



2021

Camp William B. Snyder Leader & Parent Guide

Greetings Leaders and Parents,

On behalf of the volunteers and staff of the National Capital Area Council and Camp William B. Snyder, thank you for choosing Camp Snyder as your summer camp for 2021. We are very excited to have you at Camp with us this summer and hope you are just as excited. This year's theme at camp is "A Space Adventure", so let's blast into outer space for some out of this world fun!

The goal of this guide is to help ensure you arrive at camp prepared to have an awesome time. Please read through the information here and let us know if you have any questions at all! Keep in mind that our program is constantly changing and shaping itself around many factors, including requirements, but most importantly FUN so these documents may change slightly as we get closer to the summer.

We are already spending countless hours getting ready for your arrival this summer and on making sure you have the best experience you can have.

If you have any questions that cannot be answered in this guide, please contact our staff at 571-248-4904 or Camp.Snyder@Scouting.org

We look forward to seeing you and your scout for what is sure to be a great camp experience!

Basic Rules of Camp Snyder

1. General Rules:
 1. Buddy System –Scouts are required to have a buddy at all times. Tiger Cub Scouts must be accompanied by an adult.
 2. Two Deep leadership - Two Deep Adult Leadership is required at camp. The minimum leadership requirements for any Cub Scout unit attending camp is a ratio of two adults for up to ten youth. Tigers must have their own partner adult. Units who are bringing female campers to overnight programs must provide a Female leader with youth protection. Individual attendees may attend with their parent. This the only exception to the two deep leadership rule.
 3. Running in camp – no one is allowed to run in camp, even during emergencies, as it is unsafe to do so because of the number of rocks and tree roots sticking out of the ground. The exception to this rule is during field games.
 4. Anyone entering or leaving Camp Snyder, must sign In/out at the admin building. This includes when new leaders arrive or leave mid-week. Wristbands will be provided to identify campers and visitors and must be worn at all times.
 5. No smoking around Scouts. This is National BSA Policy. The use of Tobacco is permitted at our designated area located by our dining hall loading dock only.
 6. Report all injuries to the first aider immediately.
 7. Please be on time for all flag ceremonies and make sure your Scouts show proper respect for the flag. You will only need Field Uniform (Class A) during evening flags. We do strongly recommend Pack t shirts (it makes your pack easier to keep together and to identify)
 8. All camp attendees are expected to adhere to the Scout Oath and Scout Law. Conduct and discipline of the Scouts in a unit are the responsibility of the parents and leaders in their unit. Camp staff is not responsible for discipline unless there is a case of imminent bodily harm or property damage.
2. Shoes in Camp
 1. Only hard soled, closed toed shoes are permitted in camp.
 2. Soft soled shoes such as aqua socks are only permitted at the pool, waterfront or shower house. However, you must travel through camp in your normal shoes.
 3. It is always a good idea to have an extra pair of old sneakers and extra socks in your bag.
3. Showerhouse
 1. BSA policy prohibits adults from showering with Scouts. BSA policy requires that youth aged 6-17 and adults age 18 and above use separate shower facilities. Camp Snyder has separate facilities for male and female youth as well as male and female adults. Supervise youth bathrooms from outside. Please make sure all youth/adults are aware of divided sections and locations.
 2. Shower houses are used by the entire camp, please be courteous and clean up after yourself when using them.
 3. Campsite trash should not be disposed of in the shower-house. Take campsite trash to the dumpster behind the dining hall.
4. Dining Hall Rules
 1. Please assemble at the flag pavilion before meals. Do not enter the dining hall until you are invited to do so.
 2. Meal Times – vary slightly by session and will be provided in the check in packet on day 1 of each session.
 3. Take care of washing hands and restroom breaks before or after the meal, not as we are saying grace or sharing songs and skits.
 4. Clean up after your Pack.
 1. Trash all trash. Wipe down your tables. Take all dishes to the window. Fold and prop chairs against the table. Sweep around and under your table.
 5. Any necessary announcements or changes will be shared when we are all gathered for meals.
5. Program
 1. Do not arrive early for a program session. The extra time between sessions allows our staff a short break and time to prepare for the next session.
 2. Do not enter a program area if it is closed.
 3. Do not cut through a program area.
 4. Use buddy tags for every aquatics activity. After your swim check, they should not leave the peg board. Adult Leaders please be sure that all Scouts have moved their buddy tags from active to inactive on the buddy board and are accounted for before leaving the aquatics area.
6. Campsites
 1. Each unit attending a resident session will be assigned to a campsite. All attendees from the same unit will be assigned to the same campsite.
 2. Each campsite has large canvas tents with 4 cots. (an additional cot can be added as needed)
 3. Tenting is assigned based on number of youth and adults attending from a unit as well as their genders. Scouts are expected to tent with Scouts and adults with adults.
 4. Families are welcome to bring their own tents to set up in their assigned campsite if they prefer to tent as a family group rather than as indicated above.
 5. Please let the camp know as soon as possible if you have individuals attending camp who need power access for CPAP.
 6. The use of generators and extension cords is prohibited in campsites except for approved medical needs.
 7. Parking at campsites is prohibited. The main parking lot is located near the camp entrance. No personal vehicles are allowed on camp access roads.

What to bring to Camp Snyder

1. Cub Scout Day Camp:

1. Medical Forms A&B for all Participants (youth & adult)
2. Backpack
3. Swimsuit
4. Towel
5. Water shoes if desired for pool and lake
6. Sunscreen
7. Bug Spray
8. A FULL water bottle
9. Hat
10. Any necessary medications
11. Change of clothes
12. Rain Coat or Poncho
13. Trading Post Money

2. Resident Weekends:

1. Individual:

1. Medical Forms A&B for all Participants (youth & adult) + C for Webelos & resident weeks
2. Any necessary medications
3. Backpack
4. Swimsuit
5. Towel
6. Water shoes if desired for pool and lake
7. Sunscreen
8. Bug Spray
9. A water bottle
10. Hat
11. Sneakers or hiking boots
12. Scout Uniform
13. Underwear
14. Socks
15. T-Shirts
16. Shorts
17. 1 pair of pants
18. Toiletries
19. Sweatshirt or light jacket
20. Rain Coat or Poncho
21. Flashlight
22. Any necessary medications
23. Rain Coat or Poncho
24. Sleeping Bag, Pillow and Ground pad
25. Trading Post Money

2. Pack:

1. File System for camper records if desired
2. Pack/Den Flags
3. Clipboard
4. Camera
5. Games & Sporting Equipment (Used for Den Time)
6. Lanterns & Coolers
7. Lockable Storage Container for Scout money
8. Clothes Line
9. Camp Chair
10. Footlocker or ChuckBox
11. Camera
12. Pocket Knives (Adults Only)
13. Laundry Soap (in case of an accident, we have laundry facilities)

DO NOT BRING

BB guns, archery equipment, axes/hatchets, sheath knives, bicycles, electronic toys, game systems (DS, PSP, etc.), mobile phones (youth), personal 2-way radios, pets or animals of any kind, alcohol, fireworks, cigarettes (including e-cigarettes), things you do not want to lose, and things easily damaged by moisture & weather.

Liability

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.

Lost & Found

All items found at camp should be turned into the Administration Building or at the Dining Hall. 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.

Emergency / Medical Needs

1. Trained Staff:
 1. Camp William B. Snyder has a trained Medic on duty during Camp operating hours.
 2. All staff receive Red Cross First Aid training.
 3. The Medic responds to first aid issues throughout the camp and can be located in the Medics office at the Hylton Training Center when campers are onsite overnight.
 4. The medic can be reached by any staff member with a camp radio.
2. Medications:
 1. Prescription medications must be listed on the Scout's medical forms.
 2. Medications such as epi pens, inhalers should be carried by the scout or their accompanying leader at all times.
 3. Medications that require refrigeration may be stored at the medics office in the dedicated medical fridge or, in the case of insulin, at the dining hall to be administered at meal times as needed.
 4. Parents must provide written permission to administer over the counter medications or prescription drugs if they are not in attendance at camp.
3. Emergencies:
 1. Weather:
 1. In most weather situations campers will remain in their program locations or campsites unless otherwise indicated by camp staff.
 2. If weather is severe enough to impact program or safety all campers will be instructed to proceed to the dining hall or shower houses to await additional instructions.
 2. Lost Scout / Leader:
 1. First check tent / campsite and immediate area.
 2. If not found report to admin with:
 1. Name and description
 2. What they were last seen wearing
 3. Their favorite program areas
 4. Any other descriptive information
 3. Upon report, a normal day will continue for other participants while the staff conducts a search of the whole camp.
 4. If after a reasonable search the scout is not found a siren will be sounded at which time all campers and leaders should report to the flag pavilion.
 3. Intruder:
 1. All Adults at camp should be wearing a wristband provided by the camp
 2. If you notice an adult not wearing a wristband please report it to camp admin staff immediately
 3. You should not approach the person if you are not 100% comfortable with the situation unless a scout could be in danger.
 4. Lost Scout Drill:
 1. The Lost Scout Drill is signified by three blasts of the air horn three times.
 2. If this signal is sounded all program areas close and Scouts shelter in place.
 3. All clear is 3 long blasts if the air horn

Important Phone Numbers:

Camp Office	571-248-4904
Haymarket Medical Center	571-284-1000 or 571-284-1200 (Emergency Room)
Prince William Medical Center	703-369-8000 or 703-369-8337 (Emergency Room)
Prince William County Police	703-7926500
National Capital Area Council Office	301-214-9100
Camp Ranger (Ryan Alford)	615-934-7962
Haymarket Medical Center & ER (2.22 Miles from Camp) 15195 Heathcote Blvd. Haymarket, VA 20169	Prince William Medical Center & ER (11.56 Miles from Camp) 8700 Sudley Road Manassas, VA 20110-4418

Check in / Administrative Details

1. Health Forms:
 1. Medical Forms A&B for all Participants (youth and adult)
 2. Please make sure you are using the newest forms. Medical forms are only good for 1 year from the date they are signed. BSA medical forms are available here filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf
 3. Medical forms must be turned in at check in and should be picked up at check out.
2. Dietary Needs
 1. Camp Snyder has integrated our dietary request form into the online registration system. Please ensure that any dietary needs for medical or religious purposes are entered during the registration process.
 2. Our kitchen staff will do their best to accommodate dietary needs but can only do so if they are notified in a timely fashion.
 3. In the case of severe allergies, it is recommended that individuals bring food with them that can be used to supplement their meals. This food should be placed in sealed labeled containers and may be brought to the kitchen manager for storage in the camp refrigerator and freezer.
 4. The summer camp menu will be posted to the camp website as soon as it is finalized.
3. Check in – All Sessions
 1. Check in occurs at the main parking lot unless there is signage posted that indicates otherwise.
 2. Families are asked to coordinate with their pack in advance to meet in the parking lot.
 3. Please have 1 adult unit representative check in for the unit with all medical forms.
 4. Resident Camp Specific Items:
 1. A limited number of vehicles will be allowed to proceed to the assigned campsite to unload camping gear.
 2. Site guides will be in each campsite to assist with tent assignments.
 3. All vehicles must be returned to the main parking lot as soon as they have unloaded.
 4. No vehicular campers or any sort are allowed on Camp Snyder property.
 5. Day Camp Specific Items:
 1. Packs should plan to have a meeting / drop off location for days 2-4. We recommend the field near the parking lot pavilion or near the Hylton Training Center.
4. Swim Checks – All Sessions
 1. ALL Scouts and Adults attending camp must take the ALL BSA swim test given by the camp aquatic staff before they are permitted to enter any aquatic area.
 2. Swim tests will be administered the first time campers visit the pool.
 3. The swim test is:
 1. Swimmer: Jump feet first into water over your head. Swim 75 yards, including 1 turn utilizing any strong stroke. Swim 25 yards using elementary backstroke. Float motionless.
 2. Beginner: Jump feet first into water over your head. Swim 50 feet.
 3. 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. These restrictions will impact boating area as well.
 4. Please carefully consider the adults who will be attending with your unit when you plan for your week.
 5. Consider whether your adults taking a swim test will impact your Scout's ability to participate in boating.
5. Leaders Meetings
 1. Day Camp
 1. On the first morning of camp there will be a leaders meeting for one adult leader from each Pack.
 2. Additional information will be shared at morning flags or after lunch daily as needed.
 2. Resident Camp
 1. On the first morning of camp there will be a leaders meeting for one adult leader from each Pack.
 2. Information concerning the camp, it's policies, emergency procedures, and alarm systems are covered. Please have one leader from each Pack to attend.
6. Songs and Skits
 1. Campfire / Lunchtime
 1. All Packs and Scouts are encouraged to have skits, songs and/or run-ons to present at the closing campfires at camp.
 2. All Packs and Scouts are encouraged to have skits, songs and/or run-ons to share at lunch time daily during day camp.
7. Trading Post - The camp provides a well-stocked trading post of Scouting materials, souvenirs, and snacks.
 1. Store
 1. The store will remain open to the public during standard camp hours.
 2. This is the one exception to signing in / out of camp.
 3. Hours of operation will be posted on the camp website and voice mail.
 4. We ask that campers enter the trading post through the doors located on the back porch of the Hylton Training Center.
8. Advancement - A variety of Tiger, Wolf, Bear, & Webelos Adventures/Electives will be available for Scouts to earn during their sessions at camp. The Camp will provide a summary of possible adventures earned to unit leaders and on the Camp website to assist both parents and Adult Leaders in transferring any requirements earned at Camp into their Scout's personal handbooks / records after camp.