

HENSON SCOUT RESERVATION PRESENTS:
SUPERHERO ACADEMY CAMP
2020 CUB AND WEBELOS RESIDENT CAMP
DO YOU HAVE WHAT IT TAKES FOR SUPERHERO TRAINING CAMP?



Henson Scout Reservation's
Nationally Accredited
Cub and Webelos Resident Camp
2020

DelMarVa Council, Boy Scouts of America
5700 Nanticoke Rd
Seaford, DE 19973
hsr@dmvc.org
(410) 202-0053

A guidebook for the Cub and Webelos Resident Camp for parents,
leaders, and Packs.



Welcome Scouts and Scouters!

It is with great pleasure that I welcome you to the Henson Family. You have made an excellent choice for your unit's resident camp experience. The Henson Summer Camp Staff, Del-Mar-Va Council Volunteers and Staff, and I take great pride in treating everyone that comes to camp like family. We will go above and beyond to ensure that you and each of your scouts have a fantastic, memorable experience!

At Henson Scout Reservation, we like to stay on the leading edge of new program opportunities for scouts. This year your Cub and Webelo Scouts will be able to participate in the following:

- Virtual Reality Gaming and Adventures through The Oculus Quest VR Headsets!**
- Enjoy a tour of the beautiful Nanticoke River and Marshy Hope Creek via motorboat!**
- Take part in our renowned Shooting Sports Program!**
- Learn how to be a SUPER HERO!**

If there is anything I can do to assist your unit in preparing for resident camp, please feel free to reach out to me at ryanteat@dmvc.org. I look forward to working with you and your unit to provide your scouts with a resident camp experience that they will remember for the rest of their lives!

Yours in Scouting,

Ryan Teat

Summer Camp Director

Henson Scout Reservation

P.S.- Like us on Facebook for up to date news, pictures, and announcements!

www.facebook.com/hensonscoutreservation

www.facebook.com/cubresidentcampDMVC

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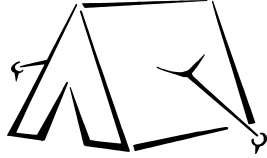
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Generic 2-night schedule

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Preparing for Camp



2020 Summer Camp Fees

Cub and Webelos Resident Camp- 2 Night Mini Adventure

	Discount	Full
Cub Scout	\$199	\$224
Webelos	\$199	\$224
Sibling (5+)	\$199	\$224
Sibling (5 and Under)		\$0
Cub Adult		\$49
Webelos Adult		\$49

Webelos Resident Camp- 4 Night Max Adventure

	Discount	Full
Webelos	\$299	\$324
Adult		\$99

Key Dates

June 1st - Balance of Fees Due for Discount Rate.

At least 2 Weeks Prior to Arrival- Order your custom t-shirts

All transactions may be made by visiting www.dmvc.org (For further assistance, reference the Doubleknot User Guide on Our Website.)

Campsite Reservations

All units should have made reservations by visiting www.dmvc.org and signing up for their desired session of camp. A \$50 non-refundable deposit is required to guarantee your reservation.

NOTE: Parents registering as a family (not attending camp with their Pack) are not required to pay the \$50 non-refundable site deposit.

Space for 2021

If your Pack is interested in returning to HSR next summer, you can reserve your campsite as soon as you arrive! You can pay the \$50 non-refundable site deposit as early as your unit's check-in. You can also make your site reservation until September 1. After September 1, sites will become available to any unit, and will be filled on a first-come, first-served basis. Don't delay-sign up for 2021 as soon as you arrive!

Refund Policy

The Council's Refund Policy applies to all events at Henson Scout Reservation. The Refund Policy is stated on your Doubleknot Registration receipt.

Written requests for refunds can be sent to:

Del-Mar-Va Council
Outdoor Program Department
1910 Baden Powell Way
Dover, DE 19904

Please note: no refunds will be processed at Henson Scout Reservation.

Leadership

As per Youth Protection guidelines set by the Boy Scouts of America, all units are required to have at least two adult leaders in camp at all times. The Cubmaster, or "acting" Cubmaster must be at least 21 years of age, and all additional leaders must be at least 18 years of age.

The first two adult leaders per program group of at least 10, are free (Two per Cub Scout group of 10, two per Webelos two-night group of 10, two per Webelos four-night group of 10.) All others pay \$49 for the two-night program, \$99 for the four-night program. If a unit arrives at camp with fewer than 10 scouts, all leaders will be charged.

For the Cub and Webelos Resident Camp Program, (2 night), the suggested ratio of adults to youth is 1 to 3 (minimum 2 leaders in camp- with 5 youth or less the ratio is therefore 2:5). For the extended 4 night Adventure, the suggested ratio of adults to youth is at least 1 adult to 5 youth (minimum 2 leaders in camp- with 5 youth or less the ratio is therefore 2:5). Please encourage all of your parents to attend Resident Camp.

Parents attending camp as a family, with their son, (not as part of a Pack), will not be required to bring a second parent to meet the minimum 2 leaders in camp.

Registration

The registration process has FIVE steps:

- 1) Sign up and pay your \$50, non-refundable site fee to secure your reservation.
- 2) Pay the \$50 per Scout deposit by March 1st.
- 3) Pay the balance of fees by June 1st (for the Discount Rate- after June 1st the Regular Fee applies).
- 4) Purchase your Pack's custom t-shirts.
- 5) Register your scouts for Programs.

All steps can be completed by visiting www.dmvc.org and logging in to your unit's account. Please refer to the Doubleknot Guide section in this guide for further help with all of the functions available at your fingertips!

Medical Forms

Medical Forms are required for every person staying at camp. The camp must keep these medical forms. **BE SURE TO MAKE COPIES OF THE MEDICAL FORMS AND KEEP THE ORIGINALS!** The copy that you give to camp will not be returned, copies cannot be made at camp, and the forms cannot be returned or provided at any later time.

The Boy Scouts of America recommends that all youth and adult members have annual medical evaluations by a certified and licensed health care provider. In an effort to provide better care to those who may become ill or injured, and to provide youth members and adult leaders a better understanding of their own physical capabilities, the Boy Scouts of America has established minimum standards for providing medical information prior to participating in various activities. Those standards are offered in one, three-part medical form. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

PARTS A and B are to be completed annually by all BSA unit members. Both parts are required for all events that do not exceed 72 consecutive hours, where the level of activity is similar to that normally expended at home or at school, such as day camp, day hikes, swimming parties, or an overnight camp, and where medical care is readily available. Medical information required includes a current health history and list of medications. Part B also includes the parental informed consent and hold harmless/release agreement (with an area for notarization if required by your state) as well as a talent release statement. Adult unit leaders should review participants' health histories and become knowledgeable about the medical needs of the youth members in their unit. This form is to be filled out by participants and parents or guardians and kept on file for easy reference.

PART C is required with parts A and B for any event that exceeds 72 consecutive hours, or when the nature of the activity is strenuous and demanding, such as a high-adventure trek. Service projects or work weekends may also fit this description. If is to be completed and signed by a certified and licensed health-care provider- physician (MD,DO), nurse practitioner, or physician's assistant as appropriate in your state. The level of activity ranges from what is normally expended at home or at school to strenuous activity such as hiking and backpacking.

Other examples include tour camping, jamborees, and Wood Badge training courses. It is important to note that the height/weight limits must be strictly adhered to if the event will take the unit beyond a radius wherein emergency evacuation is more than 30 minutes by ground transportation, such as backpacking trips, high-adventure activities, and conservation projects in remote areas.

Anyone in camp without a Medical Form is considered a VISITOR and therefore unable to participate in most camp activities.

Henson Scout Reservation's proximity to medical attention does not require us to adhere to the Height/Weight ratio outlined on the medical forms.

Program

If it happens in camp- It's PROGRAM!

While Henson prides itself on having wonderful facilities and excellent food, we know that the number one reason you are coming to camp is to have your Cub Scouts, Webelos, and families participate in our program. Because of that, we dedicate hours to training, managing, and improving our program, whether it is training staff in the skills necessary to lead activities, researching trends in fields related to skill instruction, or simply purchasing the right equipment to give your Scouts the greatest chance to succeed. We take pride in exceeding your expectations and offering all of these wonderful programs with no

additional costs to your Cub Scouts and Webelos.

There are two distinct programs offered at Henson Scout Reservation. Sample schedules can be found in the reference section.

Cub Scouts- This program is designed for Lion, Tiger, Wolf, and Bear Scouts. Activities are built around adventures from the Lion, Tiger, Wolf, and Bear books, utilizing other resources such as the Cub Scout How-To Book and the Cub Scout Leader's Guide.

Short-Term Webelos- This program is designed for Webelos Scouts. Activities are built around adventures from the Webelos Book.

In addition, all Scouts will have the opportunity to participate in a wide variety of Super Hero themed activities.

Webelos/Arrow of Lights- This program is designed for Arrow of Light Scouts. Activities are built around the requirements in the Arrow of Light Book. The scouts staying in camp for the 4-night adventure will have the opportunity to earn unique Adventures and participate in different activities not available during the 2-night adventure.

Differences in the 2 and 4 Night Adventures

The three differences between the two programs are:

- 1) The duration of stay- 2 nights and 3 days versus 4 nights and 5 days
- 2) The number of rank specific adventures that a scout will be able to earn. We are offering unique adventures for Webelos and Arrow of Lights that they can only earn if taking part in the 4-night adventure.
- 3) Specialty Programs- like the Ababco Outpost and the Activities Field Night- 4-night participants get to participate in these programs, 2-night participants do not.

The 4- Night Adventure Camp program is designed to introduce some elements of the Scouts BSA program to the Cub Scouts. All Cub Scouts are welcome to attend. The program may be especially beneficial to Arrow of Light Scouts and Dens.

Theme

Each summer, the staff of Henson Scout Reservation work to transform HSR from a Scout Camp to a world that encompasses as many elements of the year's theme as possible.

For 2020, the theme for Henson's summer Cub and Webelos programs is:

SUPER HERO ACADEMY!

Packs are encouraged to bring costume materials for your Cub Scouts and Webelos. Every day there is a campfire at HSR is also a costume day!

Program areas will be built around the Theme. Some areas will have new names- even the camp's Dining Hall and Trading Post will get theme related names! Campsite maps with theme names will be available when you arrive.

Please note, the theme is not part of the following camp events: Retreat (flag ceremony), Dinner, and Chapel. Cub Scouts and Webelos Scouts are asked to be in their Pack's designated uniform for these functions, and not be in costume.

Pack Designated Uniform

Packs are always encouraged to wear the official Cub Scout Uniform as their designated uniform. However, summer temperatures sometimes dictate that a pack might choose an "Activity Uniform" consisting of a Pack or Camp t-shirt and shorts. 2020 Super Hero Academy t-shirts will be on sale, and can be customized for your Pack.

Program Descriptions-

Scouts can pre-register for a wide variety of programs including traditional camp activities, advancement opportunities, and awesome science related programs.

Rank Specific Adventures-

Lions- Lion scouts will have the chance to earn Rumble in the Jungle and Mountain Lion. This is a great chance for any Lion Scouts to jumpstart their advancement!

Tigers- Tiger scouts will have the opportunity to earn Floats and Boats, Tiger Tales, Tiger Tag, Good Knights, and Tiger-iffic!

Wolves- The adventures available to Wolves will include Running With the Pack, Finding Your Way, Spirit of the Water, Hometown Heroes, and Air of the Wolf.

Bears- Bear scouts will get the chance to earn A Bear Goes Fishing, Salmon Run, Make it Move, Robotics, and A World of Sound.

Webelos- Webelos taking part in the 2-night adventure will have the chance to earn Aquanaut, Into the Woods, Build my Own Hero, Looking Back Looking Forward, and Game Design.

The Webelo Adventures Cast Away, Moviemaking, and Webelos Walkabout will only be available for scouts participating in the 4-night adventure.

Super Hero Programs!

Super Hero Training: Treasure Hunt- Scouts of all ranks will put their Super Hero abilities to the test as they use their brain power and physical abilities to conquer a treasure hunt.

Super Hero Training: Obstacle Course- Who is going to set the course record? This course will be constructed by our staff to push the scouts to their limits!

Super Hero Training: Mind Games- Scouts will get a lesson on the importance of training their brain. This will come with fun brain teasers, riddles, and tasks for them to complete!

Super Hero Training: Team Building- Scouts will learn the importance of Team Work as they work together to complete different tasks such as Grid Locked and Lava Swamp Crossing.

Cyber Chip- Scouts will earn their Cyber Chip in this lesson. Learning how to use technology safely is super important and useful.

Pontoon Boat Ride- Scouts will get the chance to take a ride on our Pontoon Boat through the beautiful Marshy Hope Creek. Fish, beavers, Eagles, Osprey, and a ton more wildlife is likely to be spotted!

Traditional Camp Activities

BB and Archery- Scouts will learn the safety precautions and then shoot, shoot, shoot!

Kayaking and Canoeing (Open Boating)- Scouts who earn their Swimmer will be allowed to take out a solo kayak. All others will be allowed to canoe with an adult partner who is a swimmer. **Adults must take swim test as well!**

Knots, Lashings, and More!- Scouts will get the chance to try their hand at tying knots, lashing together poles, and more. Advanced scouts can contribute to a great camp gadget!

Fishing- Our fishing pond is fully stocked with bass and bluegill just waiting to be caught!

Den Time- Den time can be thought of as “free time”. Units like to utilize this time to practice campfire skits, work on rank advancements, play a game, or even just rest from all the fun of camp!

Open Gaming- Scouts will be able to play a variety of games in our Technology center, including games on one of our two Xbox One systems, Computers, or Oculus VR Headsets.

Climbing- (4-night adventure only) Scouts will get the chance to climb our 35-foot-tall climbing tower!

Program Specialist- No longer A Part of Camp

In the past a camp staff member, (Program Specialist) has been assigned to each “Camp Den.” His/her job was to provide information, guide dens to areas, and to assist with program at some of the program areas. **Due to the nature of our program now, this will no longer be the case.**

This means that the orientation and tour that every pack receives during check-in will be more important than usual. Our staff will do their very best to help guide everyone around and make sure you know exactly where the scouts need to be for their programs.

The primary responsibility for leadership always has and will continue to belong to the adult leaders with each pack.

Den Chiefs

A Den Chief is a Scouts BSA member that serves as a mentor to Cub Scouts. A Den Chief serves as an assistant to the leadership of the den and as a role model for younger scouts.

If your den operates through the year with a Den Chief, you should bring them to camp with you. If you have not considered the possibility of using a Den Chief, you may want to contact a local Scoutmaster and ask if they would recommend a Scout for the job.

Rest Period

There is a thirty-minute rest period after lunch each day. No program activities will be open during this time. This time is to be spent quietly, in your campsite, resting for the afternoon activities.

Requirements and Advancement

Standard Cub and Webelos program resources such as Cub Program Helps, Cub How to Book, and the Lion, Tiger, Wolf, Bear, and Webelos Books are all available in camp to use as program planning tools, and have been extensively used by the staff in developing the camp program. As usual with Cub and Webelos Scouting, a good imagination, natural curiosity, and the proper emphasis on the Cub Scout motto "*Do Your Best*," are the best resources for an outstanding program.

The portion of your program developed by camp staff is designed so that each camper will have the opportunity to accomplish certain activities in their individual advancement program. Den leaders and parents should be prepared to make a record of these activities, and/or record them directly into each Scout's handbook. An outline of requirements that may be covered will be provided to leaders at the beginning of your stay, and upon request.

The camp staff will do no formal advancement record keeping.

Leadership Setting the Tone

Each area of program varies in the degree of leadership participation required. The level of cooperation and enthusiasm of unit leadership is vital to the success of your scouts. Remember scouts look to adults to "*Set The Example*." If you are excited and enthusiastic about the program, your scouts are sure to have a wonderful experience.

Daily Retreat & Uniforms

Any Scout with a uniform is encouraged to wear it daily to the retreat ceremony and dinner meal. A uniform need not necessarily be the official uniform of the Boy Scouts of America. Many Cub Scouts do not have the official uniform, or may have outgrown it prior to entering another phase of the program next fall. If your Scout's do not have an official uniform, a Cub Scout, or Summer Camp T-shirt make a good substitute. The more alike all members of a den are dressed, the more impressive their showing at campwide ceremonies. In all cases, clothing chosen should be in good taste and the spirit of Scouting. Pack leaders may wish to review clothing/uniform guidelines with parents and adults prior to arrival at camp.

Evening Flag Ceremony

A camp-wide ceremonial flag lowering will occur daily in front of the Administration Building. Individual units are also

encouraged to make use of the flag pole in their campsite daily, for a flag raising and lowering ceremony.

Adult Programs

We appreciate your commitment to Scouting by coming to camp with a group of youth and providing them with leadership and a positive role model. We know that you may have given some or all of your vacation to attend camp, so if you need a break from your group, and want to relax, then by all means... snore away.

However, if you are looking for something to do, we offer the following programs for you!

Trainings

Safe Swim Defense- Learn the skills to run a Pack swim. After you attend this training, you can sign up and “rent” our pool for a Pack swim for fun, when the pool isn’t being used for program.

Leave No Trace- The future of Scouting is being developed around the principles of Leave No Trace. This awareness course will teach you the principles of Leave No Trace (LNT) and how to incorporate them into your Pack’s camping trips.

Other trainings are available upon request. Please contact the Camp Director or Program Director for more details.

Living at Camp

Camp Facilities and Equipment

The camp furnishes major facilities and equipment for your camp experience. Your Pack is responsible for conducting an inventory at check-in to be sure everything is in your site, and in good repair. A Camp Commissioner will assist in completing the inventory procedure. If something is missing, please ask that it be replaced. Be sure to check ALL equipment carefully before you sign the inventory form. You are responsible for all the items on the inventory. Loss or damage to equipment will be charged to you at the end of the camp period. Note carefully any damage that may exist when you move in. If the camp cannot replace an item, make note of it on the inventory form.

You may wish to bring some items of your own with you, particularly if they relate specifically to your Pack’s program.

A few words about camp facilities- The camp is like a small city, with many elements such as: water supply, sewage, garbage disposal, fire-fighting, policing, food supply, housing, etc. All campers, as citizens of the camp for their stay, should try to make our community better by being respectful to others, picking up litter, disposing of trash and recycling properly, etc.

Campsite Latrines

Each campsite is located near a primitive, pit-type latrine for the disposal of human waste. They are designed for THIS PURPOSE ONLY! Please do not use them as garbage cans or recycling bins. They were not designed to digest cans, foam products, or bottles.

Campsite Duties

The Cubmaster of the unit is in charge of the Pack at all times, and is responsible for the conduct and discipline of the Scouts. All activities engaged in by Scouts and leaders shall be strictly in accordance with the Cub Scout Promise and the policies of the Boy Scouts of America. Encourage your unit to set an example by exhibiting good manners, fellowship, sportsmanship, and cleanliness.

The unit leader is responsible for maintaining the safety and cleanliness of the campsite, including latrine area, too.

Trash Disposal and Recycling

All campsite trash should be taken to the dumpster behind the Dining Hall building on an as-needed basis. Trash bags are available at the Commissary during posted hours.

Henson Scout Reservation now has a single-stream recycling program. Blue "Recycling

Only" cans are located in each site. When needed, the material in the recycling cans can also be transported to the single-stream recycling dumpster behind the Commissary. No sorting is necessary- just ensure that there is no food waste and/or other refuse among your recyclables.

Acceptable materials for recycling include: glass bottles, plastics, corrugated cardboard, paperboard (cereal box-type boxes), aluminum cans, and bi-metal cans.

Please help us minimize our impact on the natural environment by separating recyclables from other refuse and disposing of all materials properly.

Personal Items

The camp is not responsible for personal items. All valuables should be adequately secured or left at home. A Lost and Found is located at the Administration Building.

Your First Day

8:00 AM- Arrive at your Pack's normal meeting location, depart for Henson Scout Reservation from there.

Please note, if getting directions, use this address:

5700 Nanticoke Rd

Rhodesdale, MD 21659

If every unit departs from their normal Pack meeting location (at 8 AM), this will stagger unit arrivals and allow for a faster check-in process.

???- Arrive at camp. Have your primary leader proceed to the Administration Building to confirm your attendance. At this time, you will be assigned your tour guide to escort you around camp. Scouts and leaders will get moved into their campsites and be oriented to where areas are, and what the program is in that area. The following will also be part of the check-in process:

Medical Check- Scouts and adults will go through a review of their medical forms- please make sure you have a copy of your form with you when you arrive!

Swim Check- If your unit has not done a Swim Classification prior to arrival, you will be required to complete one at camp – make sure you pack your bathing suit and towel near the top of your belongings. If you don't get a swim check before lunch, you will in the afternoon.

Pre Camp Swim Checks- Units can speed check-in by obtaining their Swim Classification prior to arrival at camp to allow for more unit time in their campsites. Refer to the reference section of this guide for a form which can be presented at check-in to skip that portion of the tour. Simply schedule a swim check at a local pool with a certified lifeguard and furnish them the BSA Swim Test and have them verify which Scouts and which adults obtained which classifications. Henson staff reserve the right to test any Scout or adult to ensure they are able to swim to the level of the classification they have been awarded.

11:55 AM- Gather with your Pack at the Dining Hall. The first meal will be served cafeteria style to accommodate all campers and visitors. Following lunch, please ensure that 1 adult and 1 Scout waiter, per table remain after dismissal to assist with clean-up procedures.

12:15 PM- LUNCH!

12:53(ish) PM- Siesta. This break in the action allows you to go back to your campsites to relax and get settled in. Your campsites are your home for your session, so work on making it represent your Pack. Banners, flags, and decorations really dress it up!

1:30 PM- Program Starts- Your scouts, accompanied by adults, will make their way to their first program of the afternoon.

1:45 PM- Leaders Meeting. This meeting will be conducted at the Administration Building Lounge. At least 1 leader from each pack should attend.

5:45 PM- Your fourth program period ends. Head back to your campsites to get ready for dinner.

6:00 PM- remember to send Adult waiters to the Dining Hall so they can begin preparing for dinner. Don't forget the ratio of 1 adult waiter and 1 Scout waiter per every 10 people in your Pack.

6:00 PM- Scouts will form up for Retreat Ceremony at the Nanticoke Lodge. Packs will then parade to the Administration Building for the evening flag ceremony.

6:15 PM- Dinner! Guaranteed to be a great meal after your first day of program at Henson!

7:00 PM- Evening Program! (We will tell you everything about it at the opening Leader's Meeting)

8:30 PM- Evening Program Session 2 ends.

9:00 PM- Pack Time in campsite.

9:30 PM- Get a good night of sleep!

Quiet Time in campsites will be from 9:30 PM until 6:00 AM. Please be respectful of those around you by restricting noise during this time.

Trading Post

The Trading Post carries many items of equipment, pamphlets, booklets, and other Scout related merchandise. In addition, toothpaste, soap, pencils, writing paper, post cards, craft supplies, gifts, drinks, and fruit juices are available.

In addition, a variety of hot, ready-to-eat foods will be prepared daily for your enjoyment. Ice cream and candy bars are also available for purchase.

The Trading Post is open every day. The hours are posted in camp. VISA and MasterCard are accepted for all purchases.

Past experience suggests that Scouts spend approximately \$30 at the Trading Post during their stay.

Policies

Insurance Information

All Del-Mar-Va Council units are covered by an accident insurance policy. Insurance certificate and claim forms are included with your annual charter. It is the unit leader's responsibility to process all claims. Do not send bills to the camp or the council.

Out of Council units are required by Del-Mar-Va Council policy to provide a copy of their unit's Certification of Unit Accident Insurance when registering for summer camp.

Mailing Address

Each unit must pick up its own mail at the Administration Building. Outgoing mail leaves camp at about 11:00 AM daily.

Incoming mail can be sent to:

Henson Scout Reservation

Scout's Name

Pack #

5700 Nanticoke Rd

Seaford, DE 19973

Communications

Phone: (410) 202-0053

Email: hsr@dmvc.org

Henson Scout Reservation has a single telephone line to serve the business communication functions for the camp. Scouts and leaders are not permitted to use this phone. Incoming calls should be of the utmost importance and will require locating a Scout or leader. A call back number must be left.

Daily Campsite Inspections

Campsite inspections are done daily by your Camp Commissioner. Packs meeting clean camp standards during their stay will be presented a Clean Camp Award at the closing ceremony.

Leaving Camp

For the protection of campers, they may not leave camp without parental permission. Leaders should be aware of a boy's need to be out of camp in advance, if possible. Leaders should also know the person taking the boy out of camp.

The procedures for leaving with anyone other than a parent or legal guardian must be followed at check-out. All campers must leave from the Administration Building after checking out.

Security Bracelets

All registered campers and leaders are required to wear an identification bracelet at

all times. Bracelets will be either blue for Swimmers, Red for Beginner-Swimmers, or White for Non-Swimmers. Bracelets will be checked each morning at breakfast, and periodically throughout the day. The identification bracelet is an important component of the camp security system. Each camper will be issued his/her bracelet at no cost; any subsequent replacement bracelets will cost \$1 each.

Visitors

Visitors are welcome at camp. All visitors must sign-in at the camp office, and obtain a green identification bracelet. If meals are desired, the Pack must make reservations with the Camp Clerk 24 hours in advance, and must pay for the visitor's meals.

Buddy System

All campers and adults must use the Buddy System at all times. A minimum of two individuals should remain together at all times. Leaders should remember the Youth Protection Guidelines. All parents attending camp are strongly encouraged to complete Youth Protection Training online prior to coming to camp.

Footwear

Shoes must be worn at all times, except while swimming in the pool. No open-toed footwear (sandals) is acceptable. Old sneakers or shoes must be worn while boating. Aquasocks are not acceptable waterfront footwear.

Hiking

Some areas of camp require extra caution. Parts of the trail system pass through potentially swampy areas. If hikers come to a spot that looks doubtful, the ground should be tested prior to putting full weight on it. Scouts must be cautioned to remain on the marked trails and to use the Buddy System at all times. Hikers must check with Camp Headquarters prior to hiking trails.

Insect Repellant

A non-aerosol insect repellant is recommended to reduce the likelihood of mosquito and tick bites. Aerosol insect repellants are extremely flammable and therefore can be dangerous. Insect netting and support poles should be brought to camp with you. The Camp Trading Post stocks many different types of insect repellant.

Motor Vehicles

In the interest of safety, and limiting the impact of vehicles on the camping experience:

All vehicles must be properly licensed and insured.

All drivers must have a valid driver's license.

Vehicles CANNOT be driven to the campsites.

Special arrangements can be made for Handicapped Individuals and for transporting heavy Pack equipment.

All vehicles must be parked at the main parking lot.

All wheeled sleeping/camping type vehicles are restricted from use as housing.

Absolutely NO passengers may be transported in a vehicle that does not have a seatbelt installed by the manufacturer for the purpose of passenger safety.

Del-Mar-Va Council is not responsible for damage to vehicles parked in camp.

Tobacco Products

Smoking is prohibited in camp except in designated areas. Designated areas are currently outdoors, without youth present. Don't permit smoking or other use of tobacco by youth. Observe NO SMOKING signs in all of the buildings in camp.

Prohibited Items

The following are prohibited in camp. Violators will be asked to leave:

Alcoholic Beverages

Fireworks

Firearms and Airguns

Pets

Sheath Knives

Illegal Drugs

Chainsaws

Dining Hall

All meals will be served using a traditional Host/Waiter table service system. Meals are served family style from our camp kitchen. Each Pack must provide 1 adult and 1 Scout waiter per 10 pack members, who will report to the Dining Hall 15 minutes prior to the meal time. Waiters will be responsible for setting the table, bringing food to the table, and returning dishes to the kitchen. Waiter service should be rotated among pack members. A duty roster for waiters should be created and posted on the campsite bulletin board. The Host is responsible to see that everyone at the table has an equal share of the food served.

Henson Scout Reservation is well known for its excellent meals. The Henson Dining Hall is a modern building with a full-size commercial kitchen and food storage facility. An atmosphere of fun and excitement is created at each meal in this facility. Each Den will be assigned a table for all meals. Staff members eat with campers every day! Dens will be responsible for the cleanliness of their assigned table

and the area surrounding it. The Dining Hall Steward and camp staff will conduct the meals, and lead fun songs, skits, and cheers at each meal. The Dining Hall is also the place to catch up on all of the latest program updates.

The complete Cub Scout uniform is the suggested dress for dinner. Units who wish may designate an alternate "camp" uniform consisting of matching attire in lieu of the Cub Scout uniform. Units are encouraged to bring flags and will be asked to march in formation from Nanticoke Lodge to the flagpole area in front of the Administration Building and Dining Hall.

Guest Meals

Additional meals may be available for guests with at least 24 hours advance notice.

Additional meal prices:

Breakfast	\$4.50
Lunch	\$7.00
Dinner	\$8.50

Meal Times

Breakfast- 8:00 AM

Lunch- 12:15 PM

Dinner- 6:15 PM

Expendables

Expendables such as trash bags, toilet paper, and ice are available at the Commissary during posted "OPEN" hours.

Health and Safety

A Health Lodge is available at camp. The Health Lodge staff can handle most minor illnesses or injuries. ALL illnesses and injuries must be brought to the attention of the Health Lodge as soon as detected. If further medical attention is required, Scouts and adults will be seen by the Camp Physician or taken to the local hospital.

It is the responsibility of unit leaders to process all charges for medical expenses through the unit's insurance policy, to have the expenses paid by the unit leader, or to have the expenses billed to the patient's family.

Medicines

In accordance with standards of the National Council of the Boy Scouts of America, all prescription and non-prescription medication must be stored under lock and key during camp attendance, either in the Health Lodge or your campsite. Medications must be controlled, administered, and monitored in compliance with camp policies.

Daily Personal Inspection

It is the responsibility of the unit leader to determine, by observation and questioning, the health of each camper, each morning before breakfast. Send any campers with problems to the Health Officer as instructed during the camp check-in process.

Daily Showers

Personal cleanliness is the number one item in the prevention of illness. There is no substitute for soap and hot water. Hot showers are located near each campsite; be sure that every camper stays clean.

Showers should be taken daily, and a tick inspection should be made by each camper.

Full Service comfort stations are located conveniently for all campsites. Separate facilities are available for adult leaders. Adult leaders may not use the comfort station rooms designated for youth.

Standards for Privacy

Male and female participants are required to have separate sleeping facilities (i.e. separate room or tent). No youth may stay in the tent of an adult other than his/her parent/guardian. Legally married couples may share the same quarters, provided that separate, private quarters are available. Adult leadership needs to respect the privacy of youth members in situations such as changing into swimsuits and taking showers, and intrude only to the extent that health and safety require. Leaders must

also respect their own privacy in similar situations.

NO ADULTS may use the comfort station rooms designated for boys. Use the buddy system for campsite latrine use by having another person wait outside the entrance, or use an “Occupied/Unoccupied” sign

References

Emergency Procedures

ACCIDENT OR ILLNESS

In the event of serious accident or illness, the following procedure is to be followed:

- If additional assistance is required before transporting, or if emergency transportation is needed, call an ambulance. Phone numbers are posted at all phones.
- Administer first aid within the limits of your qualifications. Send for the Camp Health Officer or for any additional help that may be available in camp.
- If the injury/illness is of a less serious nature, have the unit transport the individual to the hospital or doctor. An adult must accompany the individual.
- Instruct the accompanying adult to report back to camp headquarters on the extent of the problem. Remind them that all expenses are the responsibility of the individual or unit.
- Completely fill out a Report of Incident recording all information required and file it with the Camp Director.

IN CASE OF FATALITY:

- Immediately inform the Camp Director. Contact the Scout Executive in the case of his absence. Have all available information requested on the Report of Incident Form.
- Do not discuss the incident with anyone other than the Camp Director or Scout Executive. The Council Scout Executive or his designee will release all media information.

FIRE, EARTHQUAKE, CHEMICAL SPILL OR OTHER DISASTER

Immediately upon learning that there is a fire or other incident in camp, the following procedure should be followed:

- Notify the Camp Director, Camp Ranger, or Member of Camp Staff
- The camp siren will be sounded for three minutes for all campers to return to their campsites. The Camp Director or Camp Ranger will direct firefighting efforts until relieved by the fire department.
- The Program Director will remain at headquarters and all other staff members will report to the fire scene to work as directed by the Camp Director or Camp Ranger

UNITS WILL DO THE FOLLOWING:

- Once all are present and accounted for, send a pair of runners to headquarters to report and receive instructions
- Units should prepare to evacuate camp. Units should remain in their campsites until they are issued further instructions.
- The "All Clear Signal" is a 15 second blast of the camp siren.

LOST PERSON

Whenever a camper is reported missing, the following procedure is followed:

- Notify the Camp Director or Camp Ranger who will take charge.
- Have all members of the unit from which the person is missing report to their campsite.
- Check with the unit leadership to determine where the person was last seen. Thoroughly check all tents, cabins, bunks, and latrines. Check the Waterfront areas. Are there any boats missing?
- If the person is still missing, the Camp Director or Camp Ranger will notify the Director of Support Services or the Scout Executive. Institute a search of the camp roads and trails, using the Camp Ranger, Camp Staff, and any available leaders over the age of 18 years old who are thoroughly familiar with the camp. Search the camp using a line-abreast pattern and by areas as determined on a map. Campers may be used for this, but only in daylight, and only when two adults supervise each group of campers. Search one area at a time, from one side to the other, and then move on to the next area.
- If, at this point, the camper has still not been located, request the assistance of the Maryland State Police. Assist the police as requested, and follow their directions exactly. Refer the news media to the Director of Support Services or his designee.
- Completely fill out a Report of Incident Form.

SEVERE STORM

In the event of an impending severe storm, the following procedure will be followed:

- If forecasts indicate the advisability, and sufficient time is available, the camp is to be evacuated in an orderly fashion. This will require a minimum of thirty minutes advance notice, and preferably an hour. The Camp Director or Camp Ranger will consult with the Director of Support Services before ordering an evacuation. If time will not allow and evacuation, proceed as follows:
 - Have all units check to be certain that all campers are present and accounted for.
 - Instruct all campers to secure their personal gear under their bunks.
 - Secure all unit gear.
 - All units will report to the Dining Hall

LOST BATHER

The Lost Bather procedure is similar to the Lost Person Procedure in that the same alarm will be used and the staff will report to headquarters.

The following procedure will be initiated when it has been determined a boater or swimmer is missing:

- The Aquatics Staff calls out the Scout's name to see if he answers.
- If no answer, the Aquatics Staff determines where the Scout was last seen.
- The area is quickly scanned. If the Scout is still missing, the Aquatics Staff sends all Scouts back to their unit site.
- The Aquatics Director is notified. He will assign a staff member to go to the missing Scout's campsite and verify their camper inventory.
- The Camp Director is notified.

As the above occurs, the Aquatics Staff organizes and begins a water search.

- The general camp alarm will sound.
- All staff members report to headquarters by the nearest phone.
- All Scouts return to their campsite
- Staff will report as requested at their call
- The Camp Director will notify EMS and command all other aspects of the search.
- The Director of Support Services will be notified. All media requests will be referred to the Director of Support Services or his designee.

ALLEGATIONS OF CHILD ABUSE

Report of child abuse may assume many forms. Disclosure of abuse situations may be accidental or purposeful.

Accidental Disclosure

- Observation by a Third Party
- Physical Injury to the Child

An accidental disclosure usually brings on a crisis because none of the participants are prepared to have the secret of abuse revealed. Immediate intervention appropriately follows this type of disclosure.

Purposeful Disclosure

- A child may want to share the secret of sexual activity
- A child may want to escape or modify the physical or emotional pressure accompanying the abuse
- A child may be frustrated by the social constraints placed upon him by the sexual relationship

The most important thing to remember is that **ALL REPORTS MUST BE IMMEDIATELY REPORTED TO THE CAMP DIRECTOR**. Initial reports may be oral, but any oral report must be documented in writing at the earliest possible time.

In cases involving allegations of sexual abuse against an individual from outside the Council, the Scout Executive of the Council in which the alleged abuser resides is responsible for implementing the further procedures.

All allegations should be kept strictly confidential, with as few people involved and as little discussion about the matter as possible.

No state requires that the Camp Director or other reporting individual have proof that the abuse has occurred prior to making the report- only that it is suspected. **SUSPECTED CHILD ABUSE MUST BE REPORTED AS SOON AS IT IS SUSPECTED**. Failure to do so may result in criminal or civil penalties.

How to get to:

Richard A. Henson Scout Reservation Camp Nanticoke

FROM DOVER, DE and points north: follow US 13 South to Seaford, DE. Turn Right onto DE Rt 20 West (McDonalds intersection), continue through Seaford. Just outside of town and just past railroad tracks (not railroad overpass by High School). Note highway sign for Scout Camp – these continue into MD. Just over tracks, turn left onto Woodpecker Rd for 4.3 miles. Turn Left on Galestown-Reliance Rd. for 0.1 miles, then Right on Newhart Mill Rd for 3.6 miles. Turn Right on Wheatleys Church Rd for 0.2 miles, then Left on 313 (Eldorado-Sharpstown Rd). Camp Road is 1.2 miles on the Right. ** Do not use old directions. Road is closed on Rt 531 at Galestown Mill Pond.

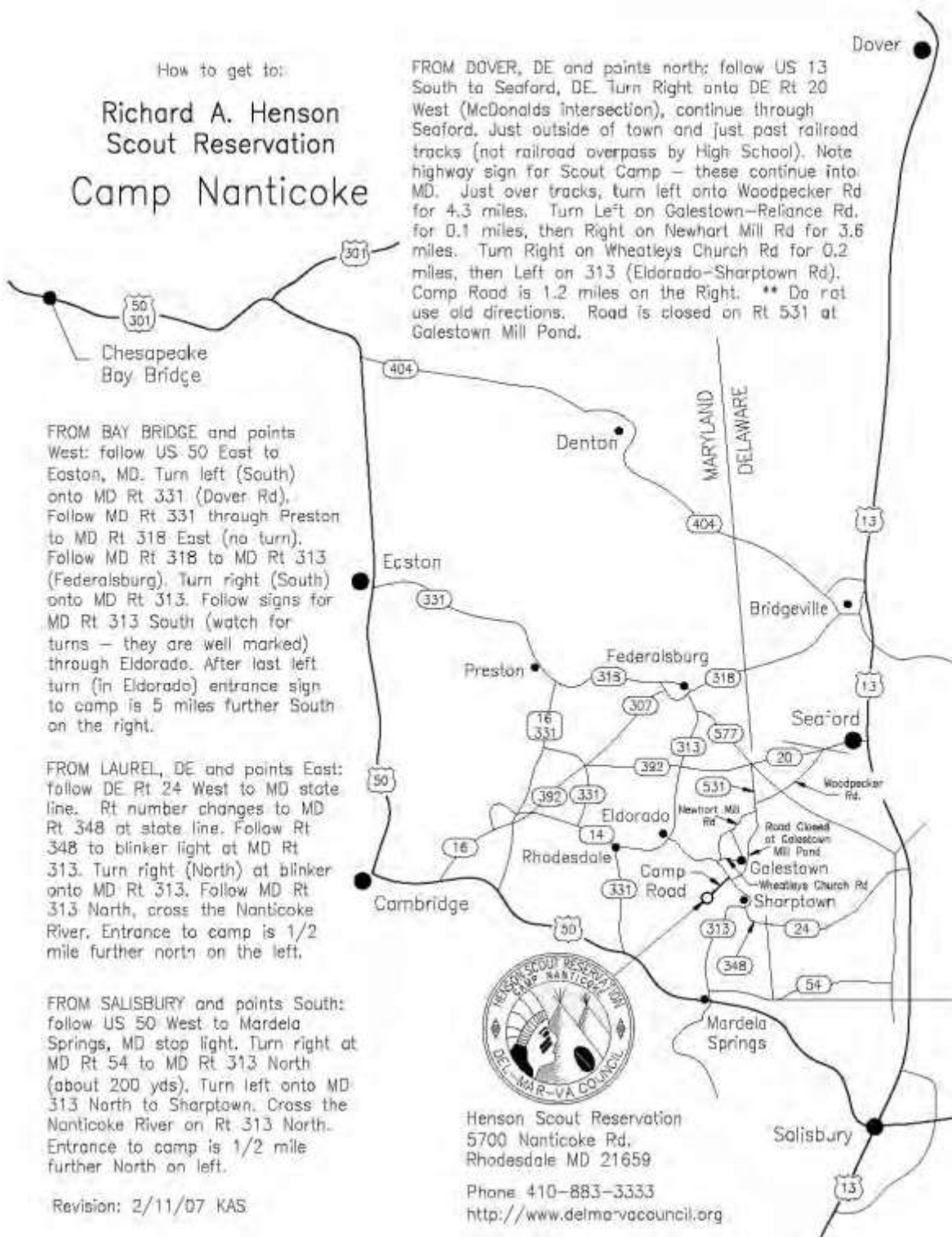
FROM BAY BRIDGE and points West: follow US-50 East to Easton, MD. Turn left (South) onto MD Rt 331 (Dover Rd). Follow MD Rt 331 through Preston to MD Rt 318 East (no turn). Follow MD Rt 318 to MD Rt 313 (Federalsburg). Turn right (South) onto MD Rt 313. Follow signs for MD Rt 313 South (watch for turns – they are well marked) through Eldorado. After last left turn (in Eldorado) entrance sign to camp is 5 miles further South on the right.

FROM LAUREL, DE and points East: follow DE Rt 24 West to MD state line. Rt number changes to MD Rt 348 at state line. Follow Rt 348 to blinker light at MD Rt 313. Turn right (North) at blinker onto MD Rt 313. Follow MD Rt 313 North, cross the Nanticoke River. Entrance to camp is 1/2 mile further north on the left.

FROM SALISBURY and points South: follow US 50 West to Mardela Springs, MD stop light. Turn right at MD Rt 54 to MD Rt 313 North (about 200 yds). Turn left onto MD 313 North to Sharpstown. Cross the Nanticoke River on Rt 313 North. Entrance to camp is 1/2 mile further North on left.

Revision: 2/11/07 KAS

Henson Scout Reservation
5700 Nanticoke Rd.
Rhodesdale MD 21659
Phone 410-883-3333
<http://www.delmarvacouncil.org>



Doubleknot Guide

Step 1: Visit www.dmvc.org and click Site User Log-In every time!
Stop by the website and choose “How to Adjust” your account for more information.

KEY DATES

March 1, 2020 – \$50 per Scout deposit due.

April 1, 2020– Campership Requests due.

June 1, 2020 – Balance of fees due for Discount Rate.

2 weeks prior to arrival – Order your Custom T-Shirts

Ordering your Custom T-Shirts

<https://squareup.com/store/henson-scout-reservation>

Unit Swim Classification Procedures

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests must be renewed annually, preferably at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at a long term summer camp. However, there is no restriction that this be the only place the test is conducted. It may be more useful to conduct the swim classification prior to a unit going to summer camp.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. The swim classification test done at a unit level should be conducted by one of the following resource people: Aquatics Instructor BSA, Aquatics Supervisor, BSA Lifeguard, Certified Lifeguard, swimming instructor, or swim coach. Each step of the test is important and should be followed as listed below:

Swimmer's Test

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: Side stroke, breast stroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

Beginner's Test

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

SPECIAL NOTES:

When swim test are conducted away from camp or at the point of activity, the Camp Aquatics Director shall at all times reserve the authority to retest all participants to ensure that standards have been maintained.

Buddy Tags issued at camp will be distributed to the unit leader at the end of the summer camp experience to be further utilized on other unit activities.

A photocopy of the credentials of the resource person conducting the classification test must be attached to the roster of participants.

Pack Swim Classification Roster

Pack # _____

Date of Test: _____

#	Full Name(Please Print)	Non-Swimmer	Beginner	Swimmer
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

Name of Person Conducting Test

Print Name

Signature

Unit Leader

Print Name

Signature

(Photocopies of the credentials of the person conducting the test must be attached.)

Family Fact Sheet-Cub and Webelos Camp

Arrival: Check in times will be between 8:30 a.m. and 10:30 a.m Friday morning. Your unit should be planning to meet at a central location and caravan to camp. **LEAVE YOUR CENTRAL MEETING LOCATION AT 8:00AM TO TRAVEL TO CAMP.** This will stagger arrival times from across the peninsula and reduce or eliminate waiting time at check-in.

Departure: The closing ceremony will end at approximately 1:15 p.m. This is a great time for pictures! Plan to arrive by 1:00 to see the entire ceremony. The 4 -night program closing ceremony will be at 1:30 PM on Tuesday.

Medicals: Every Scout, leader and parent participating at camp must have turned in a copy of the appropriate medical form to their Camping Coordinator. This form will not be returned. See your Camping Coordinator for full details of this policy. Be sure to pack any medicines near the top of luggage, as they must be turned in upon arrival.

Lunch: Family and Friends not staying at camp are invited to eat lunch with their Scout before leaving for home. Please see your Camping Coordinator for sign-up details.

Mail: Scouts love to get mail from family members not attending camp with them. The address is:

Scout's Name
Pack Number
Henson Scout Reservation
5700 Nanticoke Road
Seaford, DE 19973-6079

Phone: For incoming EMERGENCY calls only, the camp number is 410-202-0053. A call back number must be left and the caller located to return the call. E-mail may be sent to hsr@dmvc.org

Refunds: Please refer to your Doubleknot registration receipt for the Del-Mar-Va Council Refund Policy.

Please note: no refunds will be handled at camp.

Please note: we will not accept cancellations within two weeks of your arrival time at camp, unless there is a medical excuse note signed by a doctor.

What to Bring to Camp

Henson Scout Reservation

Personal Camping Gear

- | | |
|--|---|
| <input type="checkbox"/> * Medications | <input type="checkbox"/> Jeans/long pants |
| <input type="checkbox"/> Pack or Suitcase | <input type="checkbox"/> Shorts |
| <input type="checkbox"/> Summer Sleeping Bag | <input type="checkbox"/> Extra T-Shirts |
| <input type="checkbox"/> Sweater or Sweatshirt | <input type="checkbox"/> Extra Underwear |
| <input type="checkbox"/> Poncho or Raingear | <input type="checkbox"/> *Swim suit & Towel |
| <input type="checkbox"/> Sneakers for Boating | <input type="checkbox"/> Flashlight with Batteries |
| <input type="checkbox"/> Uniform | <input type="checkbox"/> Sturdy shoes or hiking boots |
| <input type="checkbox"/> Laundry bag | <input type="checkbox"/> Insect Repellant |
| <input type="checkbox"/> Sunscreen | |

Hygiene Kit Containing

- | | |
|--|--|
| <input type="checkbox"/> Soap in a box | <input type="checkbox"/> comb |
| <input type="checkbox"/> Toothbrush/toothpaste | <input type="checkbox"/> Bath towel & washcloth |
| | <input type="checkbox"/> Other personal articles |

Optional Items

- | | |
|---|---|
| <input type="checkbox"/> Watch | <input type="checkbox"/> Canteen or Water Bottle |
| <input type="checkbox"/> Notebook & Pen | <input type="checkbox"/> Spending Money |
| <input type="checkbox"/> Camera & Film | <input type="checkbox"/> Pillow |
| <input type="checkbox"/> Bible, Testament, or Prayer Book | <input type="checkbox"/> Handbook (Wolf, Bear, Webelos) |
| | <input type="checkbox"/> Insect Netting and Poles |

Optional Den/Pack Gear

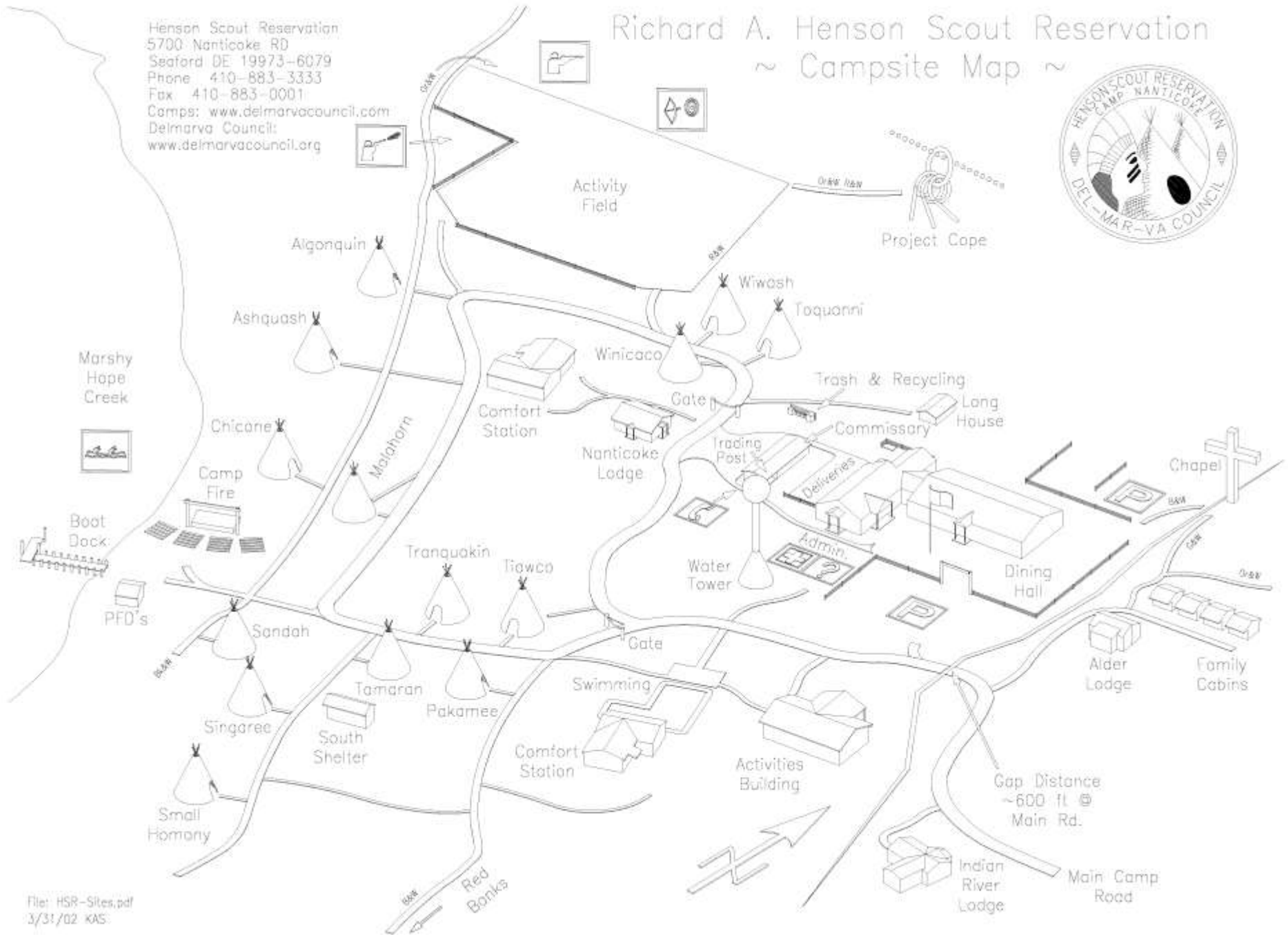
- | | |
|--|---|
| <input type="checkbox"/> First Aid Kit | <input type="checkbox"/> Den/ Pack Flag |
| <input type="checkbox"/> Battery Powered Lantern | <input type="checkbox"/> Insulated Drink Cooler |
| <input type="checkbox"/> Ice Chest | <input type="checkbox"/> Program Materials and Supplies |

We suggest each item of clothing and equipment be labeled with the camper's name and troop number. This will be helpful in returning lost items.

PROHIBITED IN CAMP: Alcoholic Beverages, Fireworks, Firearms and Airguns, Pets, Chainsaws, Sheath Knives, Illegal Drugs

Henson Scout Reservation
 5700 Nanticoke RD
 Seaford DE 19973-6079
 Phone 410-883-3333
 Fax 410-883-0001
 Camps: www.delmarvacouncil.com
 Delmarva Council:
 www.delmarvacouncil.org

Richard A. Henson Scout Reservation ~ Campsite Map ~



GENERIC SCHEDULE- 2-night Program

Time	FRIDAY	SATURDAY	SUNDAY
8:00		Breakfast	Breakfast
9:00-10:15	CHECK-IN	PROGRAM 4	PROGRAM 9
10:30-11:45	CHECK-IN Continued	PROGRAM 5	PROGRAM 10
12:15- 1:00	Lunch	Lunch	Lunch
1:00-1:30	Siesta	Siesta	Siesta
1:30-2:45	PROGRAM 1	PROGRAM 6	Closing Ceremonies- Departure
3:00-4:15	PROGRAM 2	PROGRAM 7	
4:30-5:30	PROGRAM 3	PROGRAM 8	
6:15-7:00	Dinner	Dinner	
7:00-8:00	Evening Program	Water Carnival	
8:30-9:30		Campfire	

5 day, 4 night Program Schedule

Times	Friday	Saturday	Sunday	Monday	Tuesday
8:00		Breakfast	Breakfast	Breakfast	Breakfast
9:00-10:15	Check-in	Program 4	Program 9	Program 11	Program 14
10:30-11:45		Program 5	Program 10	Program 12	Program 15
12:15-1:00	Lunch	Lunch	Lunch	Lunch	Lunch
1:00-1:30	Siesta	Siesta	Siesta	Siesta	Siesta
1:30-2:45	Program 1	Program 6	Outpost	Program 13	Closing Ceremonies- Departure
3:00-4:15	Program 2	Program 7			
4:30-5:45	Program 3	Program 8		Activties Field Games	
6:15	Dinner	Dinner		Dinner- Picnic	
7:00-8:00	Evening Program	Water Carnival		Evening Program	
8:30-10:00		Campfire		Movie+Popcorn Night	
10:00	Quiet Time	Quiet Time	Quiet Time	Quiet Time	Quiet Time
10:30	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out