



Rowdy Raven's

STAR-SPANGLED ADVENTURE

CELEBRATING 250 YEARS OF AMERICA

CUB SCOUT RESIDENT CAMP

CAMP RAVEN KNOB

JUNE 10-13th, 2026

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Our Mission

To strengthen dens and packs by introducing Cub Scouts & Webelos to outdoor skills, thus ensuring the overall enhancement of Cub Scout/Webelos /Arrow of Light goals, including citizenship, character development, conservation, and achievement.



Unit Leaders,

Raven Knob is the premier in outdoor Scout camping in the Old Hickory Council. Cub Scouts and their leaders have been enjoying resident camping since 1985, when we held our first long-term Cub Scout/ Webelos Resident Camp here in the mountains of Surry County, NC.

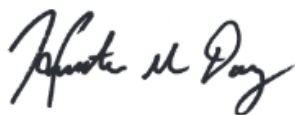
Our Council goal is to provide a haven for each Scout amid a beautiful wilderness camp where scouts can learn about the out-of-doors. These fun-filled days spent in camp will make memories that last a lifetime.

This Leader's Guide was assembled and organized to help you plan a successful summer camping experience for every scout in your pack. As you can see, there is truly something for everyone. Each scout is welcome at Raven Knob, and in fact these scouts are why we are here, standing ready to help and guide you in your summer camping efforts. We hope each scout in your unit gets every opportunity to attend this year's camp. Campership assistance is available for in-Council scouts who need it—please do not hesitate to ask.

Our registration system is easy to follow, so please take note of the procedures. I encourage your pack to get fully involved in this year's theme: Celebrating America's 250th Anniversary. Plan to show the enthusiasm of true Scout-like spirit and have a fun session with your pack. Camp dates are June 10-13.

On behalf of the Old Hickory Council, the Resident Camp Program Committee, and the Raven Knob staff, we look forward to seeing you at camp.

In Scouting,



Hunter Day | Camp Director



Preparing for Cub Resident Camp

Dates:

June 10-13, 2026

Camp Fees

Scout \$220

Leader \$110

Payment Timeline

\$50 Per Scout by 4/25

Remaining by 5/23

Registration Opens

March 25th at 9:00am



Resident Camp Fees Overview

The resident camp fee is \$220 for both Old Hickory packs and Out of Council packs. The camp fee includes a camp patch and t-shirt for each Scout. Please note that we cannot offer refunds for Scouts who leave camp early. The adult camp fee is \$110 which includes a patch and T-shirt. A part of the fee is due with each step of registration. The first payment is due with the Pack Count/ Campsite Information form which allows us to plan for the size of each pack. With the first payment, you can register your Scouts and Leaders as well as make Campsite request. Also, please make sure to add T-Shirt sizes to each Scout and Leader coming to camp. Packs are required to make a payment of \$50 per Scout by April 25th. It is possible to add Scouts after this date, pending available space and permission from the Resident Camp Director. This \$50 payment is nonrefundable, but will be used as payment toward the camp fee. The balance of all camp fees is due May 23rd. Please allow plenty of time for mailing or bring them in person. Fees are nonrefundable; however, they may be transferred to different Scouts. Detailed instructions of the registration process are included in the Registration Packet.

Registration

Our goal is to make the registration process easy and efficient for everyone. An overview of the registration steps is listed on the following page. All additional registration forms can be downloaded from the Cub Camp page on ravenknob.com/cubhome. When you are ready to register each Scout, you will need to know their name, rank (as of June), address, phone number, parents name, and t-shirt size. Register each adult with their name, address, phone number and t-shirt size. For youth and adults, note any special needs in the appropriate online fields. Additional help, along with last minute updates and tips, can be found on our website: ravenknob.com.

Resident Camp Addresses

Old Hickory Council, SCOUTING AMERICA
6600 Silas Creek Parkway
Winston-Salem, NC 27106
Phone: 336-760-2900
Fax: 336-760-4222
Email: campdirector@ravenknob.com

Camp Raven Knob Resident Camp
266 Raven Knob Road
Mount Airy, NC 27030
Phone: 336-352-4307
Fax: 336-352-3445
Email: registration@ravenknob.com

The registration process at a (big, long) glance

Contact registration@ravenknob.com for assistance

Do this before April 25th

Complete the following online:

Pack Count Information

- Include \$50 per Scout deposit. Can be paid:
 1. Online (preferred) by eCheck or Credit Card
 2. At the OHC Office by Check or Credit Card
 3. From Pack Account (OHC Packs Only) Financial Assistance Applications

Program Registration online

- Remember to include t-shirt sizes Leader/Adult Registration online
- Additionally, in Tentaroo be sure to update the rank in each scouts profile (Do not put Bobcat)

Do this before May 23rd

Submit the following online:

Final Registration Payment

- Include \$170 final payment for OHC Scouts and Out of Council Scouts
- Include \$220 for any OHC Scouts and Out of Council Scouts added since April 25th
- Additional scouts may be added after this date until one-week out of camp; however late charges may apply.
- Include \$110.00 for each adult (one adult attends free with a minimum of five scouts excluding den chief.

Program Registration—Final revisions

Leader/Adult Registration Form—Final revisions

Review T-Shirt Sizes for all participants

Print Unit Roster - (available online)

Do this when you get to resident camp

The pack should immediately report to their campsite to meet with their pack guide. This guide will then bring your pack to your regional check-in location. Pack representatives need to bring the following items to the regional check-in:

- Swim Check Form
- Pack Photo Form with a check
- Copy of Unit Roster
- Copy of signed Outdoor Program Permission Form for each Scout

Leaders in camp

The minimum leadership requirement for any Cub Scout unit attending resident camp is a ratio of two adults for a maximum of eight scouts and one additional adult for each four scouts. All adults must be registered members of Scouting America, and all adult leaders must meet the qualifications for the leadership position in which they serve. Two unit leaders must be at least 21 years of age. Any additional leaders must be at least 18 years of age. While we encourage an adult companion to attend with Cub Scouts, we cannot accommodate their younger brothers or sisters. This program is designed for registered Tigers, Wolf, Bear, Webelos and Arrow of Light only.

****All adults must have Youth Protection Training. ****

Units that rotate leaders during the session can fill a leader-space with more than one person staying different parts of the session. For example, one leader might stay the first night and another the second or third. In that the two leaders do not stay in camp at the same time, they use only one leader-space and pay only \$95. They will, however, only receive one patch and T-shirt for the one leader-space.

If a pack has a den chief in camp, they will be charged the adult fee. A den chief is a scout in a Scouts, BSA Troop that helps with the pack. The fee for the den chief is the same as the adult fee because they lead but does not take part in the program. Session supplies are for Cub Scouts only. Please note that a den chief does not qualify as an adult leader to accompany the Cub Scouts to each of their activity areas.

As of September 1st, 2023, **ALL** adults attending Cubs Scout overnight activities must be registered in Scouting America unless they are the parent or legal guardian. Grandparents, adult siblings, aunts, uncle, or adult family friends will need to be registered as an adult leader within Scouting America, this will require YPT and a background check.

Regardless of if the adult attending with a youth is a parent/legal guardian or not, they must have taken Youth Protection Training.

Campsite Arrangements

The week before camp, we will let you know your campsite assignment. All campsites will have electricity. If needed, please bring a 100-foot cord for CPAP machines. Operation Hours—After May 15th, a person may be at the camp office daily and will man the phone during office hours every day throughout resident camp.

Correspondence

All resident camp correspondence and registration materials should be sent to the Council Office. To allow enough time to receive and process registration, do not send any money or registration materials through the Postal Service less than two weeks prior to the May 23rd deadline. You can contact us at any time via email at registration@ravenknob.com.



Medical forms

All Scouts and leaders attending camp must have a current medical form completed. This form is available online, and Parts A and B are required. Please make copies for your pack or pick them up at the Old Hickory Council Service Center. Please use the most current version of each form. **Older versions of the medical forms cannot be accepted.** Each Scout and leader will have a health recheck after their arrival as part of the check-in procedure. The pack's medical forms will be kept on file for the session with the camp's Health Officer. They will be returned to the pack representative at the end of the session. Packs may send health forms to camp up to 2 weeks ahead to speed check-in. Even if a leader is arriving late in the session, all efforts should be made to have that person's health history with the pack during check-in, so that the health officer can review the forms, even before the leader arrives. If a Scout or leader is arriving late to resident camp, and they were not able to give the health forms to the leader before camp, then they will need to give these forms to the Health Officer upon arrival in camp. Please keep a copy of each Scout's physical for your records.

Transportation & Parking

Each unit is responsible for the safe transportation of its members to and from camp, and to make sure that all vehicles meet national insurance requirements. Transporting Scouts or adults in the bed of a pickup truck or trailer—whether it is covered or uncovered—is against the policy of the Boy Scouts of America, as well as poor judgment. Parking areas will be assigned at check-in, vehicles are not to be parked in the campsite during the session. Packs are encouraged to leave a trailer in the campsite to store gear. A locking box is provided in the campsite shelter or sign as a place to secure and safeguard gear. To keep traffic in camp to a minimum, only camp vehicles will be allowed beyond the Administration Building during the session of camp. Pack vehicles will be permitted into camp during check-in and check-out, for the purposes of loading and unloading of personal and pack equipment. While driving in camp, please observe the camp speed limit of 5 miles per hour. No vehicles will be allowed to operate in camp or be parked in the campsite after check-in without permission of the Resident Camp Director.



Suggested equipment list

- Pack flag
- First aid kits (a must)
- Den flags
- Lanterns
- Rope
- Extra plastic
- Brooms
- Ice chest full of favorite drinks (water is the best)
- Lawn chairs
- Camp stove and coffee pot
- Tarp for front of adirondack

Personal equipment

- Rank book so things can be signed off at camp
- complete Scout uniform
- T-shirts
- canteen or water bottle
- shorts or long pants
- swim trunks/1 piece bathing suits for girls
- underwear
- socks
- sun tan lotion (sunscreen)
- sun glasses (optional)
- hat if desired
- sweater or jacket
- camera (optional)
- extra shoes or boots
- poncho or rain gear
- notebook and pencil or pen
- watch (very important)
- wallet (extra spending money)
- washcloth and towel
- toiletries (soap, shampoo, toothpaste, etc. No glass bottles)
- flashlight with new batteries
- insect repellent
- sleeping bag or sheets & blankets and pajamas
- alarm clock (optional)
- footlocker or suitcase or backpack
- Fishing gear (optional)
- Games (optional)



What to do when you get to resident camp

Arrival

Pack representatives will receive an email in late May to sign-up for an arrival time. We ask that packs plan to have all participants arrive to camp at this scheduled time.

Check-in

The first thing the pack should do upon arriving to camp is report to their campsite to meet their assigned camp guide. This camp guide will bring the entire unit to their regional check-in station to complete admin check-in and health rechecks.

The pack representative should bring the following items to check-in:

- A completed roster reflecting the names of the Wolves, Bears, Webelos and Arrow of Light
- Copies of all receipts, invoices
- Copy of signed Outdoor Program Permission Form for each Scout.
- Adult registration information
- All medical forms
- Swim Check form (Only if completed prior to camp)

Everyone—youth and adult—must have a current health form.

A buddy tags will be issued for each person with a health form.



The Check-In Process at a Glance

Arrival to Camp

The pack representative will receive an email in late May to sign-up for an arrival time. The entire pack should plan to arrive to camp at this time and report directly to the campsite.

Pack Guide

Once at your campsite you will meet with your pack guide. This guide will help direct you through the check-in process and will lead you on a camp tour.

Regional Check-in

The pack guide will first lead your pack to a regional check-in. This regional check-in will include admin check-in and health rechecks for your pack. The pack representative should bring all the pack's registration forms, rosters, and health forms with them to this check-in. All packs should stop by the Program Center to receive their t-shirts, armbands, program books, and any other information as needed during check-in.

Camp tour and pack photograph

The pack guide will then lead your unit on a camp tour. There are a couple of required stops on the camp tour—the Aquatics area (for swim checks and safety procedures), and the Dining Hall (where you'll learn about the waiter system). During this tour your pack will also have the opportunity to have a pack photograph taken.

Supper

Scouts and leaders should wear the complete Scout uniform to supper at the dining hall.

Vespers and leaders' meeting

Vespers is held in the Chapel after supper. The pack representative should attend the leaders' meeting after supper.

Campfire

Your Pack Guide will meet you in your campsite to bring you to opening campfire. Scouts and leaders should wear the complete Scout uniform & spirit items.



Camp Tour

The pack guide and the unit leader will take an inventory of all equipment in the campsite. If any equipment is damaged or missing, the pack guide will note it and report it. The pack guide will also report the number of tents in the site to ensure that each person has a place to sleep. Scouts who did not complete swim checks prior to camp will need to change into swim trunks for the camp tour. Remember that a shirt, and shoes with covered heel and toe, must be worn while in camp. The pack guide will take the pack on a tour of camp, pointing out camp landmarks and the various program areas. There are a couple of required stops, such as the Aquatics area, and the Dining Hall. Even if the pack has completed swim checks prior to camp, they still must visit the Aquatics area for safety procedures. After the tour, the pack may return to the campsite. This is a good time to get settled and prepare for supper. The Scout uniform is required for all evening meals and campfires.



Pack Photographs

Following the health recheck, the pack will have the opportunity for a photograph. A photographer will be at camp on check-in days for packs that would like to have a group picture. Scouts and leaders should be in their complete Scout uniforms. It is a good idea to have the pack arrive at camp dressed in complete uniform to look good for the picture.

Leaders' Meetings

A meeting of key leaders will be held after supper on the first day of resident camp. At this meeting, members of the camp staff will give an overview of camp policies and procedures, and special program activities that will be offered during the session. Also, an opportunity will be provided to answer questions. In addition, a leaders' meeting will be held each morning after breakfast. At this meeting, pack representatives will get the opportunity to ask questions, and get updates on any special events going on in camp.

Quartermaster

In addition to what is in the campsite, the camp provides equipment through the camp Quartermaster. The Quartermaster is in the small shed beside the Dining Hall. Items such as brooms, water hoses and cleaning agents, toilet paper, tools and American flags are available for check-out. These items must be returned—clean and in good condition—before the pack checks out. Packs are welcome to bring their own items (as listed above) from home.



Tentage

Generally speaking, all packs will be housed in standard two-person wall tents. These tents have wooden floors with cots. Some campsites are equipped with Adirondack shelters instead of tents. These shelters have bunk beds and vinyl covered mattresses. If your pack wants to bring its own tentage to camp, this is permitted but not encouraged. Two-deep leadership rules still apply, and adults cannot stay in tents with Scouts. The only possible exception to this is when a parent stays in the tent with their son. If your pack chooses to bring a portion of its own tents, please be sure that you communicate this to the Resident Camp Director, as space for these tents can become a consideration. Camp tents should not be moved for any reason.

Daily Schedule

Each day follows the same schedule shown to the left. The schedule may vary on the days the pack checks in and checks out. On the first night of resident camp session, the evening activity is a camp wide campfire in the OA Arena, starting at 8:15 p.m. Everyone in camp is expected to attend and wear his or her Scout uniform. There are a variety of activities available to choose from on the remaining evenings.

Resident Camp Daily Schedule

7:00	Reveille
7:30	Waiter's Call
7:45	Assembly
8:00	Breakfast
	Leaders Meeting (After Breakfast)
8:45-9:00	Walk to Session One
9:00-10:15	Session One
10:15-10:30	Walk to Session Two
10:30-11:45	Session Two
12:00	Waiter's Call
12:15	Lunch
12:45-1:30	Rest Period
1:30-1:45	Walk to Session Three
1:45-3:00	Session Three
3:00-3:15	Walk to Session Four
3:15-4:30	Session Four
4:30-5:30	Pack Free Time
5:30	Waiter's Call
5:30-5:45	Walk to Dining Hall
5:45	Assembly
6:00	Supper
	Vespers (After Supper)
7:00-9:45	Activities
10:00	Taps (Be in Campsite)



Uniform

The official Cub Scout summer field uniform is recommended for wear by both youth and adults while in camp. This uniform—commonly referred to as Class A uniform—is to be worn to supper, campfires and Vespers. The Class B uniform consists of Scout shorts and a Scouting t-shirt and may be worn at all other times during camp. Since the uniform is worn so much, here are a few tips to help it stay fresh longer:

- Don't wear it at times when it does not have to be worn; change clothes after supper to avoid getting it dirty.
- Bring a hanger for the shirt, and keep the neckerchief and slide (if worn) in the same place each time, so they won't get lost.
- It would be a good idea to have several pairs of Scout socks to avoid wearing the same pair all session.



Dining Hall

With everyone visiting three times a day, the Dining Hall is the most popular place in camp. Before each meal, packs line up in formation on the parade ground outside of the Dining Hall. The Officer of the Day, from the staff, will take roll call of the packs, lead grace, and at the morning and evening meals, lead the flag ceremony. Scouts and leaders should wear their complete Scout uniform to supper to retire the colors. Scouts and Leaders will be divided into four lines and lead in an orderly fashion to the service line. Note that each pack will eat at the same table during its stay at camp. At the first night's meal save a place for campers that have not yet arrived. After the meal, the Officer of the Day usually has some important announcements for the camp. We ask that all Scouts remain in the Dining Hall until dismissed by the staff. The waiter system is used in the Dining Hall for setting the tables and cleaning up after meals. It is important to stop at the Dining Hall during the camp tour for a demonstration of how the waiter system works. Some people have special dietary needs. We will work the best we can in accommodating these needs with the food that we have available. Dietary supplements should be brought from home for specific dietary requirements. Before every meal, a member of the Raven Knob staff will



lead the camp in returning thanks. The Raven Knob Grace is often said. It is recommended that Scouts learn this, so they will be able to join in.

Commissioner Staff

Raven Knob Grace

In silence we seek thee,
In Grace we believe in thee,
For blessing this meal,
For the fellowship we feel,
Scouting thanks you O, Lord.
Amen

The Commissioner staff will stop by the campsites each day to visit and will make sure you have all the supplies and equipment that you need. If there is something broken or missing in your site, they will work to see that it is fixed or replaced. You can also meet with your commissioner at the morning leaders' meeting. In addition, Commissioners are knowledgeable about the program and can answer questions or help you plan pack activities.

Shower Facilities

Showers are available at various locations around camp. Campsite showers are the responsibility of the pack(s) in that site to keep clean. The showers have two sections for adults to use any time. These showers are considered unisex. Resident camp participants are the first Scouts to use the showers after a very long winter. Be prepared to clean the showers "like home."

Vespers and Chaplain

Vespers is a short fellowship service held each evening after supper. Vespers is held in the Chapel, located across Lake Watson. Everyone is encouraged to attend. Members of the Commissioner staff will conduct Vespers services, with assistance from visiting clergy. In addition, they can provide assistance with homesick Scouts. Scouts and units may volunteer to assist with Vespers during the session. Scouts who are working on a religious award are especially encouraged to do so.



Campfires

Campfires bring out the spirit and fun of camp. We have two campfires planned for resident camp. The first night will feature a grand opening campfire. It will kick off the session with an exciting beginning. Songs, cheers, stunts, and the chance to meet the camp staff will be just a few of the treats in store. On the last night, we will have a closing campfire. Awards and many neat activities are also planned for this campfire. All campfires will start at 8:15pm and should conclude around 9:00pm.



Advancement at Camp

Pack representatives/leaders should be sure to remind Scouts to bring their rank books (Wolf, Bear, Webelos and Arrow of Light Handbooks) to camp. During camp sessions, leaders should make notes on the activities their Scouts complete. This can be recorded in their handbooks each evening to assure Scouts receive credit toward achievements and electives.



Trading Post

The Trading Post—located in the middle of camp—stocks a variety of items, such as camp memorabilia (patches, mugs, t-shirts, etc.), program supplies and concession items. The Trading Post is open during the day and evening, except at meals and during campwide activities. It is a popular place for Scouts and leaders to get a snack and relax. Visa and Mastercard are accepted.

Raven Knob Museum

The Old Hickory Council Historical Association works to preserve Scouting's history and draw attention to the Scouting America's exciting and useful past in northwestern North Carolina. The Historical Association has opened a Boy Scout Museum at Raven Knob, showcasing many items from the past of Raven Knob and the Old Hickory Council. The museum will be open in the afternoons and evenings during the sessions. All Scouts and leaders are encouraged to look at the displays at some point during the session. In addition, the association has several collectable patches from various councils available for sale. All proceeds from the sale of these patches go to the continuing efforts of the Historical Association.

Fishing

Fishing is a popular activity with many Scouts at Raven Knob. Please bring your own equipment for out of session fishing. The fishing program at Raven Knob is strictly a catch-and-release program.

Lost and Found

Lost and found areas are located at the Trading Post and Dining Hall. If you lose something during the session, check with the Trading Post staff to see if it has been turned in. In addition, the Aquatics area has a small lost and found area. At the end of resident camp, all lost and found items will be boxed and stored until summer camp ends. To make it easier to recover lost items, Scouts should clearly mark their personal possessions with their name and pack number.

Postal Mail and Messages

Scouts may receive mail at camp. Please be sure to include the Scout's pack number on all mail; this will make it much easier to route the mail to the proper recipient. Also include a return address on all mail in case a letter arrives at camp after the Scout has left. Mail service is dependable, but it is recommended that mail not be sent to camp later than the day the pack checks into camp. For such a short session as resident camp, it is recommended that parents mail their letters about five days before the Scout arrives. A letter or postcard can take from two to four days to reach camp. Any letters or packages that contain currency or valuables should be insured. You can also send a Scout a message that will be printed and delivered to the Pack mailbox in the Dining Hall. To send a message, go to ravenknob.com/messages and fill out the form. Please include the Scouts Name and Pack in the appropriate field so we can get it to the right pack. Our website, ravenknob.com, provides the latest updates about preparing for camp. This is an excellent resource for parents, leaders, and Scouts. Leaders will find



Mailing Example

Rowdy Raven (Scouts Name)
Pack 89 (Pack Number)
266 Raven Knob Road Mount
Airy, NC 27030

information about summer camp, registration, and last-minute updates. Scouts can find a list of what to bring to camp and helpful hints.

Visitors

Visitors should park, check in at the Administration Building, and then walk to the campsite area. Please note that the campwide speed limit is 5 mph. In addition, on campfire nights, the road between the Trading Post and the Order of the Arrow Arena will be closed to vehicle traffic from 7:00 p.m. until the closing campfire ceremony is over, so please plan accordingly. If desired, visitors may eat in the Dining Hall. Visitors may purchase tickets for their meal from the Administration Building as they enter camp. The meal price is reasonable, and the meals are served on a regular schedule. Seating space can be a concern for visitors as packs have assigned seating, so visitors should be prepared to be at the back of the line and expect to sit in an area apart from the pack as space allows. Visitors at any time should check in at the Administration Building. There are no facilities at Raven Knob to allow visitors to stay overnight.



Safety

While we want every Scout to have a fun and exciting stay at resident camp, safety is a top priority in our program, in the campsite, and around camp. Please take note of the policies and procedures to ensure a fun and safe experience.

Fire Safety

Raven Knob has a fire and emergency alarm system. This system will be explained at the leaders' meeting on the first evening you are in camp, and a test of the system will be conducted. Under no circumstances shall flames of any kind be used in any tent or adirondack. Flashlights or battery-powered lanterns—which do not pose the threat of fire or asphyxiation—are the only acceptable light for use in tents.

Liquid and LP Fuels

Liquid-fueled equipment (kerosene, gasoline, white gas, etc.) is to be used only by adults. Lanterns or stoves may be used in campsites, under adult supervision. Empty propane cylinders should be taken home with the pack and not placed in fireplaces or trash cans, as they may explode when heated.



In Case of an Accident or Emergency

Raven Knob has a Health Lodge that is open 24 hours a day and is manned by staff members trained in handling minor accidents and illnesses. In addition, Raven Knob has a working arrangement with physicians in Mount Airy for the treatment of more serious cases. If this kind of treatment is required, the Scout's parents will be notified by telephone, and their wishes concerning treatment will be respected. If such a trip is required, we ask that one of the Scout's leaders drive him to the hospital. This way, the Health Officer will still be in camp to treat any other potential injuries. At the health recheck, the camp reserves the right to refuse admittance to any Scout or leader who, in the opinion of the Camp Director and Health Officer, has any physical or medical problem that could present a hazard to

themselves or others. If a Scout or leader has any special medication, it may be kept in the Health Lodge. For the safety of all camp, all medications must be kept locked up in the campsite. Only certain medications may be turned in to the health lodge at medical check in, in which case, they will be maintained and distributed through the Health Lodge. If the unit leader is handling medications in the campsite, you must supply an appropriate, lockable container and medications must remain under the control and supervision of an adult. Camp Raven Knob provides lockable ammo lockers attached to the shelter in each campsite. Units will need to provide the lock for the locker. The only exceptions to these rules are for emergency medications, such as asthma inhalers or EpiPen's. Other situations and circumstances should be brought to the attention of the health officer at check-in. Under no circumstances should medication be kept in locked vehicles. Most medications must be stored at, or near, room temperature, or according to manufacturer's recommendations. The extreme temperatures in vehicles may alter the beneficial effects of the medication.

Camp Rules and Hints

- No riding in the back of trucks.
- Throwing things at camp, like rocks and sticks, is not permitted.
- Running in camp should be limited to the open fields and play areas. Raven Knob does not have many flat or level areas on which to run. Roadways and paths are not designed for running.
- No open-toed shoes like flip flops, sandals or crocs except in the shower facility.
- The buddy system means two or more Scouts go everywhere in camp together.
- Scouts should not be sent to the campsite alone, or on any trip out of a leader's view without a buddy or a leader. Camp is a big place and Scouts often get turned around while walking a common trail, even if they have traveled that way many times before.
- Any campfire started in the campsite should be completely extinguished before leaving the site for any reason. Unattended fires in camp can be very dangerous.
- Try to keep knife use to a minimum. Open knives in crowded areas and walking with an open knife pose great dangers. Individuals who have knives should be considerate of others and use those knives safely. Sheath knives are not permitted.
- Please do not cut live trees, no matter how big or small they are. Walking sticks are sold in the camp Trading Post or may be made from limbs or trees that are already dead and down. Please do not disfigure the trees, bushes, or shrubs.
- If you dig holes for any reason, please fill them up when you are finished. Leaving open holes in activity fields and campsite areas pose a tripping hazard.
- Please do not hang wet clothes inside your tent. Also, do not attach clothes lines to the tent, as these put stress on the tent and can cause it to fall.
- Clothes lines in campsites should be hung with colored or white cord and as high off the ground as possible to avoid Scouts or leaders walking into them. Please remove any clothes lines that you hang up before leaving camp.
- No pets are allowed in camp.
- Alcoholic beverages are not permitted.
- Firearms are not allowed.



Discrimination Policy

It is the policy of the Raven Knob Scout Reservation not to discriminate against any person on the basis of race, color, religion, creed, age, marital status, or any other legally protected characteristic in the administration of any program. The Raven Knob Scout Reservation will endeavor, as far as practically applicable, to meet the needs of the disabled under the direction of the Americans with Disabilities Act of 1990. Any Scout or leader with a disability requiring the intervention of the camp staff, should contact the camp administration prior to attendance at summer camp.

When it's time to go back into the world

Coming and Going

The safety and security of every Scout is of paramount concern to all leaders and staff. To enhance our security efforts, we will require that parents, leaders, or Scouts who are checking into camp over the course of the session to register at the Administration Building. Scouts who are leaving camp early will need to check out at the Administration Building with our staff, while being accompanied by an adult from the pack, to authorize the departure. There will be a security guard posted at the front gate each evening. Pack leaders should encourage all guests and visitors to depart by 9:30 p.m. If there are concerns of an individual Scout's well-being and protection, the pack representative should contact the Resident Camp Director.

Check-out

The check-out procedure will begin on the last day of each session, and should be completed before 10:30 a.m. Any unit with special check-out considerations should make plans through the Program Director or the Resident Camp Director. Health forms will be returned to each unit at the breakfast assembly. After breakfast, the pack will return— with the pack guide—to the campsite to pack their gear and clean up the site. Vehicles will be allowed in camp to load personal and unit equipment. The pack guide and pack representative will conduct another inventory to make sure that no equipment has been misplaced or damaged during the session. The pack guide will inspect the site to be certain that it is clean. The cost of any damaged property or equipment will be charged to the pack.

The Check-Out Process at a Glance

Paperwork

The pack will receive a packet at breakfast containing health forms and program materials. Review this before you leave to make sure that it is all correct, and that it all belongs to your pack.

Campsite

Return to the campsite with your pack guide. Pack up all your gear and clean up the site one last time. Remember that other units will be using this site in future sessions.

Trash

Bag up all trash and take it to the edge of the main road to be picked up

Quartermaster

Return any borrowed equipment before you leave camp.



Stuff you can do in the (almost) dark



There is plenty for packs—and individual Scouts—to do at resident camp in the hours between Vespers and Taps. Some activities have been scheduled by the resident camp staff and are open to all Scouts and leaders. Others may be done by the pack as a whole. See your commissioner for more details.

If you want to go beyond the confines of the established camp, the Knob Hike is a great way to see Raven Knob from above. Views from the Knob—the camp’s signature landmark—are spectacular, offering a look at not only the camp and its watershed, but also the surrounding Blue Ridge Mountains.

A guided hike is led by the Nature staff, or groups may go on their own. If you choose to go without staff supervision, let the Program Director know as well as signing out and in on a clipboard at the trailhead, located at the bridge at the Raven Scout area. Also, be sure two adult leaders in the pack go with you, using the buddy system. Hike in groups of at least three Scouts and leaders.

If you prefer to go out instead of up, Raven Knob has over 3,200 acres to explore, and many of those acres are covered in trails. The excellent Raven Knob Trails booklet is available at the Trading Post and contains maps and descriptions of most of the major trails in camp.



And if you’d just as soon be all wet, the Aquatics area offers free boating (and an occasional free swim) after Vespers. Check with the Aquatics staff to find out the requirements for taking out a boat or talk to your commissioner.

Other activities include fishing, visiting the Trading Post or the Raven Knob Museum, playing Frisbee, visiting the Nature area, board games, card games, marbles, a scavenger hunt, making S’mores or a cobbler, and eating watermelon and ice cream.



All the stuff to do while you're at camp

Wolf Program Activities

Adventures

- Running with the Pack: 1, 2, 3, 4, 5 (Requirement #1 completed in Dining Hall)
- Air of the Wolf: 1a, 1b, 1c, 2a, 2b, 2c
- Paws of the Path: 1, 2, 3, 4, 5
- Let's Camp Wolf: 1, 2, 3, 4, 5
- Paws for Water: 1, 2, 3, 4, 5, 6
- Archery Wolf: 1, 2, 3, 4, 5, 6, 7

Requirements that could be completed

- A Wolf goes Fishing: 5 (With your den, pack or family go fishing)
- Champions of Nature: 4 (Participate in a conservation project)
- Council Fire: 1 (Learn how to properly care for and fold the US flag & participate in a flag ceremony)

Wolf Program Areas

- Nature Area
- Handicrafts
- Waterfront (Swimming)
- Archery Range
- Fishing (OA Arena)



Bear Program Activities

Achievements

- A Bear Goes Fishing: 1, 2, 3, 4, 5, 6
- Salmon Run: 1, 2, 3, 4, 6
- Forensics: 1, 2, 3, 4, 5, 7, 8
- Archery Bear: 1, 2, 3, 4, 5, 6, 7
- Bear Habitat: 1, 2, 3, 4, 5, 6, 7, 8, 9
- Super Science: 1, 2, 3, 4, 5
- Roaring Laughter: 1, 2, 3, 4, 5, 6
- BB Gun Bear: 1, 2, 3, 4, 5, 6, 7

Electives

- Salmon Run: 5 (Attempt Scouting America Swimmers Test during check-in process)
- Bears Afloat: 1, 2, 7, 8 (Pass the Scouting America Swimmers Test, choose your vessel, paddle your vessel for 30 minutes or more)
- Champions for Nature: 5 (Participate in a Service Project)
- Let's Camp Bear: 1, 2, 3, 4, 5
- Paws for Action: 4 (If you do a conservation project while at camp)

Bear Program Areas

- Scoutcraft
- Handicrafts
- Waterfront (Swimming)
- Shooting Sports (Archery & BB's)
- Nature



Webelos Program

- **Ultimate Frisbee/BB Range:** Will learn the rules of these shooting sports while having fun. On alternate day they will learn the rules of Ultimate Frisbee and play a game. (BB's all but #8)
- **Aquanaut/Knob Hike:** Will learn water skills as well as respect for the water. On alternate day, will experience climbing to the Knob.
- **Climbing/Bouldering:** Climbing experience at the rappelling tower. Test strength and agility while climbing up and across rocks.
- **World Conservation/Games:** Participation in a conservation project on the camp grounds. Games will be offered after project completion.
- **Earth Rocks:** You will learn that rocks and minerals are more than just things that lie in the ground.
- **Build It:** Learn about tools and a safe way to use them. Build a small project.
- **Let's Camp Webelos:** Learn the basics of choosing a campsite, pitching your tent, tying knots!
- **Champions for Nature:** In this Adventure, you will learn more about the wildlife we share our planet with. You will put what you learn into action with a conservation project at CRK!
- **Tech on the Trail:** Learn about technology that can keep you safe, GPSs, & take a 2-mile hike!

Notes

Webelos Scouts at camp are grouped by pack and put into a group for the purpose of walking from area to area. At least one leader from each pack should accompany each group of Webelos, with one leader for each five Scouts. Wearing comfortable-fitting shoes and having a small daypack might help Scouts have a more comfortable day.





Arrow of Light Program

- **BB Range/Ultimate Frisbee:** Will learn the rules of these shooting sports while having fun. On alternate day they will learn the rules of Ultimate Frisbee and play a game. (BB's all but #8)
- **Knob Hike/Swimming:** Will learn water skills as well as respect for the water. On alternate day, will experience climbing to the Knob.
- **Bouldering/Climbing:** Climbing experience at the rappelling tower. Test strength and agility while climbing up and across rocks.
- **Into the Woods:** Trees & plants play an important role in nature & life. In this session you will learn about the trees around you, how they affect you and why taking care of them is important for our planet's well-being.
- **High Tech Outdoors/Knife Safety:** Learn how technology can help you in the outdoors. Take a deeper dive into using knives.
- **Engineer:** Learn all about engineers and what they do. Scouts will get to make designs and models.
- **Cycling:** Learn the ins and outs of your bicycle, complete all requirements but #7. All participants must bring their own bike and helmet.
- **Into the Wild:** When you go "into the wild," you will begin to learn about some of the mammals, bird, reptiles, amphibians, and insects that live with us day and night and how they contribute to the world in which we live in.
- **First Aid:** First aid skills, handling emergency situations. The skills you learn in this adventure could help someone in trouble or even save a life.

Notes

Arrow of Light Scouts at camp are grouped by pack and put into a group for the purpose of walking from area to area. At least one leader from each pack should accompany each group of Arrow of Light Scouts, with one leader for each five Scouts. Wearing comfortable-fitting shoes and having a small daypack might help Scouts have a more comfortable day.

Camp Map



Honor and Merit Pack Awards

The Honor Pack and Merit Pack awards recognize packs that participate fully in the camp program, follow camp rules and demonstrate the true spirit of Scouting.

Pack _____

Council _____

Please check the box for each requirement completed.

Merit Pack

Complete the following mandatory requirements:

- ☐ The unit participates in activities, follows all camp rules, and has a general attitude conducive to a Scout camp, continuing with the tradition of Scout Spirit that is ever-present in the program.
- ☐ The Cubmaster or the in-camp designated leader attends the leaders' meetings after breakfast. The leader also attends the leaders' orientation meeting on check-in day.

Complete 7 of the 8 optional requirements:

- ☐ The unit completes all registration materials by the proper deadlines, including completed forms and payments.
- ☐ The unit has a high percentage (at least 50%) of its active membership at camp.
- ☐ Two-deep leadership – provided completely by the pack – is present in camp at all times.
- ☐ The unit maintains a minimum ratio of one leader for every four Scouts.
- ☐ Scouts attending camp participate in the scheduled activities (daily sessions, free swims, and other activities during the camp).
- ☐ The Scouts and leaders in the pack attend evening meals and campfires in complete Scout uniform.
- ☐ The pack should have a clean table in the Dining Hall. Each pack should clean up after each meal and prevent messes during meals.
- ☐ The pack should have a clean campsite recorded on the daily inspection scoresheet.

Honor Pack

In addition to completing the mandatory requirements, and seven requirements in the Merit Pack section, a pack must complete **two** of the following three requirements to be an Honor Pack:

- ☐ The unit has at least one adult leader watch the cub portion of the registration webinar held in March.
- ☐ The unit performs a conservation or camp improvement project while at resident camp. This project must be approved beforehand and checked upon completion by a staff member.
- ☐ The pack plans one pack or campsite activity. The activity must foster a sense of Scouting friendship between at least two packs.

Pack Leader Signature _____