



PARENT & LEADER GUIDE

2011 Summer Cub Scout Programs

Camp William B. Snyder
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Letter from the Director

Greetings Leaders and Parents,

On behalf of the National Capital Area Council and Camp William B. Snyder, thank you for your interest in our Cub Scout camping programs. Camp William B. Snyder offers a variety of unique camping experiences that features program themes and Scouting values, while blending in unique activities to introduce you and your boys to the outdoor programs of Scouting and just let you have fun.

This Parent & Leader Guide is designed to serve as an outline for the many procedures and policies of the camp. The Boy Scout Motto is “**Be Prepared**”, and we know that individuals, dens and packs that are prepared, have the most positive and truly memorable experiences while at camp.

Several changes have been made to the guide and to our programs for the summer of 2011, so please take the time to read through it thoroughly. Included are some personal sections entitled *Camp Director’s Advice & Notes* to help you along the way.

2011 marks the 100th Anniversary of the National Capital Area Council, the sixth summer that Camp Snyder will offer summer programs and I am excited to serve as the Camp Director. The theme for the summer was inspired by the previous year’s camp staff and should really excite the Scouts. This year’s theme “Super Hero Scouts” will take the boys into the training academy of super heros, teaching them about some of the “super powers” of nature, giving them an idea of the heroes of our past, and letting them realize the heros around them in their home town. If you have any questions, please do not hesitate to contact me for clarification.

Wishing you all a fun and safe summer, I look forward to seeing you at camp,



Timothy J. Rupert
Summer Camp Director
Camp William B. Snyder

Pre-Camp Dates of Interest for Camp William B. Snyder

Leader & Parent Orientation Meetings at Camp William B. Snyder

Saturday, April 9, 2:00-4:00pm

Saturday, April 16, 2:00-4:00pm

Saturday, May 21, 2:00-4:00pm

Registration

Advanced registration is required for all Camp William B. Snyder programs, with information online at www.BoyScouts-NCAC.org/CampSnyderprograms on how to sign up. Registration will remain available throughout the 2011 Summer Programs up to 3 days prior to a session starting. Full payment is required for all participants (Both Adults & Youth attending) for each camp session. Fees for youth and adult campers are in the chart on the next page. Registration is completed by individual families/"groups" or as a Pack, when registering eight or more Cub Scouts, using our on-line system.

As in past years, the earlier you register for camp, the less you will pay. Payment deadlines are below:

- **Tier 1** (Early Bird): all fees paid in full by **5PM on May 6**
- **Tier 2**: all fees paid in full by **5PM on June 17**
- **Tier 3**: all fees paid in full anytime after **5PM on June 17**

Camp Director's Advice & Notes

- Sign up early! Early planning will result in a much better experience for everyone.
- Individuals and families from your pack who register for the same session through the on-line process are assured to camp together while at Camp William B. Snyder.
- It is easier to sign up as a single group when possible, that way you know who will be attending and who isn't.
- Any changes after registration has been completed must be sent to the council program office in writing, by the party making the initial registration.

Refund Policy

Refunds will only be granted to the original paying customer, whether it be the Pack or individual. All Pack Refunds will be paid to the Committee Chairperson of record for the Pack. All but 15% of an individual's fee is refundable, under certain circumstances (sickness, death in family, summer school or relocation only) as long as it is requested in writing, with back up documentation, and received at the Marriott Scout Service Center, 9190 Rockville Pike, Bethesda, MD 20814-3897. Refund requests due to homesickness, schedule conflicts, misinterpretation of printed council policies and procedures or reasons other than those noted above will not warrant a refund. In addition, partial refunds will not be granted for partial camp stays. **All requests are due by August 31, 2011.** No requests will be accepted after this date.

Summer 2011 Programs

Camp William B. Snyder offers a variety of options, all based on traditional Cub Scouting ideals and activities. Boys will enjoy camp fires, dining hall songs, sports and games, and activities related to the program theme. Fun and adventure are in store for all boys, leaders & parents. Below is a quick synopsis of each of the program packages we are offering this summer at camp:

Days	Dates	Program	Fee Structure		
			Paid in Full by 4PM on May 6	Paid in Full by 4PM on June 17	Paid in Full after 4PM on June 17
Fri - Sun	June 24 - 26	Cub Scout Resident Session 1	\$160/Youth & \$70/Adult*	\$180/Youth & \$80/Adult*	\$200/Youth & \$90/Adult*
Mon - Thur	June 27 - 30	Adventure Days A	\$175/Youth	\$195/Youth	\$215/Youth
Tues - Fri	July 5 - 8	Webelos Advancement Resident	\$210/Youth & \$85/Adult*	\$230/Youth & \$95/Adult*	\$250/Youth & \$105/Adult*
Sat	9-Jul	Tiger Safari Day 1:00 PM to 8:30 PM	\$20/Tiger Cub & Partner		
Mon - Thur	July 11 - 14	Adventure Days B	\$175/Youth	\$195/Youth	\$215/Youth
Fri - Sun	July 15 - 17	Cub Scout Resident Session 2	\$160/Youth & \$70/Adult*	\$180/Youth & \$80/Adult*	\$200/Youth & \$90/Adult*
Mon - Thur	July 18 - 22	Adventure Days C	\$175/Youth	\$195/Youth	\$215/Youth
Mon - Wed	Aug 1 - 3	Cub Scout Resident Session 3	\$160/Youth & \$70/Adult*	\$180/Youth & \$80/Adult*	\$200/Youth & \$90/Adult*
Fri - Sun	Aug 5 - 7	Cub Scout Resident Session 4	\$160/Youth & \$70/Adult*	\$180/Youth & \$80/Adult*	\$200/Youth & \$90/Adult*
Mon - Wed	Aug 8 - 10	Cub Scout Resident Session 5	\$160/Youth & \$70/Adult*	\$180/Youth & \$80/Adult*	\$200/Youth & \$90/Adult*
Fri - Sun	Aug 12 - 14	Cub Scout Resident Session 6	\$160/Youth & \$70/Adult*	\$180/Youth & \$80/Adult*	\$200/Youth & \$90/Adult*

*two adults come for free when eight or more boys are registered as a Pack.

Health & Medical Information

Required Health & Medication Forms

The Boy Scouts of America requires all campers to provide, upon arrival at camp, the new Class A-B-C Health Form. This form is new for 2011, although it is not absolutely required for all camps until 2012, we are asking campers to fill out the new form. We do acknowledge that some people may have already had the previous form filled out and this will be accepted, if it includes a doctor's examination within the last 12 months. The old Class 1, 2 and 3 Forms will not be accepted at Camp William B. Snyder. For the purposes of Camp William B. Snyder, all 3 parts of the new form must be filled out for a Webelos Advancement camp session, including an annual physical by a family doctor. Adventure Day & Cub Resident Camps do not require an annual physical, and therefore part B is not required to be filled in. However, it is strongly encouraged that you consider completing the whole form in all 3 parts for any of the camps. The more information the camp has on hand, the more information that can be conveyed to any responding emergency/medical professionals should the need arise.

The new form is available in the back of this guide and can also be downloaded to your computer as a PDF file from our council website, www.BoyScouts-NCAC.org/forms or through www.Scouting.org. The new form is very user friendly and the information can be saved, and thus updated as needed and printed out.

The form has 3 Parts:

Part A is the General Information Section.

Part B is the Informed Consent, Hold Harmless and Talent Release Section.

Part C is the Physical Examination and Doctor Approval Section.

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 of Webelos Advancement Camp.

What parts of the form do I need to have completed for which camp?

Camp	<u>Part A</u>		<u>Part B</u>		<u>Part C</u>	
	Youth	Adult	Youth	Adult	Youth	Adult
Adventure Days	Yes	Yes	Yes	Yes	No	No
2 Night Program	Yes	Yes	Yes	Yes	No	No
3 Night Program	Yes	Yes	Yes	Yes	Yes	Yes

Medication

All prescription medications are required to be turned in to the camp medical officer. Exceptions to this national policy are inhalers, epi-pens, and other medicines that must be held on the person at all times. An example of this would be heart medication such as nitroglycerin pills. In those cases, the camper's physician should note this requirement on his or her medical form.

Camp Director's Advice & Notes

- Before you leave for camp, make sure that all medical forms have been completed and signed.
- Make sure your Pack number is on every form and alphabetize the forms to help the camp staff and your unit conduct the onsite registration process as quickly as possible.
- Make a back up set of copies and keep them in a 3-ring binder and alphabetized to keep in your camp site or with your lead adult.
- While Part C of the form is not required for the Adventure Days or 2 Night Programs offered at Camp William B. Snyder, it is strongly suggested that as much medical information be provided to the camp as possible on the form.
- Do not mail your health forms in advance to the camp or council service center. Bring them to camp with you.
- Camp William B. Snyder only retains medical forms for individuals who require medical assistance while at Camp William B. Snyder. All other medical forms will be returned to the campers or pack coordinator at the end of each session. By law, NCAC does not keep medical forms on file from previous years.

What to Bring to Camp

With day and overnight packages being offered this summer at Camp William B. 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. See below and the next page of this guide for individual and pack equipment needs. 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
Water Bottle-filled before arriving each day
Rain Coat or Poncho
Hat
Change of Clothes
Medications (if needed)
Trading Post Money

Pack Equipment

File System for all camper records & paperwork
Pack/Den Flags
A way to identify your campers (Wristband, Pack T-Shirt, Neckerchief, Hat)
Theme Related Materials
Games & Sporting Equipment (Used for Den Time)
Tent or Tarp, for set up in the central location area
Camera for Photos
Clip Board
Wagon to transport camper gear
A "lockable" box for money

Resident Programs (Cub Resident Webelos Advancement)

Individual Equipment

Health Forms with sections A, B, and C filled out
Swimsuit & Beach Towel
Sunscreen
Bug Repellent
Sneakers or Hiking Boots
Backpack
Scout Uniform (Remove any pins)
Underwear & Socks
Water Shoes
T-Shirts
Sweat Shirt
Shorts & at least 1 Pair of Long Pants
Rain Coat or Poncho
Hat
Toothbrush/Toothpaste
Shampoo
Soap
Wash Cloth & Towel
Comb
Sleeping Pad & Sleeping Bag (or 3 Blankets)
Pillow
Flashlight/Extra Batteries
Cub Scout Handbook/Pen/Paper
Trading Post Money (\$30-\$40)

Do Not Bring

BB Guns
Matches/Lighters*
Axes/Hatchet
Sheath knives
Bicycles
Electronic Toys

Fireworks
Game Systems (DS, PSP, etc)
Televisions
Mobile Phones*
Computers*
Radio

Pack Equipment

File System for all camper records & paperwork
Pack/Den Flags
A way to identify your campers (Wristband, Pack T-Shirt, Neckerchief, Hat)
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
GPS for Geocaching
Clipboard

Footlockers (except for pack storage needs)
Expensive watches or jewelry
Things you do not want to lose.
Things easily damaged by moisture & weather.

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

When You Arrive

Resident Camp

Cub Resident & Webelos Advancement Camps – Check in begins at 1PM

Departure Times 8PM the final night

When you arrive at camp you should be prepared to unload the boys and keep them busy while an adult checks everyone in. The Pack Coordinator should report to the main administration building to begin the check in process. All documentation should be in hand such as receipts, health forms and registration confirmation. Also the pack coordinator should be prepared to pay any fee discrepancies on behalf of the Pack or Individual. Having a blank Pack check on hand is advised. We suggest that you arrive in your swim trunks and have a back pack with clothes to change into. This will speed up your orientation process throughout the afternoon, as you will be ready to go once you unload your gear and not have to take time preparing to go to the pool.

Upon completion of the medical recheck and receipt of your camp site assignment you may then begin the process of dropping off your gear. Your camp site guide will greet you in your camp site, and give you further instructions on where to go next. Once your gear is dropped off, you will complete orientation programs at the swimming pool, dining hall and BB Gun range. Our staff will complete the check in process with your pack by 5:00 PM. Flag assembly will be at 5:45 PM and Dinner will be served at 6PM.

Adventure Days Camp – Check in begins at 9AM

The Day Camp will begin on Monday and continue through Thursday. The program begins at 9AM daily and will conclude at 3PM, with the exception of the 4th day which will conclude at 3:30 PM after a closing ceremony. Upon arriving at camp, the pack coordinator should report directly to the administration building. The pack coordinator should plan to have all documentation in hand (receipts, health forms and registration confirmation). Also, the pack coordinator should be prepared to pay any fee discrepancies on behalf of the Pack or Individual. Having a Pack check on hand is advised. Swim Checks and Orientation will occur on the first day of camp, so be prepared to jump in and listen up for instructions! It is advised that the boys arrive each day in their swim gear, and keep their change of clothes in a backpack. This speeds up the process of getting into the water.

Medical Recheck

The required medical recheck is where you will want to have all forms and all participants (youth and adult) in alphabetical order. The recheck is the time to turn over any medications for the week and to make the Health Officer aware of any important information or ask questions. All medications should be prepared and ready for immediate lock up upon your arrival. Camp is not the place to take children off daily medication.

Evaluations

At the end of your session you will be provided with a final evaluation and feedback survey. Your thoughts and concerns are important to us and we encourage you to be honest in your evaluation. All comments, both good and not-so-good, are reviewed by the staff and appropriate actions taken as necessary. If you have feedback for the staff or administration during the camp time, especially ways that we can improve, bring it to the attention of the Program Director or Camp Director during your stay, we may be able to make changes while you are in camp.

Check Out for Overnight Programs

On your last day in camp, you will need to inspect each tent and the camp site for debris. All garbage will be placed along the side of the road or dropped at the dumpsters by the dining hall. Your tent flaps should remain open, unless it is raining. We will distribute patches at the administration building to one representative in the pack

Camp Director's Advice & Notes

- Plan to report to camp no more than 1 hour after the Check in time begins. Packs that arrive on-time get off to a great start, because they have time on their side.
- Camp sites are assigned the day you arrive at camp, unless you make a specific site request ahead of your session, in which case the staff will do their best to accommodate you. Campers with special needs that require an accessible site should let the camp director know at least one week in advance of camp.

Dining Hall

Meal Times

Meals will be served at 8:00 a.m., 12:30 p.m., and 6:00 p.m. 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.

Each table must select waiter teams for each meal. An adult must be present with all waiters before and after the meal. The waiters and adult will be responsible for the setting of all tables along with getting food and drinks from the kitchen to the table. The waiter team will also be responsible to return things to the kitchen during clean up. Dining Hall clean-up will also involve sweeping/mopping floors and wiping down of tables. In order to prevent accidents, it is important that the waiter be the **ONLY ONE** moving around during the meal. Adults should not leave Scouts unattended at the table. If you need help, ask the nearest staff member to assist you.

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.

Each staff member will have a "totem". Each table is encouraged to grab a totem and have it placed on your table for each meal. Upon entering the dining hall after the assembly outside, camp staff members will find their totems and be a guest at your table. Totems are selected on a first come first serve basis and a group should take no more than one totem.

Table Manners

Unit Leaders are responsible for the behavior of the youth. Everyone should wash their hands before meals. Most meals are served "Family Style". Encourage proper table manners, such as asking for things to be passed and for everyone to use serving utensils, not just grabbing food off of platters. 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. For Adventure Day Camps, we provide a bagged lunch that helps in getting everyone served in a timely manner.

Flag Assembly & Uniforms

15 minutes 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 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 conducted by the camp staff. There are flag poles in each campsite if you would like to do a Pack or Den flag ceremony. If your Pack would like to do a flag ceremony for a meal, contact the Program Director to reserve a meal.

Camp Director's Advice & Notes

- Experienced professional chefs prepare wholesome food, which provides a well balanced diet for all Scouts and leaders.
- Leaders should plan to meet with the food service staff, upon arrival, to discuss any special diet needs a youth or adult may have.
- The camp is not permitted to store any food you may self prepare.
- The dining hall provides a microwave that you may use in heating any pre-packaged meals you choose to bring.
- Milk is only served at breakfast, and the camp makes it a priority to serve water on extremely hot days to avoid dehydration.

General Camp Areas & Information

Leader's Roundtable

After dinner at 7:15 PM on the first night, your unit will send at least one leader to attend the Leader's roundtable discussion. Here you will meet with the Camp Director and Senior Staff to discuss the camp's program, policies and procedures. In addition this serves as a great time to ask any questions and share any ideas from other Packs and Dens. The meeting will be held at the Chapel or in the Dining Hall in the event of inclement weather. Please come prepared to take notes, exchange ideas and ask questions.

Camp Fires

During the 2 and 3-night sessions, a camp fire will occur on the opening evening, hosted by the Camp Staff. On the final evening of the 3 night session your Pack or Den will be encouraged to participate in a closing camp fire program. All skits, songs and cheers must be approved by the Program Director ahead of time

Camp fire rings are also available in each camp site and you are encouraged to use them. However it is important that you follow all of the rules and procedures on the fire safety chart in each camp site and that a bucket of water be ready to go at all times for extinguishing any flames. No campfires are to be left unattended at any time.

Trading Post

The Trading Post provides items such as: snacks, drinks, T-shirts, hats, mugs, handicraft kits, sunscreen, fishing items, and souvenirs. Everyone will want to visit the Trading Post! We suggest campers bring \$30 - \$50 as we will have a great selection of Camp William B. Snyder souvenirs to purchase.

Spending Money

We recommend that Cub Scouts bring spending money to camp and we suggest that leaders set up a "Den Bank" to insure that individual camper funds are neither lost nor stolen. To set up a "Den Bank" place money in individually labeled zip-lock bags kept by the leaders in a secure place or lockable box. Please remember that the camp has no provisions to store money or valuables for any individuals or the Pack.

Camp Service & Your Camp Commissioner

Camp Commissioners are the main link between you and the camp. They will touch base with you every day and will be ready to answer your concerns, problems, or suggestions. Each morning the Camp Commissioner will deliver coffee and a newspaper to your site.

First Aid

Camp William B. Snyder has a trained Health Officer available 24-hour a day, 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.

Lost & Found

A lost and found box is kept at the Hylton Training Center. All items not claimed within 2 weeks of being placed in the Lost and Found will be either thrown away or donated.

Homesickness

A 1988 edition of the American Camping Association magazine reported that "...homesickness is a very real and natural emotion that can occur when anyone leaves familiar surroundings." For first-time campers, especially, being away from home may be a totally new experience, no Mom and Dad to turn to, no refrigerator handy for midnight raids, and no family pet to hug and romp with.

Some thoughtful parents we know have made a practice of sending advance post cards to their children at camp so there will be a personalized "touch of home" when they arrive. Many directors urge parents not to mention in their letters how much they miss their children, or "that the dog and cat miss them." Instead, they say, parents should assure them that they know they're having a good time, and express enthusiasm for the camp's activities. As an experienced camp director once noted, "We don't have any homesick kids, but we have homesick parents by the dozens..."

If you have a particularly difficult case of homesickness, the camp staff is a great resource to turn to. Don't be afraid to ask for help with any homesickness problems. Also send something from home to keep them company, maybe their favorite pillow or blanket.

Telephone

There seems to be nothing worse for a homesick boy than a long talk with Mom or Dad. For this reason, we have established the following telephone policy: Scouts may not bring cell phones or other electronic devices to camp. All phone calls must be initiated by the adult leader.

Policies on Child Abuse Reporting, Smoking, Alcohol & Illegal Substances

Youth Protection

The National Council, Boy Scouts of America has adopted the eradication of child abuse as a national objective.

The BSA has set the following general principles and specific guidelines: Anyone who has questions or sees difficulties in compliance, please consult the Camp Director. If unexpectedly faced with difficulty in complying, and no advice is available, use common sense and common principles of the Scout Oath and Law.

Definition of Terms: "Scouters": understood to mean all adult leaders and all Camp Staff Members. "Junior Leaders" (including Den Chiefs): understood to mean persons under age 18. "Cub Scouts" understood to be all youth members.

1. Scouters must endeavor to protect Cub Scouts from: (1) physical abuse, understood to mean the sustaining of physical injury as the result of cruel or inhumane treatment or as the result of a malicious act. (2) Sexual abuse, i.e., any act involving sexual molestation or exploitation of a Cub Scout, by any person who has permanent or temporary care, custody or responsibility for supervision of a Webelos.
2. Adults serving Cub Scouts in any capacity, especially in camp, must understand their responsibilities and the limitations placed on their relationship with Cub Scouts. Care in selection, training, and supervision of these adults is critical.
3. Scouters and Cub Scouts MUST sleep in separate tents.
4. Scouters MUST ALWAYS shower separately from Cub Scouts.
5. Scouters, Junior Leaders and other activity leaders must not permit activities involving group nudity, such as "skinny-dipping."
6. Scouters MUST avoid unnecessary physical contact with Cub Scouts, such as placing hand on legs and patting backsides.
7. Cub Scouts MUST always have at least one tent mate.
At least two Scouters must be present on camping trips and at other group activities.
9. Scouters and Cub Scouts must never tell off-color stories. A Scout is clean in mind and body.
10. Scouters MUST hold conferences with Cub Scouts in open settings, where they may be seen (but not heard, if discussion is confidential). Avoid rooms with closed doors, closed tents, or other secluded locations.
If a Cub Scout complains or comments about an experience he or she has had with an adult that may suggest physical abuse or sexual molestation or an invitation to molestation, take him seriously. Remember that a boy or girl is not likely to articulate his or her complaint in an adult manner. It may take the form of declining to associate with a particular leader for no apparent reason or abruptly leaving a unit.

Reporting Child Abuse

Camp William B. Snyder staff members have received training to deal with potential victims of any kind of child abuse. If you suspect that a Cub Scout in camp is a victim, report this to your Camp Director. The Camp Director will confidentially discuss your suspicions with you and possibly talk with the Cub Scout. If further action is necessary, notification of the Council Scout Executive or their representative takes place, with action steps determined at that time.

Shower Houses

The shower houses are conveniently located in 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 maybe 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.

BSA Policy on Smoking

You may smoke in designated areas of camp only, and not in sight of Scouts. Check with the camp staff upon arrival for designated smoking locations. Smoking is not allowed in any campsites, camp buildings or structures, including tents. Cigarette butts are to be collected and disposed of properly. Please speak with the camp director if you have any questions.

BSA Policy on Alcohol and Illegal Substances

The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the Boy Scouts of America and at any activity involving participation of youth members, regardless of location. Camp Snyder operates under a zero tolerance policy regarding Alcohol and Controlled Substances and will in every situation have the violators removed from the property and notify the authorities if necessary. The camp also reserves the right to not release any youth member into the custody of a parent or guardian under the influence of alcohol or a controlled substance because of safety concerns and protection.

General Rules

- Everyone must have a buddy.
- Everyone must wear shoes. Cub Scouts and leaders should wear hard-soled shoes with closed toes at all times while around camp, except when swimming. Open-toed shoes, such as shower clogs or sandals, are not encouraged, as they do not provide substantial protection for the feet.
- No running in camp (except in play fields).
- No Pets are allowed on camp property.
- Areas Off-Limits to Cub Scouts:
 - Waterfront areas (Aquatics Center and Lake), unless scheduled to be there
 - All program areas when the Camp Staff is not present
 - Designated Administration Building Areas
 - Staff Cabins, Other Camper's Tents, and Other Camp Sites
 - The kitchen and mechanical rooms in any buildings
- All Cub Scouts must receive permission before they leave their campsite or program area.
- No food in tents. (Food will "invite" unwanted wildlife)
- Keep yourself clean and check for ticks frequently.
- When the Cub Scout Sign is "up," please be quiet.
- An Adult Leader must be present when Cub Scouts are using the phone. Remember, use of the phone by Cub Scouts is for emergencies only.
- No flames or fire in any form is allowed in tents (this includes smoking).

Do's & Don'ts

- **DO** have a pre-camp shakedown to ensure that all campers (Cub Scouts and adults) have what they need and do not take what they do not need.
- **DO** arrive at camp on time.
- **DO** volunteer to help where needed. See Program Director to volunteer with camp activities.
- **DO** lock up valuables.
- **DO** let us know if there is a Birthday we need to celebrate at meal time.
- **DO** make sure at least one adult accompanies the Cub Scouts whenever they leave the site and **DON'T** leave Cub Scouts unattended.
- **DO** keep appointments in program areas or cancel them in advance.
- **DO** keep all of your Cub Scouts together as a group at all times while in program areas.
- **DO** consider bringing your own fishing equipment.
- **DO** park your car in the main parking lot and not in your camp site.
- **DO** plan to participate in the Leaders Scavenger Hunt, Caveman Golf and Water Basketball.
- **DON'T** allow Cub Scouts to bring anything on the prohibited list
- **DON'T** bring liquid fuels.
- **DON'T** bring anything to camp that you aren't prepared to lose.
- **DON'T** expect to drive to campsites. **BE PREPARED** to put all of your equipment and personal gear into one or two vehicles, which will be allowed to drive to your campsites.
- **DON'T** store food in tents.

Program & Required Adult Leadership

The camp program will revolve around the theme Super Hero Scouts. The program will feature a variety of mental and physical challenges for Cubs and adults alike. Some activities will involve the whole den, while others will be individually related. We will utilize ideas from the Cub Scout Academics and Sports Program Guide, and advancement opportunities will be available. All dens/packs will rotate to various program areas that will include the theme areas, shooting sports, field games, crafts, boating and aquatics.

Fishing is an option, but not a part of the planned program. Gear may be checked out through the program office. **GOOD LUCK!!!**

Webelos Advancement

There will be one three-night Webelos Advancement session. The session will be held July 5-8. The entire program will feature as many as 10 Activity Pins. Those pins traditionally are: Aquanaut, Forester, Naturalist, Geologist, Citizen, Outdoorsman, Handyman, Readyman, Sportsman, and Athlete.

All camping is done in our established campsites. None of the Camp William B. Snyder summer programs include overnight camping in the theme areas or as an outpost experience.

Adventure Days

Day Camp will consist of 4 days (Monday – Thursday) and begin at 9AM and end at 3PM, Lunch to be included. For the 4 days, the boys will enjoy 4 program areas each day.

Because of program adjustments that occur throughout the summer, daily schedules and additional program details will be posted when you arrive at camp.

Aquatics Program

Camp Snyder offers 2 great aquatics program areas, and is one of the very first things you can plan on enjoying upon your arrival at camp. The first is our Aquatics Center (swimming pool) complete with water slides, volleyball net, basketball hoop and various other balls and equipment. The second is our waterfront area that provides paddle boats and canoes.

The first step to enjoying aquatics is to complete a swim check and become classified as learner, beginner, or swimmer. These tests are listed in the latest edition of *Guide to Safe Scouting*. These classifications must be renewed annually. Swim checks are completed in our swimming pool. There is no swimming in our waterfront pond. Swim classifications are defined below:

Learner - Any person who cannot meet either the swimmer or beginner requirements.

Beginner - Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, and turn sharply, resume swimming as before, and return to starting place.

Swimmer - Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, or crawl. Then swim 25 yards using an easy, resting elementary backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating for 10 seconds.

Rules & Notes

- The buddy system will be in place the entire time you are in either the Aquatics Center or Boating Areas.
- The buddy tag system is important in operating a safe camp and will be enforced. The tag system applies to both adults and youth.
- No one may leave the aquatics areas without their buddy and also removal of their buddy tag to the outside tag board.
- No fishing from boats while at the waterfront.
- No Diving in areas other than the swimmers' area of the Aquatics Center.
- Swimming lessons are not a scheduled activity. If time permits, our aquatics staff will do their best to accommodate any requests.
- Water Slides are for any individual that reaches the swimmer classification only.
- Boating before sunrise and after sunset are prohibited.
- The complete BSA Safety Afloat and Safe Swim Defense policies from the *Guide to Safe Scouting* will be followed at camp. All leaders should become familiar with them.

Camp Director's Advice & Notes

- Set up your buddy pairs after the swim test and arrange them by classification level. Buddies should plan to stay together throughout camp.
- Boating is not offered for the Adventure Days program.
- Take the Safe Swim Defense and Safety Afloat Training online at www.scouting.org/pubs/aquatics.
- The some staff enjoys an occasional basketball or volleyball challenge-don't be afraid to ask!

Shooting Sports

The Shooting Sports program consists of BB Gun and Archery instruction/participation. It is the responsibility of the parent or guardian to notify your Pack leadership and the camp staff if they would prefer that their child not participate in these programs.

Required Adult Leadership

- Under Youth Protection Guidelines, the Pack/Den is required to provide an adult to boy ration of 1 to 5 for Adventure Days and 1 to 4 for overnight resident camp.
- Regardless of program, all new Tiger Cubs require an Adult Partner to be present at all times.
- Den Chiefs are not considered adults and do not count toward Adult Leadership Requirements

Advancement & Recognition

We remind you that the purpose of camp is to have FUN! Our philosophy of advancement is that if a boy comes to camp and does nothing but work towards advancement, his fun will be limited, and he may not have fun at all. By offering the Cub Scout a full, varied program, including singing, swimming, hiking, nature, boating, shooting sports, crafts and so much more, we provide them with a fun time, a full program, and a multitude of advancement opportunities. Also because of the diversity of our packages and sessions, along with varied attendance and time in our programs, it is difficult for the camp to single out specific advancement universal to all boys and our entire summer program.

Because of this philosophy, the camp does not provide a session end “check list” of completed advancement, nor will the staff sign off on any advancement requirements. Our camp will provide an advancement journal that the Parents and Den Leaders may use as a tool for tracking advancement. Parents and/or Den leaders are responsible for signing off those requirements completed. Cubs should bring their handbooks to camp for this purpose. This will result in real-time recognition and prove to be the most accurate way to track each boy’s individual performance. Our primary objective in 2011 is to design our programs around the advancement journal and the Academics and Sports Program Guide. This should allow plenty of opportunity to check off many advancement requirements.

A special recognition Camp William B. Snyder patch will be awarded to all boys and adults that participate in any of our program packages.

Den Chiefs who come to Camp William B. Snyder will be busy assisting the adults in the Pack and should not expect any type of merit badge counseling from the camp staff.

Directions to Camp & Emergency Procedures

Contacting a Camper

Letters and care packages from home to camp are a timeless tradition and are encouraged. Remember not to provoke homesickness when writing the letter and to mail them a few days prior to the Cubs actually arriving at camp. Letters/packages should be addressed as follows:

*Cub Scout's Full Name
Pack Number-Date Attending
Camp William B. Snyder
6100 Antioch Road
Haymarket, VA 20169*

The camp will only deliver phone messages in the case of an emergency and emails will not be accepted as a method of deliverable mail. Mail may also be sent home from camp. The Camp Snyder Post Office is located in the administration building.

Visiting Camp

Making a visit to camp is strongly encouraged!!! All visitors must sign in at the administration building upon arrival to camp and are required to wear the visitor's identification wristband. Please be advised that meal counts and sleeping arrangements are impacted by visitors to camp, so please call ahead if you or a family member plans to join us for a meal or spend the night and you are not already pre-registered. Additional meals may be purchased through the camp administration building and require a 24 hour notice. Meal prices vary depending on program, so call ahead for pricing. All adult pricing will be pro-rated on the third tier pricing if joining up with your Pack in mid-session to stay overnight, and will only be accepted 24 hours in advance. Walk-ins for meals or overnight stays will not be accepted without a 24 hour notice.

Camp Director's Advice & Notes

- Family members and friends are encouraged to visit camp. We recommend visiting for the opening or closing campfires or when arriving or departing for camp
- In many cases we will be able to accommodate your needs, the best solution is to ask ahead of time about any question or concerns you may have.

How to get to Camp

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:

- **Camp Office** **571 - 248 – 4904**
- **Heathcote Medical Center** **571 -261 – 3260 or 571 – 261 – 3400 (Emergency Room)**
- **Prince William County Hospital** **703 - 369 - 8000 or 703 - 369 – 8337 (Emergency Room)**
- **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