

2024 WEBELOS & AOL ADVENTURE CAMP
THEME : “Discover the Adventure”



**Camp Royaneh Webelos/AOL Parent and Leader
Information Guide**

Golden Gate Area Council

The Golden Gate Area Council and the Adventure Camp Staff are thrilled that your Pack has chosen to be a part of our 98th summer here at Camp Royaneh. This guide has been prepared to help the Scouts and adults in your Pack make the most of their experience at camp.

Inside you should find the information you need to prepare for camp. If you have any further questions or concerns, please feel free to contact McKenzie Llano, Camp Director or call the GGAC Council Program Director, Matt Lindberg at (925) 674-6132.

Any questions or comments that you have can also be answered by e-mail :
McKenzie Llano, Camp Director : Adv.CampDirector@gmail.com

You and your Scouts will find that Adventure Camp provides a program beyond compare that will both engage and challenge you.

Adventure Camp at Camp Royaneh is proud to be a part of your Pack's efforts in serving youth.

Sincerely, The Adventure Camp Staff

McKenzie Llano
Camp Director

Jonas Elam
Program Director

Kara Posey Miller
Staff Advisor

Golden Gate Area Council, offers a camp program for registered members of the Boy Scouts of America. Rules for acceptance and participation in the camp program are the same for everyone, without regard for race, color, national origin, age, sex, or handicap.

Character Development

Since its origin, the Scouting program has been an educational experience concerned with values. In 1910, the first activities for Scouts were designed to build character, physical fitness, practical skills, and service. These elements were part of the original Cub Scout program and continue to be part of Cub Scouting today.

Character development should extend into every aspect of a scout's life. Character development should also extend into every aspect of Cub Scouting. As Cub Scout leaders we should strive to use Cub Scouting's 12 Core values throughout all elements of the program. This includes – service projects, ceremonies, games, skits, songs, crafts, and all the other activities.

The camp staff demonstrates and delivers the 12 core values through the Scout Oath and Law. These values are reinforced and practiced throughout the week at Adventure Camp.

Cub Scouting's Twelve Core Values

1. Citizenship: Contributing service and showing responsibility to local, state, and national communities.
2. Compassion: Being **KIND** and considerate, and showing concern for the well-being of others.
3. Cooperation: Being **HELPFUL** and working together with others toward a common goal.
4. Courage: Being **BRAVE** and doing what is right regardless of our fears, the difficulties, or the consequences.
5. Faith: Having inner strength and confidence based on our trust in God.
6. Health and Fitness: Being personally committed to keeping our minds and bodies **CLEAN** and fit.
7. Honesty: Telling the truth and being **WORTHY OF TRUST**
8. Perseverance: Sticking with something and not giving up, even if it is difficult.
9. Positive Attitude: Being **CHEERFUL** and setting our minds to look for and find the best in all situations.
10. Resourcefulness: Using human and other resources to their fullest.

- 11. Respect: Showing regard for the worth of something or someone.
- 12. Responsibility: Fulfilling our duty to God, country, other people, and ourselves.

12 Core Values and the Scout Law

Scouts learn and strive to live by the Scout Law:

A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.

CORE VALUES	SCOUT LAW
Compassion	Kind
Cooperation	Helpful
Courage	Brave
Health and Fitness	Clean
Honesty	Trustworthy
Positive Attitude	Cheerful

Many of the core values of Cub Scouting relate directly to the Scout Law.

Character can be defined as the collection of core values possessed by an individual that leads to moral commitment and action.

Character development refers to the processes by which these core values are practiced.

Character is "value in action."

TABLE OF CONTENTS

Welcome Letter	Page 2
Character Development	Page 3
Cub Scouting's 12 Core Values	
12 Core Values And The Scout Law	
Youth Protection	Page 8
General Information	Page 9
Planning Checklist	Page 10
Camp Packing List	
Items That Adult Leaders May Want	
Do Not Bring To Camp	
Departing For Camp	Page 11
Arrival At Camp	Page 11
Patrol Assignments	
On The First Day	
Camp Orientation And Check In	Page 12
About The Camp Facilities	Page 13-16
Administration Building	
Communications	
Your Campsite	
Camp Staff	
Dining Hall	
Dietary Needs	
Flag Raising And Lowering	
Lost And Found	
Mattresses And Cots	
Money And Valuables	

Pets
Siblings
Showers
Tents And Cabins
Trash Removal
Uniforms
Visitors

Health And Safety

Page 17-21

Covid-19
Pre-Camp Procedures
Procedures At Camp
Post-Camp Procedures
Health Facilities
Health Personnel
Medical Emergencies
Medications
Drugs, Alcohol, And Tobacco
Fuels
Food In Camp

Program Safety

Page 22-23

Aquatics
Shooting Sports
Personal Safety
Transportation From Camp
Early Youth Check Out

The Role Of The Leader In Camp

Page 23-25

Who Can Be A Leader?
Responsibilities Of A Leader
Be Discreet
In Program Areas

Commissary	
Programs And Meetings For Leaders	Page 25-26
Leaders Meetings	
Roundtables	
Keeping On Top Of Things	
Bugle Calls Schedule	
Adventure Camp Program	Page 26
Free Time	
Camp Service Program	
Campfires	
Outpost Night	
Advancement	Page 27-28
Sample of Mondays Schedule	Page 28-31
Camp Courtesies	Page 31
Frequently Asked Questions	Page 32-33
Adventure Camp History	Page 33-34

YOUTH PROTECTION

The BSA's adult registration requirements mandate that all adults accompanying a Cub Scout Pack to a resident camp or other Scouting activity lasting 72 hours or more **must be registered as an Adult Leader, including completion of a Criminal Background Check (CBC) and Youth Protection Training (YPT) prior to the start of the event.** <https://training.scouting.org/learningplans/1179> **They must also have completed the process for AB-506, including the mandatory online training and livescan check. More information can be found on the Golden Gate Area Council website (<https://ggacbsa.org>)**

Requiring registration, background checks, and YPT for adults on Scouting extended activities adds another dimension of protection for our Youth.

- ❖ This requirement applies to any adult accompanying a Scouts BSA group on a single Scouting activity where they are present for three or more nights (not necessarily consecutive)
- ❖ Adults **must** be registered as leaders, **including the completion of a Criminal Background Check (CBC) and Youth Protection Training (YPT) before the activity** (CBCs cannot be expedited)

Note: under normal circumstances it can take up to 3 weeks for a CBC to be completed – with many new adult registrations across the country at that time, it may take longer - **BE PREPARED** by registering and completing your YPT and CBC early so as not to be told you cannot attend camp because it did not come back yet.

In accordance with the National Youth Protection Policy, we have instituted the following Council policies:

- ❖ Adults must maintain two-deep Leadership in Camp at all times.
- ❖ Notify the Camp Administration prior to arrival if you will have difficulties doing so.
- ❖ Adults must respect the privacy of Youth members.
- ❖ Adults & Youth will share campsites, but are highly encouraged NOT to share sleeping facilities (i.e tents or cabins) at any time and Scouts must be within two years of age to share sleeping facilities. (Even if the Scout is your youth.)
- ❖ All Youth will respect the privacy of others regardless of age, gender, or relationship.
- ❖ If private issues between a Youth and an Adult must be dealt with, two-deep leadership must be maintained during the conference, health check, or other

event.

- ❖ See the Camp Administration if you or your Unit need assistance

General Information

About Camp Royaneh

Camp Royaneh was founded in 1925 by Raymond O. Hansen to provide a safe, yet exciting, experience for Scouts from San Francisco. In the time since its beginnings, it has welcomed over 110,000 Scouts and Scouters from all over the United States as well as Japan, England and other nations.

The camp's success is largely due to a tradition of excellence which has singled it out as one of the oldest and most widely attended Scout Camps West of the Mississippi.

Royaneh's greatest asset is its setting. With a wide variety of plant and animal life, ranging from deep redwood forests to lush meadows spotted with oaks, its natural beauty is certainly impressive. Add facilities and an experienced patient staff that enables Scouts to experience a wide variety of programs and you have an ideal camp setting for your Pack.

Camp Royaneh is located along the Austin Creek on what was once the Watson Ranch. Raymond O. Hansen, who was the first Camp Director, bought the property and moved the "San Francisco Scout Training Camp" from its site nearer the town of Cazadero to its present location in 1925 and named it Camp Royaneh. In the early years, Camp Royaneh was for scouts from the city of San Francisco only. Scouts would sign up individually for camp and would take the ferry and a series of trains to the Watson, later Royaneh, train station where every scout would hike up the hill to camp.

The Adventure Camp program moved from Rancho Los Mochos to Camp Royaneh in 1986. Since then it has become the standard for resident camps throughout the Western Region. Its continued success is owed to the hard work of an ever growing group of volunteers. This dedicated group of Scouters has continued to develop and build Adventure Camp to the program it is today.

You will find that Camp Royaneh is a place where a tradition of excellence has been maintained for more than 90 years. From its early founders to its dedicated staff, Camp Royaneh is home to countless Scouts and Scouters.

PLANNING CHECKLIST

Three to Four Weeks Before Departure:

- Confirm all Scouts and Adult(s) who are attending camp
- Make sure that each scout has a checklist of what to bring
- Roster of adults attending has been turned into council office
- Check on final transportation arrangements for Tuesday drop off and Saturday pick up
- All Scouts and leaders/parents who are attending camp need completed medical forms (Parts A, B AND C)
- All parents are aware of plans. Date, Time and place to meet; mail and phone info

Camp Packing List:

- Air mattress or foam pad
- Day pack and water bottle
- Lightweight jacket/sweatshirt
- 2 pairs of tennis shoes/close toed shoes
- Laundry bag
- 5 - t-shirts for daily wear
- Sunscreen
- 2 pairs of PJ's
- Pencil and paper to write home
- Swim Goggles (if you have sensitive eyes)
- Toilet articles (toothpaste/toothbrush, soap, shampoo, washcloth, comb/brush, etc)
- * Sleeping bag (machine washable)
- * Uniform (for flags in AM and PM)
- * Swim suit
- * 2 bath towels
- * 2 pair jeans and 3 pair shorts
- * Poncho or raincoat
- * Flashlight (extra batteries)
- * Ground cloth for Outpost night
- * Water shoes (for pool or showers)

Items that Adult Leaders may want to bring to camp:

- Alarm Clock (battery operated)
- Ground cloths
- Book of Campfire skits/songs
- Matches and newspaper for fires
- Camp chair or stool
- * Lantern (propane or battery)
- * Clothes line
- * Tablecloth for picnic tables
- * Water jug
- * Snacks for Den Campfire

get ready for the orientation tour. (Everyone should grab their swimsuits and towels.)

CAMP ORIENTATION AND CHECK-IN

At the designated time your Patrol Pal will begin the Camp orientation and tour. The following areas will be covered during your patrols rotation:

- ❖ All Scouts and Adult Leaders should have already gone through medical re-check with Camp personnel upon arrival to camp. All medical forms should be turned in at that point.
- ❖ Any prescription medications brought to camp must be in **ORIGINAL** containers and have original instructions for administration. At minimum, one adult leader will be required to work with Scouts to administer and track medication in the Unit medication log provided at camp. Lockers will be assigned for medications to be locked up in.
 - The Camp Health Safety Officer will review all prescribed medications listed on the Annual Health & Medical Record during Med Check.
 - Incomplete health forms, including the physicians signature for Part C will delay the participation of Scouts in camp activities until completed forms are faxed to camp. A failure to supply a valid form will necessitate the Scout being picked up from camp.
- ❖ Dining Hall Orientation and table assignments will be discussed at the end of lunch.
- ❖ 1 Adult Leader per patrol during the Patrol Time rotation should meet the Camp and Program Directors at Handicraft for an adult leader informational meeting.
- ❖ Swim Checks and buddy tags - Every person will be issued a buddy tag whether swimming or not. (White = Non-Swimmer; Red and White = Beginner; Red, White & Blue = Swimmer)
- ❖ T-shirt distribution and Group photo

- ❖ BB Gun and Archery Safety Rotation - The Shooting Sports director and staff will go over rules for the ranges and general information on the ranges.

ABOUT THE CAMP FACILITIES

Administration Building

The Administration Building is home to the Camp Offices, where you will be able to find the Camp and Program Directors' Offices, the Health Lodge, the Chief's Room, and the Trading Post. You will also find your Unit Mail Boxes here, and you can see years of camp history.

Camp Communications

- ❖ **Telephone:** The Camp Phone is available for Camp Business and Emergencies **ONLY**. Please let families know that these lines are **NOT** to check up on their child. If your scout is homesick please check with the Camp Director. As a courtesy to others and the camp office, all calls should be limited to a maximum of ten minutes, Thank You!

Emergency Phone at Camp # (707) 632-5291

- ❖ **Internet:** Wi-Fi is available for adults in the Chief's Room **ONLY** from 5am to 12am. Please maintain usage of devices only in the Chief's Room.
- ❖ **Mail:** Incoming mail may be picked up each afternoon in the Chief's Room by an Adult Leader **ONLY**. Outgoing mail should be placed in the slot on the outside of the Administration Building (Camp Office). Please make certain all mail has a return address in case it arrives after the unit has left. Mail to Scouts from home should be addressed as follows:

<Scouts Name> & Pack <#>

Camp Royaneh

P.O. Box 39

Cazadero, CA 95421-0039

Your Campsite

Your campsite will be the heart of your Pack's experience at Camp Royaneh. Depending on the site that you have been assigned, you may have patrol-size cabins, 2-person tents, or a combination of the two. The campsite will also

contain the following items to make your stay more pleasant:

- Picnic Table * Bulletin Board
- Fire Tools * Flag Pole
- Campfire Ring

Camp Staff

Trained and experienced camp leaders direct Camp Royaneh. The council has sent representatives to National Camp School to be trained in their specific areas including Camp Director, Program Director, Target and Range Sports Director and Aquatics Director. These trained directors have been hand-picked by the Council to work with your scouts.

Dining Hall -“Cafeteria”

Each Patrol will be given a seating assignment in the Dining Hall during orientation. Please alert the Dining Hall Steward of food allergies or dietary restrictions. The first meal served will be Tuesday lunch and the last meal served will be Saturday breakfast. Two scouts per table will be "waiters" and should arrive at waiter call before each meal. At least one adult leader should sit at each table assigned to your group. Meals will be served family style.

Dietary Needs

Please note ANY scout or Adult leader with food allergies or religious dietary restrictions during online registration. For severe allergies or more complex needs that can't be listed easily, email: Adv.CampDirector@gmail.com Please submit items you can eat as well as those you can't. NOTE: **NO ONE** is allowed in the Kitchen Area without permission from the Camp Director **AND** our food service, Sodexo.

Flag Raising and Lowering

In the morning before breakfast everyone will gather at the parade field to raise the flags. Then before dinner in the evening everyone will gather again to lower the flag. All scouts and leaders who are not waiters are required to attend. Uniform shirts are required during these ceremonies unless otherwise announced.

Lost and Found

There is an "Honor Box" for all lost and found items. It is located on the deck of the Trading Post. All found items should be placed there or turned

into a staff member. Leaders are encouraged to have all scouts label their belongings with their name and Pack number before bringing them to camp.

Mattresses and Cots

Mattresses and cots are **NOT** provided at camp. Tents and open-air cabins have wood flooring. In the cabins, there are 8 wooden bunk beds per open-air cabin. Many people bring their air mattresses or foam pads for their own comfort.

Money and Valuables

Leaders and scouts are encouraged **NOT** to bring valuables to camp. The camp has no way of securing them. If you choose to bring valuables to camp, you should have your own way of securing them.

SPENDING MONEY: Each scout is **HIGHLY ENCOURAGED** to purchase a punch card prior to camp. The punch card will be held in the trading post for the amount purchased. The punch cards come in increments of \$20-, and there is no limit to the number purchased. **ONLY** adults may use cash or card for their purchases. **SCOUTS** are not allowed to pay with cash and are strongly encouraged to be independent making their purchases.

Pets

Even if you are just visiting camp, pets should be left at home! Pets of any type **ARE NOT** allowed by B.S.A. National Standards. Camp is abounding with native wildlife. We ask you not to remove this wildlife from its natural habitat.

Siblings

Due to liability considerations and the lack of appropriate facilities, the Golden Gate Area Council must enforce the policy that **ONLY REGISTERED SCOUTS** attend related camp functions. Siblings that do not fall under the ranks of Webelos or Arrow of Light may not attend.

Showers

Showers and restroom facilities are located in two areas in camp. Both the Pool House and lower shower house have individual stall units. Most campsites will also have access to either a Kybo or Port-a-potty. Each Patrol will be assigned time to clean showers and restrooms. This teaches responsibility and teamwork.

Tents and/or Cabins

Camp Royaneh provides traditional canvas wall tents or open-air cabins for sleeping. The entrance to each tent must be clearly marked with "No Flames in Tent". The campsite should have a full dirt and/or water bucket(s) nearby, per BSA regulations. (Camp makes every effort to have ample containers available.)

Note: It is vital to respect and maintain the canvas wall tents. Due to past incidents, it is necessary to hold units accountable for damage to tents in use during your stay. Prime examples of damage include Scouts practicing woodcarving, using their pocket knife in their tent and cutting the walls of the canvas. These types of actions are irresponsible of the Scout and disrespectful of the equipment and Camp Property.

On arrival an adult leader will inspect tents with your Patrol Pal noting any previous damage. During checkout, if any new damage is found, Units will be responsible for a charge of \$12 per inch up to the replacement cost of the tent. Normal wear and tear is understandable. The Camp Director has the final say on damage.

Trash Removal

Patrols are responsible for bringing garbage to the large trash compactors behind the Dining Hall. It is recommended that this is done daily to keep the native wildlife from taking the opportunity to scatter the trash throughout your campsite.

Uniforms

Field uniforms (Scout Uniform) are worn at all flag ceremonies and at morning and evening meals. During the day and evening, Scouts should wear attire appropriate to the program area in which they are participating. Activity uniforms (Scout T-shirt) are highly recommended. There are **NO** laundry facilities available to campers. Appropriate swimsuits are required (no midriffs).

Visitors

If you are expecting to have any visitors, they must contact the camp director and have prior approval before showing up. Additionally, all visitors will need med forms A and B for a day visit. They must also pay for any meals they stay for at the council-set rate of \$30 per meal.

Health and Safety

Covid-19

While council does not have any current set policy, we still encourage everyone who is attending camp to take an at-home test before coming to camp. This goes for any general cold and flu symptoms as well. While we want everyone to be able to attend, we want to make sure we are doing what we can to provide a safe and healthy environment for everyone attending the program.

Health Facilities

Camp Royaneh has a well-equipped Medical Lodge with a Health Officer trained to handle minor accidents and illnesses. Arrangements for treatment of more serious cases have been made with medical clinics and hospitals in the surrounding communities. If such treatment is required, attempts will be made to notify the camper's parents. Their desires concerning further treatment will be accommodated wherever possible.

1. It is the responsibility of the unit leadership to provide transportation for unit member(s) requiring services from a doctor or hospital. The camp will provide transportation only when a unit has inadequate transportation, or if an injury requires medical personnel with emergency transportation.
2. One adult leader from the unit must accompany the unit member(s) requiring services to the doctor or hospital. The adult leader must obtain the Scout's health record and any insurance forms from the Camp Health Officer before going to the doctor or hospital. Two deep leadership still applies when taking a scout off property.
3. Since parent(s) or guardian(s) will be notified of any serious illness or injury, they should provide information about where they can be located if they will not be at home during the week of camp.

4. The Camp Health Officer must clear all cases requiring outside medical care. This is an agreement with the local health services facility and usually required by insurance companies for claim procedures.

5. Those leaving camp for any medical reasons should check out with the Camp Health Officer. Upon returning to camp, they must check back in with the Camp Health Officer and show documentation of release and any medical restrictions and care.

If not returning to camp, someone from the Unit must contact the Golden Gate Area Council at (925) 674-6100 and leave a message with contact information.

Health Personnel

A qualified Health Officer is on duty at all times during your stay. The Health Officer is located in the Health Office in the Camp Administration Building. The Camp has arrangements with a local clinic nearby and has access to an ambulance service and hospital in the event of an emergency.

Medical Emergencies

In the unlikely event of a medical emergency while at Camp Royaneh, the patient will most likely be transported to Russian River Health Center. Urgent Care cases will be sent to Urgent Care clinics in Santa Rosa.

Medications

The Boy Scouts of America National policy states:

"All prescription drugs (including those needing refrigeration) are to be kept in locked storage and in compliance with local & state laws. An exception may be made for a limited amount of medication to be carried by a Camper, leader, parent, or Staff member for life-threatening conditions, including bee-sting or heart medication, & inhalers, or for a limited amount of medication approved for use in a first aid kit." All medications taken at Camp should be listed on the Annual Health and Medical Record and need to be available during the health screening. Lockers for Unit use will be provided in the Camp Health Lodge. The Unit leader will be given the combination to the locker. Adult Unit leadership will be responsible for seeing that the Scouts needing medication in their Unit take the necessary medications at appropriate times in correct doses. Medications must be recorded in the provided log. This log must be left in the locker at the end of the week. Access to the lockers will be open 24/7 while Camp is in session

to allow access to your Unit locker. Non-prescription medications must be kept under the supervision of the Adult Leaders.

Drugs, Alcohol and Tobacco

Prescription drugs must be checked in to the Camp Medic. Non-prescription medications (aspirin, cough syrup, etc.) may be used only with the approval of the Camp Medic. Local authorities will deal with those using illegal substances at camp. Alcoholic beverages are not allowed in camp! Anyone in possession of, or under the influence of, alcohol will be escorted off camp property immediately.

Smoking/Vaping Policy-All buildings and facilities are designated as non-smoking facilities. Smoking or vaping is not permitted anywhere in camp. All activities will be conducted in a smoke-free environment.

If any Adult must use tobacco, they may do so ONLY in the designated smoking area.

Fuels

Only propane or butane based stoves, lanterns, and fire pits may be used in camp. All extra fuel not used for meal preparation must be checked in with the camp leadership upon arrival for storage in the secured camp fuel locker.

Food in Camp Reminder

NO FOOD is to be kept in the campsites. Critters will become your guests and eat your food. If anyone in your Patrol has decided to bring food into camp please contact the Dining Hall Stewart or Program Director to make arrangements for temporary storage. We want to ensure the use of your goodies throughout the week. Thank You!!

Program Safety

Aquatics

All Scouts and Adults are required to take a BSA Swimmers Test before participating in any aquatic activity, **NO** exceptions. The pool is off-limits when no staff are present. **NO** swimming is allowed anywhere other than the official pool.

Target and Range Sports

ALL personal firearms, ammunition, and archery equipment are prohibited in Camp. Red Flags are used to designate a Shooting Range.

- ❖ If the flag is DOWN, the range is closed -- DO NOT ENTER
- ❖ If the flag is UP, staff is present, and the range is Open, ask permission to enter.
- ❖ Yellow rope or caution tape designates a restricted area – DO NOT CROSS!

Personal Safety

- ❖ Closed Toes shoes and socks are required in all areas of camp except the pool deck and should be worn to and from the pool
- ❖ Travel only on designated trails
- ❖ Report safety issues to the Camp Office Immediately
- ❖ **NO** flames of any kind are allowed in a tent or cabin or outside a designated fire ring at any time.
- ❖ Fireworks are prohibited by Sonoma County and State Law.
- ❖ Pets of any kind are not permitted
- ❖ Red Flags are used to warn Scouts of potentially dangerous areas, usually around firing ranges
- ❖ Rope Swings are **NOT** allowed at Camp Royaneh.

Transportation From Camp Royaneh

Saturday is the last day of Adventure Camp. You may arrive at Royaneh as early as 8:30am, but **NO LATER** than 10:00am on Saturday. Please park your car in the lower parking area and WALK up to the parade field.

Upon parents' arrival, we ask that you stay off the parade field until morning flags have completed. Once that is done, the adult leaders and scouts are directed to head back to the campsite where they will be released to their parents. There will be staff members to help direct you to your scout's campsite to pick them up.

(NOTE: All scouts are to be picked up and checked out at their campsite by the adult leader! So please let the adult leader know you are leaving camp).

ALL CAMPERS MUST LEAVE CAMP NO LATER THAN 11AM.

Early Youth Check-Out; Release from Camp Property

For the safety of all Scouts attending Camp, it is the policy of the Golden Gate Area Council to follow these procedures in the event that a Scout must leave earlier than the whole Unit. The following must **ALL** be in the Camp Office together prior to departure (known at Camp as the Magic 5):

1. Scout – must be present and signed out with the Adult Driver's signature.
2. Authorized Personnel – Scout's Annual Health & Medical Record must list the driver as an Authorized Adult to take the Scout to and from events.
3. Check In – Adult Driver picking up the Scout must report directly to the Camp Office upon arrival.
4. Valid Identification – Adult Driver's valid License will be compared to information on the Annual Health and Medical Record.
5. Unit Check Out – Adult Leader Remaining in Camp verifies that the Unit knows when and with whom the Scout is leaving with.

In an emergency, these procedures can be suspended by mutual agreement of the Camp Director and the Adult Leaders of the Scout's pack. If such an emergency is declared, Adult Leaders from the Scout's pack will be solely responsible for verifying safe transportation for the Scout, and that the Scout leaves with an approved Adult. In an extreme emergency, an Adult Staff member may be appointed to transport the Scout. The Golden Gate Area Council, BSA is not responsible for Scouts leaving Camp on an emergency basis, regardless of who transports the Scout.

The Role of the Leader in Camp

Who can be a Leader?

All packs must have at least one adult who is 21 years of age or older 24 hours a day. Leaders may rotate, if necessary, on a rotation of Tuesday through Thursday and Thursday through Saturday. Any parent, male or female, may be designated as the leader. Every adult needs to be registered within their unit. They should also have completed and be current with Youth Protection Training and AB-506. We will be requesting verification of all training. You may send it in prior to camp.

Responsibilities of a Leader

Your primary responsibility as a leader in camp is the health, safety, and supervision of your Scouts. Additionally, to make sure they are getting the most out of their experience. If you follow these guidelines, your week is sure to be a success:

- ❖ Always make sure you have proper leadership with your patrol.
- ❖ Get to know each scout in your patrol.
- ❖ If you want a rule enforced, be immediate, consistent and definite.
- ❖ If you have a problem with a scout from another patrol, turn it over to his/her leader
- ❖ You will be expected to maintain control of your scouts at all times. Keep the patrols together as a group.
- ❖ Don't let scouts go anywhere alone. They must **ALWAYS** follow the buddy system in camp.
- ❖ As a leader, you are setting the example for your scouts.
- ❖ Monitor your scouts:
 - Are they eating and sleeping enough?
 - Are they showering regularly?
 - Are there any conflicts brewing between scouts?
 - Do they participate in activities?
 - Make sure your scouts are drinking liquid; water is provided at every program station.
 - Confiscate any weapons or possible weapons. Pocket knives are prohibited at Adventure Camp until Saturday morning.
 - Confiscate any candy/food found in tents, cabins and backpacks. If you don't, the Critters of Royaneh will find it!

Be Discreet

Many minor problems can be handled with a little discretion. For example, checking and taking care of wet sleeping bags can be done while scouts are in program to avoid embarrassment. A washer and dryer are available for your use, just contact the Camp or Program Directors or the Camp Commissioner for additional information.

In Program Areas

- ❖ Follow the lead of the program instructor. Help and participate as requested
- ❖ Avoid contradicting the program staff. Save suggestions until the scouts are gone and/or bring your concerns to the Program Director.
- ❖ At least one adult must accompany the patrol during program time.

Commissary

The meal plan throughout the week is well balanced providing the adult leaders and scouts with the essentials of an adequate diet. The food is prepared and served family style, allowing everyone to enjoy their meal at the same time. Each patrol will create waiter duty rosters (in their leaders book at camp) to support each meal. An adult leader will help facilitate the waiters to insure a successful meal for all the Scouts.

PLEASE NOTE: If there are any special dietary needs please contact the Camp Director for assistance.

Programs & Meetings for Leaders

Leaders Meetings

Every day there will be a leader's meeting. One adult leader per patrol is required to attend. The meeting will be held in the Chief's Room. We encourage you to share and rotate the leader of the day responsibilities

with your adults in your patrol. Attendance at these meetings is very important to keep up with any daily changes.

Adult Leader Trainings

During your stay, we encourage adults to join our commissioner staff at scheduled times for informal discussions and training topics. We cover a variety of subjects that even the experienced Scouter will find helpful and fun.

Keeping On Top of Things

Every day is a busy day at Adventure Camp. We use a system of bugle calls to announce starting times of events, as well as Reveille (Wake up), Taps (Bed), etc. Meals are at 8:00am, 12:00 noon, and 6:00pm. Patrols will be dismissed from morning and evening colors to the Dining Hall but are responsible for getting themselves there for lunch.

Use the daily program schedule to keep track of when things are going on. Announcements at flag ceremonies, the bulletin board (on Admin Porch) as well as adult leader meetings in the Chief's room are helpful too.

Bugle Calls Schedule

The camp uses bugle calls to announce various camp-wide events such as meals, assemblies, etc.

The daily bugle calls are as follows:

<u>7:00 AM</u>	Reveille
<u>7:30 AM</u>	Waiter Call
<u>7:45 AM</u>	Morning Colors
<u>11:45 AM</u>	Waiter Call
<u>12:00 PM</u>	Lunch
<u>5:30 PM</u>	Waiter Call
<u>5:45 PM</u>	Evening Colors
<u>9:15 PM</u>	Call to Quarters
<u>9:25 PM</u>	Prepare for Lights Out
<u>9:30 PM</u>	Taps

Adventure Camp Program

The program at Adventure Camp has been carefully designed to blend together the right amounts of fun, learning, and advancement. During the week, Webelos and AOL Scouts will have the opportunity to participate in a variety of activities which will challenge them to do their best.

Every patrol will spend time at each of the program areas: handicraft, swimming, archery, nature and BB-gun to name a few. While there, they will participate in programs designed specifically for their age.

Free Time

Adventure Camp isn't all work and no play. Each day, there will be a time for "Buddy" pairs to go to certain open activity areas they enjoyed most or try something new. A few of the opportunities will be free swim, free shoot at the BB-gun or Archery ranges and nature hikes as posted.

Camp Service Program

Each patrol will have assigned opportunities to give service to one of the camp-wide areas. Patrols will rotate through a variety of tasks, from raising the flag, to saying grace at a meal, or helping keep camp clean. Whichever task they undertake, if they do their best, they will be rewarded.

Campfires

On Tuesday and Friday nights the whole camp gets together for a campfire program. The opening campfire on Tuesday is put on by the staff. On Wednesday night each Patrol will have the opportunity to go back to their campsites for their own Patrol campfire. You may want to bring ingredients for evening snacks to use on this special evening. Friday night is an unforgettable closing campfire, complete with songs, awards, and competitions.

Outpost Night

Thursday night is outpost night for everyone. Scouts and their adult leaders accompanied by our staff will head off for an adventure under the stars.

Please turn in your Outpost signup roster to the Program Director on

Wednesday at the Leader's meeting. If there is a need for a scout to remain in camp, two adult leaders **MUST** remain in camp with them.

Each patrol will prepare a song and a skit to perform at Outpost.

*Note : While we do provide some tarps to sleep on, we have run across the issue of running out of space. Your pack is encouraged to bring tarps to camp and on outpost to help with extra space for sleeping.

Advancement

Integrated into the activities at each of the program areas are opportunities for advancement. Each scout can be proud in knowing that, while at camp, they are able to make progress toward the next rank in their scouting journey.

At the end of the week, a certificate outlining the requirements which were offered during their stay at camp will be picked up by an adult leader. They can then take this back to their Webelos or AOL leaders for review to have their book signed off. Some adventures can be completed in their respective area sessions, while some may require free time in the area or with an adult leader to complete.

Scouts will be able to complete some or all of each of the following adventure at camp :

- ❖ Aquanaut - Webelos
- ❖ Build It - Webelos
- ❖ Art Explosion - Webelos
- ❖ Estimations - Arrow of Light
- ❖ Swimming - Arrow of Light
- ❖ Nature-related Adventures TBD for Webelos & AOL

While at camp the scouts will also have the ability to work on adventures for BB-guns and Archery. These can only be worked on at the district or council levels, meaning the programs are only offered at day camps, Cub Scout/Webelos Scout resident camps, council-managed family camping programs, or to council activities where there are properly trained supervisors and all standards for BSA shooting sports are enforced.

SAMPLE of Tuesday's Schedule of Events

Arrival - 10:00 AM – Everyone moves gear to Parade Field

Med Checks - 10:15 - 11:30 AM – All scouts and adults will go through med checks at the parade field before heading to their campsite.

Move Into Campsite & Patrol Time - 11:30 AM - 12:00 PM –

- ❖ Have scouts set up gear in cabins or tents. (Reminder that scouts should sleep in tents or cabins according to youth protections age and gender guidelines) Up to 8 adults in their own cabin or 2 to a tent. Determine which tents or cabins will be for adult leaders. Be sure to have a staff member show you where the nearest restrooms and showers are. (Refer to camp map provided at the Leaders orientation meeting).
- ❖ Work on your Patrol flag with items from the Patrol boxes provided.
- ❖ This is also the perfect time for your first Patrol meeting. You should go over the following:
 - Camp - Taking the opportunity to see the entire camp during their week.

Places Off Limits in Camp

Quonset Hut	Bunk house
Creek	Directors Cabin
Barn	Loading Dock
Cooks cabin	Staff's Area

- Play a name game to get Webelos/AOL acquainted with each other.

- Go over campsite rules:
 - Stay out of other cabins and tents
 - Free time options and rules
 - Quiet hours (From TAPS to Reveille)
 - The Buddy System (REQUIRED)
 - Staying out of other people's gear
 - Remind Scouts, No candy and/or food allowed in cabins or tents.
- Keeping Clean
 - Personal hygiene and showering
 - Keeping clean and dirty clothes separate
 - Daily campsite inspections
- Patrol yells, show your patrol spirit. **DO YOUR BEST!**
- Post Waiter schedule in campsite – two waiters per meal

Lunch & Dining Hall Orientation - 12:00 - 12:45 PM –

- ❖ Enter the Dining Hall and sit with your newly assigned patrols. Please have one adult leader assigned to each table.
- ❖ Help scouts in serving lunch.
- ❖ You will hear an announcement from the Dining Hall Steward on how to clear your tables. Please listen carefully. Garbage should be stacked on serving plates. Silverware should be separated, and cups stacked (Make sure cups are empty; pour excess liquids back into pitcher to be dumped, Thank you!).

Rest Period - 12:45 - 1:15 PM –

- ❖ Head back to campsites and get swimsuits on.
- ❖ Get ready for camp orientation

Camp Orientation - 1:15 - 3:45 PM –

- ❖ Your Patrol PAL will meet you at your Campsite after lunch for afternoon Orientation. They will also provide you with some instruction and answers to questions you may have.
- ❖ The Swimming Pool – The Aquatics Director and staff will lead all scouts and adults in the swim check process and fill out swim tags.
- ❖ Safety Orientation – The Shooting Sports staff will go over the range

rules and safety. They will also cover those items specific to bb guns and archery.

- ❖ T-Shirt Distribution and Group Photo – Once your group has gone through the Safety Orientation they will receive their camp tshirt and take a group (Patrol) photo.
- ❖ Patrol Time - Designated time to continue working on patrol flag, yells, responsibilities, ect. This will also be when 1 adult leader will meet for an adult leader informational meeting.

First Rotation - 4:00 - 5:10 PM – First area rotation of the week.

Waiter Call (Bugle) - 5:30 PM – Send assigned waiters from your Patrol to the Dining Hall to set up your assigned tables for dinner.

Evening Colors - 5:45 PM – All patrols will gather at the parade field, in their Field Uniforms, for evening colors.

- ❖ Assemble by patrol on the Parade Field
- ❖ The Staff will make any announcements and be retiring the color.

Dinner – 6:00 PM – Your waiters will clean up after the meal

After Dinner - 6:30 PM – Head back to your campsites to get ready for the rest of the evening.

- ❖ Finish any items not covered in the first Patrol meeting.

Free Time - 7:00 - 8:00 PM – First opportunity for open program

Opening Campfire -8:30 PM –

- ❖ Patrol Pals will meet you in your campsites to walk to campfire with you
- ❖ Sit with your Patrol.
- ❖ Help your Patrol participate in songs and activities. Remember, the scouts will look to you for leadership in participating in the Scouting activities, so remember to sing L & L!! (Loud and Lousy!)

After Campfire –

- ❖ Return to campsite
- ❖ Get scouts ready for bed

Taps (Bugle)- 9:30 PM –

- ❖ TAPS will sound
- ❖ Lights out and quiet

Camp Courtesies

- Please remember that quiet hours are observed between Taps and Reveille from 9:30pm to 7:00am.
- Please remind your scouts that other patrols' campsites are off limits unless they are invited.
- In the Dining Hall, remain standing until after grace has been said and be sure to seat one adult at each table to ensure order. Waiters should wait for instructions before beginning to clear their tables.
- Patrol yells and songs are very strongly encouraged at lunch and dinner ONLY! Please wait until the bell has sounded before you begin.

Frequently Asked Questions

Q. Where can we get a daily schedule?

A. Daily schedules will be available at the Leader's orientation on the first day of camp. Additional schedules (limited quantities) will be located in the entryway of the camp office. Schedules will also be posted in the Camp office, Chief's room, and Bob's Bend (across from the Camp Office). A Daily Schedule will be released at the Pre Camp Information Meeting.

Q. Will the trading post be open during camp?

A. Yes, the trading post will be open to adult leaders and scouts during specified times during the day. On Saturday (departure day) the trading post will be open to the scouts and their parents for Camp Royaneh memorabilia. With this schedule, the scouts will **NOT** require any money during camp. **DO NOT** send money (CASH) with the scouts. All scouts are encouraged to use the Punch Card system during the week. Please remember to pre-purchase your Scout's punch card through the council during registration. If an adult leader is providing transportation from camp, send the money with them to purchase the punch cards. Thank you!

Q. Can we roast marshmallows & make s'mores at our campsites?

A. At this time, campfires are undetermined. We do encourage you to prepare and bring a propane stove to roast marshmallows in the event where fires are prohibited.

Q. Can we drive our cars to our Campsites?

A. NO, cars can only be driven into the lower parking area of camp.

Name	Patrol Time with Patrol Pal at Scoutcraft Adult Leader Orientation at Handicraft		Swim Checks at Pool			Amphitheatre Shooting Sports Safety Orientation, T-Shirts & Patrol Photos					
Time											
10:00 AM	Gates to Royaneh Open. Scouters will not be able to enter camp before this time.										
10:15 -11:30 AM	Scouters Arrive, Med Checks at Parade Field Upon Arrival, Staff Guide Campers to Campsites										
11:30 - 12:00 PM	Unpack and Meet Your Patrol										
12:00- 12:45 PM	Lunch in the Dining Hall and Dining Hall Orientation										
12:45 - 1:15 PM	Rest Period										
1:15-2:05 PM	1, 11, 4, 14, 7, 17, 10, 20			2, 12, 5, 15, 8, 18			3, 13, 6, 16, 9, 19				
2:05- 2:55PM	2, 12, 5, 15, 8, 18			3, 13, 6, 16, 9, 19			1, 11, 4, 14, 7, 17, 10, 20				
2:55 - 3:45 PM	3, 13, 6, 16, 9, 19			1, 11, 4, 14, 7, 17, 10, 20			2, 12, 5, 15, 8, 18				
3:45 - 4:00 PM	Travel Time to First Session										
Station	Handicraft	BB1	Pool	Scout Skills	Dungeoneer ring	Nature	BB2	Sports	Entertainer	Archery	Hike
4:00 - 5:10 PM	1, 11	2, 12		3, 13	4, 14	5, 15	6, 16	7, 17	8, 18	9, 19	10, 20
5:10 - 5:30 PM	Travel Time, Get Ready for Dinner and Evening Flags										
5:30 PM	Waiter Call										
5:45 PM	Evening Colors										
6:00 - 6:30 PM	Dinner										
6:30 - 7:00	Clean up, Patrol Time										
7:00 - 8:00 PM	Free Time - Shooting Sports, Parade Field, Dungeoneering, and Handicraft are Open - Make Up Swim Checks at the Pool										
8:00-8:30 PM	Get Ready and Travel to Opening Campfire with Patrol Pals										
8:30-9:15 PM	Opening Campfire!										
9:30 PM	Taps - All Quiet										

WEDNESDAY - Adventure Awaits!

Time	Handicraft	BB1	Pool	Scout Skills	Dungeoneer ing	Nature	BB2	Sports	Entertainer	Archery	Hike
7:00 AM	Reveille										
7:30 AM	Waiter Call										
7:45 AM	Morning Colors										
8:00 - 8:30 AM	Breakfast										
8:30 - 9:00 AM	Clean up, Get Ready for the Day										
9:00-9:10 AM	Travel to First Session										
9:10 - 10:20 AM	2, 12		3, 13	4, 14	5, 15	6, 16	7, 17	8, 18	9, 19	10, 20	1, 11
9:30 - 10:15 AM	Adult Leader Meeting in the Dining Hall										
10:20-10:30 AM	Travel to Second Session										
10:30 - 11:40 AM		3, 13	4, 14	5, 15	6, 16	7, 17	8, 18	9, 19	10, 20	1, 11	2, 12
10:30-11:30 AM	Adult Leader Hike - Meet at Administration Building										
11:45 AM	Waiter Call										
12:00 - 12:30 PM	Lunch										
12:30 - 1:00 PM	Rest Period										
1:00-1:10 PM	Travel to Third Session										
1:10 - 2:20 PM	3, 13	4, 14	5, 15	6, 16	7, 17	8, 18	9, 19	10, 20	1, 11	2, 12	
1:30 - 3:30 PM	Adult Leader Training										
2:20-2:30 PM	Travel to Fourth Session										

2:30 - 3:40 PM	4, 14	5, 15	6, 16	7, 17	8, 18	9, 19	10, 20	1, 11	2, 12		3, 13
3:40-3:50 PM	Travel to Free Time										
3:50 - 5:00 PM	Free Time - Shooting Sports, Parade Field, Dungeoneering, and Handicraft are Open										
5:00 - 5:30 PM	Travel Time, Get Ready for Dinner and Evening Flags										
5:30 PM	Waiter Call										
5:45 PM	Evening Colors										
6:00-6:30 PM	Dinner										
6:30-7:10 PM	Clean up, Patrol Time										
7:10-8:10 PM	Free Time - Handicraft, BB, Archery, Patrol Time										
8:10-8:30 PM	Get Ready for Patrol Campfires										
8:30-9:30 PM	Patrol Campfires!										
9:30 PM	Taps - All Quiet										

THURSDAY - Adventure Awaits!

Time	Handicraft	BB1	Pool	Scout Skills	Dungeoneering	Nature	BB2	Sports	Entertainer	Archery	Hike
7:00 AM	Reveille										
7:30 AM	Waiter Call, Bring all Overnight Gear to Trailers for Outpost										
7:45 AM	Morning Colors										
8:00 - 8:30 AM	Breakfast										
8:30 - 9:00 AM	Clean up, Get Ready for the Day, Bring all Remaining Overnight Gear to Trailers for Outpost										
9:00-9:10 AM	Travel to First Session										
9:10 - 10:20 AM	5, 15	6, 16	7, 17	8, 18	9, 19	10, 20	1, 11	2, 12		3, 13	4, 14
9:30 - 10:15 AM	Adult Leader Meeting in the Dining Hall										

10:20-10:30 AM	Travel to Second Session										
10:30 - 11:40 AM	6, 16	7, 17	8, 18	9, 19	10, 20	1, 11	2, 12		3, 13	4, 14	6, 16
10:30-11:30 AM	Adult Leader Hike - Meet at Administration Building										
11:45 AM	Waiter Call Pick Up Picnic Lunches from the Dining Hall, Have a Picnic Anywhere in Camp!										
12:00 - 12:30 PM	Lunch Packout picnic										
12:30 - 1:00 PM	Rest Period										
1:00-1:10 PM	Travel to Third Session										
1:10 - 2:20 PM	7, 17	8, 18	9, 19	10, 20	1, 11	2, 12		3, 13	4, 14	5, 15	6, 16
1:30 - 3:30 PM	Adult Leader Training										
2:20 - 2:30 PM	Travel to Fourth Session										
2:30-3:40 PM	8, 18	9, 19	10, 20	1, 11	2, 12		3, 13	4, 14	5, 15	6, 16	7, 17
3:40 - 3:50 PM	Travel to Free Time										
3:50 - 5:00 PM	Free Time - Shooting Sports, Parade Field, Dungeoneering, and Handicraft are Open										
5:00 - 5:30 PM	Travel Time, Get Ready for Barbecue										
5:30 - 6:30 PM	Barbecue at Amphitheatre, Check Admin for your Patrol's Arrival Time										
6:30-6:45 PM	Get Ready for Evening Colors										
6:45-7:00 PM	Evening Colors										
7:00-7:45 PM	Hike to Outpost Locations										
7:45-9:30 PM	Outpost Program Including: Safety Orientation, Meet & Greet, Songs & Skits, S'Mores, and Star Party!										
9:30 PM	Taps - All Quiet										

FRIDAY - Competition Day!

Time	Handicraft	BB1	Pool	Scout Skills	Dungeoneering	Nature	BB2	Sports	Entertainer	Archery	Hike
7:00 AM	Reveille, Hike back to camp										
7:30 AM	Waiter Call										
7:45 AM	Morning Colors Pajama Party!										
8:00 - 8:30 AM	Breakfast										
8:30 - 9:00 AM	Clean Up / Get Ready for a Fun Day of Activities and Competitions,										
9:00 - 9:10 AM	Travel Time to First Session										
9:10 - 10:20 AM	9, 19	10, 20	1, 11	2, 12		3, 13	4, 14	5, 15	6, 16	7, 17	8, 18
9:30 - 10:15 AM	Adult Leader Meeting in the Dining Hall										
10:20-10:30 AM	Travel to Second Session										
10:30 - 11:40 AM	10, 20	1, 11	2, 12		3, 13	4, 14	5, 15	6, 16	7, 17	8, 18	9, 19
11:45 AM	Waiter Call Pick Up Picnic Lunches from the Dining Hall, Have a Picnic Anywhere in Camp!										
12:00 - 12:30 PM	Lunch Packout picnic										
12:30 - 1:00 PM	Rest Period										
1:00-1:10 PM	Travel Time to Free Time										
1:10 - 2:30 PM	Free Time, All Areas Open										
2:30 - 2:40 PM	Get Ready for the Big Splash, Travel Time to the Pool										
2:40 - 3:30 PM	Campwide Big Splash at the Pool! Come cheer on your patrol members and leaders!										
3:30 - 5:20 PM	Competition time! See posted schedule for events, locations and times.										
5:20 - 5:30 PM	Travel Time, Get Ready for Dinner and Evening Flags										
5:30 PM	Waiter Call										
5:45 PM	Evening Colors										
6:00 - 6:30 PM	Dinner										

6:30 - 7:20 PM	Patrol Time, Get Ready for Competition Night and Closing Campfire
7:20 - 7:30 PM	Travel Time, Patrol Pals Guide Patrols to Amphitheatre
7:30 - 9:15 PM	Competition Night and Closing Campfire
9:30 PM	Taps - All Quiet

SATURDAY - Return Home

Time	Task
7:00 AM	Reveille
7:30 AM	Waiter Call
7:45 AM	Morning Colors
8:00 - 8:30 AM	Breakfast
8:30 - 10:00 AM	Campers Pack Up and Check Out at the Camp Office, Trading Post Open from 8:30 - 9:30 AM

Adventure Camp History

<u>Year</u>	<u>Theme</u>
1985	Scouting's 75th Anniversary
1986	Huck Finn
1987	King Arthur
1988	Olympics
1989	Space
1990	49'ers
1991	Medieval
1992	Tall Tales
1993	Space
1994	Knights of the Round Table
1995	Never Land (Pirates)
1996	Wild West
1997	Adventures in Space
1998	Knights of the Roundtable
1999	Treasure Island (Pirates)
2000	Indiana Jones the Adventure Continues...
2001	Mission 2001 (Space)
2002	Ranches of the West (Western)
2003	Adventures on the High Sea (Treasure Island)
2004	Knights of the Longtable (Medieval Adventures)
2005	75 Years on the Adventure Trail (Cub Scout 75th Anniversary)
2006	Space: Mission 2006 "GO Flight"
2007	Wild! Wild! West
2008	Dead Men Tell No Tales (Pirates)
2009	25 Years of Magic (Medieval)
2010	B.S.A. Jones (Adventure)
2011	Space 2011 (Space)
2012	Western Diamond "R" Camp (Western)
2013	Pirates of Royaneh (Pirates)
2014	Knight of Royaneh (Medieval)
2015	Back to Basics (Adventure)
2016	Go Flight (Space)
2017	Western Trail (Western)
2018	Pirates of the Carabiner (Pirates)
2019	Knights and Dragons (Medieval)
2020	COVID-19 year - No camps were open
2021	No Camp - The adventure will continue...
2022	Choose Your Adventure (High Seas)
2023	Conquer the Adventure (Vikings and Dragons)
2024	Discover the Adventure (Exploration and Adventure)