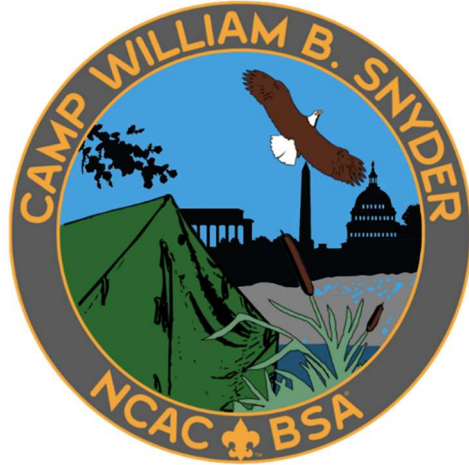


# **Camp Snyder Scouts BSA Merit Badge Week**

**18-24 July 2021**

**Scout and Parent Guide**



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## 1. Introduction to Merit Badge Week

Welcome to the Scouts BSA Merit Badge Week at Camp Snyder. This week-long camp is for Scouts who want to work on their Eagle-required and specialty merit badges, try a new camp experience, participate in two different summer camps this year, or stay closer to home.

The focus of the camp is on completing merit badges and doing FUN activities! Scouts may pre-register for as many as five merit badge classes. Scouts can also participate in self-guided and mentored FUN activities during the day and in the evening. Additional merit badges will be offered in the evening but will not require signing-up before camp begins. Merit badge counselors will include both adult Scout volunteers and youth instructors. All camp activities will be conducted with proven COVID-19 virus transmission precautions in place. (See Appendix C).

Scouts can participate as week-long overnight campers or as day campers who go home every night. Scouts may come as units with their own adult unit leadership or as individual Scouts who will be formed into temporary (“provisional”) units in their campsites. A pair of adult Scout volunteers serving as Scoutmasters will supervise Scouts in provisional units around-the-clock, to include sleeping in the campsite with the Scouts. Female Scouts will camp in their own campsites separate from male Scouts and use the portions of the shower houses dedicated to them. Scoutmaster teams overseeing female provisional units will include at least one female adult Scoutmaster.

Parents may participate in camp activities with their Scouts on Friday evening, July 23. This includes the evening meal, the retreat ceremony, and the closing campfire.

The camp is located at 6100 Antioch Rd., Haymarket, VA 20169 with daytime contact at 571-248-4904 or email [camp.snyder@scouting.org](mailto:camp.snyder@scouting.org).

## 2. Check In / Check Out

Overnight and Day Campers will check in for Merit Badge Week at the open-air pavilion in the large parking lot to the left immediately after the entry gates to Camp Snyder.

### 2.1. Overnight Camper Arrival and Departure

Overnight campers should arrive between 1:00 and 5:00 p.m. on Sunday, July 18. It is best to arrive early, so the Scouts can complete their swim test at the pool that day.

Camp staff will greet drivers, who will remain in their vehicles, with each occupant wearing a face mask. All Scouts will receive an information packet that contains their 1) merit badge schedule with class locations, 2) map of the camp with their campsite and shower house highlighted, 3) a red or blue wrist band indicating their dining shift, and 4) a copy of the camp schedule for the week. The camp staff will collect each Scout’s [BSA Form 680-001, Annual Health and Medical Record](#), with Parts A, B, and C completed. Note Part C is the Pre-Participation Physical and must be signed by a licensed physician, nurse practitioner, or physician’s assistant, so plan accordingly. As part of check-in, camp staff will take each camper’s temperature and ask the standard COVID-19 screening questions per the BSA RM Model Pre-Event Medical Screening Checklist 680-057

(See the checklist at Appendix B) while Scouts remains in their vehicles. Alternatively, parents or guardians may complete and sign the Camp Snyder COVID-19 Self Certification form and present it to staff at check-in (See the form at Appendix B).

After staff has checked Scouts in at the large parking lot, drivers may drive Scouts to their campsites and help them transfer their gear to the campsites. After doing so, drivers must immediately return to the large parking lot and park their vehicles if they wish to help Scouts get settled in their campsites. Returning quickly to the parking lot is important so the road by the campsites can be kept clear for emergency response vehicles and no vehicles may remain along the road by the campsites, even if the adult is a Scoutmaster.

On Friday evening, July 23, parents dining with their Scouts and participating in the campfire program should arrive between 4:15 and 4:45 p.m., park in the large parking lot, and meet their Scouts at the Hylton Center (the building to the right immediately after the entry gates to Camp Snyder). All parents will undergo the COVID-19 virus screening and receive a red or blue wrist band to correspond to their Scout's dining shift.

Overnight campers will depart between 9:00 and 11:00 a.m. on Saturday, July 24. Camp staff must inspect each campsite for cleanliness before Scouts may depart it. All Scouts must have their gear completely packed and ready for pick-up when the campsite is inspected. When departing with Scouts, parents and guardians must check in at the Hylton Center so camp staff can maintain accountability. They may then wait in the parking lot for their Scouts or they may drive their vehicles to their Scout's campsites to pick up their gear and then immediately depart so the ring road remains clear for emergency response vehicles.

## 2.2. Day Camper Arrival and Departure

Day campers should arrive between 8:00 and 9:00 am on Monday. Drivers with Scouts will drive into the large parking lot to the left immediately after the entry gates to Camp Snyder. Drivers should walk with their Scouts to the pavilion by the parking lot for check-in. Each person in the group must wear a face mask.

All Scouts will receive an information packet that contains their 1) merit badge schedule with class locations, 2) map of the camp with their campsite and shower house highlighted, 3) a red or blue wrist band indicating their dining shift, and 4) a copy of the camp schedule for the week. Camp staff will collect each Scout's [BSA Form 680-001, Annual Health and Medical Record](#), with Parts A, B, and C completed. Note Part C is the Pre-Participation Physical and must be signed by a licensed physician, nurse practitioner, or physician's assistant, so plan accordingly. As part of check-in, camp staff will take each camper's temperature and ask the standard COVID-19 Virus Questions, per the BSA RM Model Pre-Event Medical Screening Checklist 680-057 (See the Checklist at Appendix B) while Scouts remains in their vehicles. Alternatively, parents or guardians may complete and sign the Camp Snyder COVID-19 Self Certification form and present it to the staff (See the Form at Appendix B).

Once Scouts have been checked in on Monday, they may walk with their day packs to the location of their first merit badge class. Drivers and Scouts will repeat this check-in process Tuesday

through Friday, except the only staff check will be the COVID-19 virus screening and taking attendance.

Day campers will depart each afternoon between 5:00 and 5:30 p.m. by meeting their drivers at the pavilion in the large parking lot by the entrance to Camp Snyder so camp staff can check Scouts out of camp.

On Friday evening, July 23, parents wishing to dine with their Scouts and participate in the Campfire program should arrive between 4:15 and 4:45, park in the large parking lot, and meet their Scouts at the Hylton Center (the building to the right immediately after the entry gates to Camp Snyder). All parents will undergo the COVID-19 virus screening and receive purple wrist bands.

### 3. Medical

#### 3.1. BSA Annual Health and Medical Records

All Scouts and adult Scout volunteers registered for overnight or day camping must submit a [BSA Form 680-001, Annual Health and Medical Record](#), with Parts A, B, and C completed. Note Part C is the Pre-Participation Physical and must be signed by a licensed physician, nurse practitioner, or physician's assistant, so plan accordingly.

Before Scouts leave for camp, parents must make sure all medical forms have been completed and signed by a medical professional and a parent or guardian. People arriving at camp without properly-completed medical forms will not be permitted to attend camp or participate in activities until they have a completed medical forms signed by a medical professional. Make sure unit number and district name are on the forms to help camp staff. Place all forms in an envelope and bring them to camp, do not mail them to the Council or the Camp Snyder office.

Medical forms will be returned before camp departure on the final day and copies should be kept for future events. Units with multiple Scouts attending camp should appoint one leader to be responsible for collecting forms before departure. Staff will destroy all uncollected medical forms at the end of camp.

#### 3.2. Medications

All prescription medications must be brought in their original containers. Anyone wishing to store prescriptions in the camp Health Room may do so by talking to the Health Officer upon arrival. Personal EpiPens and glucose tablets must be declared on medical forms but should be kept by Scouts or adults who need them. Medications like insulin requiring refrigeration can be kept in the dining hall refrigerators and administered by the Camp Health Officer there.

#### 3.3. First Aid

Camp Snyder has a trained first aider available 24 hours a day and can be reached by any staff member with a camp radio. Provisional Scoutmasters will also have contact information for in-campsite needs.

The First Aid/Health Room is located in the Hylton Center and can provide basic first aid care including treatment of minor cuts and abrasions, dehydration, sunburn, minor aches and pains, and tick removal. In most cases, the camp First Aid room should be the first stop so the trained first aider can properly assess the situation, utilize proper procedures to continue care, and log the event.

At no time should parents or guardians retrieve Scouts without notifying a Scoutmaster or a camp staff member. Doing so could result in launching lost Scout procedures and disrupt the program for others at the camp.

### 3.4. Medical Emergency

Scouts and adult Scout volunteers must visit the First Aid Room before departing camp for medical assistance, as certain cases might be handled better by mobilizing emergency services to your location rather than moving the patient to a secondary one.

Campers must dial 911 immediately for a serious life-threatening emergency. Either the attending physician or the Camp Director are responsible for notifying parents. Scoutmasters will contact the Camp Director before calling parents about first aid or other medical problems. Prince William Department of Fire and Rescue Station 24, located across the street from Camp Snyder at 5901 Antioch Rd., will respond to medical emergencies. Depending on the specific emergency, Station 24 first responders will transport casualties to one of the following facilities:

Haymarket Medical Center & ER  
(2.22 miles from Camp)  
571-284-1000 or 571-284-1200 (ER)  
15195 Heathcote Blvd.  
Haymarket, VA 20169

Prince William Medical Center & ER  
(11.56 miles from Camp)  
703-369-8000 or 703-369-8337 (ER)  
8700 Sudley Road  
Manassas, VA 20110-4418

## 4. COVID-19 Virus Precautions

Regardless of whether COVID-19 vaccinations or testing are widely available, camp will be run with a strict set of virus transmission prevention protocols which Scoutmasters and adult staff will enforce. The National Capital Area Council Enterprise Risk Management Committee has approved the camp's protocols, found at Appendix C.

## 5. Camp Policies

Please follow the rules below to stay safe, to be considerate of other campers, and to protect the camp.

### 5.1. Youth Protection

All staff members and adults in camp are responsible for protecting Scouts from (1) physical abuse, which is understood to mean the sustaining of physical injury as the result of cruel and inhumane treatment or as the result of a malicious act and, (2) sexual abuse, i.e., any act involving sexual

molestation or exploitation of a Scout by any person who has permanent or temporary care, custody, or responsibility for the supervision of Scouts.

All adults in camp, whether registered Scouters, Merit Badge Counselors, parents, or other qualified personnel, must understand their responsibilities and the limitations placed on their relationship with Scouts. All adult camp staff will have current BSA Youth Protection Training and all staff, youth and adult, must complete Understanding and Preventing Youth-on-Youth Abuse Training for Camp Staff.

Unless related by family, adults and Scouts never sleep in the same tent.

Adults must always shower separately from Scouts. Camp Snyder provides shower facilities with individual shower stalls and age/gender grouped sections. An adult and Scout are not permitted to share a shower stall or shower house area.

Adults will not permit activities involving group nudity, such as skinny-dipping.

Adults must avoid unnecessary physical contact with Scouts, such as placing hands on the legs and patting backsides.

In accordance with National Council policy, a minimum of two registered Adult Leaders age 21+ must be present in the campsite overnight. Campsites with female scouts will have at least one female Scoutmaster.

Adults will never tell inappropriate stories to youth. An adult Scout volunteer, as well as a Scout, is clean in mind and body.

Adults must hold conferences with Scouts in open settings, where they may be seen (but not heard, if discussion is confidential) by others. Avoid rooms with closed doors, closed tents, or other secluded locations. *“Two-deep” is always the rule!*

If a Scout complains or comments about an experience with an adult that may suggest physical abuse or sexual molestation or an invitation to molestation, take him or her seriously. Remember that the Scout 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 the unit.

Any adult who observes another adult relate to a Scout in a manner that is not clearly objectionable, but which might be misconstrued as leading to child abuse, should warn the person so observed to avoid conduct that may be misunderstood. At Camp Snyder, we would like to serve as many youth members of Scouting as we can. That said, when possible, please do not bring so many Leaders as to create a 1-1 ratio.

#### 5.1.1. Reporting Child Abuse

The camp staff has received training to deal with potential victims of any kind of child abuse. If you suspect that a Scout in camp is a victim, report this to the Camp Director immediately. Virginia law requires that all childcare providers, including Scout Leaders, must report any incidence of



child abuse to child protection authorities. The Virginia State Child Abuse and Neglect hotline is 1-800-552-7096. All discussions, both at camp and over the hotline, will be kept confidential.

#### 5.1.2. Discipline at Camp

Discipline and conduct of all youth and adults is the responsibility of the Unit Leaders in camp. The camp staff administration is ready and willing to assist at any time with problems that might arise.

The staff wants to provide each Scout at Camp Snyder with a safe, developmental, and FUN week at camp. While conflict and issues are likely to arise, adult Scout volunteers must manage issues in a constructive way. All forms of corporal punishment or physical acts of discipline are strictly prohibited. Any adult, including parents, taking part in acts of physical or emotionally negative discipline will be required to leave camp.

All disciplinary actions and the incidents prompting them will be reported to the Scout's parent or guardian as quickly as reasonable. This may include having the Scout picked up by parents or guardians before the end of the camping week.

#### 5.1.3. Criminal Offenses

While exceedingly rare, when someone commits a criminal act the following procedures apply:

1. The immediate health and safety of both parties must be secured and separated to stop any further actions.
2. Immediately notify the Camp Director of the incident.
3. Upon notification, the Camp Director will respond accordingly. In the case of a criminal offense, the Camp Director will work with you to contact law enforcement. Camp Staff and leadership have been trained on specific procedures when dealing with offenses of a criminal nature.

#### 5.2. Wildlife Precautions

Camp Snyder is home to various types of wildlife that pose a potential risk to all campers. The following procedures are in place to minimize the risk to campers and staff as well as protect the camp's wildlife:

No wild animals are to be handled or captured. This includes mice, snakes, turtles, raccoons, skunks, and other species. The only exception is when the Camp Director grants specific permission to camp staff to handle or capture wildlife for use in an Ecology or Nature-based educational program.

All campers must respect Camp Snyder's wildlife. Intruding upon, disturbing, scaring, yelling at, feeding, or throwing objects at any wildlife is strictly prohibited.

All campsites must be kept free of litter to prevent the intrusion of animals such as owls, deer, skunks, foxes, raccoons, and mice. All trash should be taken to the dumpster on a nightly (or more frequent) basis.

All spiders are to be left alone and campers should be informed of the distinguishing characteristics of venomous ones. Issues with venomous spiders should be reported to camp staff leadership.

All snakes are to be considered venomous and not approached. Their location should be noted reported to the Camp Director.

In the event of injury caused by wildlife, the Camp First Aider and Camp Director must be notified so proper medical treatment can be given, and the animal relocated.

If an injured animal is found, notify the Camp Director so qualified people can be called to assist it. Only the Camp Ranger or Virginia Department of Game and Inland Fisheries officials will attempt to handle or treat any injured wildlife at Camp Snyder.

### 5.3. Camp Sign-In/Out Log

All Scout and adult Scout volunteers leaving camp must check out at the camp office and sign the logbook, then check in and sign the logbook again upon returning. Youth are not permitted to leave without direct adult staff supervision. Youth cannot leave for home without the campsite Scoutmaster first clearing it with the Camp Director and the youth's parents. Anyone arriving after the opening day of camp must proceed directly to the administration office in the Hylton Center.

### 5.4. Off Limits Areas

For safety reasons, certain areas of Camp Snyder are OFF LIMITS, including the area above the dam, its spillway and the adjoining embankments, the area around the lake spillway, and all Staff residence sites and cabins.

### 5.5. Smoking and Tobacco Policies

Smoking is only allowed for adults over the age of 21. This smoking policy includes the use of electronic cigarettes, vaping, and smokeless tobacco. Adults may use tobacco only in Camp Snyder's one designated area and not in sight of Scouts. Smoking is not allowed in any campsite, building, or structure (including tents). Cigarette butts are to be collected and disposed of properly.

### 5.6. Dress Code

Everyone in camp will follow the dress code rules regardless of gender or age. Closed-toe shoes are required except in showers, where shower shoes may be worn, and in the swimming pool area, where water shoes may be worn. Clothing depicting or advocating violence, criminal activity, use of alcohol or drugs, pornography, or hate speech are prohibited.

### 5.7. Swimsuit Policy

Swimming attire must be modest. For males, tight fitting swim bottoms or bottoms short enough to potentially cause exposure are prohibited. For females, bikinis are not allowed. Modest tankinis and one-piece swimsuits are appropriate.

### 5.8. Pets

National BSA policy prohibits pets in camp. People requiring the use of a registered Service Animal must contact the Camp Director at least two weeks before arrival so arrangement can be made.

### 5.9. Safety

#### 5.9.1. Restricted Items

BSA and Camp Snyder policy prohibits possession of the following on camp property:

1. Personal Firearms or Ammunition
2. Illegal Drugs
3. Alcoholic Beverages
4. Fireworks

Anyone possessing any of the above be dismissed from camp and law enforcement officials will be contacted as appropriate.

#### 5.9.2. Chemical Fuels

The use of chemical fuels in lanterns and stoves is acceptable under the following conditions:

1. A knowledgeable adult must provide supervision over the storage, transport, and usage of the fuel and equipment.
2. Adult Scout volunteers teach Scouts the safe and proper handling and usage of fuel, stoves, and lanterns.
3. The storage of liquid fuels must be in a safe and secure place approved by the Camp Director.

## 6. Packing List

### 6.1. Scout Packing List

Complete field uniform (aka Class A)

Activity uniforms (aka Class B)

Extra underwear

Closed toed shoes – no sandals or flip flops for walking and activities

Sun hat

Rain gear

Swimsuit

Day pack to carry personal gear during the day

Sleeping bag or sheets and blanket

Individual tent or awning to sleep under to keep the dew or rain off, if desired

Flashlight

Small personal first aid kit with band aids and blister materials

Scout Handbook, writing pad and pen/pencil and any pre-work for merit badges

Toiletries, towels, and soap for bathing

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Extra face masks and personal hand disinfectant

Any prescription medicines needed

Water bottles for hydration during the day (Scouts will not be allowed to share bottles)

Sunscreen, mosquito and tick repellent

A phone with the Geocaching application downloaded, if you wish to take part in that self-guided activity.

## 7. Uniform

Scouts and adult Scout volunteers should bring their field uniforms for several formal activities as well as activity uniforms that can get dirty during everyday camp activities.

### 7.1. Check-In, Evening Meal, Retreat Ceremony and Campfires

Scouts and adult Scout volunteers will wear field uniforms. No open toed shoes or flip flops.

### 7.2. During the Day

Scouts and adult Scout volunteers will wear activity uniforms, composed of Scout-themed T-shirts and pants or shorts. A sun hat is also recommended.

## 8. Campsites and Shower Houses

### 8.1. Campsites

The Camp provides tents on wooden platforms and several shelters with picnic tables at each campsite with a shower house with toilets close by. The shower houses are divided by sex and age group (youth and adult) and cleaned and disinfected daily. Water spickets for filling water bottles are near the shower houses.

Scouts and adult volunteers may bring individual tents if they do not want to share a camp-provided tent with another person.

Campsites do not have electricity for charging phones or laptops or using CPAP machines. Notify the camp staff if you need electricity for a CPAP machine.

Parents may drive Scouts to their campsites after check-in but must rapidly unload gear and return to the parking lot at the Camp Snyder entrance to avoid congestion on the roadway and to leave room for emergency vehicles.

Short cutting through other camps and campsites is not allowed.

Campers must be in their campsites by 9:30 pm.

### 8.2. Shower Houses

Camp Snyder attendees may shower at their convenience.

Per National BSA Youth Protection Policy, adults must ensure youth privacy. Scouts and adult Scout volunteers never shower together. The only exception to this rule is for youth requiring special accommodations due to medical issues. If this is the case, parents should consult the Camp Director to determine necessary shower accommodations.

All shower facilities are Family Scouting friendly and open to female and male youth and adults. The shower houses at Camp Snyder have gender and youth and adult specific sections with individual shower stalls with changing areas.

Campsite trash will not be disposed of in the shower-house. Campsite trash must be placed in the dumpsters behind the dining hall.

## 9. Meals

Meals will be served in shifts to allow for social distancing and disinfection of tables. Each overnight camper, camp staffer, and adult Scout volunteer will be assigned to a Blue or Red Team dining shift. Day campers will not be assigned to a dining shift since box lunches will be handed out during the day per the below instructions.

### 9.1. Breakfast

Overnight camping Scouts, camp staffers, and adult Scout volunteers will report to the Marriott dining hall at either 8:00 or 8:50 a.m. for their assigned Blue or Red Team dining shift. Camp Staff will take each Scout's temperature and ask the standard COVID-19 screening questions. Anyone having a temperature above 100.4 degrees or COVID symptoms, will immediately be sent to the First Aid station in the Hylton Center for isolation, a recheck in 30 minutes, and sent home if the temperature is still above limit.

Kitchen staff will serve breakfast wearing masks, gloves, and appropriate food handler gear using disposable plates, cups, and utensils. There will be no self-service buffet for food or drinks.

As diners from the first shift leave, camp staff will clean and disinfect the surfaces of the dining tables and chairs.

### 9.2. Lunch

Overnight and day campers, camp staff, and adult Scout volunteers will pick up their box lunches prepared by the kitchen staff.

### 9.3. Dinner

The evening meal for overnight camping Scouts, camp staffers, and adult Scout volunteers will again be served in Blue, Red and Purple Team (Friday only) shifts beginning at 5:15 p.m., 6:05 p.m. and 6:55 p.m. (Friday only), respectively. Staff will not screen for COVID-19 before the meal.

## 10. Daily Schedule

This camp schedule is current as of this guide's publication and is subject to change:

Sunday (18 July)	
1:00 - 5:00 PM	Scouts Check-In (Virus Screening, Site Assignments)
5:00 PM	<b>Leader's Meeting in the Dining Hall</b>
5:45 PM	Evening Flags (Parade Field)
	<b>Blue Team</b> <b>Red Team</b>
6:00 - 6:40 PM	Dinner                                      Parade Field
6:40 - 6:50 PM	Meal Transition & Sanatizing Time
6:50 - 7:30 PM	Parade Field                                      Dinner
8:15 PM	Opening Campfire (Gather @ Parade Field)
10:00 PM	Lights Out
Monday (19 July) - Thursday (22 July)	
8:00 - 9:00 AM	Day Scouts (Purple Team) Check-In & Virus Screening
7:45 AM	Morning Flags (Parade Field)
	<b>Blue Team</b> <b>Red Team</b>
8:00 - 8:40 AM	Breakfast                                      Parade Field
8:40 - 8:50 AM	Meal Transition & Sanatizing Time
8:50 - 9:30 AM	Parade Field                                      Breakfast
9:40 - 11:30 AM	Merit Badge Sessions
11:45 AM	Gather at Flags for Lunch
12:00 - 12:50 PM	Lunch for all
1:00 - 4:50 PM	Merit Badge Sessions
5:00 PM	Evening Flags (Parade Field)
	<b>Blue Team</b> <b>Red Team</b>
5:15 - 5:55 PM	Breakfast                                      Parade Field
5:55 - 6:05 PM	Meal Transition & Sanatizing Time
6:05 - 6:45 PM	Parade Field                                      Breakfast
7:00 - 8:30 PM	Open Program / Miscellaneous Merit Madges
10:00 PM	Lights Out
Friday (23 July)	
8:00 - 9:00 AM	Day Scouts (Purple Team) Check-In & Virus Screening
7:45 AM	Morning Flags (Parade Field)
	<b>Blue Team</b> <b>Red Team</b>
8:00 - 8:40 AM	Breakfast                                      Parade Field
8:40 - 8:50 AM	Meal Transition & Sanatizing Time
8:50 - 9:30 AM	Parade Field                                      Breakfast
9:40 - 11:30 AM	Merit Badge Sessions
11:45 AM	Gather at Flags for Lunch
12:00 - 12:50 PM	Lunch for all
1:00 - 4:50 PM	Merit Badge Sessions
5:00 PM	Evening Flags (Parade Field)
	<b>Blue Team</b> <b>Red Team</b> <b>Purple Team</b>
5:15 - 5:55 PM	Dinner
5:55 - 6:05 PM	Meal Transition & Sanatizing Time
6:05 - 6:45 PM	Dinner
6:45 - 6:55 PM	Meal Transition & Sanatizing Time
6:55 - 7:35 PM	Dinner
7:45 - 8:15 PM	Self Guided Tours of Camp
8:15 PM	Closing Campfire (Gather @ Parade Field)
10:00 PM	Lights Out
Saturday (24 July)	
7:45 AM	Morning Flags (Parade Field)
	<b>Blue Team</b> <b>Red Team</b>
8:00 - 8:40 AM	Breakfast
8:40 - 8:50 AM	Meal Transition & Sanatizing Time
8:50 - 9:30 AM	Breakfast
9:30 - 11:00 AM	Campsite Pack Up & Clean Up, and Check Out

## 11. Merit Badge Program

The Merit Badge class schedule for each Scout and the location of each Merit Badge class will be provided in a handout to each Scout when he/she checks in for camp.

## 12. FUN Program

In addition to the regularly-scheduled daytime merit badge classes, Scouts can participate in daytime and evening FUN activities. All participants, Scouts, and staff must adhere to COVID-19 protocols, to include wearing a mask when within 6 feet of someone else, physical distancing of 6 feet from others when not wearing a mask, and washing or disinfecting hands after using equipment.

### 12.1. Swimming Pool

The swimming pool will be open for swimming during open program in the evenings. Scouts and adult Scout volunteers must take the BSA swim test before using the pool. The swim test for overnight campers will be throughout Sunday afternoon, July 18, after campers check in.

Weather permitting, Camp Snyder offers pre-camp swim checks in May and June. Information can be found at [www.gotosnyder.org](http://www.gotosnyder.org).

### 12.2. Lakes

The Camp has two lakes, one for boating and one for fishing. The fishing pond is located by Carroll's Cottage at the south end of the main camp area. The boating lake is located to the southwest of the main camp area. Scouts who use watercraft on the boating lake must stay away from the dam and drain spillway. The boating lake is only open for use when the aquatics staff is present. Fishing is not permitted at the camp lake waterfront. Catch and release fishing is only permitted at the fishing pond area.

### 12.3. Self-Guided Activities

Scouts can explore the camp and do a number of activities on their own when they have free time. Fishing (participants must bring their own gear), biking (participants must bring their own bikes and helmets), canoeing and kayaking, the nature trail Scavenger Hunt, and Geocaching course are all available, as is an evening crafts program.

### 12.4. Guided Activities

Scouts can participate in activities generally only available in camp settings because they require specific certifications to conduct. The Scouter horn climbing tower and the air rifle and archery ranges will be open on selected evenings for Scouts.

### 12.4. Evening Merit Badge Program

Camp staff will offer additional merit badge classes in the evening for Scouts who want to earn more badges. These classes will not require registration before camp and will be on a first-come, first-served basis. Specific classes will be announced close to the start of camp and may require additional costs for materials, e.g. kits for Basket Weaving.

### 12.5. Campfires

Camp staff will host a welcome campfire on Sunday evening, July 18 and a farewell campfire on Friday evening, July 23 at the Amphitheater. Parents are welcome to join their Scouts for dinner, the retreat ceremony, and the Friday campfire. Uniform for campfires is the field uniform.

## 13. Camp Services

### 13.2. Twenty-four-hour Assistance

Parents who need to contact Scouts at camp for routine, non-emergency matters must call the Camp Office at 571-248-4904. This phone is monitored periodically throughout the day and can accept voice messages. Alternatively, Camp Ranger Ryan Alford can be reached at 615-934-7962 for urgent matters. Other useful numbers are the NCAC council office at 301-214-9100 and the Prince William County Police at 703-792-6500.

### 13.3. Trading Post

Camp Snyder has a trading post, open daily, that sells a wide range of supplies, including toiletries, merit badge materials, merit badge books, handicraft supplies, sodas, and snack food and will have many new items this summer. Scouts should bring spending money for souvenirs, snacks, and those merit badges requiring craft kits or other supplies. Merit badge craft kits, a T-shirt, trinkets, and a few snacks a day quickly add up over the six days at camp!

### 13.4. First Aid and Emergencies

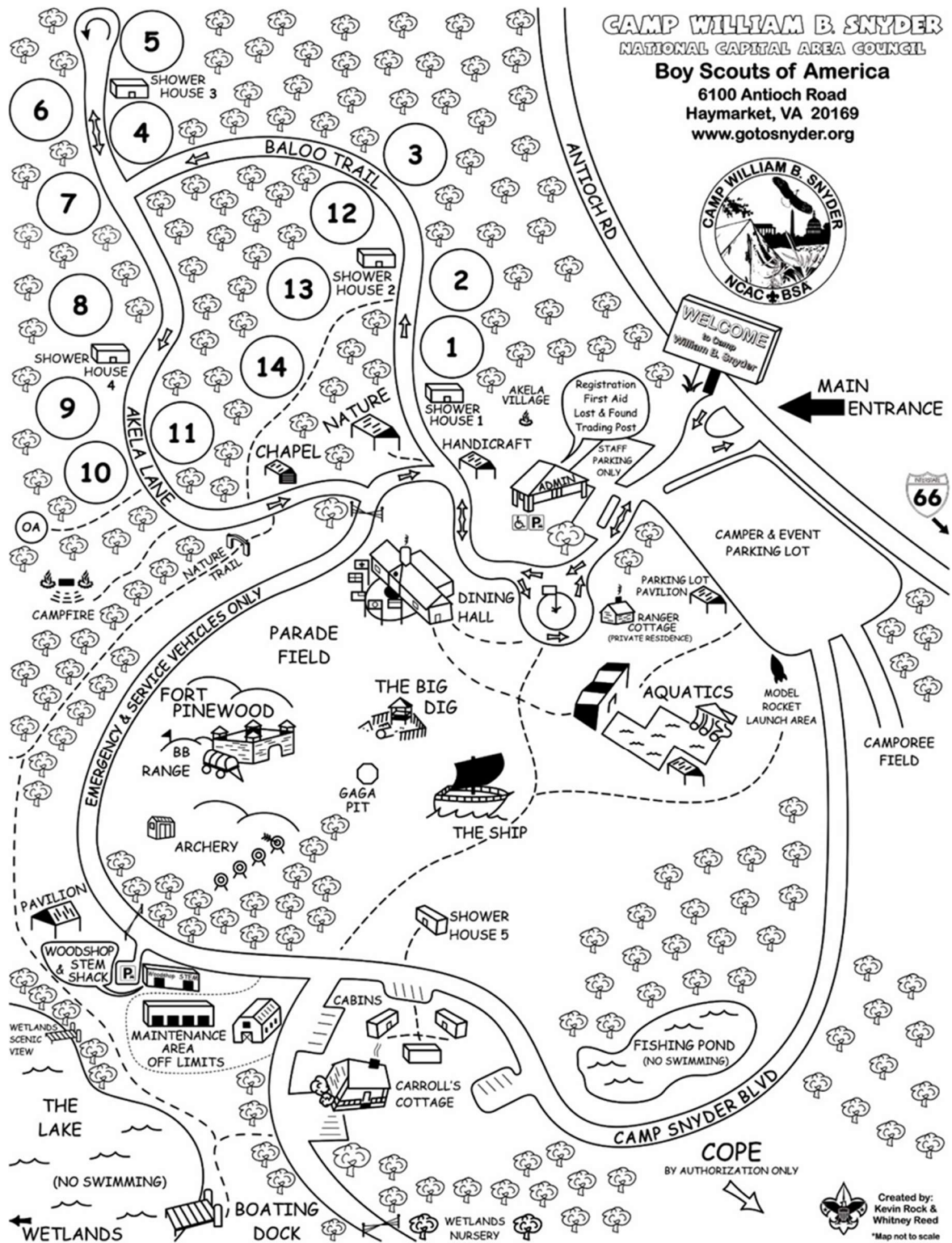
See Section 3.4 above.

### 13.5. Lost and Found

The camp is not responsible for personal items, and all valuables, such as money, cameras, watches, etc. should be carefully secured and labeled with the Scout's name and unit number. Anyone who loses something should check with lost and found in the camp administration office at the Hylton Center to see if it has been found. At the end of the summer, all items of significant value are held for a short time before being donated to charity or otherwise be disposed of. All items found at camp should be turned into the Hylton Center or at the Dining Hall and Scouts should check for lost items before departing camp.



Appendix A – Camp Map



## Appendix B - Camp Snyder COVID-19 Virus Checks Certification, 2021

A Scout is Trustworthy! As the representative of the individuals below, I certify everyone's temperature was taken after 6:00 a.m. today and recorded below, and everyone has answered "no" to all of the questions on the BSA RM Model Pre-Event Medical Screening Checklist 680-057 (attached).

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Printed Name of Group representative

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Date

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Signature

Individual Name

Today's Temperature

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## Model Pre-Event Medical Screening Checklist

Use this checklist to assist in identifying potentially communicable diseases before event participation.

The intent of this checklist is to review with each youth and adult participant their current health status, both before departure and upon arrival at the event. Anyone entering a camp or event — including visitors, vendors, etc. — should be screened using this checklist.

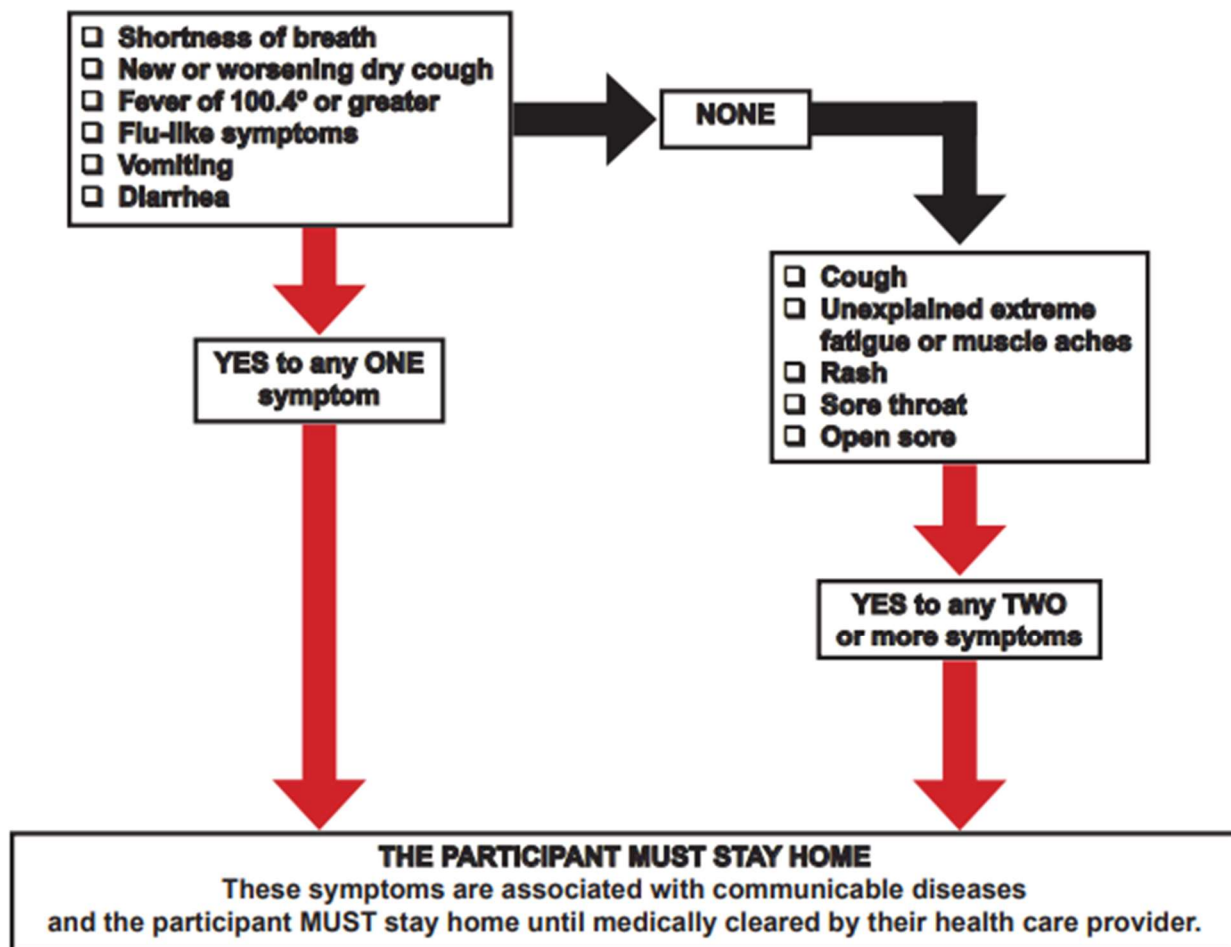
*Councils should customize with input from their council health supervisor and local health department.*

- Yes  No Have you been in contact with anyone who has COVID-19 or is otherwise sick?
- Yes  No Have you or anyone you have been in close contact with traveled on a cruise ship, internationally, or to an area with a known communicable disease outbreak in the last 14 days?

*If the answer is “yes” to either of these questions, the participant must stay home.*

- Yes  No Are you in a higher-risk category as defined by the CDC guidelines?  
If the answer is “yes” to this question, we recommend that you stay home. Should you choose to participate, you must have approval from your healthcare provider and then proceed to the symptom decision tree below.

*If the above answers are “no,” proceed to this symptom decision tree.*



## Appendix C – Camp William B. Snyder 2021 Merit Badge Week COVID-19 Protocols

Subject to change depending on vaccine and testing availability, local regulations, and official health guidance.

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### CHECK IN

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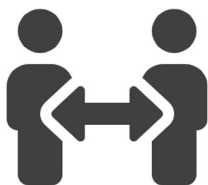


- Participants (youth & adults) will have a health screening upon arrival. Anyone with a temperature of 100.4°F or any other symptoms associated with COVID-19 will be taken aside and quarantined. If symptoms have not resolved in 30 minutes, the participant will be sent home.
- If you are sick, do not come to camp.
- Refunds due to COVID-19 outside of the standard refund policy will be handled on a case-by-case basis. Refer to the standard refund policy here: <https://www.gotosnyder.org/summer-camp/>
- All participants (youth & adults) will be required to have a completed BSA Medical Form including Part C (the physical) and the NCAC Health Advisory. Participants (mainly adults) staying less than 72 total hours need to have Parts A & B of the Medical Form completed. Forms can be found here: <https://www.gotosnyder.org/summer-camp/specialty-week/>



### PROGRAM

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- Masks must be worn at all times when in a building, in a program area, and when within 6 feet of another person. Exception will be made for various activities at Aquatics.
- Campfires and flag ceremonies will be conducted with physical distancing between participants. For safety reasons, these events will not include songs or cheers.
- Attendance at campfires, flag ceremonies, and other camp-wide events will be optional.
- Merit Badges and activity sessions for Scouts BSA will be capped. Participation caps will vary depending on the needs of the individual badge and activity area.



- Cub/Webelos activities will be for one small group (den/pack) at a time.
- Some programs and activities (e.g. Lifesaving) may not be offered or may be offered in a limited way.
- Campers are encouraged to bring their own folding camp stool or camp chair with them.

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## FOOD SERVICE

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- The Dining Hall will be open. Meals will be served in two shifts, to avoid large crowds, and will be disinfected between groups.
- Dining Hall dishware and utensils will be disposable.
- Tables will be limited to five people.
- For safety reasons, Dining Hall program will not involve songs or cheers.

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## FACILITIES/MISCELLANEOUS

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- **Tents:** Participants will be provided enough tents for two people to a tent. As recommended by the CDC, the two-tent occupants should sleep head to toe. Attendees are welcome to bring their own tents and units are encouraged to bring enough tents to sleep half their unit.
- **Unit Equipment:** In addition to additional tents, units are also encouraged to bring large tarps and camp chairs to increase their comfort.
- **Masks:** Participants are also encouraged to bring plenty of masks for the week. The Camp will have additional masks, if needed.
- **Thermometers:** The Camp Staff will perform morning temperature checks on day and overnight youth and adult campers and staff.
- **Sanitization:** Cots, tent doors, and all other frequently touched surfaces will be sanitized by staff in between camper departures and new arrivals. Shower Houses will be cleaned daily.



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## COVID-19 VACCINATION/NEGATIVE TESTS

COVID-19 vaccination or a negative test will not be required of participants until they are approved for youth, widely available and low cost. That may not occur before camp begins in the early summer.