

Henson Scout Reservation's Nationally Accredited Cub and Webelos Resident Camp 2021

SUPERHERO ACADEMY

A guidebook for parents, leaders, and Packs.



Del-Mar-Va Council, Boy Scouts of America
5700 Nanticoke Rd
Rhodesdale, MD 21659
hsr@dmvc.org
(410) 202-0053



Letter From the Director

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 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!

You will notice a minimal amount of content in this guide with regards to Covid-19 protocols and procedures. That is done by design as these protocols and procedures are constantly evolving. We fully anticipate operating Resident Camp this year in a fashion that is as close to a traditional Resident Camp as you can expect. We are currently working with other Maryland Camp Professionals and the State Health Department to map out what this summer's Camp Season will look like. Updates will be relayed to folks that are registered to attend camp as they become available.

If there is anything I can do to assist you 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**



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Preparing for Camp

Register at:

www.dmvc.org/cwrc

2021 Resident Camp Fees

Cub and Webelos Resident Camp 2-Night 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 Adventure

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

Refund Policy

The Council's Refund Policy applies to all events at Henson Scout Reservation. The Refund Policy is stated in its entirety 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.



Preparing for Camp

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.

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.

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 required for all participants; cubs, siblings, and adults, that are participating in the **2-night adventure**. In addition to **A and B, part C** with a valid signature from a healthcare professional is required for all participants in the **4-night adventure**.



Preparing for Camp

Camp Dates

3 day, 2-night program running from Friday to Sunday

Session 1: Friday, July 30th - Sunday, August 1st

Session 2: Friday, August 6th - Sunday, August 8th

5 day, 4-night program running from Friday to Tuesday

Session 1: Friday, July 30th - Tuesday, August 3rd

Session 2: Friday, August 6th - Tuesday, August 10th

Key Dates

April 1st - Financial Assistance (Camperships) Forms are due to be considered in the first round of awards.

June 1st - Balance of camp fees are due in order to get the discounted rate.

Leadership Requirements

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.

For the **2- night program**, the suggested ratio of adults to youth is **1 to 3** (minimum 2 leaders in camp). For the extended **4- night program**, the suggested ratio of adults to youth is at least **1 to 5** (minimum 2 leaders in camp). Please encourage all of your parents to attend Resident Camp but know that it is not required.



Program

IF IT HAPPENS IN CAMP- ITS PROGRAM!



Program

RANK SPECIFIC ADVENTURES



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!



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



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.



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



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



Program

ACTIVITIES FOR ALL RANKS TO ENJOY!

TRADITIONAL CAMP ACTIVITIES

- Archery Shooting
- BB Gun Shooting
- Kayaking and Canoeing (Open Boating)
 - Fishing
- Swimming at the Pool
 - Den Time
- Pontoon Boat Ride
 - Cyber Chip
- Gaming (PC, XBOX, Oculus)
- Knots, Lashings, and more!



SUPER HERO THEMED ACTIVITIES

- Treasure Hunt
- Obstacle Course
- Mind Games
- Team Building



Living at Camp

CAMP FACILITIES AND CAMPSITES

A few words about camp facilities- The camp is like a small city, with many elements such as: water supply, sewage, garbage disposal, firefighting, 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.

COMFORT STATIONS

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.

CAMPSITE DUTIES

The unit leader is responsible for maintaining the safety and cleanliness of the campsite, including latrine area, too. Encourage your unit to set an example by exhibiting good manners, fellowship, sportsmanship, and cleanliness while adhering to all policies laid out by the Boy Scouts of America.



Living at Camp

TYPICAL DAY 1 @ CAMP

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, MD21659

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.

TBD- 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. 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.

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 be able to the first time you visit the pool.

12:15 PM- LUNCH!

12:53(ish) PM- Siesta. This break in the action allows you to go back to your campsite to relax and get settled in. Your campsite is 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 campsite to get ready for dinner.

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.



Living at Camp

TRADING POST

The Trading Post carries many items including equipment, pamphlets, booklets, and other Scout related merchandise. In addition, toothpaste, soap, pencils, writing paper, post cards, craft supplies, gifts, and souvenirs 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.

The occupancy limit for the Trading Post will clearly posted on the doors.

MAIL

Scouts love to send and receive mail while at camp. Because of the short duration of camp, plan ahead and send mail from home early. We will hold any mail that arrives prior to your stay.

Each unit must pick-up their mail from the Administration Building Office. Outgoing mail leaves camp on weekdays at about 11AM.

Incoming mail should be sent to:

Henson Scout Reservation

Scout's Name

Pack #

5700 Nanticoke Rd

Seaford, DE 19973

VISITORS

Visitors are typically welcome at camp. In the era of Covid-19 we are asking that visitors be kept to a minimum and folks from outside of camp only stop in if absolutely necessary. All visitors must register at the Administration Building Office.



Living at Camp

POLICIES

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 adults attending camp are required 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 or flipflops) are acceptable. Old sneakers or shoes must be worn while boating.

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.

PROHIBITED ITEMS

Prohibited items in camp include but are not limited to: Alcoholic Beverages, Fireworks, Firearms or Airguns, Pets, Sheath Knives, Illegal or Unlabeled Drugs, Sheath Knives, and Chainsaws.

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.

MOTOR VEHICLES

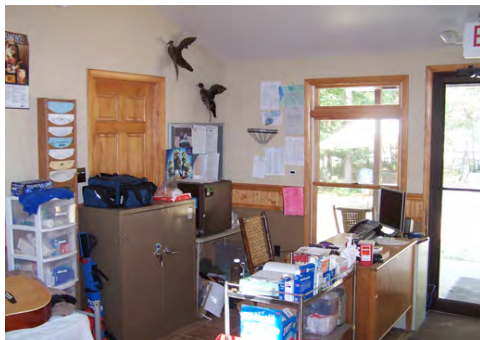
In the interest of safety, and limiting the impact of vehicles on the camping experience:

All vehicles must be properly licensed and insured. All drivers must have a valid driver's license. Special arrangements can be made for Handicapped Individuals and for transporting heavy Pack equipment. All vehicles must be parked at the main parking lot for the duration of your stay.



Living at Camp

HEALTH AND SAFETY



HEALTH LODGE

A Health Officer is available at camp 24/7. The Health Officer can handle most minor illness or injuries. ALL illness 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 a local Healthcare Facility.

MEDICATIONS

In accordance with BSA standards, Units currently have two options when it comes to handling medications:

1. All medications are turned in to the Camp Health Lodge. Our Health Officer will supervise and log the distribution of medications. Unit Leaders are only responsible for getting Scouts to the Health Lodge when required.
2. All medications are stored by a Unit Health Officer in a secure device in the campsite. The Unit Health Officer must supervise and log the distribution of all medications. Copies of the log must be turned in to the Camp Health Officer at the end of the camp session.

MEDICAL EXPENSES

If offsite medical care is required, it is the responsibility of the unit leader to process all charges for medical care through the unit's insurance policy, to have the expenses paid by the unit leader, or have the expenses billed directly to the patient's family.



Emergency Procedures

TEXT ALERT SYSTEM

In order to broadcast alert messages to leaders and Scouts quickly, Henson Scout Reservation contracts with a web-based text messaging service.

All Scouts and leaders are encouraged to join the text message alert system. Specific instructions for joining will be given to your unit upon arrival. There is no limit to the number of people who may join the text alert system.

Message Items May Include: Weather Alerts, Program Alerts, Reminders

Most importantly, any time the camp emergency siren sounds, a text message will be sent that corresponds with the siren. Directions for next steps, or reference to the Emergency Procedures will be included, as necessary.

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. Two adults must accompany the individual.
- Instruct the accompanying adults 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.



Emergency Procedures

FIRE, EARTHQUAKE, OR OTHER NATURAL 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.

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, the Camp Director or Ranger will 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.



Emergency Procedures

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 an evacuation, proceed as follows:
 - o Have all units check to be certain that all campers are present and accounted for.
 - o Instruct all campers to secure their personal gear under their bunks.
 - o Secure all unit gear.
 - o 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.



Emergency Procedures

VIOLENT INTRUDER

These procedures may be called for in the following instances:

- 1) Intruder/ Violent Intruder Warning – The threat is outside of the reservation. The Camp/ Camp Director has been notified of a potential threat outside of the reservation.
- 2) Intruder/Violent intruder On Premise– The threat/intruder is inside the reservation.

Anyone involved in an active shooter situation should employ the following strategy in the order presented:

RUN, HIDE, RESIST

RUN – When a violent intruder is in your vicinity, evacuate the area:

- If there is an escape path, attempt to evacuate, move away from threat.
 - o Have an escape route and plan in mind
 - o Run in small groups toward opposite/safe direction
 - o Spread out in pairs (use the buddy system)
 - o Run between trees/objects
- o Upon arriving at a designated rally point off site, remain there
 - Evacuate whether others agree to or not.
 - Leave your belongings behind.
- Help others escape if possible. Do not attempt to move wounded people
 - Prevent others from entering the active area.
 - Rally at the designated rally point (identified below under “Rally Points”)
 - Call 911 if cellphone signal available, let them know the location of rally point site
- Be prepared to remain at rally point location for hours.

HIDE – If an evacuation is not possible, find a place to hide where the active shooter is less likely to find you:

- Your hiding place should:
 - o Be out of the active shooter’s view
 - o Provide protection if shots are fired in your direction (i.e., an office with a closed and locked door)
 - o Not trap you or restrict your options for movement
 - Seek shelter in any safe building nearby
 - Lock and/or blockade the door.
- Silence your cell phone/radio communication. Turn off any source of noise.
- Hide behind or under large objects and stay low to the floor
- Remain very quiet.



Emergency Procedures

VIOLENT INTRUDER CONTINUED

RESIST – As a last resort, and only if your life is in danger, attempt to disrupt and/or incapacitate the active shooter

by:

- Acting as aggressively as possible against him/her
 - Yelling
- Throwing items and improvising weapons.
 - Committing to your actions.

9-1-1 If you are in a safe location having fled the scene or are safely hidden
AND can

call the authorities without attracting the shooters attention:

- Remain calm
- Dial 911, if possible, to alert police to the active shooter's location
- If you cannot speak, leave the line open and allow the dispatcher to listen

Information to provide to the 911 operator and law enforcement upon arrival
if requested:

- Location of the active shooter
- Number of shooters, if more than one
- Physical description of shooter(s)
- Number and type of weapons held by the shooter(s)
- Number of potential victims at the location

Rally Point Location(s):

Rifle Range- In the event that a situation takes place, all people in the activities field area should report to the Rifle Range to take shelter.

Lasher Activities Building (Nature Lodge)- Anyone in the vicinity of the Activities Building should rally behind the building.

Yurt Village- Anyone in the Dining Hall/Admin area of camp should rally behind the Yurts.

Staging Area for parents

In the event of an emergency, parents will be asked to respond to a staging area LOCATED OFF SITE. The reason for this is to allow emergency response personnel access to the site without any interruption.

Main Parking Lot and facilities at the Sharptown Carnival Grounds-
GPS Location: 405 Joe Morgan Rd, Sharptown, MD 21861



Emergency Procedures

ALLEGATIONS OF/SUSPECTED CHILD ABUSE

- Suspected bullying or abuse must be reported as soon as it is suspected. Failure to do so may result in criminal or civil penalties. No state requires that you have proof that abuse has occurred prior to making the report, only that it is suspected.
- Call 1-844-SCOUTS1 to report the situation.
- 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, the Scout Executive of the council in which the alleged abuser resides is also responsible for implementing proper procedures.

EMERGENCY CONTACTS

Address: 5700 Nanticoke Rd. Rhodesdale, MD 21659

In an emergency: Dial 9-1-1

Please inform the Camp Health Officer of emergency prior to calling 9-1-1

Camp Director- Ryan Teat: (410) 829-3024

Camp Ranger- Craig Richards: (443) 523-2887

Scout Executive- Robert Nakagawa: (808) 463-7755



Online Support

DOUBLEKNOT **WWW.DMVC.ORG**

Uses:

Reservations

Program Registration (Adventures and Activities)

Steps:

- 1) Visit www.dmvc.org
- 2) Click on the Site Log-In tab EVERY TIME!
- 3) Check out the online tutorial guide for How to Adjust Your Account.

Our Outdoor Programs Team can be reached throughout the week during normal business hours at (302) 622-3300.

SQUARE MARKET **ONLINE TRADING POST**

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

A unit leader can place an order for custom t-shirts using the online store link above. Additionally, select items from our Trading Post are available to order online at anytime by anyone!



FREQUENTLY ASKED QUESTIONS

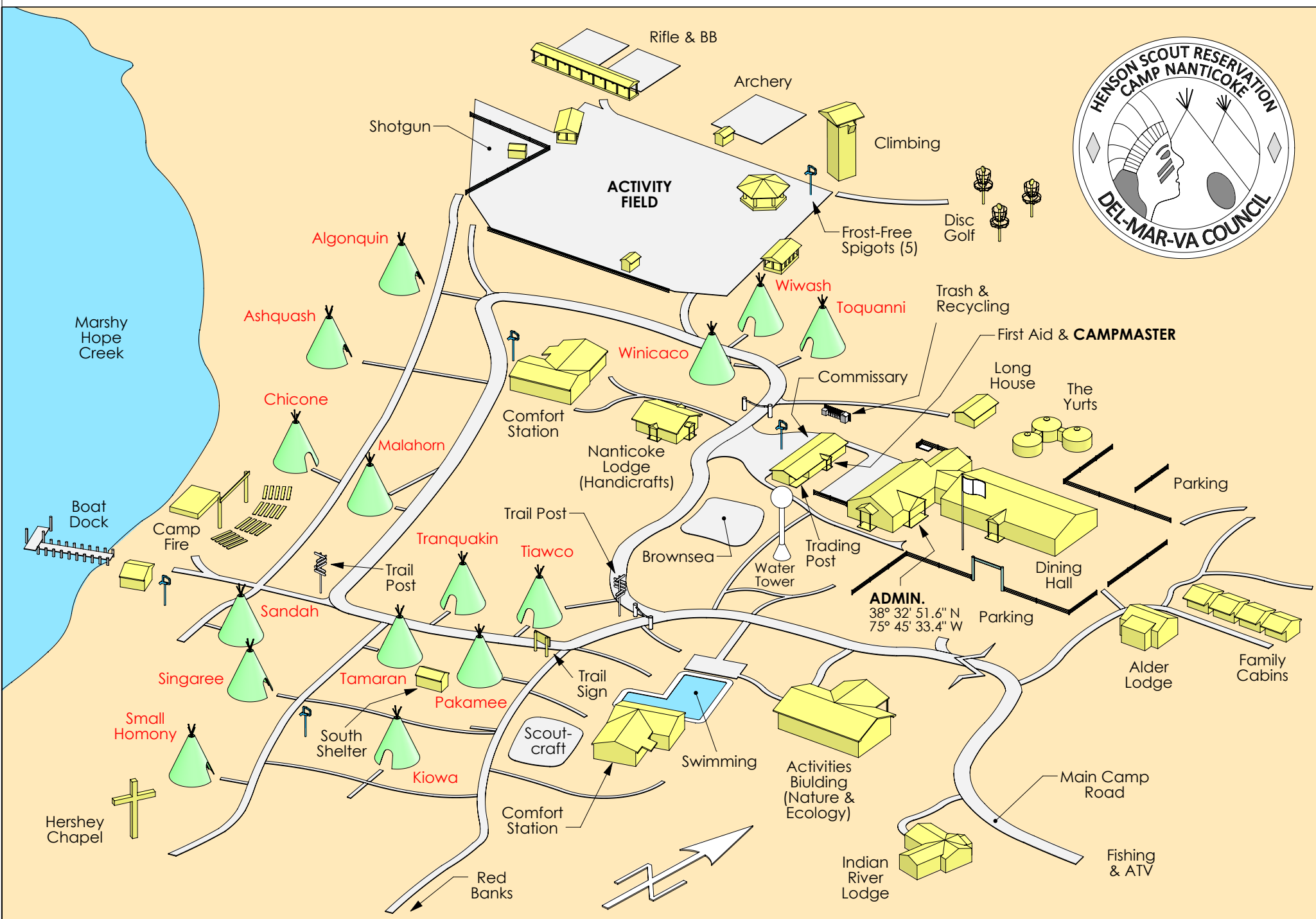
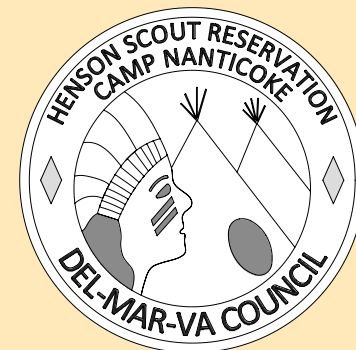
1. **How will our unit know when to arrive at camp?** Your point of contact for the unit will be called by our Camp Commissioner or Clerk about a week prior to your arrival to give you a check-in time. All check-in times are between 1p.m. and 3p.m. on Sunday.
2. **Do medical forms have to be mailed in prior to camp?** NO! In fact, we are asking that you do not mail in your medical forms. Please make sure that you have COPIES of everyone's medical forms upon arrival. Do not turn in originals because you will not get them back.
3. **Does our unit have to do a pre-camp swim test?** Completing a pre-camp swim test will expedite your check-in process on Sunday, but it is not required. If a pre-camp swim test is done, the unit must provide a copy of the roster and the credentials of the administering lifeguard. Our Aquatics staff reserves the right to re-test any camper as they see necessary.
4. **Is there any additional cost for certain programs in camp?** Absolutely no! The fee that scouts and adults pay to attend camp is ALL INCLUSIVE. There is no charge for participating in any programs. This includes adult leaders also.
5. **How are the mosquitos and bugs during the summer?** The bugs; i.e. mosquitos, are largely affected by environmental conditions and vary from week to week and summer to summer. However, in an effort to make everyone's stay more comfortable, we have hired a private company that will be spraying the entirety of camp on a more regular basis than what the Health Department has done in the past.



Henson Scout Reservation
5700 Nanticoke Rd.
Rhodesdale, MD 21659

Phone 410-202-0053
Fax 410-202-2444
www.delmarvacouncil.org

Richard A. Henson Scout Reservation Camp Nanticoke ~ 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

Troop Swim Classification Roster

Troop #

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.

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 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

Payments: To receive the \$25 per scout discount, payment in full must be made by June 1st.

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"/> Swimsuit & 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 | <input type="checkbox"/> Pillow |
| <input type="checkbox"/> Bible, Testament, or Prayer Book | <input type="checkbox"/> Scout Handbook |
| | <input type="checkbox"/> Insect Netting and Pole |

**PROHIBITED IN CAMP: Alcoholic
Beverages, Fireworks, Firearms
and Airguns, Pets, Chainsaws,
Sheath**

Knives, Illegal or Unlabeled Drugs

Optional Patrol Gear

- | |
|---|
| <input type="checkbox"/> First Aid Kit |
| <input type="checkbox"/> Battery Powered Lantern |
| <input type="checkbox"/> Ice Chest |
|
 |
| <input type="checkbox"/> Patrol Flag |
| <input type="checkbox"/> Insulated Drink Cooler |
| <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.