

CAMP MARRIOTT
GOSHEN SCOUT RESERVATION

2018 Leader Guide

All Weeks



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Greetings Scoutmasters, Crew Advisors, and Adult Leaders,

Welcome to the Camp Marriott 2018 Camping Season! We are very excited to bring you this year's Camp Marriott summer program. Our goal is to provide a high-quality program for every participant by creating meaningful experiences to form a basis for personal growth, and for the Troop or Crew to grow and develop as a team through active involvement in the Patrol Method. We believe that the success of a participant at camp is not dependent on whether they complete badges, but rather on what they can learn from their time at camp as a whole experience.

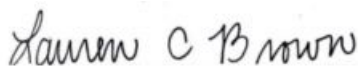
The Camp Marriott leadership has developed another year of unique program based on critiques and feedback from units that came to camp in 2017, and well as from the Camp Marriott senior leadership team. We have added brand new merit badges; Exploration and American Cultures.

Our facilities are also being enhanced step by step to make Camp Marriott look even better. During the off-season, we are making plans to add more signs around camp, upgrade Aquatics, the Campfire Circle, and the OJ Coral area.

As you are going through this guide and have any questions about merit badges, schedule changes, or anything in general, we are always here to help. Please feel free to contact us via email (campmarriott@gmail.com) or on Facebook @CampMarriott. As always, we are here to go the Extra Mile for you and your unit.

Thank you for joining us this summer to help us celebrate our 50th summer of operation in style! We hope that you and your unit have a great experience and feel the passion that we have put into this summer's program.

Yours in Goshen,



Lauren Brown
Goshen Scout Reservation
Camp Marriott, Camp Director

GENERAL INFORMATION

Camp Check In

When your Unit arrives at beautiful Camp Marriott, one adult leader will need to check-in at the Administration building. At this time, you will be introduced to your site guide(s) and you will receive a packet of information plus a time for your Unit's swim check and medical check. After all pertinent information has been given out or received by the camp management, your site guide(s) will take you and your Unit to your campsite. Then follow the rest of the check-in schedule.

If an adult or youth is coming to camp after the Unit arrives they need to report to the Administration Building. Once they have checked in, they will be guided to the appropriate campsite.

Medical Forms

Everyone in camp **MUST** have at least Part A & B of the BSA Medical Form filled out and on file in the office. The only exceptions are for guests that are at camp **ONLY** during Official Check-In (see Daily Schedule Packet for specific times during your Week), during Official Check-Out (Saturday 5:30am – 7:00am), or for Immediate Pick-up or Drop-off during the week.

The NCAC Scout Camp Risk Advisory Section must be filled out by the adult participant or the parent/guardian of a youth participant. Part C of the BSA Medical Form must be filled out by a medical professional. These parts are **REQUIRED** for anyone who is in camp for more than 72 consecutive hours and for anyone who plans to participate in camp activities.

Participants with Special Needs

We will make any necessary accommodations in order to provide a welcoming and positive program for all participants. Please contact the camp at least 1-2 weeks in advance of your arrival so we can work with you to develop a plan to provide the best possible programming.

Camp Rules

To ensure that all participants get the fullest value out of our program, we ask that all youth and adults agree to abide by the following rules:

- Conduct yourself in a manner consistent with the Scout Oath and Law.
- Units must follow all BSA standards
- Every person staying in camp must have a BSA Medical Form
- All visitors or adults coming late must check-in at Admin Building.
- All adults over the age of 18 must wear their adult wrist band at all times.
- Wear seatbelts if in a vehicle.
- No passengers in the back of open vehicles (pick-up trucks, trailers, etc).
- All boaters must wear a lifejacket.
- Keep your fires attended at all times.
- Use wood which is on the ground. Do not cut down standing trees.
- Speed Limit – 5mph in camp and 20mph on the reservation beltway.
- Park in the parking lot. Vehicles are only allowed in sites for loading and unloading, unless approved by the Camp Director.
- Unit will be charged for intentional damage to camp property
- Swim only at the waterfront and only when a lifeguard is on duty.
- No fishing within 100 yards of Aquatics (off limits areas are posted).
- Wear close-toed shoes in camp (except at the waterfront or in the shower).
- Respect wildlife in camp. If you see any large animals of prey, please notify the Camp Director.
- Please do not run in Beautiful Camp Marriott!

Buddy System

We require that youth participants follow the buddy system at all times while at camp. Please help participants plan so that they can travel to and from program with a buddy, and make sure that participants have a buddy when traveling around camp.

Site Guides

One or more staff members will be assigned to be your site guide for the week. Their duties include being a liaison between the Unit and the camp staff in addition to assisting and guiding your Unit throughout the week. If you have any questions or needs while at camp, your site guide(s) are there to be a resource for you Unit and leaders.

Emergency Procedures

In the case of an emergency at camp your Unit needs to be prepared for our emergency procedures. If an emergency should occur you will hear one of two things: a bell or an air horn.

- **If you hear the bell**

This emergency procedure is used for a lost participant, fires, evacuation, and disseminating important information.

Go to **YOUR** campsite. Once all participants are accounted for, send two messengers to briskly walk to the Administration Building to report in and collect any important information.

- **If you hear an air horn:**

This emergency procedure is used to activate the Emergency Action Plan at the waterfront for a potential lost swimmer. Nine loud air horn blasts will signal this emergency.

Quickly move to the closest program area, staffed facility, or camp site and remain there until the all clear is signaled by a single, loud air-horn blast. Remain alert for camp or emergency vehicles while on camp roads.

- **Weather Emergencies:**

In the case of extreme weather hearing a signal would be difficult. On the side of each latrine is a copy of our Emergency Action Plan for weather emergencies. This will tell you where the emergency shelter is located for your campsite. We will send out staff members or use the text message alert system in the event of severe weather, but if conditions change quickly, use your judgment and proceed to shelters if threatening conditions exist.

Your site guide(s) will go over all emergency procedures with your Unit upon arrival to camp.

Text Message Notifications

We use a text message notification system to rapidly get information to unit leaders. This system will supplement other methods of communication and notification at camp. Notifications may include emergency alerts, severe weather warnings, program changes, and other important information. Sign up during the initial leader meeting, or at the Administration Building. Standard carrier rates apply.

First Aid

The First Aid station is located in the front office of the Administration Building, and is staffed by trained first aiders, Wilderness First Responders, and EMTs. The first aid room is open 24/7. In the case of an emergency at night, wake up the on-duty staff members in the main room of the Administration Building.

What to Bring To Camp

- ✓ MEDICATION IN ORIGINAL CONTAINER & PHYSICAL FORMS PROPERLY FILLED OUT BY PARENTS
- ✓ Backpack or bag you can carry your equipment in for at least ¼ mile.
- ✓ BSA Uniform (shorts, socks, Class A) for flag ceremonies, etc.
- ✓ Sturdy hiking shoes
- ✓ Water activity shoes (closed toe; optional)
- ✓ General clothing for around camp (5 or 6 sets)
- ✓ Extra underwear and socks (1 pair per day or more)
- ✓ Raincoat and rain pants
- ✓ Sweater and/or Jacket
- ✓ Hat/sunglasses (optional)
- ✓ Sleeping bag or bedding
- ✓ Pillow
- ✓ Swimsuit
- ✓ Plate, cup, bowl, knife, fork, and spoon
- ✓ Toothbrush and toothpaste
- ✓ Towel
- ✓ Shampoo
- ✓ Washcloth
- ✓ Comb or hair brush
- ✓ Soap in container
- ✓ Feminine hygiene products (if applicable)
- ✓ Glasses or extra contact lenses (if needed)
- ✓ Water Bottles
- ✓ Flashlight with extra batteries
- ✓ Compass (optional, but may be useful for some activities)
- ✓ Pencil, pen, pad/notebook
- ✓ Spending money
- ✓ Disposable or water-resistant camera
- ✓ Insect repellent (non-aerosol preferred)
- ✓ Sun screen (SPF-30 or higher recommended)
- ✓ BSA Handbook
- ✓ Any prerequisites for camp activities (see program information packet)

We recommend that campers **DO NOT** bring electronics, including handheld games, cell phones, music players, etc. There is too much of a chance of these items getting lost, broken, rained on, and so on while out in the woods.

Meals

Camp Marriott offers two different and unique dining options for units to consider and choose for their time at camp.

- **Heater Stack** – this meal option provides cooked meals for Units. Under this meal plan, food is picked up at the commissary during the hours specified below in brown heater boxes called cambros. There is a hot component and a cold component to each meal that needs to be picked up. The food is then taken back to the campsite(s) by the Scouts or leaders. Once the food has been consumed, the brown heater boxes should be returned to the commissary and trash/waste thrown into the camp dumpster.
- **Patrol Cooking** – this meal option provides ingredients for meals to be cooked by the Unit in their campsite. Under this meal plan, food is picked up at the commissary during the hours specified below from commissary staff as ingredients of a whole meal. The ingredients are then taken back to the campsite and prepared (all meat is precooked to meet safety standards) and cooked by campers according to cooking instructions or to the preference of the patrol members. Dirty pots/pans and dishes should be cleaned using the three pot method. All trash/waste needs to be thrown into the camp dumpster.

Food Pick Up

Breakfast

Patrol Cooking 7:00am

Heater Stack 7:30am

Lunch

Patrol Cooking 12:00pm

Heater Stack 12:00pm

Dinner

Patrol Cooking 5:00pm

Heater Stack 5:30pm – (* 5:00pm on Friday)

Proper food handling is important for keeping participants healthy at camp. We recommend correct procedures for the washing and rinsing of cooking materials. Be organized. Clean up soon after the prepping and cooking of food. Throw away all trash in the camp dumpster after all meals.

DO NOT STORE FOOD IN THE CHUCK BOX.

The chuck box is not mouse proof. If any type of food stored it will attract mice. If your Unit has brought food please store properly in sealed containers.

Two participants from each Patrol that are designated to pick up the food for the meal need to know their Unit number and Patrol name for food pick up.

Parking

We have a limited amount of parking in our camp parking lot. We encourage units to carpool to reduce their vehicle footprint (or better yet, take the bus!). Should you bring vehicle to camp, we do allow vehicles to drive to the campsites using our interior camp service roads. Vehicles can access sites to drop off and pick up but otherwise should be left inside the parking lot. The Camp Director can give permission for vehicles to remain in campsites. If there are vehicles parked inside campsites, please park them off any service road just in case an emergency occurs and a camp vehicle needs to come through a service road.

Trailers

We encourage Units to bring trailers to camp if they wish to do so. Trailers are allowed inside the campsites to allow units to easily access their gear or any other items they brought to camp. All sorts and sizes of trailers can fit inside of our campsites. Should you need assistance on where to park or how to angle your trailer(s) inside your campsite, please ask your site guide(s) for advice from a camp Commissioner.

Leaving Camp

If you are an adult leader or youth participant you need to check in and out of camp. There is a sign-in/sign-out log in the Administration Building. You need to sign this if you are heading into town, to another camp, COPE/Climbing/ATV, or any destination out of camp by yourself or with a small group. In the case of an emergency, we will use this to help find out who is in and who is out of camp. If your whole Unit is going out of camp, you need to fill out an Out of Camp form, located in the Administration Building.

Contact Information

Cell Phones:

In general, cell phones which operate off of Verizon's towers work at camp. Other carriers have little or no coverage in the area. We recommend that youth participants leave cell phones at home.

Office Phone Number:

(540) 784 - 6259

Mailing Address:

Participant Name, Unit Number
Camp Marriott
Goshen Scout Reservation
340 Millard Burke Mem. Hwy.
Goshen, VA 24439

Email:

campmarriott@gmail.com

Facebook:

@CampMarriott

Instagram:

@CampMarriottGSR

HOMESICKNESS TIPS FOR UNIT LEADERS AND FAMILY

We see our fair share of homesickness every summer. Our New Scout Quest program staff have put together some tips based on their experience.

1. **Don't call home and no pick-up deals**

One of the fastest ways to make homesickness worse is to call home. Talk to your Scout ahead of time. Rather than being reassuring, telling your Scout that they can always call or that you'll come pick them up if they get too homesick usually has the opposite effect. Instead, express confidence in the Unit Leaders, staff, and your Scout. While your Scout shouldn't call, that doesn't mean they can't write to you. Get them to send you mail by sending them with pre-addressed and pre-stamped envelopes and paper - or give them stamps and money to buy postcards in the camp Trading Post.

2. **Sending Mail**

You can also send mail! Care packages, letters, and postcards are always great! When writing, make sure to express pride and confidence in your Scout. Avoid saying things like, "we miss you." Instead, focus on the fun things they're doing at camp. Please take into account postal travel time when you mail your letters, packages, and postcards! For mail to get to your Scout in time, we recommend adding an additional day to the normal postal travel time for in camp processing.

3. **Prepare for Camp Together**

Empowered Scouts get less homesick. Have them help pick out the gear they're going to take. Go over different camp activities with them. Help them get used to nights away from home, maybe by going to sleepovers with friends or an overnight with relatives. Talk to them about what to expect at camp.

4. **No teasing!**

While it may be fun to regale your Scout with tales of how you had to eat mystery meat or got attacked by the lake monster when you went to camp as a kid, save it for afterward. Instead, share the positive things you remember. Likewise, don't tease about things you might do while they're gone. Get them excited for camp. Tell them to take pictures for you or to bring you back souvenirs. We offer several craft Merit Badges where they can make you something. There are also always cool souvenirs from the Trading Post, if crafts aren't their thing.

5. **Manage your own feelings**

If you're anxious or nervous, it will transfer to your Scout. Learn more about camp by talking to leaders in the Unit and parents of Scouts that went to a camp last year. You can always email us with questions, too, at campmarriott@gmail.com.

6. **Birthdays**

Let us know if a Scout is going to have a birthday while at camp! Having a birthday away from home is different, but that doesn't mean it's less fun!

7. **Once at camp, keep them busy!**

If a Scout is busy and having fun, they have less time to think about being homesick. One of our key strategies for dealing with homesickness is figuring out what the Scout enjoys doing. Feel free to talk to the staff! If there's something they really want to do, let us know and we'll do our absolute best to make it happen!

CAMP MARRIOTT AMENITIES

Leader's Lounge

The Administration Building contains the Staff and Leader's Lounge in addition to the First Aid Room and Camp Administrative Offices. The Administration Building is located at the center of camp near the parking lot. Leader's Lounge hours will be posted on the door, but are generally all day during normal program hours except during staff meals. The leader's lounge is equipped with coffee, restrooms, tables for working, and wireless Internet.

Internet Access for Leaders

We recognize that many adult leaders will need access to the Internet for work while at camp. Free wireless Internet access will be available at the administration building. Ask at the office for the password. Due to the remote nature of camp, our Internet will be provided via 3G/4G data cards. These cards support a limited number of devices and are metered, so we ask that you use the Internet accordingly. For high-bandwidth needs, such as video downloads, streaming media, or large file downloads, there is free broadband Internet at the Public Library in the town of Goshen a few miles down the road. Stop by the Administration building for directions.

The OJ Corral (Games Area)

The O.J. Corral is located in front of the Administration Building. If you are looking for a fun activity to do, when you have some free time, stop on by and hang out! There is a horse shoe pit with bleachers! We have an in-ground chess/checker board! We have a beanbag toss game! We have picnic tables to sit in a shady area. (Horse shoes and beanbags are located in the Administration Building).

Quartermaster

The quartermaster is located between the Trading Post and the Commissary. The quartermaster is equipped to assist your Unit with projects your Unit wishes to complete while at camp, in addition to stocking basic supplies.

The Q.M. has for your Unit...

- Toilet paper, paper towels, trash bags, soap/sanitizer
- Dutch ovens, Propane stoves, Propane tanks, extra cooking supplies
- Bow saws, spades, rope, axes, hatchets, hammers, nails, supplies for service projects

Quartermaster hours will be posted on the door. If you need something outside of open hours, or the Quartermaster is temporarily out working on a project, stop by the Admin Building and we will be happy to help.

Trading Post

The Trading Post is Marriott's Camp Store. We carry camping and outdoor gear, supplies for Merit Badges, snacks and refreshments, and apparel and souvenirs to remind you of your experience at Beautiful Camp Marriott. Stop by and have a look around!

Times of operation will be posted on the door of the Trading Post.

We carry.....

- Camp Shirts, Hats, Socks, Patches, Toiletries, Sun Block
- Kits for Handicraft Merit Badges, Rocket Kits for Space Exploration
- Flashlights, Rope, Pocket Knives, Batteries
- Candy, Trail Mix, Popcorn, Bottled Water, Sodas, Juice Drinks
- and much more!

Pocket Knives will only be sold to youth with an adult with proof of their Totin' Chip and permission of their Scoutmaster

Shower House

The shower house is located up the trail from the Commissary Building towards Sites 7 and 14. The shower house contains individual hot showers and individual bathrooms. We ask that youth campers do not use the bathrooms at the shower house during the day unless also take a shower, and instead use the latrines at their campsite.

Hours

The shower house is open to youth and adult campers between 7:00 AM and 10:00 PM except for between 1:00 PM and 2:00 PM for daily cleaning. Youth campers must go to the shower house in a group that is accompanied by adult leaders for supervision.

Program Areas

Camp Marriott's program is subdivided into seven program areas which teach classes and provide other program opportunities within their specialty. These areas are:

Aquatics:	All waterfront programming.
Eagle's Eyrie:	Provides specialty programming and Eagle Required badges.
Ecology:	Provides programming based around the natural sciences.
Handicraft:	Arts, crafts, and culture/history programming.
New Scout Quest (NSQ):	Our introductory program for younger participants new to Scouting.
Scoutcraft:	Outdoor skills programming.
Shooting Sports:	Shooting programs.

All participants must ask for permission to enter the shooting ranges, the aquatics area, and the zoo in ecology. All program areas are closed after 8:15pm.

CAMP MAP

