



Camp Powhatan

Leaders' Guide - Blue Ridge Scout Reservation



Base Camp

Your First Day At Camp

Early Arrivals

Units planning to arrive on Saturday should submit an Early Arrival Form found in the Reservation Guide. No programming or food is available, and troops should not enter the Waterfront. Please plan accordingly. Meal service in the Dining Hall begins Sunday evening with dinner. When you arrive on Saturday, report to the Welcome Center to find your campsite assignment and other information.

Sunday Check-In

The official check-in process begins on Sunday at 1PM and runs until 4PM. Units should arrive between those times. Please understand that additional participants cannot be added at check-in on Sunday. The Camp Registrar, prior to your arrival, must approve all additions.

You will be given a staff tour guide at the parking lot when you arrive. You will then send an adult leader with the following information to the Handicraft Shelter:

- 2 copies of rosters of all Scouts and Adults. Be sure to bring rosters for all programs (BSI, NRA, Claytor, etc)
- Proof of Accident and Sickness Insurance (for out of council units)
- Check to pay any outstanding balance

Medical Forms should go in a separate folder/binder as they will go with the rest of the unit on the camp tour and will not go to Handicraft.

At check-in, you will receive:

- A wristband for each Scout and Leader attending with your unit (these serve as a meal ticket and identifier).
- Information on New River Adventure and/or Brownsea Island if you have participants in these programs.
- Our camp "Blue Book" which contains important forms and schedules for you to reference and use throughout the week.
- Information about our leader training for the week.

Camp Tour

The Camp Tour begins when your unit arrives on Sunday. Your unit will be taken to your campsite for the week and you will be given a short amount of time to unload gear (one car at a time is allowed in camp so please consolidate gear into the fewest vehicles possible). Then your assigned guide will take your unit to each program area to show the Scouts the layout of the camp.

As part of the tour, your unit will do the following mandatory things:

- **Visit the Dining Hall** to receive your unit's table assignment for your mealtime and learn about some basic Dining Hall procedures. This is also a time to inform the Dining Hall staff about any allergies or special needs.
- **Health Checks** at the OA Shelter where staff will review each participant's physical and ask about any changes that could affect their ability to participate in the week's activities. Units are encouraged to organize their medical forms alphabetically to make this process easier. A complete BSA Health and Safety Form is required for all participants on the Blue Ridge Scout Reservation.

Last Updated: February 21, 2019



All camps and programs offered at the Blue Ridge Scout Reservation have been nationally accredited through the Boy Scouts of America's National Camp Accreditation Program.

• **Swim Checks** will be completed after the health checks. Each Scout and adult will receive a buddy tag at health checks and the unit will be led to the waterfront to complete their BSA swim test. Participants must take the swim test in our lake due to the lake's colder temperatures.

- Those in **New River Adventure, Voyageur, and Brownsea Island** take the swim test on Sunday.
- Base Camp Scouts **NOT** taking a Waterfront merit badge will also take their swim test on Sunday.
- Base Camp Scouts taking a Waterfront merit badge will take their swim test on Monday during that merit badge's class period.
- Scouts attending **Claytor Lake** or programs at **Ottari (Mountain Man, High Knoll, or NYLT)** will complete their medical checks and swim tests at those camps.

Shuttles to Other Camps

On Sunday, there will be two shuttles from Powhatan to the Claytor Lake Aquatics Base and Camp Ottari for Scouts participating in programs based at those camps. The shuttles will leave from the Handicraft Shelter at 2PM and 4PM, respectively. Units are welcome to transport their Scouts to these programs personally. The shuttle service is for those units who are unable to provide personal transportation. Those going on the shuttle should bring their gear, medical form, and medications with them. They will have their medical check and swim test (if necessary) at the program they are attending, **NOT** at Camp Powhatan.

Special Dietary Needs

On Sunday, any Scouts or adults with special dietary needs should visit with the Head Cook to discuss accommodations that the camp can make for their diet. The unit is responsible for the management of participant allergies. If a Scout or adult in your unit has an intolerance or allergy that requires special food items, please provide those items to our kitchen staff on Sunday. Parents may call ahead one week prior to their son or daughter's arrival to discuss any concerns. A Special Needs Sheet should be submitted to the registrar by April 26th, 2019.

Your Week at Camp

Leaders' Meetings

There will be an opening leaders meeting on Sunday after second dinner (around 7:15PM) in the OA Shelter. Following that, there will be daily leaders meetings at 8:30AM in the OA Shelter. These meetings are an important source of information and a time to ask questions of our senior staff members. Please send at least one representative from your unit to each meeting. Senior Patrol Leaders are welcome to attend.

Opening Campfire

There will be an opening campfire on Sunday evening to get everyone started for the week. Units should line up on the Parade Field at 8:30PM on Sunday.

Mealtimes

Powhatan has two mealtimes and a consolidated, open-style lunch for the entire camp. Flags are in between breakfasts and dinners and are a time where important program announcements are made. Units are asked to wear Class A to dinner. Class B is recommended for breakfast and lunch since many activities are going on directly following these meals.

Morning		Afternoon	
7:00AM	First Breakfast	2:00-5:00PM	Merit Badge Classes
7:45AM	Flags/Second Breakfast	5:30PM	First Dinner
8:30AM	Leaders' Meeting	6:15PM	Flags/Second Dinner
9:00AM-Noon	Merit Badge Classes	7:30PM	Evening Programs Begin
9:15AM	Brownsea Island meets in the Chapel	8:00PM	Trash Run
11:45AM-12:45PM	Lunch - open, clean up after yourself	11:00PM	All Quiet in Camp

Merit Badge Program

Powhatan provides over 151 separate classes each week as part of its base camp program. From Basketry and Nature to Archaeology, Game Design, and a multitude of Eagle Required badges, the Powhatan program provides a diversity of choices for your Scouts. Here are answers to some frequently asked questions about our merit badge program:

How do Scouts sign up for badges?

Units will sign their Scouts up for badges using our online system at BRMCRegistration.com. Once the unit is paid in full, a password will be sent to the unit contact to access this system. Registration opens according to the chart below and will close a week before your arrival at camp.

Fully Paid By	Dates Attending Camp	Merit Badge Registration Opens
March 29 th , 2019	June 9 th - June 29 th , 2019	April 9 th , 2019
March 29 th , 2019	June 30 th - July 20 th , 2019	April 13 th , 2019
April 26 th , 2019	Any week	April 15 th , 2019
After April 26 th , 2019	Any week	Once paid in full

Do Scouts have to take both hours of a two-hour class consecutively?

Yes. Scouts must take both hours of a two-hour class sequentially and may not divide up those hours. Two-hour classes include Environmental Science, Horsemanship, Rifle, and Personal Fitness, among others.

Are there classes that are not merit badges?

Yes. Beginner Swimming, BSA Lifeguard, and Mile Swim are all skill certifications and not merit badges. Open Swim, offered from 4-5 each day, is also not a badge or certification.

Do Brownsea Island Scouts earn any merit badges?

Yes and no. Brownsea Island is an all-day, all-week program focused on imparting Scouting's essential skills and methods onto your newest Scouts and getting them requirements for the ranks of Scout through First Class. Because of the program's focus, Scouts in Brownsea Island do not have time to earn merit badges through regular classes, however, the First Aid merit badge is part of the program. There will also be an option for the Swimming merit badge during the week.

BSI Scouts will have an opportunity to take morning or evening badges such as Fingerprinting or Bird Study.

How do I make changes to my Scouts' schedules?

Changes can be made online up to one week before you arrive at camp, and with the Program Director at camp after the Sunday night campfire.

What are the merit badge prerequisites and fees?

Please read through the merit badge descriptions at the end of this guide. If a Scout wishes to complete the merit badge at camp, then he or she must provide evidence of completing the listed prerequisites! There are no additional costs to take merit badges at Camp Powhatan. Scouts will receive all necessary materials (such as basket kits) on the first day of class. Additional kits and supplies can be purchased at our online trading post www.blueridgescoutfitters.org.

End of the Week Checkout

Friday Night Following Campfire

- Have Scouts pack all their gear except what they'll need for Saturday morning.
- Pack all of your unit's gear.
- Send adult representatives to the Dining Hall to pick up your Merit Badge completion records, medical forms, and participant patches. Area Directors will be in the dining hall to answer any questions and correct any potential errors regarding your Scout's advancement. Upon returning home, Leaders may print blue cards from BRMCRegistration.com.
- If leaving before 6AM on Saturday, set a time for your checkout inspection with the office staff in the camp's Welcome Center by noon on Friday.

Saturday Checkout

- Checkout starts at 6AM. Checkout commissioners will be available near your campsite location (typically out on the road between sites). Send representatives to the nearest checkout commissioner to your campsite any time after 6AM Saturday for checkout and inspection.
- A continental breakfast is served in the open style from 7:00-8:30AM.
- You will need to obtain sanitizer spray for your cots from the checkout commissioners posted nearest to your campsite.
- The site should be policed for trash, and the shower facilities used by your unit should be checked for cleanliness before leaving.
- Set trash bags by your campsite sign for pickup.
- Return all equipment to the Quartermaster. Your Blue Book should be returned to the Welcome Center before you leave to avoid fees.

Return Shuttle to Powhatan

Scouts participating in programs at other camps will be returned, upon request, on **Saturday morning only** by our staff shuttle service. Your unit should submit a shuttle request form, found in your Blue Book, as early in the week as possible to the Welcome Center requesting the return of your Scouts and what time you would like them back at Powhatan (must be turned in by dinner on Thursday to allow shuttles to be coordinated). Units must provide transportation if your Scouts from other programs need to be returned to camp on Friday. Please bring extra tents as we are unable provide extra housing for non-Powhatan Scouts.

Important Information

Switching Leaders and Visitors in Camp

We understand that taking an entire week off to come to camp can be difficult for our Leaders and we welcome adults to switch out mid-week. However, it is important that your unit does not exceed the number of adult spots that it paid for. For example, a unit that pays for 3 adult leaders cannot have more than 3 adults spending the night or eating meals at one time. A new leader coming in must sign in and obtain a colored wristband from the Welcome Center when he or she arrives. The adult that is leaving must also sign out at the Welcome Center.

All visitors coming in for the day must sign in at the Welcome Center and receive a visitor's wristband. If they plan to eat meals in the Dining Hall, they should pay for them there and receive a special wristband that will serve as their meal ticket. Visitors cannot spend the night at camp without paying the entire adult registration fee for a week at camp. We do not prorate our fees for nightly stays. No pets are allowed.

Wildlife and Bears

The Blue Ridge Scout Reservation is a habitat for an abundance of wildlife ranging from raccoons to bears. In observance of their habitat and in an effort to avoid endangering these animals and our customers, the BRSR has a strict wildlife management policy. The Ranger reserves the right to fine any violators of our policy which is described in the Reservation Guide.

Tent Damage

Our canvas wall tents and Adirondacks are inspected weekly as part of the checkout process for any damage. All damage to tents when you arrive at camp must be reported to your campsite commissioner on the first day. Any new damage to tents caused by your unit will result in a charge of \$25 per inch of damage. Please do not attempt to repair damaged tents yourself. The commissioner staff must be notified as soon as possible.

Duct Tape should never be used to patch tents.

Contagious Disease

The Blue Ridge Mountains Council takes the safety and welfare of its staff and participants very seriously. As such, all units will be stopped at our camp entrance and asked if anyone has experienced nausea, vomiting, diarrhea, or fever-like symptoms during the week prior to camp starting. Please ask any Scouts or adults with symptoms like these to stay home so that we may protect the welfare of all those at camp. The Health Officers may quarantine entire units, as well as campsites, if they suspect a risk of contagion.

Advancement

Summer camp has traditionally been viewed as a convenient place where Scouts can earn several merit badges in a short amount of time. At the Blue Ridge Scout Reservation, however, we offer much more than merit badges. During their week at camp, Scouts will grow mentally, physically, and spiritually as they interact with their peers in a safe and positive environment that revolves around recreational swimming, hiking, shooting, campfires, sports, and games. Though advancement is still integral to our summer camp experience, we encourage and offer opportunities for much more than organized lessons. We encourage all our units to take advantage of these opportunities.

Merit Badges

All badges will be taught based on the requirements found in the most recent edition of the BSA's requirement book. Please check to make sure your merit badge books contain the same requirements. Campers seeking to take a merit badge must pre-register online through BRMCRRegistration.com.

It is the responsibility of each Scout to choose and prepare for each merit badge that he or she wishes to take in advance of their week at camp. Prerequisites exist for many of the badges and are outlined in this guide. To prevent partials, please make sure your Scouts come to camp with these prerequisites completed and appropriate proof of completion (i.e. examples of their work or a note from their Scoutmaster).

To ensure quality and safe instruction, class sizes are limited according to the number of instructors, equipment, and other factors.

Difficulty Scale

Advanced Badge: badges in this category are the most difficult to complete at summer camp due to the course content, number of prerequisites, and expected ability level of the Scouts. Advanced badges are highly recommended for your oldest Scouts who are First Class and above.

Moderate Badge: badges in this category can be easily earned at camp by experienced Scouts but have a few prerequisites to complete at home.

Basic Badge: badges in this category have few, if any, prerequisites. These courses are excellent for Scouts of all ages and ability levels.



Nature/Ecology

The Nature area offers a variety of badges and programs for a wide range of Scouts' interests. Our state-of-the-art facility boasts a selection of wild and domesticated animals, as well as a pond, classroom areas, amphitheater, and modern technology that enriches the learning experience.

Badge		Description
	Bird Study (Moderate)	This class will be held daily before breakfast when Scouts will have the greatest chance to observe the Reservation's bird population. Scouts should bring a pair of binoculars and a field notebook.
	Environmental Science* (Advanced)	This is a course requires that Scouts spend time outside of class observing, writing, and experimenting. Prerequisites: Maturity, concentration, ideally Scouts 13+
	Fish & Wildlife Management (Moderate)	Scouts will learn the importance of wildlife management and sustainability, best practices for management, and issues facing fish and wildlife populations. Prerequisites: Req. 5 & 7, certified by SM
	Forestry (Moderate)	This badge requires mature levels of concentration, and involves charts and plans. Scouts should bring a notebook in which to keep leaves for identification.
	Geology (Moderate)	This badge requires a mature level of concentration. Prerequisites: Req. 5(c)(3a) Collect 10 different rocks or minerals. Record in a notebook and label each with its class and origin, chemical composition, and list its physical properties. Bring notebook to camp with photo of collection.
	Insect Study (Moderate)	This badge introduces Scouts to entomology. Scouts should plan to spend some time outside of the class observing and photographing or sketching insects. Please bring a sketchpad. Requirement 5 requires time outside of class and may need to be completed at home.
	Mammal Study (Basic)	This is a good introductory badge for younger Scouts. Participants will be required to complete a report and a conservation project.
	Nature (Basic)	This badge is an excellent survey of all the ecological fields.
	Reptile & Amphibian Study (Moderate)	Scouts will be required to make drawings and participate in night hikes. It is not recommended for Scouts with a fear of snakes, but can help lessen fears. Prerequisites: Req. 8(a) or 8(b) certified by SM
	Soil & Water Conservation (Moderate)	This badge involves a great deal of discussions on erosion, the water cycle, and best soil and water management practices.
	Space Exploration (Moderate)	This is an exciting badge that explores mankind's development of rocketry and subsequent exploration of outer space. Scouts will build and launch rockets as part of the badge.

An asterick (*) denotes an Eagle-required merit badge.

Nature/Ecology (cont.)

	<p>Sustainability* (Advanced)</p>	<p>This Eagle Required badge takes conservation mindedness and applies to life at home, with a focus on how each Scout can personally become more sustainable. Prerequisites: Req. I (family meeting) Post-Requisites: 2a (water), 2a (food), 2b or 2c (energy), 2a (stuff), 5a (family meeting)</p>
	<p>Weather (Moderate)</p>	<p>This program covers a lot of material. Participants will make rudimentary weather instruments and learn basic forecasting as well as safety during dangerous storms.</p>

Aquatics/Waterfront

Our waterfront provides Scouts with an escape from the heat and many opportunities to swim, boat, and use the blob. The waterfront also instructs Scouts in the essential skills of watercraft, swimming, and aquatic safety, all while having fun in the water.

	Badge	Description
	<p>Beginner Swimming (Basic)</p>	<p>Focused on passing the Beginner and Swimmer swim tests. This course involves one-on-one instruction to help Scouts become comfortable with the water. This is not a merit badge.</p>
	<p>BSA Lifeguard (Advanced)</p>	<p>This course is extremely physically demanding and recommended for older Scouts and adults only. Participants will spend the entire day at the waterfront. Prerequisites: 15+ and CPR Professional certification (CPR pro is offered at camp only if we have an instructor available)</p>
	<p>Canoeing (Moderate)</p>	<p>Physical strength and endurance required. Prerequisites: Pass the BSA Swim Test in Lake Powhatan</p>
	<p>Kayaking (Moderate)</p>	<p>Physical strength and endurance required. Prerequisites: Pass the BSA Swim Test in Lake Powhatan</p>
	<p>Lifesaving* (Advanced)</p>	<p>Physical strength and endurance required, a 400 meter swim is the first requirement and those not able to complete will be asked to switch to a different merit badge class. Prerequisite: Pass the BSA Swim Test in Lake Powhatan and be at least First Class</p>
	<p>Mile Swim (Advanced)</p>	<p>This BSA award recognizes advanced swimmers. The mile swim is achieved over four one-hour sessions. Prerequisites: Pass the BSA Swim Test in Lake Powhatan</p>
	<p>Rowing (Moderate)</p>	<p>Physical strength and endurance required. It is more technical than canoeing and kayaking. Prerequisite: Pass the BSA Swim Test in Lake Powhatan.</p>
	<p>Swimming* (Advanced)</p>	<p>Physical strength and endurance required. Prerequisite: Pass the BSA Swim Test in Lake Powhatan.</p>







Scoutcraft

Scoutcraft focuses on traditional Scouting skills as well as professions that require specific skill sets. The area also offers evening programs that test and instruct Scouts in their cooking skills, knife and axe safety, and the construction of various projects.

	Badge	Description
	Archaeology (Moderate)	This badge surveys the skills, education, and tools used by archaeologists. Scouts will take part in hands-on activities and lessons to see how we can learn from the past.
	Aviation (Basic)	This badge introduces Scouts to the aviation industry, including flight simulations and tour of a local airport.
	Camping* (Advanced)	This Eagle Required badge requires a lot of written work and previous camping experience. Prerequisites: 4b, 5e, 7b, 8d, 9a, 9b, First Class or above
	Emergency Preparedness* (Moderate)	This Eagle Required badge requires Scouts to complete written material and to master many skills. Prerequisites: 1 (First Aid Merit Badge), 2c (will likely need to complete after camp), 6c, 8b (bring a photo of your kit)
	Fishing (Basic)	This badge requires a lot of patience and luck. Scouts should plan to fish outside of class. Requirement 9 may or may not be completed depending on whether or not Scouts catch a fish. Prerequisites: bring your rod, reel, and tackle.
	Geocaching (Moderate)	This badge has Scouts use a GPS unit to locate and find geocaches around the camp. GPS units are provided, but participants are encouraged to bring their own. Prerequisite: create an account at geocaching.com
	Horsemanship (Moderate)	This is a fun but time-consuming badge. Transportation to the horse pens is provided by unit leaders in personal vehicles. Travel time is included in the 2-hour course time. Prerequisites: long pants and closed-toe shoes. Some Scouts may have difficulty mastering all the skills in one week.
	Orienteering (Advanced)	Scouts in this badge will setup and run an orienteering course. Scouts will need basic knowledge of map and compass. Prerequisites: Please bring an orienteering compass.
	Pioneering (Advanced)	Scouts in this course must have a basic knowledge of knots and lashings. Participants will need to use time outside of class to complete their projects. Please bring a pocketknife and gloves. Prerequisites: know the knots required for Tenderfoot through First Class.
	Wilderness Survival (Moderate)	This badge requires an overnight trip. Scouts should bring a backpack, sleeping bag, and ground cloth. Prerequisite: 5 (survival kit that may be brought from home), First Class or above




Fitness

Being involved in an athletic endeavor is not only a way to have fun, but also one of the best ways to maintain a healthy and strong body. Our Fitness area aims to promote a healthy and active lifestyle as part of the ScoutStrong initiative. The area boasts active and exciting evening programs, such as Four-Team Soccer, in addition to the following badges.

Badge		Description
	Athletics (Moderate)	This badge is designed to help Scouts learn safe and effective ways to train for various athletic programs. Prerequisites: Req. 3a&b—provide documentation or be prepared to do it at camp; 5—note from SM
	Chess (Basic)	Sure you've played before, but this badge gives Scouts information and instruction on the nuances of this classic game. Prerequisites: basic knowledge of chess preferable
	Climbing (Moderate)	This course is limited to 10 participants and recommended for older Scouts. This badge is physically challenging and requires a strong knowledge of knots, first aid, and safety. Prerequisites: First Aid merit badge, First Class, 13+
	Cooking* (Advanced)	This Eagle Required badge has a lot of hands-on instruction and many requirements that must be completed at home. Prerequisites: Req. 4, 6d,e,f
	Personal Fitness* (Advanced)	This Eagle Required badge teaches the basics of fitness and healthy living with the challenge to improve over the course of three months. Prerequisites: Req. 1b (bring a copy of your medical exam and dental statement) Post-requisites: Req. 6, 7, & 8 are started at camp but will be completed after the 12-week challenge is over
	Sports (Moderate)	Scouts will learn the importance of training, teamwork, and sportsmanship as they play a variety of sports games. Prerequisites: Req. 4 (a note to verify the Scout has competed in two different organized sports); 5c verified by a SM




Health Lodge

Our state-of-the-art Health Lodge accommodates the various and complex medical needs of our campers. In addition to providing quality care, the health officers also teach merit badges to enrich Scouts' knowledge of medicine, first aid, and careers in the medical industry. Wilderness First Aid and CPR/AED is offered for adult Leaders.

Badge		Description
	First Aid* (Moderate)	This badge covers a great deal of material and is recommended for older Scouts. Prerequisites: Scouts should bring a triangular bandage and gauze.
	Medicine (Moderate)	This badge covers the history, development, and professional opportunities in the field of medicine.
	Search & Rescue (Moderate)	This badge teaches the skills and terminology associated with search and rescue. Prerequisite: Req. 5 (this training may be completed online)








Shooting Sports

Our Shooting Ranges provide Scouts with the opportunity to safely learn from expert instructors in the fields of rifle, shotgun, and archery. Each night, Scouts can enjoy open shooting with a cost only for shotgun. **Due to the high popularity of these badges, please do not register Scouts that already have the merit badge.**



Badge		Description
	Archery (Advanced)	This is a difficult badge to master so it is highly recommended that Scouts taking archery have some prior experience. Scouts will likely need to take time out of class to qualify. This badge is limited to 12 Scouts and it is highly recommended that they be 13 years or older.
	Rifle Shooting (Advanced)	This is a time consuming and challenging badge. Scouts will likely need to take time out of class to qualify. A Scout may bring his own rifle to lock away at the ranges. It must be a .22 caliber, single shot, bolt action rifle. Class size is limited.
	Shotgun Shooting (Advanced)	This is a time consuming and challenging badge. Scouts will likely need to take time out of class to qualify. Please do not bring your own ammunition. Class size is limited and it is highly recommended that Scouts be at least 13 years old and at least 95 pounds.

Handicraft

The Handicraft area offers an excellent opportunity for Scouts to develop and demonstrate their artistic abilities while gaining more historical and cultural awareness.

Badge		Description
	Art (Basic)	Scouts will learn to express their ideas and tell a story using pictures. Prerequisites: Bring a note that confirms the scout has visited a museum.
	Basketry (Moderate)	This is an excellent badge for young Scouts. Scouts will use weaving skills to make two baskets and a wooden stool.
	Game Design (Moderate)	This is an interactive and fun merit badge that allows Scouts to create a board or card game and market it. Prerequisites: If possible, bring your favorite board or card game to camp
	Indian Lore (Basic)	Scouts will learn about Native American life, games, and crafts. In addition to several projects, this badge requires in depth study and reports.
	Inventing (Moderate)	This badge requires Scouts to work on a hands-on project. Scouts will learn how products are designed and develop their own.
	Leatherwork (Basic)	This is a great badge for younger Scouts, allowing them to demonstrate their skills in making their own knife pouch.
	Moviemaking (Moderate)	Moviemaking includes the fundamentals of producing motion pictures.

Handicraft (cont.)

Badge		Description
	Railroading (Moderate)	This badge provides a survey of the railroading industry, including the construction of a model train set and a visit to a local railroading museum.
	Wood Carving (Moderate)	Not recommended for Scouts with little knife experience. Participants should bring a sharp, lock-blade pocketknife. Prerequisites: Totin Chip (bring to class)

Adult Programs

Camp Powhatan is proud to offer a wide array of beginner and advanced courses for our adult leaders. From SM/ASM Specifics and Introduction to Outdoor Leader Skills to Chainsaw Safety, Camp Powhatan has a dedicated Scoutmaster Program Director, ensuring that the adult leaders in your unit have plenty to do.

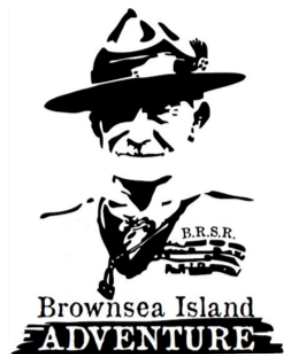
Scoutmasters also have the opportunity for fun activities like our Scoutmaster Shotgun Shoot, Hillbilly Golf, Scoutmaster v. Staff Volleyball, and our Leader's Award Program.

Brownsea Island Adventure

Brownsea Island Adventure is the Blue Ridge Scout Reservation's premiere first year camper program. Dividing the participants into patrols that work with an experienced Scout during the week, Brownsea Island teaches Scouts the essentials of Scouting in a fun, interactive, and competitive program. The BSI program is a model for first year camper programs around the nation and has been shown to help units retain Scouts..

Scouts in Brownsea Island will be in the program all day and should register for it in all time blocks during online registration. BSI Scouts may take Bird Study in the morning and will have the option of earning the Swimming merit badge through the program.

*For more information, please read the **Brownsea Island Leaders' Guide**.*



Evening Programs

Each evening will include a wide range of activities for Scouts to choose from. These evening programs usually begin at 7:30PM and run later into the evening. Evening Programs change year-to-year and the most accurate schedule will be provided at camp, but common evening programs are listed below. All programs are optional.

- Totin Chip and Firem'n Chit for new Scouts
- Duct Tape Boat Race (Scouts build a boat out of cardboard and duct tape and race them)
- Culinary Cookoff (bring ingredients and equipment for your unit's favorite dish to compete for the top prize)
- How to Tie a Monkey Fist
- Fingerprinting Merit Badge
- Tie-Die Tuesdays (white shirts sold at the event)
- Open Handicraft/Nature/
- Open Boating/Blobbering/Swimming 4-5PM and 7:30PM most nights
- Chess Tournament
- Four-Team Soccer
- Staff v. Scouts Ultimate Frisbee
- Open Climbing



2019 Camp Powhatan Merit Badge Schedule



	Nature	Handicraft	Scoutcraft	Shooting Sports	Waterfront	Health Lodge	Fitness Zone
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Bird Study will be offered at 7 a.m. based on interest.

Breakfast Shifts—7:00 a.m./7:45 a.m.

9:00	E: Science: 9-11 Forestry Mammal Study Nature Space Exploration Sustainability: 9-11	Art Basketry Indian Lore Inventing Leatherwork Woodcarving	Camping Emergency Preparedness Fishing Geocaching Orienteering	Archery Rifle: 9-11 Shotgun: 9-11	BSA Lifeguard (all day) Canoeing Kayaking Lifesaving Rowing Swimming	First Aid	Chess Climbing: 9-11 Personal Fitness: 9-11 Sports
10:00	E: Science: 10-12 Geology Reptile Study Space Exploration Weather	Art Basketry Game Design Leatherwork Woodcarving	Archaeology Emergency Preparedness Horsemanship: 10-12 Fishing Orienteering	Archery	Canoeing Kayaking Lifesaving Rowing Swimming	First Aid Medicine	Cooking: 10-12 Sports
11:00	E: Science: 11-12 & 2-3 Fish & Wildlife Mgmt Forestry Inset Study Mammal Study Reptile Study	Game Design Indian Lore Leatherwork Movie Making Railroading Woodcarving	Aviation Camping Emergency Preparedness Geocaching Orienteering	Archery Rifle: 11-12 & 2-3 Shotgun: 11-12 & 2-3	Beginner Swimming Canoeing Kayaking Lifesaving Rowing Swimming	First Aid Medicine	Athletics Personal Fitness: 11-12 & 2-3 Sports

Open Lunch— 11:45—1:00

2:00	E: Science: 2-4 Forestry Nature Reptile Study Space Exploration	Art Basketry Game Design Leatherwork Woodcarving	Aviation Camping Emergency Preparedness Geocaching Pioneering: 2-4 Wilderness Survival	Archery	Canoeing Kayaking Lifesaving Mile Swim Swimming	First Aid Search & Rescue	Athletics Chess Sports
3:00	Geology Inset Study Nature Sustainability: 3-5 Soil & Water Conserv. Space Exploration	Basketry Indian Lore Inventing Leatherwork Woodcarving	Camping Emergency Preparedness Geocaching Horsemanship: 3-5 Wilderness Survival	Rifle: 3-5 Shotgun 3-5	Beginner Swimming Canoeing Kayaking Mile Swim Swimming	First Aid	Athletics Climbing: 3-5 Cooking: 3-5 Personal Fitness: 3-5
4:00	Inset Study Mammal Study Nature Reptile Study Space Exploration Weather	Art Basketry Leatherwork Moviemaking Woodcarving	Archaeology Camping Emergency Preparedness Wilderness Survival		Open Swim/Boat (Monday—Friday)	Search & Rescue	Chess

Dinner Shifts—5:30 p.m./6:15 p.m. Evening Programs and other Merit Badges as announced at camp.

Brownsea Island participants must register their name on the merit badge pre-registration form with "BSI" in all time slots. They will spend all day with Brownsea Island.

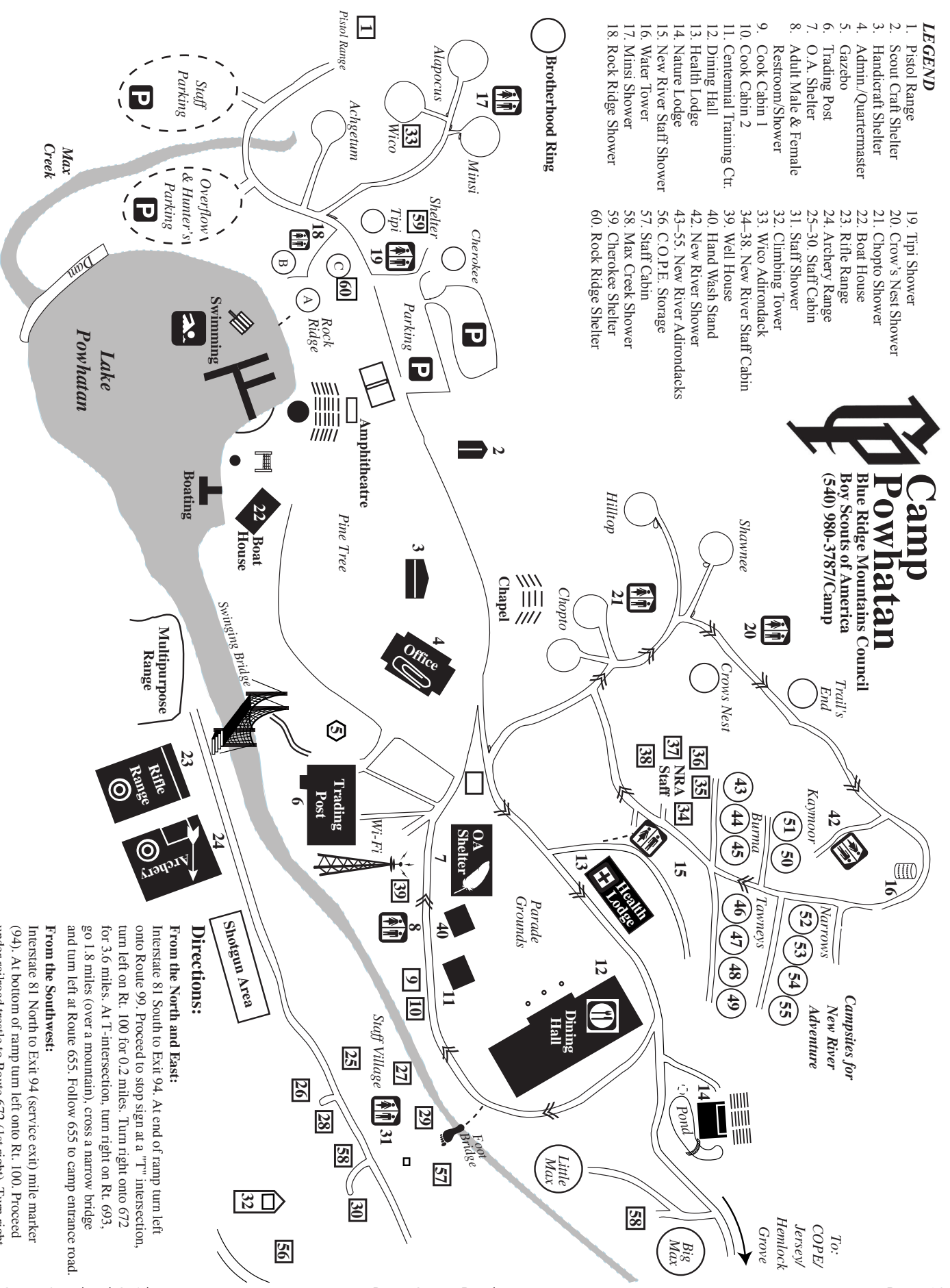
Camp Powhatan

Blue Ridge Mountains Council Boy Scouts of America

(540) 980-3787/Camp

- LEGEND**
- Pistol Range
 - Scout Craft Shelter
 - Handicraft Shelter
 - Admin./Quartermaster
 - Gazebo
 - Trading Post
 - O.A. Shelter
 - Adult Male & Female Restroom/Shower
 - Cook Cabin 1
 - Cook Cabin 2
 - Centennial Training Ctr.
 - Dining Hall
 - Health Lodge
 - Nature Lodge
 - New River Staff Shower
 - Water Tower
 - Minsi Shower
 - Rock Ridge Shower
 - Tipi Shower
 - Crow's Nest Shower
 - Chopto Shower
 - Boat House
 - Rifle Range
 - Archery Range
 - Staff Cabin 25-30
 - Staff Shower
 - Climbing Tower
 - Wico Adirondack
 - New River Staff Cabin 34-38
 - Well House
 - Hand Wash Stand
 - New River Shower
 - New River Adirondacks 43-55
 - C.O.P.E. Storage
 - Staff Cabin
 - Max Creek Shower
 - Cherokee Shelter
 - Rock Ridge Shelter

○ Brotherhood Ring



Revision 09/30/16

Directions:

From the North and East:
 Interstate 81 South to Exit 94. At end of ramp turn left onto Route 99. Proceed to stop sign at a "T" intersection, turn left on Rt. 100 for 0.2 miles. Turn right onto 672 for 3.6 miles. At T-intersection, turn right on Rt. 693, go 1.8 miles (over a mountain), cross a narrow bridge and turn left at Route 655. Follow 655 to camp entrance road.

From the Southwest:
 Interstate 81 North to Exit 94 (service exit) mile marker (94). At bottom of ramp turn left onto Rt. 100. Proceed under railroad trestle to Route 672 (1st right). Turn right onto 672 and proceed as above.

Powhatan Roster

Dates attending camp: _____ Unit Type: _____ Unit Number: _____

	Name of Participant	Date of Birth	Address	Phone Number
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