so.

Shower Facilities & Youth Protection Issues

BSA policy prevents youth 6 to 17 years of age and adults 18 years of age and older from sharing shower or sleeping facilities. Scouts are only allowed to utilize shower facilities that are clearly marked for their use. Adults, male and female, have shower facilities marked for their use.

The shower houses are conveniently located throughout camp. Electricity is available for your convenience.
Please encourage your Cub Scouts to shower. Per our Youth Protection policy, adults must ensure youth members' privacy and may not be in the immediate shower area while boys are showering. For this reason, private shower stalls are provided. Also, once during your stay at camp, your den may be asked to sweep and hose down the shower house. To help insure water conservation and Youth Protection standards, your pack should never shower without adult leadership within hearing distance of the shower house.

Trading Post

The camp provides a well-stocked trading post of Scouting materials and snacks. All program craft materials are on hand. Hours of operation will be posted. Scouts and adults are encouraged to monitor the trash problem associated with the trading post snack bar. If trash becomes a challenge, the sales will be stopped until the situation has been rectified. It is everyone's responsibility to Keep Camp Snyder Clean.

Campsite Fires

Every campsite at Camp Snyder has an established fire ring. We do ask that fires be attended at all times. Sites are provided with a "Fireguard Plan," which should be filled out by the unit. The cutting of trees (dead or alive) is not permitted without the permission of the camp ranger. Units may burn any wood they find already laying on the ground.

Taps & Reveille-After Hours

All Scouts are to remain in their campsite between Taps (10:00PM) and Reveille (7:00AM) unless they are participating in an official camp function. An adult leader must accompany Scouts outside their campsite area after taps. All program areas are off-limits during non-program, and non-twilight activity times.

YOUR SAFETY AT CAMP

Intrusion of Unauthorized Persons on Camp Property

The intrusion of any suspected unauthorized person on camp property should be reported immediately to the Camp Director, Camp Ranger, Camp Commissioner, or the Camp Business Manager. At no time should a Staff Member, Camper, or Scout Leader confront a suspected unauthorized intruder. Authorized attendees are identified by either a camp wrist band or camp visitors pass. Visitor passes/bands are available at the camp business office & trading post.

Medical Services

Camp William B. Snyder has a trained Health Officer available 24-hour a days, in the Health Lodge located in the Hylton Training Center. A Camp Physician is on call if needed. Camp William B. Snyder has arrangements with the Prince William County Hospitals in Haymarket and Manassas to handle any major emergencies. In addition the Prince William County Fire Department has a station located directly across the street from the main entrance of the camp.

Cleanliness and Sanitation in Camp

Trash bags are provided for campsite use. To avoid insect issues, trash must be taken to the dumpsters **on a daily basis**. Trash bins are also located on camp trails for camper use. Please do not place campsite trash bags in the trail trash cans. Campers are asked to assist with keeping the shower areas clean. The camp commissioner will work with each unit to set a time for campsites to provide shower house service.

Shoes in Camp

For safety reasons it is imperative that Scouts and adults wear proper footgear at all times. Scouts and adults are encouraged to bring an extra pair of "old" shoes, or aqua socks/shoes to wear at the lake. Scouts who wear inappropriate footgear to certain activity areas may not be allowed to participate. Open-toed shoes or sandals are prohibited. A shower shoe (flip-flop) is recommended for use in the showers only.

Parking & Vehicles in Camp

The main parking lot is located near the camp entrance. The only vehicles allowed on the camp service roads or in campsites are those with special permission from the Camp Director. For the safety of our Scouts and visitors, no privately owned motorized vehicle (car or truck) will be allowed on camp service roads at anytime. The camp is not responsible for any damage to privately owned vehicles. The camp staff is not responsible for providing means of transportation for the handicapped during camp.

Liquid & LP Fuels

In accordance with camp policy, the use of liquid fuels (i.e.: kerosene, gasoline, liquid Coleman fuel) in camp is allowed, but discouraged. Under no circumstances shall flames of any kind be carried in or used near tents. The only acceptable lighting for tents is flashlights or battery powered lanterns. LP gas lanterns and camp stoves may be used in the campsite area with adult supervision. All empty containers are to be carried home with the unit.

Electrical Power & Extension Cords

The use of external electrical power (generators) or extension cords is prohibited in campsites. The only exception is the approved use for medical purposes such as CPAP machines. Contact the Camp Director for approval.

Alcohol & Illegal Drugs

All drug and alcohol laws of the Commonwealth of Virginia are strictly enforced. Alcoholic beverages are not permitted on BSA property. Anyone found in possession of, or under the influence of either will be asked to leave the property immediately.

Fireworks

In accordance with BSA policy, fireworks of any kind are prohibited for unit use.

Tobacco Use

In accordance with BSA recommendations, the use of tobacco products is undesirable. Adults are requested not to use tobacco products in the presence of Scouts. The use of tobacco products in any camp enclosed facility is strictly prohibited. Cigarette butts are a constant eyesore. Adults are asked to please deposit butts in the trash.

Product Sales

No camper or staff member is authorized to sell any form of merchandise on camp property.

Pets in Camp

Dogs, cats or other pets are not allowed in camp.

Firearms & Knives

No personal firearms, ammunition, or archery equipment is to be brought to camp. Sheath knives are not permitted in camp.

Bicycles in Camp

For safety purposes, Scouts and adults are asked to leave their bikes at home. Any personal bikes that are accidently brought to camp can be locked in a secure location for you until you check out.

GENERAL CAMP INFORMATION - DIRECTIONS

From the East

(Capital Beltway - Route I-495):

- Take Interstate 66 west to exit #40 (Route 15).
- Travel south on Route 15 to the second traffic light and turn right onto Route 55 (John Marshall Hwy).
- Travel west about 1 mile to Antioch Road.

Turn right onto Antioch Road, and Camp Snyder is on your left about ½ mile down the road

From the South:

- Travel north on Route 15 (Warrenton), Route 7100 (Fairfax County Pkwy) or Route 28 (Manassas) to Interstate 66.
- Travel west on Interstate 66 to exit #40 (Haymarket, VA).
- Travel south on Route 15 to the second traffic light and turn right onto Route 55 (John Marshall Hwy).
- Travel west about 1 mile to Antioch Road.

Turn right onto Antioch Road. and Camp Snyder is on your left about ½ mile down the road

From the North:

- Travel south on Route 15 (Leesburg), Route 28 (Sterling) or Route 123 (McLean) to Interstate 66.
- Travel west on Interstate 66 to exit #40 (Haymarket, VA).
- Travel south on Route 15 to the second traffic light and turn right onto Route 55 (John Marshall Hwy).
- Travel west about 1 mile to Antioch Road.

Turn right onto Antioch Road, and Camp Snyder is on your left about ½ mile down the road

Emergency Procedures

- There are five primary emergencies in camp for which we have procedures to follow to ensure everyone's safety. On your first day in camp at the Leader's Roundtable, each of the procedures will be reviewed.

The 5 primary emergency situations are: Severe Weather, Fire, Lost Camper, Lost Swimmer, and Intrusion by Unwelcome Person.

Important Phone Numbers:

o **Camp Office**	**571-248-4904**
o **Heathcote Medical Center**	**571-261-3260 or 571-261-3400 (Emergency Room)**
o **Prince William County Hospital**	**703-369-8000 or 703-369-8337 (Emergency Room)**
o **Prince William County Police**	**703-792-6500**
National Capital Area Council Office	**301-530-9360**

Heathcote Health Center & ER
(2.22 Miles from Camp)
15195 Heathcote Blvd.
Haymarket, VA 20169

Prince William Hospital & ER
(11.56 Miles from Camp)
8700 Sudley Road
Manassas, VA 20110-4418

GENERAL CAMP INFORMATION

Uniforms In Camp
The camp uniform is the official BSA uniform. It is requested that all Scouts and adults wear their uniform shirt to all evening meals, chapel services, and campfires. Scouts and adults may wear a camp or BSA tee shirt during the day and during activity periods. *We understand that all Cub Scouts may not have official pants, just the shirt will be ok. Please understand that you will not be turned away because you are not in a BSA Uniform, it is formality that will help prepare your youth for crossing over into Boy Scouts.

Camp Disclaimer Policy
Neither Camp Snyder, National Capital Area Council, BSA nor its agents will be held responsible for the loss of or damage to personal or unit property and/or equipment.

Two-Way Radio's or other communications devices
Units are discouraged from using two-way radios on camp. Camp personnel use two-way radios for emergency and business communications. Campers who utilize two-way radios will have them confiscated and returned to their unit leaders. It is recommended that Scouts not bring cell phones to camp.

Chapel Services
During each session there is an interdenominational chapel service held at the Camp Chapel. For those who request it, we can direct you to the Church of your choice in the surrounding community. Transportation is the responsibility of the unit.

Lost & Found
All items found at camp should be turned into the Administration Building. Leaders are asked to please check for lost items before departing camp. Items remaining at camp after the camp session will be donated to charity.

Visitors at Camp
All visitors must check-in and out at the camp office. A visitor is defined as anyone not registered for the Session and not on the Pack roster or camp staff. All visitors are asked to park in the main parking lot. **No vehicles are allowed in the campsites**. Visitors must display a "camp visitor's pass/wrist band" at all times.

Leaving Camp
For your protection, every youth or adult who leaves camp must check out at the camp office.

Youth members who leave camp property must be released to a parent or legal guardian utilizing a standard *Scout Release* form. A designated individual may remove a youth member from the facility only when a letter of authorization and approval from the parent or legal guardian and proper identification is provided. A copy of the *Scout Release* form will be kept in the camp office. Leaders are responsible for recognizing and approving any early departure of any unit youth member.

Tents & Campsite Equipment
Leaders should check all campsite equipment during check in and report any damages found to their campsite guide. Units will be held responsible for damages when checking out. Each site is equipped with 5-man BSA wall tents on wooden platforms. Military style cots are available for use with each tent. Units may elect to bring their own tents. Please inform the camp director two weeks in advance if bringing your own tents. There are "no" registration fee changes if using your personal tents.

Advancement Paperwork
A variety of Wolf & Bear Achievements/Electives, Webelos Activity Badges, and Cub Scout Belt Loops and Pins will be available for Scouts to earn during their sessions at camp. Each Scout will receive their own personal tally sheet at check-in to use during their stay at camp. This will help both the Parent and Adult Leader in transferring any requirements earned at Camp into their personal handbooks when camp is over.

GENERAL CAMP INFORMATION - THE DINING HALL

Meal Times

Dining hall procedures will be discussed during the orientation on the first day and at the first meal. The Dining Hall Steward coordinates all dining hall activities.

Waiter Responsibilities:

- Setting of all tables
- Wait on the table during the meal if needed
- Remove all materials when the meal is complete. Wash tables, clean floor (sweep & mop) around tables, return all unused items.
- Assist with cleaning the dining hall when everyone has departed
- Table waiters will be dismissed by the dining hall stewards

Each table must select waiter teams for each meal. An adult must be present with all waiters before and after the meal. Adults should not leave Scouts unattended at the table. If you need help, ask the nearest staff member to assist you.

Meal Time Programs

After the meal, there will be a song or short program as well as some important announcements. Everyone in Camp should participate in the entertainment, including adults. Scouts are not allowed to leave the dining hall unaccompanied.

Table Manners

Adults are responsible for the behavior of the youth. Everyone should wash their hands before meals. Most meals are served buffet style. Adult leaders should encourage proper table manners, such as asking for things to be passed and for everyone to use serving utensils. This not only is polite, it helps decrease transmission of germs. It is a courtesy that people remove their hats when entering the dining hall.

Dining Hall Rest Rooms

Restrooms are at either end of the dining hall. The restrooms to the right of the kitchen are for youth only. The restrooms to the left of the kitchen are for adults only.

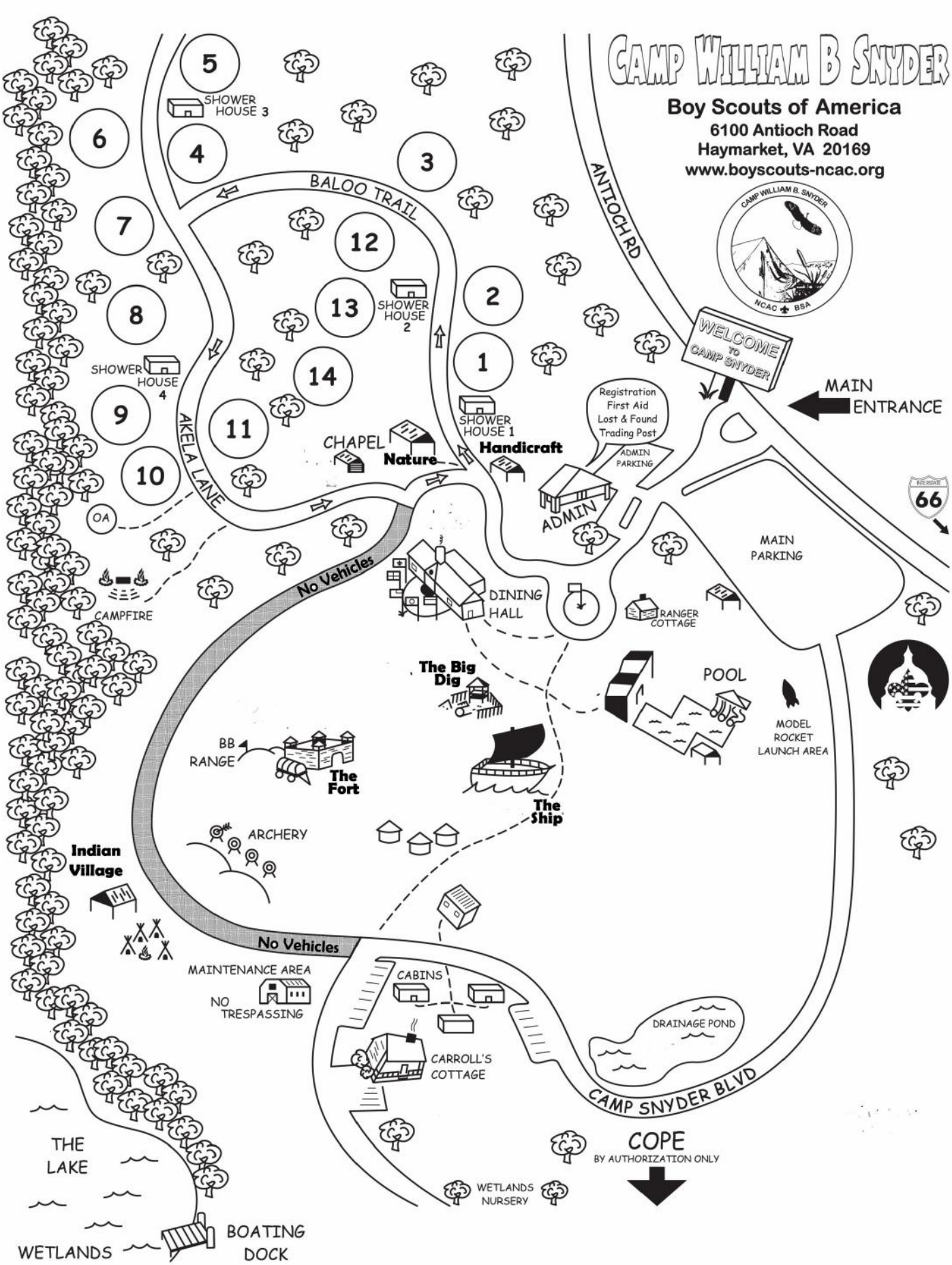
Lunch at Adventure Days Camp

Upon arrival to the Flag Assembly Area, instructions will be given regarding the dining hall procedures specific to the program you are attending.

Flag Assembly & Uniforms

Prior to breakfast, lunch and dinner, an assembly will occur where the flags are raised or lowered, or a short program is presented. It is important that your pack be present on time to hear announcements and participate in our flag ceremonies.

The uniform is not required at breakfast, as you will leave directly from the dining hall and head out to program for the day. The uniform is strongly encouraged, but not required for the lowering of colors at dinner time. Flag ceremonies are lead by the camp staff. If your Pack would like to do a flag ceremony for a meal, contact the Program Director to reserve a meal upon your arrival


CAMP WILLIAM B SNYDER
Boy Scouts of America
6100 Antioch Road
Haymarket, VA 20169
www.boyscouts-ncac.org
CAMP WILLIAM B. SNYDER
NCAC BSA
WELCOME TO CAMP SNYDER
MAIN ENTRANCE
ANTIOCH RD
BALOO TRAIL
AKELA LANE
SHOWER HOUSE 3
SHOWER HOUSE 2
SHOWER HOUSE 1
SHOWER HOUSE 4
CHAPEL
Nature
Handicraft
Registration
First Aid
Lost & Found
Trading Post
ADMIN PARKING
ADMIN
MAIN PARKING
INTERSTATE 66
OA
CAMPFIRE
No Vehicles
DINING HALL
RANGER COTTAGE
The Big Dig
POOL
MODEL ROCKET LAUNCH AREA
BB RANGE
The Fort
The Ship
ARCHERY
Indian Village
No Vehicles
MAINTENANCE AREA
NO TRESPASSING
CABINS
CARROLL'S COTTAGE
DRAINAGE POND
CAMP SNYDER BLVD
COPE
BY AUTHORIZATION ONLY
WETLANDS NURSERY
THE LAKE
WETLANDS
BOATING DOCK

2013 CAMP WILLIAM B. SNYDER SUMMER CAMP REGISTRATION FORM

Cub Resident Camp Thursday at 6pm - Sunday at 9am Overnight Camping	
Session 1	July 4 – July 7
Session 2	July 11 - July 14
Session 3	July 18 - July 21
Session 4	July 25 - July 28
Session 5	August 1 - August 4

Cub Adventure Days Monday - Thursday 9:00 am - 4:00 pm Day Only / Lunch Included	
Session 1	July 8 - July 11
Session 2	July 15 - July 18
Session 3	July 22 - July 25
Session 4	July 29 - August 1

Webelos Camp Sunday 6:00 pm – Friday 9:00 am Overnight	
Session 1	August 4 - August 9
Session 2	August 11 - August 16

2013 Summer Program Fees					
	Register by March 15	Register by April 15	Register by May 15	Register or Pay June 15	Adults**
Cub Resident Camp	$160	$180	$200	$220	$85
Adventure Days	$175	$195	$215	$235	$20
Webelos Camp	$210	$230	$250	$270	$50
All fees or balance remaining due by June 15, 2012 To qualify for a designated fee, a minimum of $50 per Scout is due at registration.					

PLEASE TYPE OR PRINT CLEARLY ALL REGISTRATION INFORMATION

Point of Contact: _____ Pack Number: _____Parent _____ Leader____

Council: _____ District: _____

Address: _____ City: _____ St: ____ Zip: _____

Home Phone: _____ Work Phone: _____

Email Address: _____ (very important)

*The Point of Contact listed above should be the adult leader or parent who plans on attending camp.

Event you are registering for: Cub Resident Camp___ Cub Adventure Days___ Webelos Camp___

Session you are registering for: 1 2 3 4 5

Total Number of Cub Scout Age Youth: _____

Total Number of Siblings (5yrs old or under): _____

Total Number of Adults……_____

 # OF YOUTH_____ X $_____ = $_____

 # OF ADULTS_____X $_____ = $_____

TOTAL FEES INCLUDED: $_____

# of Tigers (Adventure Days Only)….._____

# of Wolves……_____

# of Bears……_____

# of Webelos I……_____

# of Webelos II……_____

# of Siblings……_____

PAYMENT METHOD: ___CHECK ___CREDIT

CREDIT CARD #_____ - _____ - _____ - _____ EXP DATE:_____/_____ 3digit #_____*

SIGNATURE: _____

*This number is found on the back of the card next to the signature box

Return with payments to: Camp William B. Snyder \ 6100 Antioch Road \ Haymarket, VA 20169 \ 571-248-4904