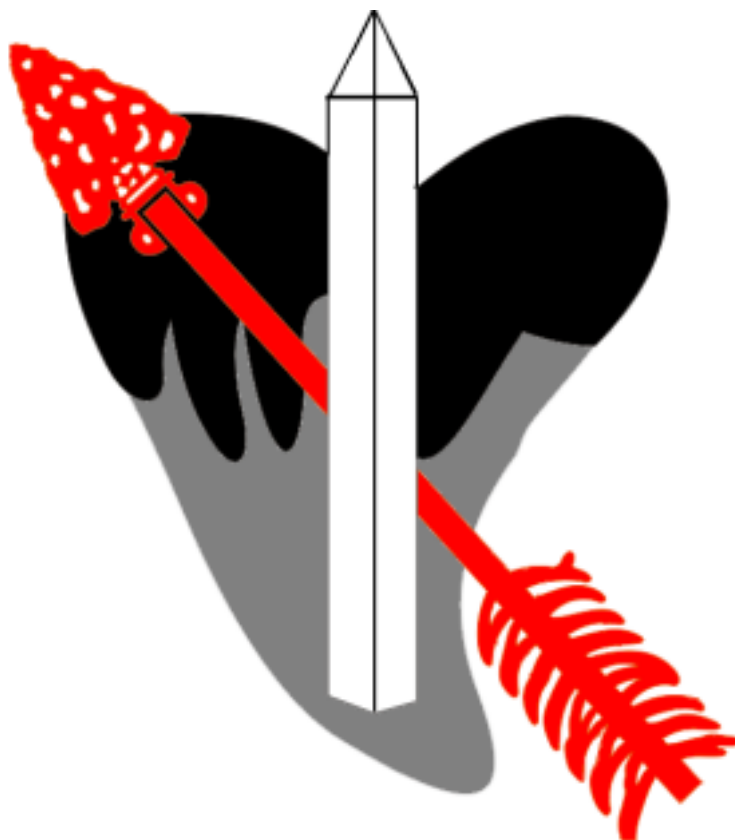


Live Where to Go Camping Guide



National Capital Area Council

Amangamek-Wipit Lodge #470

Order of the Arrow



Camping Promotions Committee

May 2024

Committee Chair: Carter Cooper

Advisor: Dr. Kolter



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Cover Letters

A. Letter From the Chief

Fellow Campers,

On behalf of the Amangamek-Wipit Lodge of the National Capital Area Council, I thank you for choosing to use this Where to Go Camping Guide. As scouting's National Honors Society with a focus on camping, the Order of the Arrow's goal is to serve you. We have worked to update and maintain this guide to help you choose the best locations to go camping!

The purpose of this guide is not just to share camping locations in DC, Maryland, Virginia, Delaware, Pennsylvania, and the US Virgin Islands but to provide you with materials to help you plan and succeed. We will continue to update this guide regularly. Please feel free to share any suggestions with camping@wipit470.org. Happy camping!

Yours in Scouting,
Sophie Schell
68th Amangamek-Wipit Lodge Chief
National Capital Area Council



B. Letter From the Camping Promotions Chair

Hello!

This Guide is written for all Troops, Packs, Crews, and Ships to be an invaluable resource in planning your next Camping trip. Camping is the way we put our scouting skills to use and build valuable lifelong memories for our scouts. As Leaders, We have the **obligation** to make sure that every youth gets the most out of scouting. Use this guide as a resource at your PLC's and Yearly Planings to give your scouts plenty of ideas and options for their events. I wish your Unit the best of luck this year and encourage you to ensure your Unit gets the Journey to Excellence Award this year.

In Cheerful Service,
Carter Cooper
Camping Promotions Chair 2023-24
Amangamek-Wipit Lodge #470

2. Council Camps

A. Scouts BSA Camps

I. Camp Bowman

Camp Bowman is a week-long resident summer camp with an emphasis on the Patrol Method. Units who attend Camp Bowman will take part in the Patrol Cooking program, creating the opportunity for Scouts to apply their new and



developing scout skills. By working together to cook each meal and care for the campsite, Camp Bowman units see growth in scout independence and teamwork. Camp Bowman offers camping for 300, and includes program areas for outdoor skills, shooting sports, aquatics, crafts, and more. Camp Bowman also supports the Goshen Scout Reservation's older scout program – The Goshen Vets. Learn more about Camp Bowman at www.gotogoshen.org/bowman.



II. Camp Marriott

Camp Marriott offers a large variety of merit badge programs in areas including aquatics, ecology, outdoor skills, shooting sports, and eagle advancement. With an emphasis on vocational and trade skills, "The Guild" hosts classes in metal working, welding, automotive maintenance. Camp Marriott offers camping for 300 and offers patrol cooking and "heater stack" dining methods. The use of the patrol method in dining options promotes active team building and teaches scouts effective group communication and time management, all while learning how to cook! Camp Marriott is also home to Goshen Scout Reservation's Provisional Camping program for individual scouts. Learn more about Camp Marriott at www.gotogoshen.org/marriott.

III. Camp Olmstead



Camp Olmsted is a center for STEM, hosting the "Tech Center" with programs including robotics, animation, and design. Olmsted also offers wide variety of programs in aquatics, ecology, outdoor skills, shooting sports, and crafts. Camp Olmsted also hosts "Reservation Wide Programs" for all Scouts BSA Camps at the Goshen Scout Reservation, including ATV Riding, COPE (Challenging Outdoor Personal Experience), and Climbing. Units at

Olmsted enjoy meals prepared in the Forster Dining Hall and take part in a dynamic "dining hall program." Camp Olmsted offers camping for 400 and is the largest camp at the Goshen Scout Reservation. Learn more about Camp Olmsted at www.gotogoshen.org/olmsted.



IV. Provisional Camping

Not able to attend summer camp with your unit? Look no further than Provisional Camping at the Goshen Scout Reservation! Provisional scouts have full access to summer camp programs at GSR's Camp Marriott and are joined by other provisional scouts from all around the world. Learn more about the Provisional Camping Program and Camp Marriott at www.gotogoshen.org/provisional.



V. Camp Catoctin



Camp Catoctin BSA (formerly Scout Camp at Airy) is an entirely volunteer-run BSA resident camp operating for one week a year in Thurmont, Maryland. It is staffed almost exclusively by scouters from the Francis Scott Key district in the National Capital Area Council. While we offer the standard fare you may find in many other camps (First Year Camper program, shooting sports, scoutcraft, aquatics), we excel in offering unusual merit badge programs driven by an experienced cadre of subject matter experts. In recent years we have offered Chemistry, Nuclear Science, Exploration, Search and Rescue, and Insect Study, to name a few.

VI. Camp Snyder Scout Specialty Weeks

Join us at Camp Snyder for the 4th year of our Scouts BSA Program! In 2023 Scouts



earned over 700 Merit Badges during this amazing camp. Camp Snyder has awesome facilities. Among those are our Woodshop, our STEM facility, swimming pool, archery and air rifle ranges, as well as the Scouterhorn climbing tower. We have created our Scouts BSA Specialty program with all the activities Scouts expect from a summer camp. Want to earn your Woodworking Merit Badge? Want to learn about Drones or spend some time in our STEM lab. Do you need to learn basic Scouting skills to advance in rank, like how to start a fire, prepare an outdoor meal or safely use a knife and axe. Come out and spend a week of your summer with us. Have newly bridged scouts looking for rank advancement skills training and knowledge instruction for obtaining Tenderfoot, Second Class and First Class ranks try our Green Bar Bill Program. It's Perfect for new Scouts!

B. Council Cub Scout Camps

I. Camp Ross (Goshen Scout Reservation)

Camp Ross is one of the only weeklong resident camping programs for rising Webelos and rising Arrow of Light Scouts! With the goal to give scouts "a great week and an introduction to scouting," Camp Ross serves as a steppingstone into the Scouts BSA program and future scouting experiences. Camp Ross offers camping for 300 and supports programs in nature, outdoor skills, crafts, shooting sports, and aquatics (including a water trampoline!). Units at Camp Ross enjoy meals from the Dining Hall and participate in camp songs and celebrations with the staff. Learn more about Camp Ross at www.gotogoshen.org/ross.



II. Camp William B. Snyder



Want to come to camp but don't have lots of time? Weekend Resident Camp is the perfect overnight camping program for you! Get all the elements of Summer Camp in a high intensity fun filled weekend. Come in on Thursday night, get your campsite set up and your swim tests out of the way to make more time for Friday fun!



Sleep in a tent, eat in the dining hall, enjoy lots of great programs and experience a great campfire program. The fun is non-stop from morning until night. Sessions run from Thursday at 6:30pm to Sunday at 9:00am, and feature 3 nights of overnight camping. Meals are provided from Friday breakfast through Sunday continental breakfast. Camp Snyder features multiple great activities for cubs such as; Archery, bb range, pool, boating, the big dig, the ship, nature, handicraft, and field games.

C. Older Scouts BSA (14+)/Venturing/Sea Scouts

I. Lenhok'sin High Adventure at Goshen Scout Reservation

Lenhok'sin High Adventure offers backpacking and canoeing trek programs for units and older scouts. Based on a "plan your own adventure" structure, Lenhok'sin's customizable Backpacking Trek and 61-mile James River Canoe Trek serve as a preparation opportunity for units who may be aspiring to attend a National High Adventure Base, such as Philmont or Northern Tier, in the future. Lenhok'sin backpacking units also take part in other high adventure activities including caving, black powder rifle shooting, blacksmithing, stand-up paddle boarding, and more! Learn more about Lenhok'sin High



Adventure at



www.gotogoshen.org/lenhoksin

II. GOAT Goshen OA Trail Crew

Amangamek-Wipit Lodge #470 has pursued a number of opportunities to educate Order youth about the benefits of outdoor recreation and environmental stewardship as well as to provide service to its Council camps at Goshen Scout Reservation. The lodge formed its first Goshen Order of the Arrow Trail Crew (GOAT) in June 2002 to take advantage of such



opportunities. "GOAT" as it is called in our lodge is modeled after the



Philmont OA Trail Crew program that has been in operation for many summers.

The GOAT Program offers an innovative leadership and high adventure opportunity. The program challenges older Order youth and adults to experience, firsthand, the interrelationship between outdoor

recreation and environmental stewardship. The Trail Crew Program combines the spirit of adventure with an interactive backcountry program into a two-week experience.

Specific benefits the Goshen Order of the Arrow Trail Program provides any participant are:

- Applying practical backcountry skills in direct support of our Council camps
- Learning to cooperate and to work in unity toward environmental stewardship
- Enhancing one's understanding of the Order of the Arrow
- Experiencing fun and inner satisfaction from a unique high adventure experience

High Adventure & Outdoor Ethics

Amangamek-Wipit Lodge will form one or more GOAT crews of six (6) to eight (8) Order youth per crew, aged 14 and older, and two (2) adult advisers per crew.



Week One

After crew selection and formation, two adult crew overseers will accompany the crew(s) to Camp Baird on one of the start dates. From Monday through Friday, the GOAT Crew will interact with various trainers on topics related to outdoor ethics and backcountry conservation so that the youth crew may apply these newly learned skills across the entire breadth of the Lenhok'sin Trail system. (Second crew is Tuesday through Friday.)

The GOAT Crew will be introduced to Goshen's newest COPE [Challenging Outdoor Personal Experience] course that helps youth to plan, organize, and



lead outdoor adventure activities. In addition, crew members can expect to be exposed to advanced outdoor skills, techniques and strategies. Examples of such skills include: Search and Rescue (SAR), fire suppression and back country risk management. Also, each participant may earn certification in Leave No Trace (LNT) ethics.

Week Two

From a variety of program options, not otherwise offered to units attending Lenhok'sin, the youth crew will design a high adventure experience for themselves. On Monday, the GOAT Crew will depart Camp Baird for their multi-day trail adventure. Throughout the two weeks, the participants will gain a deeper understanding of the traditions within the Order of the Arrow. (Second crew ends on Thursday.)

Program Cost

Order of the Arrow members selected as GOAT Crew participants pay a total program cost of \$200. This amount covers the costs for the fourteen (14) day high adventure experience at Goshen. Campships are available.

III. Camp Staff

Every year, BSA Councils employ lots of highly motivated individuals to participate in the experience of a lifetime! Camp jobs offer invaluable opportunities for growth, leadership, training, and skill building that can't be done anywhere else. Imagine the best summer job:

- Live and work in the great outdoors!
- Meet new people and make new friends.
- Develop leadership skills.
- Become more confident in your abilities.
- Become the role model you once looked up to.
- Give back to the scouting community.

Learn more about how you can become a Camp Staff Member at:

Goshen Scout Reservation Staff: www.gotogoshen.org/staff

Camp William B. Snyder: <https://www.gotosnyder.org/work-volunteer/summer-camp-staff/>



3. Cub Weekend Camping

A. Approved Campsites

Packs can conduct overnight campouts. A pack overnight campout can be a great way to get to know the families in the pack and to work on outdoor adventures. Packs may not conduct campouts longer than overnight. The location is a site that is approved by the local council. In order to conduct a pack overnight campout at least one registered adult leader who is attending the campout must complete Basic Adult Leader Outdoor Orientation (BALOO) training. Use the Link to view where the council currently allows cub camping

<https://www.ncacbsa.org/approved-camp-sites/>



4. Scout Weekend Camping

A. Scout Camping In Virginia

Prince William Forest Park

18277 Park Entrance Rd, Triangle, VA 22172 - Phone: (703) 221-7181

Prince William Forest Park is an oasis, a respite of quiet and calm. In 1936, Chopawamsic Recreation Area opened its gates to house children's 'relief' camps during the Great Depression. Renamed Prince William Forest Park in 1948, these fragrant woods and trickling streams have welcomed generations of campers, hikers, bikers and nature lovers. Discover Northern Virginia's best kept

secret!



Shenandoah Valley Campground

476 Bald Rock Road Verona, Va. 24482 – Phone: (540) 248-CAMP (2267)

Nestled within a 1½ mile horseshoe bend of Middle River, Shenandoah Valley Campground is the only campground in Virginia with a spectacular Waterfall and four 6-person Indoor Hot Tubs. We offer FREE Wi-Fi, River Tubing, Wading, and Trout and Bass Fishing in the River as well as Trout and Bass Fishing in our Well Stocked Weed Free Lake. We have a Huge Pool and a



Kiddie Pool, 18 Hole Mini Golf, Game Room and Two Playgrounds. Click on the links on the left of this page for information on our Activities and Special Events. Be greeted by our Tame Bunnies and Squirrels on your way to The Cafe for a Pizza, Hand Pulled Pork Barbecue, and Hand Dipped Hershey's Ice Cream. Pitch Horseshoes or Corn Hole, play Basketball or Sand Volleyball or cool off under the refreshing Waterfall. On summer nights sing Karaoke (Fridays) and dance to our DJ (Saturdays). We offer Large Shaded Pull Thrus and Shaded Back-ins along The River. Full Hookups as well as Satellite TV Hookups are available. Our Heated/AC Camping Cabins offer Cable Hookup, Porch Glider, Grill, Fire Ring and Deck. Our On-Site Rental Campers offer all the comforts of a camper without the investment.

Misty Mountain Camp Resort

56 Misty Mountain Rd, Greenwood, VA 22943 – Phone: (540) 456-6409

Misty Mountain Camp Resort offers a delightful, relaxing vacation at the foot of the Blue Ridge Mountains near historic Charlottesville, Virginia. Whether you're looking for a private getaway, a group gathering, or fun with the kids, Misty Mountain Camp Resort is sure to meet your needs. Our scenic 50-acre park provides private sites nestled in the trees and a large recreational building with banquet seating to accommodate any large group.

Explore nature trails, splash in our pool, sit by the creek, fish in our pond, play at several playgrounds, climb our hills, shoot hoops and spike the volleyball or pitch horseshoes, take a hayride, enjoy live music and dances, shop at the General Store, shoot pool and play video games, relax in solitude or join with new friends - the choice is yours and it's all at Misty Mountain Camp Resort!

Small Country Campground

4400 Byrd Mill Rd, Louisa, VA 23093 – Phone: (540) 967-2431

Located in the heart of Old Virginia, Small Country Campground is your gateway to the rich history of the Commonwealth of Virginia. While camping at this family-oriented RV & tent campground you'll be close to local vineyards and flea markets, fascinating historic attractions and towns, golf courses, and much more while camping in modern, full-service park near Louisa. Small Country Campground is family-owned and operated where family values are important. You'll find events for young



and old, spacious campsites and cabins, and friendly hosts. Stay for a weekend, month, or longer.

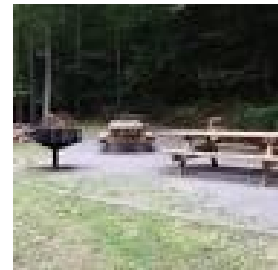
Hopper Creek Group Camp

725 HOPPER CREEK ROAD Natural Bridge Station, VA 24579 -

Phone: (540) 291-2188

<https://www.recreation.gov/camping/campgrounds/233164?tab=info>

The group camp can accommodate up to 50 people. It is designated for tent camping only, and tent pads are provided. The site is equipped with 12 picnic tables, a pedestal double grill, a large campfire circle and a vault toilet. Drinking water is not provided; campers must bring their own supply. Showers are available at nearby Cave Mountain Lake Recreation Area - at the beach bathhouse. A day use fee would apply to Hopper Creek campers entering Cave Mountain Lake.



A mowed, grassy area is available for games and organized activities. Hiking trails surround the area, offering everything from short walks in and around

Cave Mountain Lake Recreation Area to a full day hike along the nearby ridges.

Backpacking opportunities are also available on the nearby Appalachian National Scenic Trail, in the James River Face Wilderness or in the Thunder Ridge Wilderness.



The Campsite is about 20 minutes from Devil's Marble Yard, (pictured Left) a very good bouldering and Hiking experience. Perfect for the 1st class hiking requirement.

Brewer's Point Hike-in or Boat-in Primitive Campground



1632 Belle Isle Rd, Lancaster, VA 22503 - Phone (804) 462-5030

<https://dcr.virginia.gov/state-parks/belle-isle#camping>

This campground offers year-round primitive hike-in or boat-in tent camping. Motor vehicle access to these sites is not permitted for any reason. Campers must arrive by boat or hike in (1.5 miles from the closest parking area).



- Four sites, six people maximum per site.
- Site 1 has an elevated tent platform and gravel pad with a picnic table, fire pit, and lantern post.
- Site 2 has a large gravel tent pad with a picnic table, fire pit and lantern post.



- Sites 3 and 4 each have their own tent pad but share a common area with one fire ring, two picnic tables, a lantern post and a clothesline.
- There is one pit toilet but no showers.
- There is no electricity or potable water. Campers must bring water for drinking and cooking.
- All camping equipment must be set up within the wooden borders.
- Check-in is 4 p.m., and check-out is 1 p.m.
- The park has a few canoes that may be rented

overnight to access the campground. Weather conditions determine when these canoes are available for rent. Reserve one in advance by calling the park at 804-462-5030.

Sky Meadows State Park

11012 Edmonds Ln., Delaplane, VA 20144; Phone: 540-592-3556

https://www.dcr.virginia.gov/state-parks/sky-meadows#cabins_camping

Enjoy a unique and peaceful camping experience at Sky Meadows. The park offers year-round primitive hike-in tent camping nestled against the base of the Blue Ridge Mountains. Campers must hike Hadow Trail 1 mile with their gear from the overnight parking area to get to these campsites.



The campground is accessible by bike, but no vehicles are allowed near campsites. Reservations are required for group campsites and recommended for individual sites. Camping equipment must be placed within the perimeter of the designated campsite.

Rich in history, this park provides recreational offerings that engage visitors and help connect them with farming practices that formed its unique pastoral landscape. This 1,860-acre park has scenic views, woodlands and the rolling pastures of a historic farm that captures the colonial through modern life of the Crooked Run Valley. Nature and history programs are offered year-round.



Hiking, picnicking, fishing and primitive hike-in camping for families and groups are favorite activities in this peaceful getaway on the eastern side of the Blue Ridge Mountains. The park has 10.5 miles of bridle trails, 22 miles of hiking trails, 9 miles of bike trails and Appalachian Trail access.

Westmoreland State Park

145 Cliff Road, Montross, VA 22520 - Phone: 804-493-8821

https://www.dcr.virginia.gov/state-parks/westmoreland#cabins_camping

On the Potomac River's Northern Neck, this park offers many opportunities for family fun. It's listed on the National Register of Historic Places and has a bathhouse, meeting area, snack bar, camp store and power-boat ramp. You'll also find a visitor center, campgrounds, camping cabins, cabins, a playground, a fishing pier, boat rentals and 6 miles of trails. Fossil collectors enjoy hunting for ancient shark teeth along the Potomac. Offshore breakwaters are great for fishing. Birding enthusiasts find the park an excellent site for spotting American bald eagles, ospreys, kingfishers, great blue herons, common terns, green herons and gulls, as well as wintering waterfowl. Murphy Hall, atop Horse Head Cliffs, offers a superb view of the Potomac River. The hall accommodates up to 72 people for meetings and other gatherings. Amenities include audiovisual equipment, a warming kitchen for catered events and an executive board room.

Cabins



Between Memorial Day weekend and Labor Day, cabins are rented with a six-night minimum, beginning on Friday, Saturday or Sunday, depending on the cabin. This requirement is reduced to a four-night stay three months out and dropped to two nights in the last month before arrival. A two-night minimum stay is required for the rest of the year. Some cabins are open year-round and may be reserved up to 11 months in advance.

Camping



Camping is available from the first Friday in March until the first Monday in December. Check-in is 4 p.m., check-out is 1 p.m. From Feb. 15 to April 30, outdoor fires are prohibited from midnight to 4 p.m. unless a camp host is on duty. Propane and gas grills are allowed. Fire-rings cannot be used when outdoor fires are prohibited.

Lake Anna State Park

6800 Lawyers Rd., Spotsylvania, VA 22551 - Phone: 540-854-5503

https://www.dcr.virginia.gov/state-parks/lake-anna#cabins_camping

The park has a beach on one of Virginia's most popular lakes, a fishing pond accessible to children and the disabled, a bathhouse-concessions complex and a boat launch. Overnight stays are made possible by camping, six camping cabins, four yurts, two six-bedroom lodges and 10 two-bedroom cabins. Seven cabins and the lodges have views of the lake. With more than 15 miles of trails, the park offers many hiking, biking and horseback riding options. Visitor center exhibits trace the history of the area's gold mining and highlight the park's natural features. Nature and gold panning programs are popular, and the park offers guided tours of the Goodwin Gold Mine.

Note: Lake Anna State Park does not have traditional camping sites. They do have



cabins, Yurts, and RV Camp pads.

Smith Mountain Lake State Park

1235 State Park Rd., Huddleston, VA 24104 - Phone: 540-297-6066

https://www.dcr.virginia.gov/state-parks/smith-mountain-lake#cabins_camping

On the second largest freshwater lake in the state, this picturesque park is the water enthusiast's paradise. There are numerous water activities, including swimming, boat rentals, a boat ramp and a universally accessible fishing pier. Families can also enjoy picnicking, a visitor center, an amphitheater, special programs, camping, miles of trails and cabins with boat docks.

Camping

Camping is available from the first Friday in March through the first Monday of December. Reservations are strongly encouraged during prime season.



- All campsites have in-ground grills for cooking and campfires.
- Firewood is available for a small fee (sorry - no complimentary wood for campers). Do not bring firewood.
- One vehicle is permitted in the parking lot per tent site (Tent Std). Extra vehicles must park in overflow parking.
- Guests will find boat-trailer and additional parking at the overflow lot about 50 yards from the campground entrance. There's no electricity at the overflow lot.
- Visitors to overnight guests must pay to park vehicles in the parking lot, pay for any day use services and leave the park by 10 p.m.
- Fifty sites; all in the woods; no waterfront. Various equipment. Up to 50 feet (not all sites).
- Full-service bathhouse with hot showers and wash sink for dishes.
- All sites have a picnic table, fire ring grill and a post for a lantern.
- A dump station is available free of charge for campers who stay in the park; non-overnight guests must pay a small fee to use the dump station (please pay at the Visitor Center and show the receipt to Camp Host).
- Generators are prohibited at all times.

Site type: Tent Std - Tents only. No water and electricity. RVs, pop-up trailers, truck



campers, vans and anything else not specifically a tent and vans are not allowed on tent sites. All sites have a small gravel surface. The area has only a general parking lot, no parking at each site, and only one vehicle is allowed per site in the parking lot. No boats or trailers are allowed in the tent site parking area. Tent campers with boats must park their boats in the overflow parking area at the entrance to the campground. Bathhouses are available.

B. Scout Camping In Maryland/DC

Rocky Gap State Park

12500 Pleasant Valley Road Flintstone, MD 21530

- Phone: 301-722-1480

<https://dnr.maryland.gov/publiclands/Pages/western/RockyGap/Overnight-Accommodations.aspx>

Rocky Gap State Park is located in Western Maryland's Allegany County. The park encompasses over 3,000 acres of public land for visitors to enjoy. Rugged mountains surround the park. The 243-acre Lake Habeeb is known for having the "bluest water in the state." The lake is fed by Rocky Gap Run, which winds its way through an impressive mile-long gorge, displaying sheer cliffs, overlooks and a hemlock forest dense with rhododendron and mountain laurel. Overlooking the lake is Evitts Mountain, named for one of the first European settlers in Allegany County.



Camping info:

Rocky Gap Campground offers 278 individual campsites (including 30 equipped with 30 amp electric hook-ups, mini cabin and yurt Options), a family group site and two youth group camping areas. The campground also features a dump station, bathhouses with hot water in each loop, the Scales & Tales Aviary, canoe/kayak/SUP board rentals (Memorial Day weekend to Labor Day), a nature center, a private swimming beach, a playground, trail access, Snack Shack and a camp store.. Check-in for campsites is 3 p.m. and check-out is 1 p.m. The family group site offers space for up to 40 people to camp together. The group site includes a two-story mini cabin with electric, as well as six 30 amp electric hookups and a group fire ring. Bathhouses are located in the adjacent camp loops.



Fort Frederick State Park

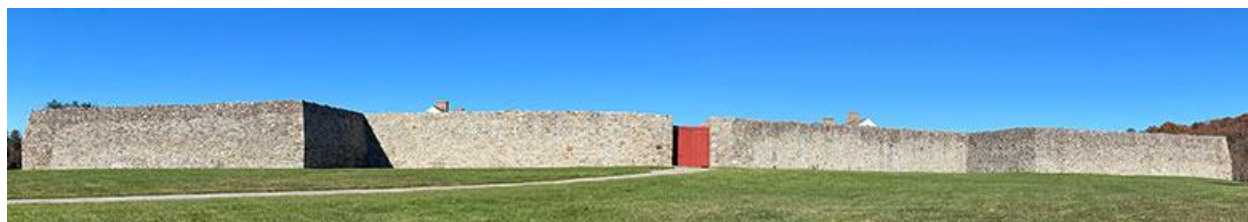
11100 Fort Frederick Road Big Pool MD 21711 - Phone 301-842-2155

<https://dnr.maryland.gov/publiclands/Pages/western/FortFrederick/Camping.aspx>

The centerpiece of the Fort Frederick State Park is the only stone fort built by a British colony during the French and Indian War. In its three century history the fort has seen activity in four military conflicts, is one of Maryland first state parks, and was a Civilian Conservation Corps camp in the 1930's. Built in 1756, the fort's stone wall and two barracks have been restored to their 1758 appearance.



Historical exhibits telling the many stories of the park are located in the visitor center, fort barracks, and Civilian Conservation Corps (CCC) Museum. The fort barracks are open Thursday to Monday from Memorial Day to Labor Day and on the weekends in the spring and fall, when staff and volunteers dressed in period clothing occupy the fort, demonstrating daily life during the French and Indian War. Group tours are available seasonally. The 585-acre park borders the Potomac River and the Chesapeake and Ohio Canal National Historical Park passes through the park. The park also features a boat launch, flat water canoeing, campsites, camp store, hiking trails, a picnic area with a large pavilion and a playground.



Camping Info:

Family and youth group camping are available along the Potomac River. post.

- Portable toilets are located in the campground the first Saturday in May to the first Sunday in November. A comfort station with flush toilets and rinse off stations is available near the parking lot for the fort.
- There is no potable water in the campground. Potable water and a dumpster for campsite



guests are located near the railroad tracks, 3/5 of a mile from the campground.

- Tent camping is available the first Saturday in May to the first Sunday in November. Self-contained camping units may camp year round. (The campground is closed during Market Fair in April. Call the park for dates (301) 842-2155.)
- Most campsites can be reserved from May through October. You can reserve a campsite through <https://parkreservations.maryland.gov/> or by calling 1-888-432-CAMP. Unreserved sites are available on a first come, first served basis.
- Check in for family campsite guests is 3 p.m. and check out is 1 p.m.

Hart-Miller Island State Park

2813 Jerusalem Rd. P.O. Box 480 Kingsville, MD 21087 - Phone: 410-477-0757

<https://dnr.maryland.gov/publiclands/Pages/central/HartMiller/Camping.aspx>

Accessible only by personal boat

All gear must be rowed in

(Makes for a fun memorable campout)

Hart-Miller Island is a 1,100-acre island located in Baltimore County on the Chesapeake Bay near the mouth of Middle River and is a must see for those who want to get away from it all. The island was originally part of a peninsula that extended from



Edgemere, Maryland. The two islands, Hart and Miller, were joined by the construction of a dike in 1981, and until 2009, the impoundment was filled with dredge material from Baltimore Harbor, eventually creating Hart-Miller island. In recent years, Hart-Miller Island has become a haven for boaters in the northern Chesapeake Bay, providing the public opportunities to encounter many different species of plants, insects and wildlife along with other fun recreational activities. Camping is available from May 1-September 30.

Camping Info:

Hart-Miller Island State Park offers 22 campsites available on a first come, first serve basis:



- 6 sites in the main camping area on Hart-Miller Island
- 11 sites at Hawk Cove
- 5 sites on Pleasure Island

All sites have a picnic table, lantern post and campfire grill.

Campfires may only be built in the fire rings provided.

Registration Fee

\$6.00 per site/per night will be collected after you set up

Susquehanna State Park

4122 Wilkinson Road Havre de Grace, MD 21078

<https://dnr.maryland.gov/publiclands/Pages/central/Susquehanna/Camping.aspx>

Located along the Susquehanna River valley with its heavy forest cover and rocky terrain, Susquehanna State Park offers a wide variety of outdoor recreational opportunities. The park is home to some of the most popular mountain biking trails in Maryland and the river itself beckons fishermen and boaters alike.

Susquehanna State Park also contains a family-friendly campground with traditional campsites and cabins. History buffs will be

drawn to the restored Rock Run Historic Area with its working gristmill, Carter-Archer Mansion, Jersey Toll House and the remains of the Susquehanna & Tidewater Canal.

The river offers excellent fishing opportunities, including pike, perch, and bass for shoreline anglers or boating anglers who launch from the Lapidum Boat Ramp.



Camping Info:

The Susquehanna State Park campground contains two loops with a total of 69 sites, six of which are electric, and six camper cabins. Each loop has its own comfort station with hot showers.

Campground Rules and Reservations:

- The campground is open April through the last weekend in October.
- Pets are allowed in all areas of Susquehanna State Park, including the campground and cabins, but must remain on a leash.



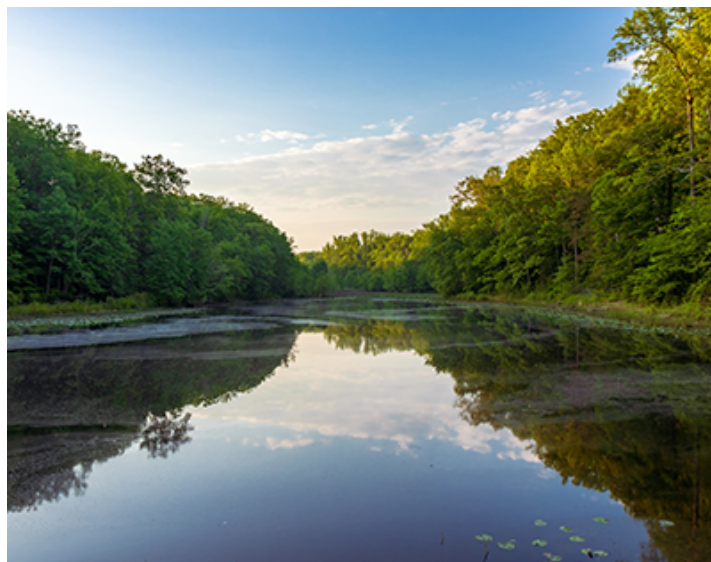
- Reservations are highly recommended for weekend camping.
- Senior citizens with a Golden Age Pass receive discounts Sunday through Thursday.
- Camping seasons and camping and shelter service charges.

Cedarville State Forest

10201 Bee Oak Road Brandywine, MD 20613 - Phone: 1-888-432-2267

<https://dnr.maryland.gov/publiclands/Pages/southern/cedarville.aspx>

Located at the headwaters of Maryland's largest freshwater swamp, the Zekiah, Cedarville State Forest invites exploration and adventure of its diverse natural, recreation and historic features. Hikers, mountain bikers and equestrians can enjoy over 19 miles of trails. Over 50 species of trees thrive in an actively managed 3,707-acre forest, demonstrating an array of beneficial and experimental forestry practices. Cedarville State Forest uniquely showcases the full array of natural resource protection and management techniques utilized by the Maryland Department of Natural Resources. Fishery scientists, wildlife biologists, foresters and park rangers work together to preserve, protect and manage all of the natural resources in Cedarville State Forest.



Using Google for Directions to the

Forest Visitors are advised not to follow directions to Cedarville State Forest using Google Maps.

Camping Info:

Cedarville State Forest's Campground is open from April to October. Reservations can be made by calling 1-888-432-2267, 9 a.m. - 5 p.m. Monday through Friday. Online reservations can be made at parkreservations.maryland.gov, 24 hours a day/ 7 days a week.

Wye Island Natural Resources Management Area

632 Wye Island Road Queenstown, MD 21658 - Phone: 410-827-7577



<https://dnr.maryland.gov/publiclands/Pages/eastern/wyeisland.aspx>

Wye Island Natural Resources Management Area is located in the tidal recesses of the Chesapeake Bay between the Wye River and the Wye East River. Of Wye Island's 2,800 acres, 2,450 are managed by the Maryland Park Service for resource management, recreation and agriculture. A major emphasis at Wye Island is providing suitable habitat for wintering



waterfowl populations and other native wildlife. A primary resource management objective at Wye Island is the stabilization of the 30 miles of ever-eroding shoreline. These efforts are accomplished through a partnership between the department and numerous environmental advocacy groups, such as the Chesapeake Bay Trust, schools and **scout groups**. ← Good Service project idea

Camping Info:

Youth Group Camping is available at Wye Island on two primitive campsites.

Dividing Creek and Solo Cove Youth Group sites each hold a maximum of 40 people.

Primitive restroom facilities (pit toilets) are available

Canoes and Kayaks are available for rent. Please call 410-827-7577 for reservation availability.

C. Scout Camping in United States Virgin Islands

Camp Howard M. Wall

BSA Scout Camp, Christiansted, St Croix 00820, U.S. Virgin Islands - Phone +1 340-474-0203

<https://www.ncacbsa.org/camp-wall/>



Located on the big island of St. Croix, Camp Howard M. Wall, locally known as Camp Wall is our very little slice of paradise in the US Virgin Islands open year-round. Camp Wall is 17 acres of wide-open land with beachfront access, beautiful sunrises and endless island time living opportunities. As part of the National Capital Area Council Family since 2012, Camp Wall can also be your home away from home while you're away. No passport? Not a problem, we are a U.S. Territory and U.S. Citizens can come visit our beautiful islands which include St. Thomas, St. John



Where t



and St. Croix. St. Croix is just a two and a half hour plane ride from Miami.

Of all the islands, St. Croix is the most laid back, so it's the perfect destination for your unit's next big trip. Looking for a fun filled vacation, though? Well, you've come to the right place once again, St. Croix has enough activities to keep your group moving all day and night if you'd like. From a long weekend to an adventure packed week, Camp Wall can be your units home base for camping, cooking and relaxing with ease, while the rest of your trip can be spent exploring. For your next trip think outside the box, come to Camp Howard M. Wall and adventure Island Style.

Cinnamon Bay Campground

US National Park, St John 00830, U.S. Virgin Islands - Phone: 340-714-7144

<https://www.cinnamonbayvi.com/>

Cinnamon Bay Beach & Campground is located on the beautiful island of St. John in the US Virgin Islands National Park. We offer overnight accommodations, restaurant, beach rentals and activities. Disconnect from the world so you can reconnect with what matters most at Cinnamon Bay Beach & Campground.

Natural beauty abounds at this peaceful beachfront accommodation nestled within the stunning Virgin Islands National Park. Cinnamon Bay offers guests the chance to escape from schedules, cell phones, and distractions, allowing you to truly relax, to nourish your soul, and to fully connect with your loved ones as you create memories to last a lifetime.

Located on the gorgeous North Shore of St John, experience overnight camping from bare sites to eco-tents to cottages with direct access to Cinnamon Bay Beach. Breakfast and dinner are served daily at the onsite restaurant, the Rain Tree Cafe. Lunch is served along with cold beverages and ice cream at our food truck. Watersport rentals are available for snorkel gear, paddle boards, kayaks and beach chairs. Art classes, yoga, watersport lessons, guided hikes and other activities provide endless opportunities to explore Cinnamon Bay and St John.

Camping Info:

<https://www.cinnamonbayvi.com/stay>

Bare site rentals include a wood platform with rain cover, picnic table and charcoal grill. No bedding, cookware or towels are provided. You must provide your own tent, sleep gear and cooking gear. Those items are available to rent but must be reserved in advance due to limited quantity. For your safety, guests cannot sleep in hammocks or open on platforms. . Bare sites sleep 2 adults and 2 kids max.



Bare site with tent rental includes a 4 person sized tent with comfort kit including one sleeping pad, sheet, pillow, pillow case, bath towel and wash cloth per person.

You can add a cooking kit for an additional fee (includes cooler, pot, pan, cooking utensils, plates, bowls, cups and eating utensils and two burner propane cooktop)

D. Scout Camping trips in other states/councils

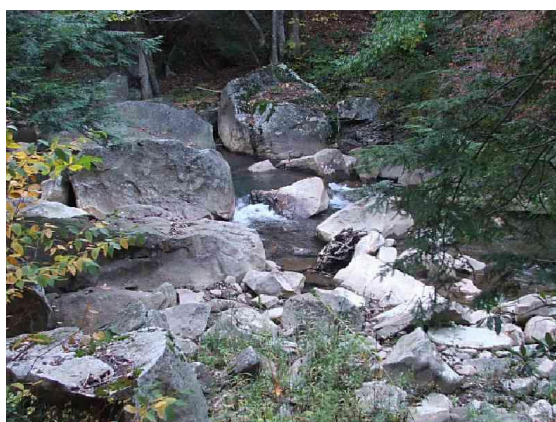
I. West Virginia

Abrams Creek Campground and Retreat

166 Abrams Creek Dr. Elk Garden, WV 26717

Phone(s): 304-825-3555 304-446-5383

<https://www.abramscreek.com/accommodations-camp.html>



Abrams Creek Campground and Retreat brings you as close as possible to pristine nature. Tent sites are generously sized, spaced well apart, shaded, and on soft natural earth. Cabins are secluded and set into the forest. Even at full capacity, there is no sense of crowding. You are never far from our wild, whitewater stream. In some places, it is a constant source of energy and playfulness; in other places, it is peaceful and calming, inviting you to soak in its beauty. The forest offers a vast

array of plants, and signs of wildlife are everywhere.

We are not only a business, but also serve as an anchor for others who want to live more simply and close to the earth. The concept of rural revitalization means reinventing rural life so that it is economically sound, intellectually stimulating, and emotionally satisfying. Ask any of our staff if you would like to learn more about this.

Camping Info:



<https://www.abramscreek.com/accommodations-camp.html>



II. Pennsylvania

Bald Eagle State Forest

18865 Old Turnpike Road Millmont, PA 17845 - Phone: 570-922-3344

<https://www.dcnr.pa.gov/StateForests/FindAForest/BaldEagle/Pages/default.aspx>



The Forest is comprised of nearly 200,000 acres offering a wide variety of recreational activities and game species, including deer, bear, wild turkey and other small game. Thirteen streams totaling 47 miles are stocked. Hundreds of miles of trails and roads to explore. The district office is located in Laurelton. Always let someone know when and where you will be hiking. Leave no trace of your activities. State parks and forest district office

provide maps and self guiding brochures. Trails within the forest are open to mountain biking. Most trails are kept clear over the summer. It is recommended you contact the district office to find out which trails are better for riding. Trails within the forest are open to horseback riding. Contact the district office for trail maps. Primitive campers spending no more than one night at a campsite typically do not need a camping permit, with certain exceptions. Contact the local forest district office for camping permit information.

Elk State Forest

258 Sizerville Road Emporium, PA 15834 - Phone: 814-486-3353

<https://www.dcnr.pa.gov/StateForests/FindAForest/Elk/Pages/default.aspx>

Located principally in Elk and Cameron counties, Elk State Forest, comprised of 200,000 acres, is open to primitive camping, licensed hunting and fishing, and offers opportunities for hiking, mountain biking, horseback riding and wildlife viewing. Primitive camping is overnight camping where all equipment is transported in limited



When



trips by non motorized vehicle methods and where a motorized vehicle is not located near or part of the camping experience. Primitive campers spending no more than one night at a campsite typically do not need a camping permit, with certain exceptions. Primitive camping is carry in, carry out. All trails are open to hiking, mountain biking and horseback riding, unless posted closed. All trails with brochures are painted and cleared yearly. Contact the district office to find out which trails are best suited for your activity, for trail maps or self-guiding brochures and for camping permit information.

III. Delaware

Killens Pond State Park

5025 Killens Pond Rd, Felton, DE 19943 - Phone: (302) 284-3412

<https://delawarestateparks.reserveamerica.com/camping/killens-pond-state-park/r/campgroundDetails.do?contractCode=DE&parkId=360118>



Named for its centerpiece, the 66-acre Killens Pond, this state park features a waterpark, various watercraft rentals and the popular Pondsides Loop Trail. The Lenape people once lived here, and the pond was created when the Murderkill River was dammed to power grist and sawmills. It is now home to a variety of

fish, including bass, crappie and sunfish. The new state-of-the art elevated boardwalk allows pedestrians and bikers a safe passage along Killens Pond Road while benches and bump outs allow for wildlife watching and fishing. Kayakers and boaters can launch from the boat launch at the far end of the walkway. The waterpark features four tall slides, a main pool and baby pool, and a tot lot. The campground provides a reprieve in the woods and Delaware's State tree, the American Holly, is plentiful. Visitors to the park's nature center can see live animal exhibits that feature native reptiles and amphibians. The Pileated Woodpecker, Prothonotary Warbler and Barred Owl can often be heard in the woods at the park.

5. Venturing/Sea Scouts Adventure





A. Adventure In Virginia

Devils Marbleyard

*Petites Gap Rd, Natural Bridge Station, VA 24579
(parking approximately 1 mile in)*

Located in the Jefferson National Forest, Devils Marbleyard is an amazing Bouldering Climb located in Natural Bridge Virginia. There are multiple trails, but the Belfast trail leads you to the rockface. You can either hike up the steep trail or go bouldering up the rocks. If you go even further you can connect to the Appalachian Trail.

Camping:

Camping On the trail is possible, be sure to follow all of the national forest services rules on camping. There are the remnants of old BSA Camp Powhatan from the 40s and there are old foundation platforms to camp on. The camp has since moved to Hiwassee VA.

Hopper Creek Group Camp

725 HOPPER CREEK ROAD Natural Bridge Station, VA 24579 - Phone:
(540) 291-2188

<https://www.recreation.gov/camping/campgrounds/233164?tab=info>

The group camp can accommodate up to 50 people. It is designated for tent camping only, and tent pads are provided. The site is equipped with 12 picnic tables, a pedestal double grill, a large campfire circle and a vault toilet.

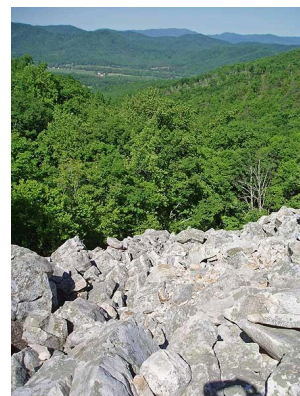
Drinking water is not provided; campers must bring their own supply.

Showers are available at nearby Cave Mountain Lake Recreation Area - at the beach bathhouse. A day use fee would apply to Hopper Creek campers entering Cave Mountain Lake.

About 20 mins away from Devil's marble yard

Appalachian Trail (in Virginia)

Backpacking is great for any crew looking to put their legs to good use, The AT is 2,197.4 miles long so there is plenty of opportunity to hike and camp here, whether that be a weekend or a week its a great experience. Virginia contains 550.3 miles of the trail





B. Adventure In Maryland/DC



Appalachian Trail (in maryland)

Backpacking is great for any crew looking to put their legs to good use, The AT is 2,197.4 miles long so there is plenty of opportunity to hike and camp here, whether that be a weekend or a week its a great experience. Maryland has 40.9 miles of the AT.

C. Adventure in United States Virgin Islands

Seabase - USVI Programs

<https://www.bsaseabase.org/scouts/adventures/>

St Thomas Sailing

Crew Size: 6-8 or 10-12

Experience the allure of the U.S. Virgin Islands. Here, the trade winds blow, offering some of the best sailing in the world. Upon arrival, your crew will board a 40-foot plus vessel with an experienced captain. Most units attain the 50 Miler Award as they circumnavigate the crystal blue waters surrounding the island of St. John. In addition to sailing, your unit will snorkel pristine coral



reefs, hike in Virgin Islands National Park, swim ashore to incredible beaches, and more!

St Thomas Stem Eco Sailing

Crew Size: 6-8

Set sail aboard a 40-foot plus vessel in the crystal blue water of the Caribbean, snorkel amazing reefs, and hike in Virgin Islands National Park while making a positive impact on the environment. In conjunction with the University of the Virgin Islands, participants collect data to help save endangered coral reefs and endangered sea turtles while learning the importance of protecting marine ecosystems. More than a traditional adventure, this is truly an adventure with a purpose. If your unit is looking for an amazing and fun-filled adventure while making a difference this is it!

For the rest of Seabase's offerings reference Section 6 Pg 35

6. National High Adventure Bases

<https://www.scouting.org/national-high-adventure-bases/>

Summit Bechtel Reserve (SBR)

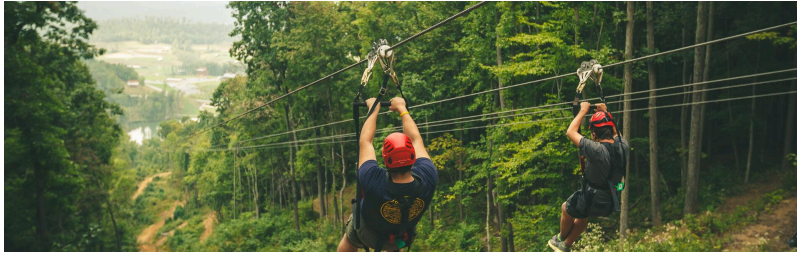
<https://www.summitbsa.org/programs/national-high-adventure-base/high-adventure-overview/>

Situated in the wilds of West Virginia, The Summit Bechtel Reserve is a training, Scouting, and adventure center for the millions of youth and adults involved in the Boy Scouts of America and anyone who loves the outdoors. The Summit Bechtel Reserve is also home to the National Scout Jamboree and the Paul R. Christen National High Adventure Base. SBR has 6 High adventure programs to choose from;



- New River Experience
50+ miles of backpacking style travel on inflatable kayaks and rafts.
- Summit Experience
Introductory level experiences at each of the nine Summit high adventure venues!





- Bikepacking Experience
50+ miles of backpacking style rides through the Summit and New River Gorge area.
- ATV Experience
Experience 60+ miles of rugged exploration in the New River Gorge area.
- The Marksman Experience
Experience four days of shooting sports activities for beginners and seasoned shooters. **Note: MUST be registered as a Venture Crew/Sea Scout Ship Due to BSA Shooting Sports Rules regarding age/firearms use**
- Pack n' Paddle Experience
Experience 40+ miles of hiking and rafting in the New River Gorge area!

Philmont Scout Ranch

<https://www.philmontscoutranch.org/>

Philmont Scout Ranch, the Boy Scouts of America's premier High Adventure™ base, challenges Scouts and Venturers with more than 214 square miles of rugged northern New Mexico wilderness. Backpacking treks, horseback cavalcades, and training and service programs offer young people many ways to experience this legendary country.

Traditional Treks:

Philmont's core and renowned backpacking treks provide an unforgettable adventure in backpacking across miles of rugged, rocky trails. Programs feature the best of the old west—horseback riding, burro packing, gold panning, chuckwagon dinners, and interpretive history—with exciting challenges for today such as rock climbing, mountain biking, and sport shooting. It's an unbeatable recipe for fast-paced fun in the outdoors.



Choose from 12-day, 9-day, and 7-day backpacking treks.

Cavalcade:

Philmont Cavalcades are similar to regular expeditions except that, instead of hiking, crews ride horses through the rugged mountain wilderness like the famous trappers who first explored the West.

Eight-day Cavalcades with 10 to 15 people* per crew are offered on specific dates each summer. The final day of the Cavalcade is spent in competition at an equestrian gymkhana.

For the safety of the rider and the horse, there is a 200-pound weight limit for all riders. No exceptions given.

Due to the popularity of the Cavalcade program and the limited number of horses, a lottery will be held for crews that have expressed a desire to participate in summer Cavalcades. A group may not participate in consecutive years.

Registration for the lottery is done online at the same time as 12 ,9, and 7-day treks. You can enter dates for different trek types but can only be awarded one type of trek.

Autumn Adventure:

Hiking in the Philmont backcountry during the autumn season, crews will enjoy warm, sunny days, and cool, crisp nights. They will get to see the aspen trees change to gold and witness the wildlife preparing for winter. A trained Philmont guide will accompany your group to areas where you can enjoy the splendor of fall color.

Autumn Adventure treks occur in September and October, and can vary in length to fit the schedule of the group.



Autumn Cavalcade:

Experience the beauty of Philmont from the back of a horse! Riding experience is helpful but not required- we can teach you all you need to know to have a novel experience in the Philmont backcountry. The backcountry camps have already gathered so the program will consist of riding, hiking, sightseeing, and fellowship

Winter Adventure:

Cold-weather camping is the ultimate test of your ability to camp and travel in the backcountry and learn to live in harmony with the environment. Training in winter camping will prepare you to safely enjoy many winter adventures and to teach others to enjoy these unique experiences.



Participants in Winter Adventure learn to camp comfortably in cold weather, and enjoy Philmont's beauty in a way few others have. Crews snowshoe to their camp, sleep in tents or snow shelters, and participate in a variety of activities. Offerings include cross country skiing, snow shelter building, and earning either Search and Rescue or Snow Sports merit badge. Winter Adventure expeditions take place from late December through March, with discounted rates on holiday weekends and Spring Breaks. Opening weekend and holiday weekends fill up fast so register early!

Individual Treks:

OA Trail Crew:

Join a crew of Arrowmen dedicated to cheerful service on this 14-day adventure. Experienced Philmont Conservation Department staff with strong OA backgrounds will lead participants on the two-week program. The first week focuses on leaving a tangible legacy through trail construction and maintenance. The second week is a seven-day backpacking trek through Philmont's backcountry, designed by participants. Prepare to be challenged mentally, physically, and spiritually.

Ranch Hands:

Ranch Hands is a program for Scouts and Venturers who have knowledge of horsemanship and horse care and want to expand their skills and experience. The Ranch Hand crew will work with the horse department staff, taking care of Philmont's 300 horses and 80 burros, hauling hay, saddling, and performing other horse program tasks.



Rayado:

Are you ready to test your limits? On Rayado, you will join Scouts and Venturers from across the country to build the advanced outdoor skills and confidence you need to lead groups in the backcountry. Get ready for three weeks of rugged trails, intense teamwork, and unknown challenges. Led by two Philmont Rangers, participants will hike many miles, summit mountains, and overcome mental barriers by facing and adapting to unexpected conditions. You never know what adventure is waiting over the next mountain.



Roving Outdoor Conservation School (ROCS) Trek

The Roving Outdoor Conservation School (ROCS) is an exciting 21 day program for scouts who have an interest in conservation and natural resource management. A wide variety of unique conservation projects, hands-on science, special backcountry program, and visits from natural resource professionals gives participants an in



depth look at the science driving modern land management and conservation.

Trail Crew Trek

Spend 14 days living and working in Philmont's high country as part of the Philmont Conservation Department. TCT is designed to teach participants how to plan and facilitate conservation projects in their local communities. TCT Crews are given a unique itinerary that combines work projects, program, and lessons from Natural Resource Professionals. Crew members are expected to work hard and question the how and why of the world around them in order to learn as much as possible during their time at the Ranch.

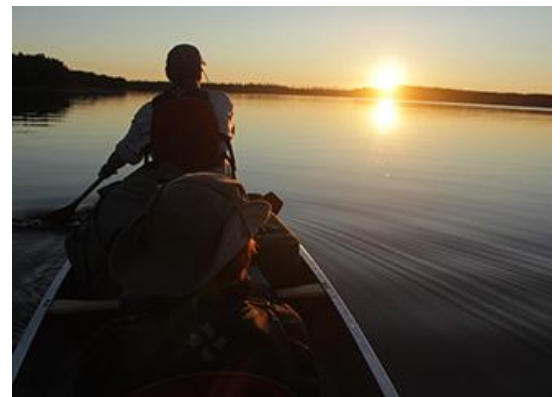
Northern Tier

<https://www.ntier.org/>

Come to Northern Tier for a whole new level of adventure, up north! From incredible canoe journeys to wild winter wilderness camping, Northern Tier promises the Scouting adventure of a lifetime in the Great North Woods of northern Minnesota and Canada.

Canoe Treks

Canoe camping treks are our bread and butter here at Northern Tier. With the thick Boreal Forest making trails difficult to navigate and maintain, canoes are the preferred mode of transportation in the Northern Forest. Northern Tier equips each crew with the necessary outfitting needed and a private interpreter to ensure their trip is a success. The Interpreter works alongside the crew and its youth leadership to make it a youth led experience and teaches them the skills they need to succeed in the wilderness.



Lone Voyage Canoe Trips for Individuals

The Lone Voyage program allows Scouts who are unable to attend Northern Tier with a traditional Scout Unit, experience a wilderness canoe trip. This program is a 7-night experience in the Boundary Waters Canoe Area Wilderness. All Scouts must be at least 14 years of age at the time of the trip, or have completed 8th grade and 13 years old. Scouts are responsible for finding their own transportation to and from Northern Tier.

Forest Corps Explore, Understand, Advocate

The first week of Forest Corps is dedicated to giving back to the land through portage trail restoration.



Where to Go



Participants camp in the wilderness and spend their days repairing trails so that other visitors can enjoy the Boundary Waters for years to come. Through this conservation project, participants gain hands-on experience in wildland stewardship and build lifelong bonds with crewmates.

The second week of Forest Corps is an individualized canoe trek designed around exploring the natural beauty of this environment, while completing the requirements of the Leave No Trace Trainer course. As a group, the participants and instructors prepare an itinerary based on the goals and experiences of each crew member, leaving time each day to better understand the areas traveled.



Order of the Arrow Wilderness Voyage and Canadian Odyssey

Along with your one week trek completely designed by you, each Arrowman will be afforded the opportunity to leave their mark in history by helping maintain the portage trails and campsites in the wilderness areas. Aside from providing a good deed to each of these high adventure bases, every participant will have the opportunity to work closely with other Arrowmen from across the country, who have a similar interest in the future of both the program

and the adventure base.

You may be thinking that this is a daunting task, but it is an experience unlike any other afforded to you in Scouting, in that it takes you out of your world and places you with people who want to do something different

Autumn Treks

Every Season is High Adventure Season! Autumn is one of the best times of the year to visit North America's Canoe Country. The weather is (usually) wonderful and the summer crowds fade away. The changing color of the leaves – the Aspens turning gold and the Maples red – are beautiful. Best of all: There are no Bugs!

Wilderness Canoe Trips

Northern Tier offers its traditional program of wilderness canoeing through the fall. Paddle along the border route as the leaves change in the beautiful Boundary Waters Canoe Area Wilderness (BWCAW). Trip lengths are 6-nights. Participants must be 14 years of age or have completed 8th grade.

Fishing Trips

A traditional wilderness canoe trip, with a focus on fishing! Catch Walleye, Northern Pike, Small-mouth Bass and others on a customized Fishing Expedition. Northern Tier provided poles and lures/bait. To register for a fishing trip, you will register for a canoe trip and add the fishing option during the registration process.



Okpik – Charles L. Sommers Canoe Base

Aside from summer adventures, The Charles L. Sommers Canoe Base hosts the Okpik Cold Weather Camping Program, the premier winter camping program in the Boy Scouts of America. The Charles L. Sommers Canoe Base is the site of the Boy Scouts of America's National Cold Weather Camping Development Center.

All trips are fully outfitted and provisioned, including almost all of the personal gear necessary to stay warm in the winter. A highly trained staff member, called an Interpreter, accompanies all crews on their trek.

Okpik Cold Weather Camping, Northern Tier's winter offering, is the BSA's premier winter camping program. At Okpik, Scouts experience a true Northwoods winter: learning how to thrive in subzero temperatures, travel across frozen wilderness lakes and construct their own sleeping structures out of snow.

Three types of Okpik experiences are currently offered: Cabin Stay, Okpik Trek, and Dogsled Trips.



Sea Base

<https://www.bsaseabase.org/>

Sea Base operates 18 different High Adventure programs for scouts out of five locations: two in the Florida Keys, one in the U.S. Virgin Islands, and one in Marsh Harbour, Bahamas.

- Coral Reef Sailing, Sea Exploring, Eco Sailing, Keys Adventure Sailing, Island Expedition, Scuba Adventure, Scuba Certification, Scuba Live Aboard, and Scuba Advanced Marine Exploration operate in the Florida Keys at Mile Marker 73.8 at Florida Sea Base on Lower Matecumbe Key located 75 miles south of Miami.
- Out Island Adventure, Keys Adventure, Florida Fishing, and Marine Eco Expedition programs operate in the Florida Keys on Summerland Key at Mile Marker 23.8 at the Brinton Environmental Center located 125 miles south of Miami.



- Sea Base Bahamas offers Bahamas Adventure 6-8, 10-12, and Bahamas Tall Ship Adventure operated out of Marsh Harbour, Abaco, Bahamas, located about



100 miles east of Fort Lauderdale.

- Sea Base St. Thomas offers St. Thomas Sailing Adventures 6-8 and 10-12, which operate out of St. Thomas, USVI.

Scout Programs

Scuba:

- **Scuba Adventure:**
During this adventure (weather permitting) you will make as many as 11 dives, including a night dive. Additionally, you will have the opportunity to take part in evening Dive Against Debris by Goal: Clean Seas, Reef Fish identification and Shark Awareness courses, and conduct REEF Environmental Education fish surveys. Accommodations are in air conditioned dormitories overlooking the Florida Bay with great meals in the Sea Base galley. The diving equipment supplied for this adventure is new and state of the art. Medical restrictions apply. Call Sea Base for more details.
- **Scuba Certification:**
Want to learn to breath underwater? This is your opportunity to become certified as a PADI Open-Water diver at one of the best scuba training facilities in the world. Professional PADI Instructors and Dive Masters will guide you along your adventure.
- **Scuba Live Aboard**
Sea Base has combined scuba with a live aboard experience to create one incredible adventure. You will spend your days discovering the Florida Keys National Marine Sanctuary above and below the water's surface. With a crew size of 10 to 12 people, your home will be aboard two vessels. During this adventure, you will dive 11 or more times including night dives (weather permitting). When you are not diving, there will be opportunities for fishing and cruising the Florida Keys. You must be a certified diver to participate in this program. Medical restrictions apply. Call Sea Base for more details.
- **Scuba Advanced Marine Exploration**
If you are looking for an adventure where you will earn a PADI Advanced Scuba certification and help the reef environment, then this is the adventure for you. How many people can say they have transplanted living coral from a nursery onto a reef? This is only one of the exciting aspects of this adventure. Whether you are doing a night dive on the reef or a deep dive to gain experience, the Advanced class will definitely enhance your diving skills. You will doing 11 or more dives, including a night dive (weather permitting).

Sailing Adventures



- **Keys Adventure:**
Your home for a week will be on a large sailing vessel over 40 feet long. During the adventure, you will be sailing the Florida Keys and have the chance to snorkel some of the most beautiful reefs in the Keys and part of the Florida Keys National Marine Sanctuary. You will also have the opportunity to study astronomy, navigation, fish identification, and coral reef ecology. So join us for the Coral Reef Sailing Adventure, sharpen your navigational skills and enjoy snorkeling and fishing all in one package. Crew size 6-8.
- **Marine Stem:**
Have you always dreamed of being a marine biologist, oceanographer, conservationist, or a deep-sea explorer? This is the program for you. Your crew will paddle, snorkel and embark on the waters of the Florida National Marine Sanctuary aboard the "BSA Discover", a 45-foot catamaran outfitted as a floating classroom designed to explore mangroves, sea grass beds and majestic coral reefs. You will gather hands on experience monitoring coral health and water quality, tagging sharks, rare plant surveys on Big Munson Island, and underwater robotics. The Marine STEM program is based on a marine ecology curriculum that follows the teachings of the textbook "Tropical Connections." During your adventure, you will be involved with active citizen science projects and data collection for ongoing research for scientists in conjunction with MOTE Marine Laboratory and other partnering organizations. Scouts participating in the Marine STEM Adventure receive hands-on tours of our land-based coral nursery to learn about science-based restoration efforts throughout the FKNMS and are even to help in the microfragmentation process first hand! Please note that program is dictated by weather, tides and the ability of the crew. Your activity plan can vary, sometimes widely, due to these external factors. Marine Stem Adventure Crew Size 6–8 individuals. This number includes both youth and adult participants. Due to US Coast Guard Regulations crews may not exceed the maximum of 8 people. Field excursions are day trips aboard the BSA Discover and other vessels. Your crew will be staying in air-conditioned dorms at the Brinton Environmental Center during your adventure.
- **Out Island Adventure:**
MUNSON! Along with your assigned island mate, your crew will paddle a Polynesian war canoe more than five miles to a primitive barrier island located in the Florida Keys National Marine Sanctuary for an epic high



adventure experience. Upon arrival at Big Munson Island, your unit will camp under a canopy of gumbo limbo trees, mangroves, and lush vegetation. Endangered Key Deer will pass through your campsite along with hermit crabs and vaca coons. Each day will be action packed. From Big Munson Island your crew will ocean kayak, board a large vessel to access the Florida Barrier Reef to snorkel, board a Sea Base vessel for a fishing excursion, shark fish, paddle to Munson Rocks for a night snorkel, and explore the largest wilderness on Earth. The ocean. Crews seeking a unique primitive camping experience and a one of a kind adventure should look no further than The Out Island Adventure.

- **Florida Fishing Adventure:**

This is a fishing trip of a lifetime! Weather permitting, you will go far offshore in pursuit of various pelagic fish including tuna and mahi-mahi, fish the coral reef for snapper and grouper, night fish from bridges and stalk fish in the Florida Bay. Additionally, you will have the opportunity to fish for the oceans greatest apex predator- sharks!

- **Island Expedition:**

Learn about and experience the amazing ecosystems of the Florida Keys! Your unit will paddle through mangrove forests, hike Florida State Park eco trails, spend two full days snorkeling, fish in the Florida Bay from 28ft. vessels, and build and race underwater robots all while learning to protect and conserve the largest wilderness on Earth. The Ocean.

Bahamas Adventures:

- **Bahamas Adventure:**

Sea Base is offering an exciting adventure based in Marsh Harbour on Great Abaco Island. Your crew can snorkel the beautiful, pristine reefs surrounding Marsh Harbour, wade ashore on the many small cays (pronounced keys) in the area, learn their unique history, and fish for the game-fish which are abundant in the Abacos. You'll board traditional Bahamas sailing vessels designed to take you to such exotic places as Green Turtle Cay, Hopetown and Little Harbour. There's plenty of time for fishing, snorkeling and swimming. Steady breezes, the protection of the barrier islands and the reef surrounding Abaco Sound provide perfect sailing getaways. This adventure can



accommodate crews of 6-8 or 10-12 based on availability.

- **Bahamas Tall Ship:**
Fly directly to the Bahamas! Experience all the Bahamas Adventure has to offer aboard a Tall Ship. This Adventure is for groups of 18-20 people who are willing to explore the Sea of Abaco. This is an active ship and requires everyone to work as a team as you learn and experience the workings of sailing and sea traveling. This is a seven day event. NOTE: The vessel currently being used in this program is a 60' catamaran perfect for the depth and conditions in the Sea of Abaco.

St. Thomas Adventures:

- **St. Thomas Sailing:**
Experience the allure of the U.S. Virgin Islands. Here, the trade winds blow, offering some of the best sailing in the world. Upon arrival, your crew will board a 40-foot plus vessel with an experienced captain. Most units attain the 50 Miler Award as they circumnavigate the crystal blue waters surrounding the island of St. John. In addition to sailing, your unit will snorkel pristine coral reefs, hike in Virgin Islands National Park, swim ashore to incredible beaches, and more!
- **St. Thomas STEM Eco Sailing**
Set sail aboard a 40-foot plus vessel in the crystal blue water of the Caribbean, snorkel amazing reefs, and hike in Virgin Islands National Park while making a positive impact on the environment. In conjunction with the University of the Virgin Islands, participants collect data to help save endangered coral reefs and endangered sea turtles while learning the importance of protecting marine ecosystems. More than a traditional adventure, this is truly an adventure with a purpose. If your unit is looking for an amazing and fun-filled adventure while making a difference this is it!

ORDER OF THE ARROW Ocean Adventure:

Participants will have the opportunity to snorkel, kayak, paddle board and swim. In addition to this, there is a major focus on reflection on this adventure and nightly discussions will be held with the crew discussion topics from stewardship to character traits to leadership. Come to the Order of the Arrow Ocean Adventure to experience the best the wonderful Florida Keys has to offer.

Note: Not Open for 2024



7. Guide to Safe Scouting (Concerning Camping)



A. Safe Swim Defense

BSA groups shall use Safe Swim Defense for all swimming activities. Adult leaders supervising a swimming activity must have completed Safe Swim Defense training within the previous two years. Safe Swim Defense standards apply at backyard, hotel, apartment, and public pools; at established waterfront swim areas such as beaches at state parks and U.S. Army Corps of Engineers lakes; and at all temporary swimming areas such as a lake, river, or ocean. Safe Swim Defense does not apply to boating or water activities such as waterskiing or swamped boat drills that are covered by Safety Afloat guidelines. Safe Swim Defense applies to other non-swimming activities whenever participants enter water over knee deep or when submersion is likely, for example, when fording a stream, seining for bait, or constructing a bridge as a pioneering project. Snorkeling in open water requires each participant to have demonstrated knowledge and skills equivalent to those for Snorkeling BSA in addition to following Safe Swim Defense. Scuba activities must be conducted in accordance with the BSA Scuba policy found in the Guide to Safe Scouting. Because of concerns with hyperventilation, competitive underwater swimming events are not permitted in Scouting.

Safe Swim Defense training may be obtained from my.scouting.org, at council summer camps, and at other council and district training events. Additional information on various swimming venues is provided in the Aquatics Supervision guide available from local council service centers.

Qualified Supervision

A swimming activity must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the well-being and safety of those in his or her care, and who is trained in and committed to compliance with the eight points of BSA Safe Swim 7 The online version of the Guide to Safe Scouting is updated quarterly. Go to www.scouting.org/health-and-safety/gss. II. Aquatics Safety Defense. It is strongly recommended that all units have at least one adult or older youth member currently trained in BSA Aquatics Supervision: Swimming and Water Rescue or BSA Lifeguard to assist in planning and conducting all swimming activities

Personal Health Review

A complete health history is required of all participants as evidence of fitness for swimming activities. Forms for minors must be signed by a parent or legal guardian. Participants should be asked to relate any recent incidents of illness



or injury just prior to the activity. Supervision and protection should be adjusted to anticipate any potential risks associated with individual health conditions. For significant health conditions, the adult supervisor should require an examination by a physician and consult with the parent, guardian, or caregiver for appropriate precautions.

Safe Area

All swimming areas must be carefully inspected and prepared for safety prior to each activity. Water depth, quality, temperature, movement, and clarity are important considerations. Hazards must be eliminated or isolated by conspicuous markings and discussed with participants.

Controlled Access: There must be safe areas for all participating ability groups to enter and leave the water. Swimming areas of appropriate depth must be defined for each ability group. The entire area must be within easy reach of designated rescue personnel. The area must be clear of boat traffic, surfing, or other non-swimming activities.

Bottom Conditions and Depth: The bottom must be clear of trees and debris. Abrupt changes in depth are not allowed in the non-swimmer area. Isolated underwater hazards should be marked with floats. Rescue personnel must be able to easily reach the bottom. Maximum recommended water depth in clear water is 12 feet. Maximum water depth in turbid water is 8 feet.

Visibility: Underwater swimming and diving are prohibited in turbid water. Turbid water exists when a swimmer treading water cannot see his feet. Swimming at night is allowed only in areas with water clarity and lighting sufficient for good visibility both above and below the surface.

Diving and Elevated Entry: Diving is permitted only into clear, unobstructed water from heights no greater than 40 inches. Water depth must be at least 7 feet. Bottom depth contours below diving boards and elevated surfaces require greater water depths and must conform to state regulations. Persons should not jump into water from heights greater than they are tall and should jump only into water chest deep or greater with minimal risk from contact with the bottom. No elevated entry is permitted where the person must clear any obstacle, including land.

Water Temperature: Comfortable water temperature for swimming is near 80 degrees. Activity in water at 70 degrees or less should be of limited duration and closely monitored for negative effects of chilling.



Water Quality: Bodies of stagnant, foul water, areas with significant algae or foam, or areas polluted by livestock or waterfowl should be avoided. Comply with any signs posted by local health authorities. Swimming is not allowed in swimming pools with green, murky, or cloudy water.

Moving Water: Participants should be able to easily regain and maintain their footing in currents or waves. Areas with large waves, swiftly flowing currents, or moderate currents that flow toward the open sea or into areas of danger should be avoided.

Weather: Participants should be moved from the water to a position of safety whenever lightning or thunder threatens. Wait at least 30 minutes after the last lightning flash or thunder before leaving shelter. Take precautions to prevent sunburn, dehydration, and hypothermia.

Life Jacket Use: Swimming in clear water over 12 feet deep, in turbid water over 8 feet deep, or in flowing water may be allowed if all participants wear properly fitted, Coast Guard–approved life jackets and the supervisor determines that swimming with life jackets is safe under the circumstances.

Response Personal (Lifeguards)

Every swimming activity must be closely and continuously monitored by a trained rescue team on the alert for and ready to respond during emergencies. Professionally trained lifeguards satisfy this need when provided by a regulated facility or tour operator. When lifeguards are not provided by others, the adult supervisor must assign at least two rescue personnel, with additional numbers to maintain a ratio of one rescuer to every 10 participants. The supervisor must provide instruction and rescue equipment and assign areas of responsibility as outlined in Aquatics Supervision, No. 34346. The qualified supervisor, the designated response personnel, and the lookout work together as a safety team. An emergency action plan should be formulated and shared with participants as appropriate.

Lookout

The lookout continuously monitors the conduct of the swim, identifies any departures from Safe Swim Defense guidelines, alerts rescue personnel as needed, and monitors the weather and environment. The lookout should have a clear view of the entire area but be close enough for easy verbal communication. The lookout must have a sound understanding of Safe Swim



Defense but is not required to perform rescues. The adult supervisor may serve simultaneously as the lookout but must assign the task to someone else if engaged in activities that preclude focused observation.

Ability Groups

All youth and adult participants are designated as swimmers, beginners, or non-swimmers based on swimming ability confirmed by standardized BSA swim classification tests. Each group is assigned a specific swimming area with depths consistent with those abilities. The classification tests must be renewed annually, preferably at the beginning of the season even if the youth has earned the Swimming merit badge.

Swimmers pass this test: Jump feetfirst into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Beginners pass this test: Jump feetfirst into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming, and return to the starting place.

Anyone who has not completed either the beginner or swimmer tests is classified as a non swimmer.

The non-swimmer area should be no more than waist to chest deep and should be enclosed by physical boundaries such as the shore, a pier, or lines. The enclosed beginner area should contain water of standing depth and may extend to depths just over the head. The swimmer area may be up to 12 feet in depth in clear water and should be defined by floats or other markers.

Buddy System: Every participant is paired with another. Buddies stay together, monitor each other, and alert the safety team if either needs assistance or is missing. Buddies check into and out of the area together. Buddies are normally in the same ability group and remain in their assigned area. If they are not of the same ability group, then they swim in the area assigned to the buddy with the lesser ability.

A buddy check reminds participants of their obligation to monitor their buddies and indicates how closely the buddies are keeping track of each other. Roughly every 10 minutes, or as needed to keep the buddies together, the lookout, or other person designated by the supervisor, gives an audible signal, such as a single whistle blast, and a call for "Buddies." Buddies are expected to raise each other's hand before completion of a slow, audible count to 10. Buddies who take longer to find each other should be reminded of their



responsibility for the other's safety.

Once everyone has a buddy, a count is made by area and compared with the total number known to be in the water. After the count is confirmed, a signal is given to resume swimming

Discipline

Rules are effective only when followed. All participants should know, understand, and respect the rules and procedures for safe swimming provided by Safe Swim Defense guidelines. Applicable rules should be discussed prior to the outing and reviewed for all participants at the water's edge just before the swimming activity begins. People are more likely to follow directions when they know the reasons for rules and procedures. Consistent, impartially applied rules supported by skill and good judgment provide steppingstones to a safe, enjoyable outing.

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B. Chemical Fuels and Equipment

Purpose

This policy directs Boy Scouts of America members how to safely store, handle, and use chemical fuels and equipment. Safety and environmental awareness concerns have persuaded many campers to move away from traditional outdoor campfires in favor of chemical-fueled equipment used for cooking, heating, and lighting. Be aware that chemical fuels and equipment create very different hazards than traditional wood, charcoal, and other solid fuels; this policy defines how to address those hazards.

Before any chemical fuels or chemical-fueled equipment is used, an adult knowledgeable about chemical fuels and equipment, including regulatory requirements, should resolve any hazards not specifically addressed within this policy.

Definitions

Chemical fuels—Liquid, gaseous, or gelled fuels.

Approved chemical-fueled equipment—Commercially manufactured equipment, including stoves, grills, burners, heaters, and lanterns that are designed to be used with chemical fuels.

Prohibited chemical-fueled equipment—Equipment that is handcrafted,



homemade, modified, or installed beyond the manufacturer's stated design limitations or use. Examples include alcohol-burning "can" stoves, smudge pots, improperly installed heaters, and propane burners with their regulators removed.

Recommended chemical fuels—White gas (Coleman fuel); kerosene; liquefied petroleum gas fuels, including propane, butane, and isobutane; vegetable oil fuels; biodiesel fuel; and commercially prepared gelled-alcohol fuel in original containers.

Chemical fuels not recommended—Unleaded gasoline; liquid alcohol fuels, including isopropyl alcohol, denatured ethyl alcohol, and ethanol; and other flammable chemicals that are not in accordance with the manufacturer's instructions for chemical-fueled equipment.

Storing, Handling, and Using Chemical Fuels and Equipment

An adult knowledgeable about chemical fuels and equipment should always supervise youths involved in the storage, handling, and use of chemical fuels and equipment.

Operate and maintain chemical-fueled equipment according to the manufacturer's instructions and in facilities or areas only where and when permitted.

Using liquid fuels for starting any type of fire—including lighting damp wood, charcoal, and ceremonial campfires or displays—is prohibited.

No flames in tents. This includes burning any solid, liquid, gel, or gas fuel—including tents or teepees that feature or support stoves or fires; and any chemical-fueled equipment or catalytic heaters.

Store chemical fuels in their original containers or in containers designed for immediate use. Securely store any spare fuel away from sources of ignition, buildings, and tents.

During transport and storage, properly secure chemical fuel containers in an upright, vertical position.

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8. Leave No Trace

The principles of Leave No Trace might seem unimportant until you consider the combined effects of millions of outdoor visitors. One poorly located campsite or campfire may have little significance, but thousands of such instances seriously degrade the outdoor experience for all. Leaving no trace is everyone's responsibility.

Plan Ahead and Prepare

Proper trip planning and preparation helps hikers and campers accomplish trip goals safely and enjoyably while minimizing damage to natural and cultural resources. Campers who plan ahead can avoid unexpected situations and minimize their impact by complying with area regulations such as observing limitations on group size. Schedule your trek to avoid times of high use. Obtain permits or permission to use the area for your trek.

Proper planning ensures:

- Low-risk adventures because campers obtained information concerning geography and weather and prepared accordingly
- Properly located campsites because campers allotted enough time to reach their destination
- Appropriate campfires and minimal trash because of careful meal planning and food repackaging and proper equipment
- Comfortable and fun camping and hiking experiences because the outing matches the skill level of the participants

Travel and Camp on Durable Surfaces

Damage to land occurs when visitors trample vegetation or communities of organisms beyond recovery. The resulting barren areas develop into undesirable trails, campsites, and soil erosion. **Concentrate Activity, or Spread Out?**

- In high-use areas, campers should concentrate their activities where vegetation is already absent. Minimize resource damage by using existing trails and selecting designated or existing campsites. Keep campsites small by arranging tents



- in close proximity.
- In more remote, less-traveled areas, campers should generally spread out. When hiking, take different paths to avoid creating new trails that cause erosion. When camping, disperse tents and cooking activities—and move camp daily to avoid

creating permanent-looking campsites. Avoid places where impacts are just beginning to show. Always choose the most durable surfaces available: rock, gravel, sand, compacted soil, dry grasses, or snow.

These guidelines apply to most alpine settings and may be different for other areas, such as deserts. Learn the Leave No Trace techniques for your crew's specific activity or destination. Check with land managers to be sure of the proper technique.

Dispose of Waste Properly (Pack It In, Pack It Out)

This simple yet effective saying motivates backcountry visitors to take their trash home with them. It makes sense to carry out of the backcountry the extra materials taken there by your group or others. Inspect your campsite for trash or spilled foods. Accept the challenge of packing out all trash, leftover food, and litter.

Sanitation

Backcountry users create body waste and wastewater that require proper disposal. **Wastewater.** Help prevent contamination of natural water sources: After straining food particles, properly dispose of dishwater by dispersing at least 200 feet (about 80 to 100 strides for a youth) from springs, streams, and lakes. Use biodegradable soap 200 feet or more from any water source.

Human Waste.

Proper human waste disposal helps prevent the spread of disease and exposure to others. Catholes 6 to 8 inches deep in humus and 200 feet from water, trails, and campsites are often the easiest and most practical way to dispose of feces.

Leave What You Find

Allow others a sense of discovery and preserve the past. Leave rocks, plants, animals, archaeological artifacts, and other objects as you find them. Examine but do not touch cultural or historical structures and artifacts. It may be illegal to remove artifacts.



Minimize Site Alterations

Do not dig tent trenches or build lean-tos, tables, or chairs. Never hammer nails into trees, hack at trees with hatchets or saws, or damage bark and roots by tying horses to trees for extended periods. Replace surface rocks or twigs that you cleared from the campsite. On high-impact sites, clean the area and dismantle inappropriate user-built facilities such as multiple fire rings and log seats or tables. Good campsites are found, not made. Avoid altering a site, digging trenches, or building structures.

Minimize Campfire Impacts

Some people would not think of camping without a campfire. Yet the naturalness of many areas has been degraded by overuse of fires and increasing demand for firewood. Lightweight camp stoves make low impact camping possible by encouraging a shift away from fires. Stoves are fast, eliminate the need for firewood, and make cleanup after meals easier. After dinner, enjoy a candle lantern instead of a fire. If you build a fire, the most important consideration is the potential for resource damage. Whenever possible, use an existing campfire ring in a well-placed campsite. Choose not to have a fire in areas where wood is scarce—at higher elevations, in heavily used areas with a limited wood supply, or in desert settings. True Leave No Trace fires are small. Use dead and downed wood that can be broken easily by hand. When possible, burn all wood to ash and remove all unburned trash and food from the fire ring. If a site has two or more fire rings, you may dismantle all but one and scatter the materials in the surrounding area. Be certain all wood and campfire debris is cold out.

Respect Wildlife

Quick movements and loud noises are stressful to animals. Considerate campers practice these safety methods:

- Observe wildlife from afar to avoid disturbing them.
- Give animals a wide berth, especially during breeding, nesting, and birthing seasons.
- Store food securely and keep garbage and food scraps away from animals so they will not acquire bad habits. Never feed wildlife. Help keep wildlife wild. You are too close if an animal alters its normal activities.



Be Considerate of Other Visitors

Thoughtful campers respect other visitors and protect the quality of their experience

- Travel and camp in small groups (no more than the group size prescribed by land managers)
- Let nature's sounds prevail. Keep the noise down and leave radios, tape players, and pets at home.
- Select campsites away from other groups to help preserve their solitude.
- Always travel and camp quietly to avoid disturbing other visitors.
- Make sure the colors of clothing and gear blend with the environment.
- Respect private property and leave gates (open or closed) as found. Be considerate of other campers and respect their privacy.

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9. Suggest your own Camp

Does your Unit have a great place you think the rest of the council should visit? Feel free to recommend your campsite by emailing: camping@wipit470.org **And another Adult.** After Review your camp may be added in the next revision.



